

Chrono CCG Full Rules

Any time a card's text contradicts a game rule, follow the card text first.

Deck Building

Each deck will consist of 42 cards. The first 2 cards that go into any deck are the Divers. Divers are the two Agents that define the deck. A deck may have up to three copies of any card from either Syndicate represented by their Diver. If both Divers are of the same Syndicate, then only cards from that Syndicate may be added to the deck. Copies of a Diver may not also be put into the main 40 card deck.

At the beginning of the game Divers will be removed from the deck and placed face up in the Diver Zone. A Diver in the Diver Zone may be played once during the game as if it was in the hand. In all other ways once played a Diver acts as if it were a normal copy of that Agent.

Sequence of play

At the beginning of the game each player will draw 4 cards from their deck. They may send back between 0 and 4 of those cards and redraw the same number of cards from their deck without the possibility of drawing the exact card originally sent away.

At the start of each round all players will draw 1 card, gain 1 empty Power Crystal, and then fill all available Power Crystals. Power from these crystals is spent to play cards. At the start of each round up to 3 unspent Power Crystals from last round will be saved in the Power Reserve. Power in the Power Reserve may only be spent to play Actions rather than Agents.

A player will be randomly assigned to start with the attack token. That player will receive first priority on the first round of the game. When a player has priority, they may play an Agent or Action from their hand by paying its Power Cost, attack their opponent with any Agents already in play using the attack token, or activate any Deplete effect on any Agent they control. Any of these choices will transfer priority to the opponent. They may also pass, which does nothing but shift priority to their opponent.

When both players have passed consecutively the round will end. Playing an Immediate Action and then pressing the pass button is a pass for these purposes. The player who did not have the attack token at the start of the round will be assigned it, and the next round will begin. Victory is achieved by reducing the Durability of your opponent's Core from 20 to 0.

Combat

When a player has both priority and the attack token, they may spend the attack token to attack their opponent. This is done by selecting any number of Agents they control from the in-play area, moving them to the combat area, and confirming the attack.

After the attack is confirmed, priority passes to the opposing player who may assign up to 1 blocking Agent to each attacking Agent, as well as play any Fast or Immediate Actions to the Chain or activate any Deplete effects of their in-play Agents. If none of these responses are used the combat will immediately resolve with all attacking Agents Striking the enemy Core.

If there are blocks or Actions taken then priority will pass back to the attacking player who may then play any Fast or Immediate Actions on to the Chain or activate any Deplete effects of their in-play Agents. Priority will continue to pass back and forth in this manner until both players pass consecutively.

When both players pass consecutively combat will resolve by all blocked and blocking Agents Striking each other, and any attacking Agents Striking the enemy Core. After all Strikes resolve, from left to right, combat will end and priority will go to the player who did not initiate combat.

Depletion

Some Agents have a Deplete ability. This ability can be activated at any time their player could play a Fast Action and will do as indicated on the card.

When an Agent Depletes it will no longer be able to Deplete, Attack, or Block. If an Agent is already in combat when it Depletes it will complete the combat as normal. Depleted agents Refresh at Round End.

The Chain

Most Actions in Chrono are either Slow or Fast. When a Slow or Fast Action is played it enters the Chain and passes priority to the opposing player. When The Chain is active any player with priority may put any Fast Action on to the Chain. Each time this is done and confirmed priority will be passed to the opposing player. When both players pass consecutively the chain will resolve all effects, beginning with the effect most recently played.

Some effects of Agents in the game are marked with a (C). These effects will either start a Chain or add to an existing one. Effects of Agents not marked with a (C) will resolve in the same manner as immediate Actions, neither entering The Chain nor passing priority.

Effects on the chain are ordered like a clock from 1 to 12. You cannot add to the Chain when the clock strikes midnight.

Shifting

Timelines, unlike Agents or Actions, are not cards that may be placed in the main deck. Many cards in Chrono have the effect of Shifting to a Timeline. When any effect Shifts to a Timeline, that Timeline's Initial and/or Permanent effects activate. When a new game begins there is no active Timeline.

