



Comprehensive Rules 1.3.1

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@ Upper Deck

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1	GAME OVERVIEW
1.1	Number of Players
1.1a	The Neopets Battledome TCG is a two-player game with both players opposing each other.
1.2	Setting Up
1.2a	Each player will shuffle their Main Deck (2.4), present it to their opponent to be cut or shuffled, then place their Main Deck in their Main Deck Zone (6.3).
1.2b	Each player then places their Neopet Deck (2.2) and Rainbow Pool Deck (2.3) in their respective Zones.
1.2c	Randomly determine the starting player (dice, coin flip, rock paper scissors, etc). The starting player may defer taking the first turn to their opponent.
1.2d	Once a starting player has been determined, each player will draw a starting Inventory (hand) of five cards from their Main Deck.
1.2d.1	Each player may Mulligan by shuffling their Inventory into their Main Deck, offering their opponent to cut, then draw another five cards. Players may not Mulligan more than once.
1.2e	Each player will then choose their starting Basic Neopet (5.2). A player chooses their starting Neopet by selecting a Neopet from their Neopet Deck and placing it face-down in its respective Zone (6.4).
1.2e.1	When both Neopets are chosen, each player flips them face-up simultaneously.
1.3	Winning the Game
1.3a	A player wins the game when they win two Rounds.
1.3a.1	A Round often concludes when one player's Neopet is knocked out by taking damage equal to or greater than their Hit Points.
1.3a.2	The player whose Neopet was not knocked out first wins that round (7.8).
1.3b	A single game consists of up to three rounds. When a player has won two rounds, they win the game.
1.3c	Conceding
1.3c.1	A player can concede the game at any time. A player who concedes loses immediately and the game ends.

1.4	Ending the Game
1.4a	A game ends immediately when any player meets the Winning Requirement of winning two rounds.
1.4b	A game may also end when a player concedes.
1.4c	The player that did not meet the Winning Requirement loses the game.
1.5	Golden Rules
1.5a	“Can’t” Beats “Can”
1.5a.1	Whenever a card, ability, or effect states that something “can” happen or directs that thing to happen, but another card, ability, or effect states that the same thing “can’t” happen, the “can’t” effect will take precedence.
1.5b	Card Text Always Takes Priority Over Game Rules
1.5b.1	Whenever card text contradicts the game’s rules, the card text takes precedence.

2	Game Components
2.1	Necessary Components
2.1a	To play the Neopets Battledome TCG, a player must have a Neopet Deck, a Main Deck and may have a Rainbow Pool Deck.
2.2	Neopet Deck
2.2a	A Neopet Deck must contain at least 3 Basic Neopets and a max of 5 Basic Neopets.
2.2b	All Neopets in the Neopet Deck must have a different species name.
2.3	Rainbow Pool Deck
2.3a	A Rainbow Pool may consist of up to 15 cards with no more than 10 Rainbow Pool Neopets.
2.3b	No more than one copy of each unique Rainbow Pool Neopet in the Rainbow Pool Deck.
2.3c	A player may have Rainbow Pool Neopet cards in their Rainbow Pool, regardless of the Neopets or Paint Brushes included in their Neopet Deck and Main Deck respectively.

2.3d	Additional cards may have unique rules text having them start in your Rainbow Pool. These cards do count towards the fifteen-card limit, but not the ten Rainbow Pool Neopet limit.
2.4	Main Deck
2.4a	Each player must have a Main Deck of exactly 50 cards.
2.4b	A Main Deck can consist of Codestones, Equipment, Food, Faeries, Heros, Villains, Legends, Paint Brushes, Petpets, Potions, Locations, and/or Map Pieces.
2.4c	The Main Deck can only contain up to 2 copies of a card with the same Name, same Type, and same Team Icon excluding Codestones.
2.4c.1	The Main Deck may contain no more than 1 copy of any one Faerie, Hero, Villain, or Petpet.
2.4d	The Main Deck may contain any number of Codestones.

3	GAME CONCEPTS
3.1	Card
3.1a	When determining a card's wording always utilize the official Upper Deck Card Gallery found at https://my.upperDeck.com/public/Neopets/cards
3.1b	When a rule or text on a card refers to a "card", it means only a Neopets Battledome card or an object represented by a Neopets Battledome card.
3.1c	Neopets are not considered cards for the purpose of game mechanics and card effects.
3.1d	Back Side
3.1d.1	The back side of the card is the side with the Neopets Battledome logo presented.
3.1d.1a	Card effects that say to put a card face-down mean to put it with its back side presented.
3.1d.1b	Face-down cards have no identifying card information
3.1d.1b.1	Ex. Name, Level Requirement, Team Icon, Text box, etc..
3.1d.2	The back side of cards is Public Information.

3.1d.3	Cards that present their back sides are meant to conceal Private Information.
3.1d.4	Your Decks and your Inventory must present all cards on their back side.
3.1e	Front Side
3.1e.1	The front side of the card is opposite the back side. Cards are played by placing them front side up, also referred to as face-up.
3.1e.2	Cards that are played and presented face-up are considered Public Information.
3.1e.3	Face-up cards are Public Information even if they are obscured.
3.1e.4	Any cards in the Discard are Public Information even if stacked on top of one another when they are face-up.
3.2	Queue
3.2a	The Queue represents all cards, card effects, Activated Abilities, and Triggered Abilities that have been played, activated, or triggered and are pending resolution.
3.2a.1	Activated Abilities and Triggered Abilities in the Queue are not treated as being in the Battledome.
3.2b	While cards in the Queue are not considered to be in the Play Area, the Queue can be represented anywhere so long as both players understand its order of contents.
3.2c	Each card resolves one at a time, however a player may choose to respond to any card in the Queue when given priority.
3.3	Playing a Card
3.3a	To play a card with a Level Requirement, the Level Requirement must be equal to or less than your Neopets Level (5.14e).
3.3a.1	If a card instructs a player to play a card it must meet all Level Requirements unless otherwise stated.
3.3b	Cards being played are placed in the Queue (3.2) to then be resolved.
3.3c	To play a card and put effects onto the Queue all Costs, Additional Costs must be paid, all proper Targets must be chosen if specified, and the effects must be able to fully resolve.

3.3c.1	If all Targets for an effect are no longer in its original Zone, the Targeting effect does not Resolve, and all other relevant effects Resolve as much as possible.
3.3c.2	If an effect Targets multiple Game Objects for an effect and one of the Targets is no longer in its original Zone upon Resolution, the effect will still attempt to resolve affecting all remaining Targets still in their original Zone.
3.4	Privacy
3.4a	A card will have different levels of Privacy depending on the Zone.
3.4a.1	Face-up cards are Public; anyone can see and read them.
3.4a.1a	Public means they are Public Information (9.10a)
3.4b	Face-down cards are private.
3.4b.1	Private means these cards are Private Information (9.10b).
3.4b.2	Players may look at the face of all face-down cards in their Battledome and Play Area.
3.4b.2a	Players may look at the faces of all face-down cards they own in any other Zones.
3.4b.2b	The Main Deck's order and contents may not be looked at by any player unless instructed by card effect.
3.5	Ownership
3.5a	The owner of a card is the player whose deck the card belongs to. The owner of a card will never change during a game.
3.5b	The controller of a card is the player who currently has that card on their side of the Battledome and Play Area.
3.5b.1	Abilities and effects in the Queue are controlled by the player that put those effects into the Queue.
3.6	Additional Costs
3.6a	Additional Costs are conditions that must be met to put certain effects into the Queue. These Additional Costs can be found on cards, abilities, or effects.

