WHAT IS A CHAIN?

Chains are a way to order the resolution of multiple card effects. They are used when the effects of more than 1 card are activated at once, or when a player wants to use an effect after a card has been played, but BEFORE that card has an effect on the game.

 If a card's effect is activated, the opponent is always given a chance to respond with a card effect of their own, creating a Chain. If your opponent responds with an effect, then you can choose to respond and add another effect to the Chain. If your opponent does not respond, you may activate a second effect and create a Chain to your own card's activation. Both players continue to add effects to the Chain until they both wish to add nothing else, then you resolve the outcome in reverse order – starting with the last card that was activated.

You must always be careful not to resolve the effects of your cards before asking your opponent if they wish to make a Chain.

Spell Speed

Every type of card effect has a Spell Speed between 1 and 3. If you want to respond to a card effect in a Chain, you have to use an effect with Spell Speed 2 or higher, and it cannot have a lower Spell Speed than the effect you are responding to.

Spell Speed 1 (Activating most spells, or most effects.) This is the slowest of all Spell Speeds. These cards cannot be activated in response to any other effects. Typically, these effects cannot be Chain Link 2 or higher, unless multiple Spell Speed 1 effects are activated simultaneously.

Spell Speed 2 (During either turn effects.) These cards can be used to respond to a Spell Speed 1 or 2 effect, and can typically be activated during any phase.

Spell Speed 3 (Counter effects)This is the fastest of all Spell Speeds and can be used to respond to a card of any Spell Speed. Only another Spell Speed 3 card may be used to respond to these cards.