There can only ever be one active Timeline. If there is an active Timeline and a Shift occurs then the new Timeline is placed on top of the old one in the Timeline Stack. Only the top Timeline in the Timeline Stack has its effects active. All other Timelines in the Timeline Stack remain inactive.

Immortalization

Every Agent has the ability to Immortalize. When certain conditions are met, an Agent will Immortalize by transforming into a different, generally more powerful, version of itself. Immortalization transforms all copies of that Agent for that player for the rest of the game. This version represents a form of ascension, they are now of crucial importance to the timeline and cannot be so easily brushed aside as the timestream ebbs and flows.

Definitions of Words

Diver: The two Agents that define what other cards may go into a deck and may each be played from the Diver Zone once during a game. Effectively always cards five and six in the starting hand.

Syndicate: The different factions in Chrono, Lifeblood, Sungrace, Silence, Singularity, Splintergleam, and Phasetide. Each card comes from one of these Syndicates.

Core: The powerful technological artifact that allows Divers to make their jumps through time to the key moments they battle over. Destroying the enemy core sends the attached Divers spiraling off to be lost in space and time and is victory in the game of Chrono. Cores start with 20 Durability and have no maximum Durability.

Hand: The area where available cards wait to be played. You can see your hand but your opponent cannot. If you have 12 cards in your hand and attempt to draw, Erase the drawn card. If you have no cards in deck and attempt to draw your core takes one damage plus one damage for each time you have attempted to draw with no cards in deck.

Agent: A permanent being that stays on the board until destroyed. Playing an Agent always transfers priority to your opponent. An Agent is destroyed if it ever reaches 0 Durability. All non-token Agents have the ability to Immortalize. You may only have 6 Agents in play. If you have 6 Agents in play and wish to play another you must Erase an allied Agent to do so.

Strength: How hard an Agent Strikes. When an Agent Strikes either another Agent or a Core it will reduce its targets Durability by an amount equal to its Strength.

Durability: How hard an Agent or Core is to destroy. When an Agent or Core takes damage, its Durability will be reduced by the amount of damage it takes. If an Agent or Core ever reaches 0 or less Durability it is destroyed.

Action: A card type that is a powerful effect which does as described on the card and then leaves the play area. Actions come in Slow, Fast, and Immediate.

Action (Slow): Slow Actions may only be played outside of Combat when the Chain is empty. They transfer priority back to your opponent once they are on the Chain.

Action (Fast): Fast Actions may be played regardless of the state of the Chain or Combat, and transfer priority back to your opponent once they are on the Chain

Action (Immediate): Immediate Actions may be played regardless of the state of the Chain or Combat and do not at any point enter the Chain or transfer priority back to your opponent.

Token: Specific Agents and Actions that only exist when created by other cards. Token Agents do not immortalize.

Strongest: Strongest Agent is determined first by highest Strength, then by highest Durability, then by highest Power cost, then by most recent to enter play.

Weakest: Weakest Agent is determined first by lowest Strength, then by lowest Durability, then by lowest Power cost, then by most recent to enter play.

Graveyard: Where agents go when they are destroyed. Where actions go after they resolve.

Neutral Keywords

Advent: When this card enters play, activate this effect.

Chain: Denoted by a (C). Any effect on a card with Chain will go on the Chain when it activates. Any effect without it will resolve in the same manner as an Action (Immediate).

Give: Agent gains this until end of round.

Grant: Agent gains this until destroyed.

Last Gasp: When this Agent is destroyed, activate this effect.

Paradox: If there are two or more Agents in play with the same name activate this effect.

Phase: A Phased agent is treated as removed from play for the round, though it still occupies its board-space. At the start of the next round this unit Phases in and is in the exact same state as it Phased out. Phasing back in does not trigger Advent effects.