3.6b	Additional Costs are indicated by text preceding a semi-colon. Any text before a semi-colon represents the additional requirements that must be met to put into the Queue the effect stated after the semi-colon.
3.6c	Additional Costs must be met prior to any part of the effect being put into the Queue.
3.6d	Cost used to meet the requirement of Additional Costs are spent regardless of if the effect they were used for does not resolve.
3.7	Resolving Cards, Effects, and Abilities
3.7a	Each time both players pass priority in succession, the next card, effect, or ability in the queue resolves.
3.7b	To resolve an effect, the controller of that effect or ability must enact the game text stated on the relevant effect.
3.7c	When resolving an effect, a player must resolve all relevant effects on the card in the order they appear in the effect's text.
3.7c.1	If a player is resolving a card's effects and additional effects applied to that card, the player chooses the order to apply those effects.
3.7d	When a card finishes resolving, it is placed into the appropriate Zone.
3.7d.1	Faerie, Hero, Villain, Equipment, and Petpets are placed into specified slots in the Battledome.
3.7d.2	Legend, Food, Paint Brush, and Potion are put into the Discard upon resolution(Food is put into the Void).
3.8	Open Game State / Priority
3.8a	The game is in considered to be in an Open Game State when the Queue is empty.
3.8b	The active player gains priority in an Open Game State.
3.8c	Priority is a property that determines when a player can Activate effects and play cards.
3.8d	The Active Player begins each Phase/Step of their turn with priority.
3.8d.1	Players hold priority when they activate effects and play cards.
3.8d.2	Priority is passed when players want to proceed between phases/steps or no longer want to respond by playing cards or activating effects.
3.8e	The Active Player is the player who is currently taking their turn

3.8f	The Non-Active Player is the player who is not currently taking their turn.
3.9	Object
3.9a	An Object refers to a Neopet, a card, a Codestone or a die.
3.9b	An Object that enters a Zone becomes a new Object.

4.1	Name
4.1a	A card's Name is a unique identifier of the card.
4.1a.1	The name of a card is found on the top of the card.
4.1b	A card's name refers to the entire text found in the Name line.
4.2	Level Requirement
4.2a	A card's Level Requirement appears in the top left box.
4.2b	A card's Level Requirement is exactly equal to its printed value.
4.2b.1	If a card does not have a printed Level Requirement, it's considered to have no value and no Level Requirement.
4.2b.1a	It is not considered a Level Requirement of zero.
4.2c	A card's Level Requirement cannot be changed. Any effects that reduce the Level Requirement required to play a card does not change the printed value.
4.2d	If a card effect would have you target or choose a card or cards with a total sum of Level Requirement values, cards without a Level Requirement cannot be included.
4.3	Card Type
4.3a	A card's type is a unique identifier of the card that appears under its name in the top center.
4.3b	These types can be but are not limited to Equipment, Paint Brush, Food, etc.
4.4	Card Text or Text Box
4.4a	A card's text box refers to the card's effects and abilities shown on the bottom half of the card. Anything in this section is considered the card's effect.

4.4b	This section may be referred to as either text box or card text.
4.5	Team Icon
4.5a	A card's Team Icon is a unique identifier of the card that appears in the top right, next to the card name.
4.5a.1	Not all cards have a Team Icon.
4.5b	Any instance of Team Icons on a card or in card text are considered to also be the printed name of that Team Icon.
4.5c	There are no deckbuilding restrictions regarding a card's Team Icon. A player may construct their deck with any number of differing Team Icons.
4.5d	A Team Icon gives a card the identifier of that specified team. Any card effect that would reference a Team Name includes any relevant cards with that Team Icon.
4.6	Ancillary Information
4.6a	Ancillary Information is information that does not affect gameplay.
4.6a.1	Illustration, the art displayed on the card.
4.6a.2	Legal text, copyright information.
4.6a.3	Artist Name, the illustrator of the card art.
4.6a.4	Set code, the set and number of the card.
4.6a.5	Two cards with the same card Name, Card Type, and Team Icon with different set codes are not two different cards. They are still considered the same card for gameplay.
4.6a.6	Rarity, the rarity of the card.
4.6a.6a	Rarity includes but not limited to common, uncommon, rare, super rare, and ultra rare.

5	CARD TYPES
5.1	Neopets

5.1a	Neopets consist of both Basic Neopets and Rainbow Pool Neopets
5.1b	Neopets are not considered cards for the purpose of card effects but are considered to be in the Battledome.
5.2	Basic Neopets
5.2a	Basic Neopets start the game in the Neopet Deck.
5.2b	Basic Neopets have the Base Colors of a species.
5.2b.1	Base Color is the original color of a Basic Neopet.
5.2b.1a	Ex. Colors red, blue, yellow, and green
5.2b.2	For accessibility, the color of a Neopet serves no mechanical purpose besides reflecting associated Stat increases.
5.2b.3	All Basic Neopets have no Rainbow Pool icon to the left of their name.
5.3	Neopet Stats
5.3a	A Neopet has 4 Stats: Attack, Defence, Agility, and Hit Points.
5.3a.1	The Attack Stat appears in the bottom left box next to a symbol of a red sword.
5.3a.2	The Defence Stat appears in the bottom center box next to a symbol of a blue shield.
5.3a.3	The Agility Stat appears in the bottom right box next to a symbol of a pair of yellow boots.
5.3a.4	The Hit Point Stat appears in the top right box next to a symbol of a green heart.
5.3a.4a	The colors of the icons have no mechanical significance, only the icon.
5.3b	Base Stat
5.3b.1	The Base Value of a Neopet's Stats is determined by the printed value on the Neopet and all Attached Codestones modifying a specific stat(s) (5.14).
5.3b.2	The Total Value of a Neopet's Stats is determined by the printed value on the Neopet, all Attached Codestones modifying the specific stat(s) (5.14), and all effects modifying them.
5.3c	Any effect that refers to a specific Stat value refers to the total Stat value.
5.3d	A Neopet's Attack, Defence, or Agility Stat cannot exceed a total value of 10 per stat.
5.3d.1	A Neopet's Hit Points cannot exceed a total value of 16.

5.4	Rainbow Pool Neopets
5.4a	Rainbow Pool Neopets are painted versions of Basic Neopets that begin the game in the Rainbow Pool Deck.
5.4b	Rainbow Pool Neopet cards are indicated by a Rainbow Pool icon in the top left and the corresponding name under the species name in the top center.
5.5	Faerie, Hero, and Villain (Champions)
5.5a	A Faerie, Hero, or Villain card is indicated by the Card Type (4.3) “Faerie,” “Hero,” or “Villain”.
5.5a.1	Also referred to as Champions.
5.5b	A Main Deck may contain no more than one copy of each unique Faerie, Hero, or Villain card.
5.5c	The Active Player can only play a Faerie, Hero, or Villain card during their Preparation Phase when the Queue is empty.
5.5d	When a Faerie, Hero, or Villain card Resolves, it is placed in the Faerie, Hero, and Villain Slot on its owner’s side of the Battledome.
5.5d.1	This is also referred to as the Champion Slot.
5.5e	When a Faerie, Hero, or Villain card would be put into a player’s Discard from the Battledome, it is put into its owner’s Void.
5.5e.1	This is not a replacement effect. (8.9)
5.5f	A player may control no more than one Faerie, Hero, or Villain card in the Battledome at a time. If a player would like to put a different Faerie, Hero, or Villain card into play, they must first send the active Faerie, Hero, or Villain to the Void.
5.5g	Hero and Villain cards have a Team Icon in the top right, where the Team Icon appears normally.
5.6	Paint Brush
5.6a	A Paint Brush card is indicated by the Card Type (4.3) “Paint Brush”.
5.6b	A Main Deck may contain no more than two copies of each unique Paint Brush card.
5.6c	Playing a Paint Brush

5.6c.1	The Active Player may only play a Paint Brush card during their Preparation Phase when the Queue is empty.
5.6c.2	When a Paint Brush Resolves, a player must put their active Neopet into their Rainbow Pool and put the matching Rainbow Pool Neopet from their Rainbow Pool into their Active Neopet Slot as their Active Neopet. Then that player puts the Paint Brush card in its owner's Discard.
5.6c.2a	A player can paint their active Neopet any number of times so long as they have the corresponding Rainbow Pool Neopet in their Rainbow Pool.
5.6c.3	When a Neopet is transformed into a Rainbow Pool Neopet, it maintains all damage and Status effects it had before it transformed.
5.6d	A player cannot play a Paint Brush if they do not have the corresponding Rainbow Pool Neopet in their Rainbow Pool.
5.6d.1	A player can play a different Paint Brush on a Painted Neopet.
5.7	Legend
5.7a	A Legend card is indicated by the Card Type (4.3) "Legend".
5.7b	A Main Deck may contain no more than two copies of each unique Legend card.
5.7c	The Active Player may play a legend card only during their Preparation Phase when the Queue is empty.
5.7d	When a Legend card Resolves, its controller Resolves all relevant effects on the card and then places it in its owner's Discard.
5.8	Equipment
5.8a	An Equipment card is indicated by the Card Type (4.3) "Equipment".
5.8b	A Main Deck may contain no more than two copies of each unique Equipment card.
5.8c	The Active Player may play an Equipment card only during their Preparation Phase when the Queue is empty.
5.8d	When an Equipment card Resolves, it is placed in one of the three Equipment Slots on its owner's side of the Battledome. The controller may use any relevant effects and abilities of the Equipment card on the same turn it is played.

5.8d.1	The Slot the Equipment card is placed in is not relevant for any gameplay purposes other than to provide a limit.
5.8d.2	A player may control no more than three equipment cards at a time.
5.8e	If each Equipment Slot already has an equipment in it, the controller of the new equipment must send one of those slot's current cards to its owner's Discard in order to play a new equipment in that slot.
5.9	Petpet
5.9a	A Petpet card is indicated by the Card Type (4.3) "Petpet".
5.9b	A Main Deck may contain no more than one copy of each unique Petpet card.
5.9c	Playing a Petpet
5.9c.1	The Active Player may play a Petpet card only during their Preparation Phase when the Queue is empty.
5.9c.2	When a Petpet card Resolves, it is placed in one of the three Equipment Slots on its owner's side of the Battledome. The controller may use any relevant effects and abilities of the Petpet card on the same turn it is played.
5.9c.2a	Petpets are played in the Equipment Slot but are not treated as Equipment.
5.9c.3	If each Equipment Slot already has an Equipment in it, the controller of the new Petpet may send one of those slots' current cards to its owner's Discard in order to play a Petpet in the same slot.
5.9d	During the Battle Phase, if either player controls a Petpet card, that player may choose to have their Neopet gain the Attack, Defence, or Agility of their Petpet until the end of the turn. Each stat may only be chosen once per played Petpet.
5.9e	A player may control no more than one Petpet card in the Battledome at a time. Players may not play a new Petpet card while they already control one.
5.9f	A Petpet card's Hit Points is not a stat that is utilized except for Petpet Battles format.
5.10	Potion
5.10a	A Potion card is indicated by the Card Type (4.3) "Potion".

5.10b	A Main Deck may contain no more than two copies of each unique potion card.
5.10c	The Active Player may play a potion card only during their Preparation Phase when the Queue is empty.
5.10d	When a potion card resolves, its controller resolves all relevant effects on the card and then places it in its owner's Discard.
5.11	Food
5.11a	A Food card is indicated by the Card Type (4.3) "Food".
5.11b	A Main Deck may contain no more than two copies of each unique Food card.
5.11c	Food Speed
5.11c.1	A Food card can be played by a player any time they have priority. This includes during any phase and on any turn they would receive priority.
5.11c.2	If a Food card has a timing or event restriction such that it can only be played during a certain time or when a certain event occurs, that Food's controller must play it immediately the next time they have Priority after the timing or event occurs.
5.11c.3	A player holding priority does not disrupt another player waiting for the appropriate priority window to play a Food due to a previous timing or event restriction.
5.11d	Playing a Food card does not count towards the one card a player may play during their Preparation Phase.
5.11d.1	When a Food card Resolves, its controller Resolves all relevant effects on the card and then places it in its owner's Void.
5.11d.1a	This is not a replacement effect.
5.11d.2	If a Food were to not Resolve due to a card effect then it will go to the Discard instead.
5.12	Location
5.12a	A Location card is indicated by the Card Type (4.3) "Location".
5.12b	A Main Deck may contain no more than two copies of each unique Location card.
5.12b.1	A Location card might state "This card begins the Game in your Rainbow Pool." This card contributes to the Rainbow Pool's limit of fifteen cards.

5.12c	The Active Player may play a Location card only during their Preparation Phase when the Queue is empty.
5.12d	When a Location card Resolves, its controller places it in their Play Area. That player may use any relevant effects and abilities of the Location on the same turn it is played.
5.12e	Location cards are treated as in play but not treated as in the Battledome.
5.12f	A player may control no more than one Location card at a time. If a player would like to put a different Location card into play, they must first send their active Location to the Discard.
5.12g	During End of Round Cleanup, Locations in play are not sent to the Discard. Locations persist in play between each Round.
5.13	Map Piece
5.13a	A Map Piece card is indicated by its card text stating it can be collected as a Map Piece.
5.13b	A Main Deck may contain no more than one copy of each unique Map Piece needed to play a Location.
5.13c	To collect a Map Piece, put that card into the Play Area.
5.13d	Map Piece cards are treated as in play, but not treated as in the Battledome.
5.13e	The Active Player may collect a Map Piece during their Preparation Phase when the Queue is empty.
5.13f	Effects that allow a player to play a card outside of its normal restrictions may be used to instead collect a Map Piece.
5.13g	Collecting a Map Piece does not use the Queue and priority is not passed.
5.13h	When a round ends, Map Pieces in play are not sent to the Discard. Map Pieces persist in play between each round until their Location condition is met.
5.14	Codestones
5.14a	A Codestone card is indicated by the card type “Codestone” found under the card name in the top center.
5.14b	A Main Deck may contain any number of Codestones, regardless of their name or printed stat boost.
5.14c	A Codestone is “Attached” and not “played.” To attach a Codestone, the card is placed from the player’s Inventory underneath their active Neopet.
5.14c.1	Card effects that may “play” a card may not “play” a Codestone.