Overflow: If you try to add Power to your Power Reserve and cannot, activate this effect.

Rewind: Return this Agent to its owner's hand.

Sacrifice X: Pay X Core Durability to activate this effect.

Positive Keywords

Blitz: When attacking, this Agent strikes before its blocker. Replaces Delay.

Breakdown X: When your Core has X or less Durability remaining this effect activates.

Cleave: When Striking a blocker, this Agent also Strikes Agents to the left and right of its blocker at the same time. These struck Agents will be considered blockers this turn for purposes of Overpower.

Confront: This Agent may choose an enemy Agent to block it when confirming their attack.

Evasive: This Agent may only be blocked by other Evasive Agents.

Flourish: Grant this Agent +1/+1.

Heal: Increase the Durability of the Agent or Core being healed by this amount. Agents being healed cannot exceed their maximum Durability. Cores have no maximum Durability and can be healed any amount.

Overpower: Excess damage beyond the Durability of this Agent's blocker is dealt directly to the enemy Core.

Rejuvenate: At Round Start heal this Agent to full Durability.

Refresh: Remove the Depleted status.

Revive: Return from the Graveyard to play.

Siphon: Heal your Core an amount equal to the damage dealt by this card.

Sprout X: Create X 1/1 Seedling Tokens. If your board is full, grant your weakest Seedling +1/+1 instead.

Surge: Gain an attack token if you don't already have one.

Negative Keywords

Bleed X: At round end this Agent takes X damage.

Decay: Grant this Agent -1/-1.

Delay: This Agent always Strikes after its opponent in combat. Replaces Blitz.

Disarm: Set this Agent's strength to 0 until Round End.

Erase: Remove this card from the game.

Exposed: This Agent may be chosen as a blocker by enemy Agents when confirming their attack.

Mute: Remove all text as well as any Strength/Durability changes from this Agent.

Temporary: This Agent is destroyed at Round End or when it Strikes.

Transient: This card in hand is Discarded at Round End.

Addable Keywords

Blitz: When attacking, this Agent strikes before its blocker.

Cleave: When Striking a blocker, this Agent also Strikes Agents to the left and right of its blocker at the same time. These struck Agents will be considered blockers this turn for purposes of Overpower.

Confront: This Agent may choose an enemy Agent to block it when confirming their attack.

Evasive: This Agent may only be blocked by other Evasive Agents.

Overpower: Excess damage beyond the Durability of this Agent's blocker is dealt directly to the enemy Core.

Rejuvenate: At Round Start heal this Agent to full Durability.

Siphon: Heal your Core an amount equal to the damage dealt by this card.

Timing Effects

Round End: This effect triggers at the end of the round after both players have passed consecutively.

Round Start: This effect triggers at the start of the round after mana has refilled and cards have been drawn.

Multiple Triggers: If multiple effects trigger during at the same "Round End," or "Round Start," then the most recent to enter the play area will occur first.

Trigger Chaining: If for any reason an effect would cause a Chain to start during Round End, the Chain will be created and resolved without any player receiving priority. Any decisions that would be necessary to resolve Round End triggers will be made randomly. At the end of the

Chain's resolution play will continue directly into the next round as normal. If for any reason an effect would cause a Chain to start during Round Start, the player whose effect caused the Chain to start will receive first priority on the Chain. After the Chain resolves, the player who would normally receive priority at the start of the round receives priority.

List of Timelines

Effect

The One True Timeline

Round Start: Heal all Agents and Cores 1.

Abundant Growth

All Agents have +1|+1.

Torment

All Agents and Cores have Bleed 1.

Voiceless Sky

If a player has exactly one Agent, it has +3/+3

Erudite Beacon

When you Shift here, draw 1. Round Start: Players draw 1.

Star Siphon

Round End: Refill all Power Reserves.

Volcanic Rivers

When you Shift here, deal 1 to both Cores.

Deadly Fauna

All Agents have Overpower.