5.14c.2	The Active Player may attach a Codestone only during their Train Phase when the Queue is empty. No more than one Codestone may be attached this way during each Train Phase.
5.14c.3	A player may Attach no more than five Codestone cards to their active Neopet.
5.14c.4	A player may not attempt to replace a Codestone with another Codestone.
5.14d	Attaching a Codestone does not use the Queue and priority is not passed.
5.14e	Neopets Level
5.14e.1	Is the number of Codestones attached to your Neopet.
5.14f	All printed stat boosts on Codestones attached to each active Neopet must be visible at all times.
5.14g	Attached Codestones are part of a player's Neopet and are not considered to be in the Battledome.
5.15	Faction
5.15a	A Faction card is indicated by the Card Type (4.3) "Faction".
5.15b	A Faction card begins the game in your Rainbow Pool. This card contributes to the Rainbow Pool's limit of fifteen cards.
5.15b.1	The Rainbow Pool may contain no more than one copy of each unique Faction card.
5.15c	When you play a Legend card with a Team Icon, you may reveal a Faction card with the corresponding Team Icon and "pledge your allegiance" to that Faction placing it in the Play Area.
5.15c.1	This does not use the Queue and Priority is not passed.
5.15c.2	Playing a Legend and placing the corresponding Faction card happens simultaneously.
5.15c.2a	The Faction card will trigger as a result of playing that Legend.
5.15c.3	You may only "pledge your allegiance" to one Faction.
5.15c.4	A Faction card is treated as in play but not treated as in the Battledome.
5.15d	During End of Round Cleanup, Factions in play are not sent to the Discard. Factions persist in play between each Round.
5.16	Tokens
5.16a	A Token card is indicated by the Card Type (4.3) "Token".

5.16b	Unless specified, Token cards do not begin the game in any Zone and do not count towards any deck construction limit.
5.16c	Some Token cards begin the game in your Rainbow Pool. They contribute to the Rainbow Pool's limit of fifteen cards.
5.16c.1	The Rainbow Pool may contain any number of a unique Token.
5.16d	Tokens cannot be played.
5.16e	If a Token is in the Discard or the Void, it is immediately sent to their place of origin.
5.16e.1	The token momentarily moves to that location before being removed, so trigger conditions are fulfilled.

6	GAMEPLAY ZONES
6.1	Neopet Deck (Zone)
6.1a	This is where the face-down Neopet Deck is placed during set up.
6.1b	During a game, each player must keep their Neopet Deck separate and distinguishable from their Main Deck and Rainbow Pool.
6.1c	The content of the cards in a player's Neopet Deck is private information.
6.1d	The quantity of cards in a player's Neopet Deck is public information.
6.2	Rainbow Pool Deck (Zone)
6.2a	This is where the face-down Rainbow Pool Deck is placed during set up.
6.2b	During a game, each player must keep their Rainbow Pool separate and distinguishable from their Main Deck and Neopet Deck.
6.2c	The content of the cards in a player's Rainbow Pool is private information.
6.2d	The quantity of cards in a player's Rainbow Pool is public information.
6.3	Main Deck (Zone)
6.3a	This is where the face-down Main Deck is placed during set up.

6.3b	During a game, each player must keep their Main Deck separate and distinguishable from their Neopet Deck and Rainbow Pool Deck.
6.3b.1	The content of the cards in a player's Main Deck is private information.
6.3b.2	The quantity of cards in a player's Main Deck is public information.
6.4	Active Neopet Slot
6.4a	A player's Active Neopet slot contains their Active Neopet.
6.4b	A player's Active Neopet slot is not considered to be in the Battledome.
6.5	Codestone Slots
6.5a	A player's Codestones slots contain all Attached Codestones.
6.5b	A player's Codestones slots are not considered to be in the Battledome.
6.6	Battledome
6.6a	The Battledome includes the following slots for each player:
6.6a.1	One Faerie/Hero/Villain Slot.
6.6a.1a	Also known as the Champion Slot
6.6a.1b	Located at the top left of the Active Neopet slot.
6.6a.2	Three Equipment Slots (Equipment Slot 1, Equipment Slot 2, Equipment Slot 3).
6.6a.2a	One Slot under the Faerie/Hero/Villain, one to the right of the active Neopet slot, and one to the right of the Codestones slot.
6.6b	The Battledome does not include any player's Neopet Deck, Rainbow Pool, Main Deck, Void, Discard, Active Neopets slot, Codestone slots, or Play Area.
6.6c	During a game, each card in the Battledome must be in its designated slot, distinguishable from other slots, and visible at all times.
6.6d	Planned Cards are kept in the Battledome but do not have a designated slot but each planned card must always be visible and distinguishable at all times.
6.7	Inventory
6.7a	A player's "Inventory" refers to the cards in their hand.

6.7b	A player may have a maximum of fifty cards in their Inventory.
6.7c	The content of the cards in a player's Inventory is private information.
6.7d	The quantity of cards in a player's Inventory is public information
6.8	Discard
6.8a	A player's Discard includes all cards sent there due to card resolution, game effect, or End of Round cleanup.
6.8b	Cards within this Zone are placed face-up in a stack.
6.8c	The contents of face-up cards in a player's Discard are public information.
6.8c.1	A player may request to look at another player's Discard at any time, to which the player receiving the request is obligated to present it and the contents within.
6.8c.2	The quantity of cards in a player's Discard is public information.
6.8d	Face-down and/or buried cards in a player's Discard pile are considered Private Information and cannot be interacted with unless explicitly stated or exhumed.
6.8e	During the game, each player must keep their Discard separate and distinguishable from their Void, Play Area, and Battledome and visible at all times.
6.9	Void
6.9a	A player's Void includes all cards sent there due to card resolution, game effect, or End of Round cleanup.
6.9b	The contents of face-up cards in a player's Void are Public Information.
6.9b.1	A player may request to look at another player's Void at any time, to which the player receiving the request is obligated to present it and the contents within.
6.9b.2	The quantity of cards in a player's Void is public information.
6.9c	Face-down cards in a player's Void pile are considered Private Information and cannot be targeted or played unless explicitly stated.
6.9d	During the game, each player must keep their Void separate and distinguishable from their Discard, Play Area, and Battledome and visible at all times.
6.10	Play Area

6.10a	The Play Area is positioned below the Battledome.
6.10b	A player's Play Area includes all cards in the Queue pending Resolution, Map Pieces, Locations, and any other card designated to "stay in play."
6.10b.1	Cards put into the Queue by players are not required to be put positionally into the Play Area but should be understood by both players to represent the Queue.
6.10b.2	Any card designated to "stay in play" without a corresponding Slot in the Battledome must remain in the Play Area and be visible at all times.
6.10c	During End of Round cleanup, all cards in the Play Area except Locations, Map Pieces, and Factions are sent to their owner's Discard or Void per normal cleanup rules (7.8).
6.10d	During the game, each player must keep their Play Area separate and distinguishable from their Discard, Void, and Battledome and visible at all times.
6.11	Round Results (Zone)
6.11a	This is where Neopets are placed following end of round cleanup.
6.11a.1	The winning Neopet is placed face-up in the winning player's Round Result Zone.
6.11a.2	The losing Neopet is placed face-down in the losing player's Round Result Zone.
6.11b	The contents in this Zone are Public Information.
6.11b.1	Face-down cards in this Zone are considered Public Information and serves only to represent the victory condition.

7	Turn Phases
7.1	Beginning of Turn
7.1a	All effects that persist until the beginning of the Active Player's turn will end immediately. This does not use the Queue and no player gains Priority as an effect ends in this way.
7.1b	"At the Beginning of Turn" Effects
7.1b.1	Any effects that trigger at the beginning of the turn are added to the Queue.

7.1b.2	These effects must Resolve before the Active Player transitions to the Draw Phase.
7.2	Draw Phase
7.2a	The Draw Phase begins as players enter it. This is the first time during the turn that players gain phase-based Priority.
7.2b	Any effects that trigger at the beginning of the Draw Phase are added to the Queue.
7.2c	These effects must resolve before the Active Player can draw a card.
7.2d	Priority is established by the Active Player and must be passed by both players before the Active Player draws a card.
7.2e	Drawing a Card during the Draw Phase
7.2e.1	Drawing a card during the Draw Phase does not signify the start of the Draw Phase.
7.2e.2	Drawing a card is the mandatory action that must be taken during the Draw Phase.
7.2f	“During the Draw Phase” Effects
7.2f.1	Effects that apply during the Draw Phase can be applied before or after the Active Player draws a card.
7.2g	Ending the Draw Phase
7.2g.1	The Draw Phase attempts to end after the Active Player has drawn a card and the Queue is empty but will not until both players have passed priority.
7.2g.2	Ending the Draw Phase also serves as the transition to the Train Phase.
7.3	Train Phase
7.3a	The Train Phase begins as players end the Draw Phase by successfully passing priority.
7.3b	Any effects that trigger at the beginning of the Train Phase are added to the Queue.
7.3c	These effects must Resolve before the Active Player can attach a Codestone.
7.3d	Priority is established again after all “Beginning of Train Phase” effects have resolved and the Queue is empty.
7.3d.1	Priority must be passed by both players before the Active Player attaches a Codestone.
7.3e	Attaching a Codestone

7.3e.1	The Active Player may attach one Codestone from their Inventory to their Neopet. This action can only be taken during the Train Phase.
7.3e.2	Attaching a Codestone during the Train Phase does not signify the start of the Train Phase.
7.3e.3	For the purpose of other card text, Codestones are considered cards, but they are not “played” and are instead “Attached.”
7.3f	“During the Train Phase” Effects
7.3f.1	Effects that apply during the Train Phase can be applied before or after the Active Player attaches a Codestone and can be added to the Queue when its controller has priority.
7.3g	Ending the Train Phase
7.3g.1	The Train Phase attempts to end when the Queue is empty and both players have passed priority.
7.3g.2	Ending the Train Phase also serves as the transition to the Preparation Phase.
7.4	Preparation Phase
7.4a	The Preparation Phase begins as players end the Train Phase by successfully passing priority.
7.4b	Any effects that trigger at the beginning of the Preparation Phase are added to the Queue.
7.4b.1	These effects must Resolve before Active Player can play their one card allotted during the Preparation Phase.
7.4c	Priority is established again after all “beginning of Preparation Phase” effects have resolved and the Queue is empty
7.4c.1	Priority must be passed by both players before the Active Player plays a card.
7.4d	Playing a Card During the Preparation Phase
7.4d.1	The Active Player may play only one non-Codestone, non-Food card from their Inventory during the Preparation Phase. Playing a card in this manner uses the Queue as normal.
7.4d.2	The Active Player may satisfy their one card by playing a Faerie, Hero, Villain, Paint Brush, Legend, Equipment, Petpet, Potion, or Location.
7.4e	“During the Preparation Phase” Effects

7.4e.1	Effects that apply during the Preparation Phase can be applied before or after the Active Player plays a card and can be added to the Queue when its controller has priority.
7.4f	Ending the Preparation Phase
7.4f.1	The Preparation Phase attempts to end when the Queue is empty and both players have passed priority.
7.4f.2	Ending the Preparation Phase also serves as entering the Battle Phase.
7.5	Battle Phase
7.5a	The player going first skips the Battle Phase of their first turn of the game.
7.5b	Beginning the Battle Phase
7.5b.1	Any effects that trigger at the beginning of the Battle Phase are added to the Queue.
7.5b.2	These effects must Resolve before the Active Player can transition to the Attack Step.
7.5c	“During the Battle Phase” Effects
7.5c.1	Effects that apply during the Battle Phase can be applied at any step of battle whenever the controller of the effect has Priority.
7.5d	Attack Step
7.5d.1	The Attack Step of the Battle Phase begins when both players have passed priority and the queue is empty.
7.5d.2	The Active Player begins this step by selecting a number of dice equal to the Attack Stat value of their Neopet. This action does not use the Queue, and players do not gain priority.
7.5d.3	After the Attack dice have been selected, the active player will roll them. This action does not use the Queue, and players do not gain priority.
7.5d.4	After the active player has rolled the dice and there are visible results, then the active player will gain priority.
7.5d.5	After results are confirmed and both players have passed priority, the battle phase continues to the Defence Step.
7.5e	Defence Step

7.5e.1	The Defence Step of the battle phase begins when both players have passed priority and the queue is empty.
7.5e.2	The non-active player begins this step by selecting a number of dice equal to the Defence Stat value of their Neopet.
7.5e.3	This action does not use the queue, and players do not gain priority.
7.5e.4	After the Defence dice has been selected, the non-active player will roll them. This action does not use the Queue and players do not gain priority.
7.5e.5	After the non-active player has rolled the dice and there are visible results, then the non-active player will gain priority.
7.5e.6	After results are confirmed and both players have passed priority, the Battle Phase continues to the Agility Step.
7.5f	Agility Step
7.5f.1	The Agility Step of the Battle Phase begins when both players have passed priority and the Queue is empty.
7.5f.2	This step begins with both players comparing the Agility Stat values of their Neopets.
7.5f.3	This action does not use the Queue and players do not gain priority.
7.5f.4	The player whose Neopet has a higher Agility Stat value gains the option to reroll any number of dice up to the difference in Agility Stat values.
7.5f.5	If a player has chosen to reroll dice during the Agility Step, that player selects any number of their dice up to the difference in Agility Stat values. This action does not use the Queue and players do not gain priority.
7.5f.6	After the Agility dice are selected, that player will reroll them. This action does not use the Queue and players do not gain priority.
7.5f.7	A player may not reroll the same dice times during the Agility Step.
7.5f.8	All dice are rolled simultaneously.

7.5f.9	After that player has rerolled the dice and there are visible results, then that player will gain Priority.
7.5f.10	After results are confirmed and both players have passed priority, the Battle Phase continues to the Damage Step.
7.5g	Damage Step
7.5g.1	The Damage Step begins by the two players addressing their successful results and failed results.
7.5g.2	A successful result, for either hit or block, is constituted by a 4, 5, or 6 on the die.
7.5g.3	A failed result, for either hit or block, is constituted by a 1, 2, or 3 on the die.
7.5g.4	This action does not use the Queue and players do not gain Priority.
7.5g.5	For every successful hit result of 6 on an attacking die, that hit is considered a “critical,” cannot be blocked, and cannot have defending die assigned to it, regardless of any successful block results opposing it (even a result of 6) on a defending die.
7.5g.6	Each remaining successful hit from a result of 4 or 5 on an attacking die is considered blocked by each successful block from a result of 4, 5, or 6 on a defending die.
7.5g.7	Each successful hit result of 4 or 5 on an Attacking die that does not have an opposing successful block result on a Defending die will be considered unblocked and will deal one damage to the defending Neopet during the damage calculation step.
7.5g.8	This action of comparing final dice results uses the queue and the active player gains priority. When both players have passed priority, the Damage Step continues to its final action: Damage Calculation.
7.5h	Damage Calculation
7.5h.1	After both players have seen the final dice results and have passed priority, the player that is attacking calculates each unblocked successful hit result. The defending Neopet is dealt one damage for each of these unblocked successful hit results. This damage is dealt simultaneously and all at once.

7.5h.2	Neopets maintain the damage they have been dealt between turns and this damage must be represented clearly for both players to keep track of.
7.5h.3	If a Neopet has taken damage equal to or greater than its Hit Points Stat value, it is knocked out and the round immediately ends (See 7.8 for End of Round Procedure)
7.5i	Effects trigger here when a Neopet deals or is dealt damage
7.5i.1	Any effects that trigger when a Neopet deals or is dealt damage are added to the Queue.
7.5i.2	If an effect would trigger when a Neopet deals or is dealt damage, but that damage would result in a Neopet being knocked out, the effect is removed from the Queue instead and will not proceed to resolve.
7.5i.3	Damage effects are dealt in the order they appear on the card.
7.6	End of Turn
7.6a	Effects that apply during the end of the turn will be added to the Queue.
7.6b	After all “End of Turn” Triggered Abilities have Resolved, the Queue is empty, and all players have passed priority, any temporary effects that take place “until End of Turn” will cease and be removed from any objects being affected.
7.7	End of Round & End of Game
7.7a	When a round ends, first check if there is a winner.
7.7a.1	A player wins the game when they have won two of the three Rounds in the game.
7.7a.2	A player wins the round when they have knocked out their opponent’s Neopet.
7.7a.3	When a Neopet is knocked out, all effects in the Queue and “successfully triggered” Zone are removed and will not proceed to resolve. Skip all “End of Turn” abilities and effects and proceed directly to End of Round cleanup.
7.8	End of Round Cleanup
7.8a	When a round ends and there is not a definitive game winner, the following End of Round Cleanup procedures are executed:

7.8a.1	Any “End of round cleanup” delayed triggers are applied beginning with the player who won the round that is currently ending followed by the other player.
7.8a.2	Each player puts their active Neopet into the Round Results Zone, the winner’s Neopet face-up, the knocked out Neopet face-down.
7.8a.3	Then, each player puts all Codestones, Equipment, and Legends on their side of the Battledome into their owner’s Discards and all Faeries, Heroes, and Villains on their side of the Battledome into their owner’s Voids.
7.8a.4	Players do not put Map Pieces, Locations, or Factions into their Discards, those persist between Rounds.
7.8a.5	All effects and ongoing effects are cleared.
7.9	End of Round Effects
7.9a	End of Round delayed triggers do not use the Queue and players do not gain priority.
7.9b	If there are multiple End of Round effects controlled by the same player, that player may apply them in any order.
7.9c	If there are multiple End of Round delayed triggers controlled by different players, they apply them in order starting with the effects of the player who won the round that is currently ending resolving first and then the other player’s effects.
7.10	Starting a New Round
7.10a	After both players have finished End of Round Cleanup procedures and Resolving relevant End of Round effects, they do the following in order:
7.10a.1	The player who won the previous round will choose a new active Neopet from their Neopet Deck and place it in their Neopet Slot face-up (as opposed to face-down at the start of the game).
7.10a.2	The opposing player, whose Neopet was knocked out, will then choose a new active Neopet from their Neopet Deck and play it in their Neopet Slot face-up.
7.10a.3	The player whose Neopet was knocked out is now the Active Player and the game continues as normal.

7.10b	The Active Player does not skip their Battle Phase during the first turn of a new Round. Players do not draw any additional cards or Mulligans and the game continues with all players' Zones remaining in the same state as they were at the end of the previous Round (except for one less Neopet in their Neopet Deck).
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8	CARDS, ABILITIES, AND EFFECTS
8.1	Phase-Based Priority
8.1a	During any player's turn, priority is passed during every phase regardless of whether or not a game action is taken. This happens when phases attempt to end, not as they begin.
8.1b	If a player would like to assume priority during a phase in which another player, Namely the Active Player, does not take a game action, they must signify this before the next phase begins.
8.2	Cards
8.2a	Any card that is a Faerie, Hero, Villain, Paint Brush, Legend, Equipment, Petpet, Potion, Map Piece, Location, Food, or Codestone is considered a "card" for the purpose of game effects.
8.2a.1	Neopet and Rainbow Pool Neopet cards are not "cards" for the purpose of game effects. They are not affected by any game effect that would reference "card" or "cards."
8.3	Card Effects
8.3a	A card's effect is any text in a card's text box. A card's effect does not include its Name, Level Requirement, or card type.
8.3a.1	If a card would lose its effect due to another effect, it maintains its other aspects (Name, Level Requirement, card type).
8.3b	Card effects also include any Activated or Triggered Abilities of cards in the Battledome.
8.4	Activated Abilities
8.4a	An Activated Ability is an optional ability on Neopets, cards in the Battledome, and cards in specified Zones that you can choose to add to the Queue ("Activate") on your turn while the Queue is empty.

8.4a.1	These abilities may require an Additional Cost to be fulfilled in order to be added to the Queue.
8.4b	An Activated Ability's cost will be designated by a semi-colon. All text before the semi-colon is the cost, all text after the semi-colon is the effect that is added to Queue if the costs are satisfied.
8.4b.1	All text regardless of how many full sentences before a semi-colon is still considered the cost that must be paid before the card Resolves.
8.4c	Activated Abilities use standard Priority rules and will not Resolve until both players have passed Priority.
8.4d	You may only activate each Activated Ability on objects once per turn unless otherwise specified.
8.4d.1	Activated Abilities can be activated again if an object becomes a new object.
8.5	Triggered Abilities
8.5a	A Triggered Ability is an effect that requires a certain event to occur to be added to the Queue.
8.5a.1	A Triggered Ability is designated by the use of the term "when/whenever" or/and a comma, with a trigger condition before the comma and effect after.
8.5b	A Triggered Ability is added to the Queue as soon as its condition is met and after all effects of the source that caused it to trigger have finished resolving.
8.5b.1	Triggered abilities can be optional and are designated by the use of "you may"
8.5c	If a card in a private Zone meets its trigger condition while resolving a card's effect, move that triggered card into a "successfully triggered" Zone. This card will be played and added to the Queue after the source that caused the trigger has finished resolving.
8.5c.1	The "successfully triggered" Zone does not have a dedicated area in the Play Area and can be any area both players can recognize.
8.5c.2	Triggered effects that play other cards or cause other cards to change Zones from a private Zone while resolving a card's effect will choose the corresponding card(s) and move them to the "successfully triggered" Zone. The card(s) will be played and added to the Queue or put in its destination Zone after the source that caused the trigger has finished resolving.
8.5c.3	When a card's trigger condition with a mandatory effect is met while resolving a card's effect, you must place that card in the "successfully triggered" Zone.

8.5c.4	When a card's trigger condition with an optional effect is met while resolving a card's effect, you may place that card in the "successfully triggered" Zone.
8.5d	Triggered Abilities use standard Priority rules and will not Resolve until both players have passed Priority.
8.6	Conditional Effects
8.6a	An effect with a conditional is an effect that requires a condition or set of conditions to be met to add the effect to the Queue, often denoted by the term "if".
8.6b	A card with a conditional effect must meet all its required conditions to be added to the Queue, including any necessary legal targets.
8.6b.1	When its controller has priority and when all its conditions are met, a conditional effect can be added to the Queue.
8.6c	A card with a conditional effect uses standard priority rules and will not resolve until both players have passed priority.
8.6d	A card with a conditional effect must still have that condition met to Resolve. If the condition is not met the effect will attempt to resolve with no effect.
8.7	Passive Abilities
8.7a	A passive ability is an effect that players do not have to Activate and is constantly applying.
8.7a.1	A passive ability on a card in the Battledome or Active Neopet is always active regardless of turn phase.
8.7a.2	Passive abilities do not use the Queue.
8.7a.3	Certain passive abilities have conditions before they take effect. As long as the condition is fulfilled, the ability becomes active.
8.7a.3a	<i>Ex. Golden Butter Knife: As long as you have no cards in your inventory, your Neopet's Attack is doubled.</i> This passive ability will only take effect once you have no cards in your Inventory, and its condition being met does not present a trigger than can be responded to.
8.7b	A passive ability that does not specify "other" of a certain type of card or Neopet will affect itself.

8.7c	If a player controls multiple passive abilities, that player can choose the order in which these affects apply.
8.7c.1	<i>Ex. Golden Butter Knife: As long as you have no cards in your inventory, your Neopet's Attack is doubled.</i> <i>Sturdy Blue Sword: Gain 1 Attack.</i> A player who controls both of these equipment chooses the order in which these effects apply. They can choose to double their Neopet's attack prior to gaining 1 attack or gain 1 attack and then doubling it.
8.7d	If two or more passive abilities contradict each other, the effect that was applied first takes precedence.
8.8	Delayed Triggers
8.8a	A delayed trigger is an effect on a card or Neopet that creates an event at a later time and will specify when that event will occur.
8.8b	An event created by a delayed trigger will occur regardless of the permanence of the object that created it.
8.8c	Events created by delayed triggers use standard Priority rules and will not resolve until both players have passed priority.
8.9	Replacement Effects
8.9a	Replacement effects are continuous or one-time effects that replace a particular event with a different event.
8.9b	Replacement effects are indicated by the usage of "instead" and indicate which events are replaced with other events.
8.10	Stealing
8.10a	Certain card effects will have you "Steal" a card.
8.10a.1	To Steal is to add a card from a designated Zone to a "stolen card" pile.
8.10b.1a	Such areas can be from top of your opponent's Main Deck, Inventory, Discard, and etc.
8.10c	Stolen Card Pile

8.10c.1	Place these cards face-down in a stack in an area both players can recognize as your “stolen card” pile.
8.10c.2	The Stolen Card Pile is not a physical Zone and neither considered to be part of your Inventory nor in the Battledome.
8.10c.3	Stolen cards can be played as if they were in your Inventory.
8.10c.4	Cards in the “stolen card” pile are shuffled into their owner’s Main Deck during the beginning of End of Round cleanup.
8.11	Searching/Fetching
8.11a	To search/fetch a Zone for one or more designated cards, look through that Zone for the designated card(s).
8.11b	If an effect would require a player to search for a specific card type, the controller of that effect must show that card to all other players, proving the exact type required by the effect was acquired.
8.11c	A player may only take a search action if they have the necessary quantity of resources required by that action, however that player need not successfully acquire a card.
8.11d	A player must always shuffle their Main Deck and offer their opponent to cut it after they search their Main Deck.
8.12	Drawing Cards by Card Effect
8.12a	To draw a card, the drawing player puts the top card of their Main Deck into their Inventory
8.12b	All cards are drawn simultaneously.
8.13	Rolling Dice by Card Effect
8.13a	Certain cards will have you roll an amount of dice.
8.13a.1	Cards that require one or more dice to be rolled as part of the effect are Additional Costs such that those dice are rolled as the card is added to the Queue and not while the card Resolves. The results of these dice are known before the card is fully added to the Queue. The Additional Cost uses the Queue and priority rules are applied as normal.

9	ADDITIONAL RULES
9.1	Played by Effects
9.1a	If an effect would instruct or allow a player to play a card during their Preparation Phase, the played card does not count towards the one card a player may play during their Preparation Phase.
9.1a.1	Additional cards played by another card's effect Resolve and are sent to the Discard before the source is sent to the Discard.
9.1a.2	<i>Ex. Judge Hog: Reveal the top 5 cards of your deck. You may play any number of the cards revealed this way and add the remaining to your inventory.</i> <i>Vira: Target 1 card in your discard; play that card.</i> A Judge Hog is played and reveals a Vira that the player chooses to play. The Vira cannot target and replay the Judge Hog, as cards go to the Discard upon Resolution and the Judge Hog has not Resolved until all the effects on its card have resolved. (3.7)
9.1b	If an effect would instruct or allow a player to play a card outside of its normal timing restrictions, the played card is added to the Queue as normal and its normal timing restrictions are ignored.
9.1c	Any card played by an effect is treated as being played for any effects that would see a card played.
9.2	Exhaustion
9.2a	A player is Exhausted when there are zero cards in their Deck. If that player would add cards back to their Deck while Exhausted, they are no longer Exhausted.
9.2b	At the beginning of a player's Draw Phase, if they are Exhausted, their active Neopet is dealt one damage.
9.3	Rolling Alternate Dice
9.3a	If an effect would instruct a player to roll a d3 (a 3-sided die), that player rolls a d6. Results of 1 or 2 are treated as a one, 3 or 4 are treated as a two, and 5 or 6 are treated as a three.
9.3b	If an effect would allow a player to modify a dice roll, only d6 can be modified.
9.3b.1	Effects that reference a "Critical Success" can only refer to a 6 rolled on a d6.

9.4	Cards that “Stay in Play”
9.4a	Any effect that would instruct a card to “stay in play” places that card in the Play Area. Unless otherwise stated by game text or rules, these cards adhere to all standard End of Round cleanup procedures.
9.5	“During” vs “At the Beginning” Phase Triggers
9.5a	Effects and abilities that instruct a player to take an action “during” a phase allows that player to take that action any time while that is the current phase, including as the phase starts.
9.5b	Effects and abilities that instruct a player to take an action “at the beginning” of a phase allow that player to take that action only as the phase starts and no other time during that phase.
9.6	Multiple Abilities Triggering at the Same Time
9.6a	If more than one Triggered Ability triggers at the same time, the controller(s) of those effects may add them to the Queue in any order, starting with the Active Player adding all of their effects and then the Non-Active Player adding theirs next.
9.7	Cards without Level Requirement
9.7a	Cards without a printed Level Requirement are treated as having no Level Requirement, they are not treated as having a Level Requirement of 0.
9.8	Cards that Reference Names of Cards
9.8a	Any card that references a card with a specific Name or string of words in its Name applies to any card Name that contains that Name or string of words, regardless of punctuation or plurality. These cards do not apply to cards with that Name or string of words in its text box.
9.8a.1	<i>Ex. Hubert: Search your deck for 1 card with “Hot Dog” in its name and add it to your inventory.</i> <i>A player plays Hubert to search their Main Deck for a card with “Hot Dog” in its Name. That player may find the card “Hot Dog” or “Hubert’s Special Hot Dog” but cannot find another “Hubert.”</i>
9.9	Additional Cards in Battledome
9.9a	If an effect would instruct or allow a player to put or have cards in the Battledome greater than the normal limit, that player may choose any space in the Battledome area that is both reasonable and understandable to both players.

9.10	Public and Private Information
9.10a	Public Information is information both players can verify at any time during the game. This includes any face-up game components or information available to all players. The following are considered public information: active Neopets, cards face-up in the Battledome or Play Area, face-up cards in players' Discards and Voids, dice, dice results, damage taken, and the quantities of cards in players' Inventories, Main Decks, Discards, Voids, Neopet Decks, and Rainbow Pool Decks.
9.10b	Private Information is information that only one player has access to. This includes any face-down game components or information not available to all players. The following are considered private information: Neopet Decks, Rainbow Pool Decks, face-down Neopets at the beginning of Rounds, face-down cards in Discards and Voids, subject of cards in players' inventories, the subject of cards in players' Main Decks, and any other cards placed face-down or returned to a player's Deck.
9.10c	If an effect would reveal a card, the controller of that card need only reveal it once as instructed. Revealed cards are not considered Public Information after they are revealed..
9.11	Putting an effect into the Queue
9.11a	To put an effect into the Queue (activating an effect or playing a card), you must meet the activation conditions and be able to fully resolve the effect.
9.11b	Effects that rely on Private Information can be put into the Queue even if they may not fully resolve.
9.11b.1	<i>Ex. Albat: Fetch 1 Potion from your deck.</i> The content of one's Main Deck is Private Information, and subsequently is the number of Potions in a player's Main Deck. A player may choose to Activate Albat's ability even if they know they have no potions in their Main Deck.

10	BATTLEPEDIA (GLOSSARY)
	Abandon

	You automatically lose the Round and your Neopet is placed face-down in the round results. All End of Round cleanup procedures take place as normal.
	You may only Abandon your Neopet when you resolve an effect that allows you to do so.
	Add
	Place a card from the designated area to your Inventory. When you add a specific card type to your Inventory you always show the card to your opponent.
	Attacks (X)
	Immediately perform an Attack Step and subsequent Battle Phase steps; this is considered battle, but not considered a Battle Phase.
	Battledome
	All cards currently in play for both players.
	Base Color
	The original color of a Basic Neopet
	Base Value
	The Printed value on the Neopet and all Attached Codestones modifying a specific stat(s).
	Bury
	Flip a card in your Discard from face-up to face-down or put a card from a designated Zone into your Discard face-down
	A Buried card in your Discard still counts towards effects that care about the number of cards in your Discard.
	Buried cards in a player's Discard pile are considered Private Information and cannot be interacted with unless explicitly stated or exhumed.
	Collect
	To collect a card, put it into the Play Area during your Preparation Phase.
	Collecting a card does not count towards the one card a player may play during their Preparation Phase.
	Counter

	A marker placed on a card that interacts with an ability or effect.
	Critical Success
	A die roll with the result of a 6.
	Destroy
	Send a card from the Battledome to the Discard. The card is treated as being destroyed.
	Discard
	Send a card from your Inventory to the Discard.
	Enter the Shadows
	When a Neopet “enters the shadows” they cannot Attack, be Attacked, or be affected by Status effects until the start of your next turn. During the turn this effect ends, that Neopet deals double damage during that Battle Phase.
	Exhume
	Flip a card in your Discard from face-down to face-up.
	Failure
	A die roll with a result of 1, 2, or 3.
	Fetch
	To fetch a card, add the card to your Inventory from the specified Zone then put this card into the specified Zone.
	Fetching from the Main Deck requires shuffling of your Main Deck after resolution.
	You can fail to find when searching your Main Deck, but not in public Zones such as the Discard.
	Fire the Cannons
	The first BOOM token you trigger each turn Fires the Cannons of this Location.
	“fish”
	A Food card with “fish” in its name
	Foresee

	Look at a certain number of cards from the top of your Deck and put any amount of those cards to the bottom of your Deck in any order and the rest back on top in any order.
	Freeze/Frozen
	A Frozen Neopet cannot attack. The Frozen status condition wears off at the end of your Battle Phase.
	Immune
	Ignores the designated ability or effect.
	Inventory
	Your hand of cards. The maximum amount of cards in your Inventory is 50.
	Level Requirement
	The minimum number of Codestones which need to be attached to your Neopet to play a card. A card without a Level Requirement is not considered as having a Level Requirement of 0.
	Lob
	Reveal a Food card with “fish” in its name from your inventory. Add that card’s effect into the queue. Then deal damage to your opponent’s Neopet equal to half that card’s Level Requirement(rounded up). Then void the revealed Food card with “fish” in its name from your inventory.
	Negate
	Stop an action from being performed successfully or nullifying a card effect.
	Neopet
	Refers to the active Neopet in the Battledome. Neopets are not considered “cards”
	Neopets Level
	The number of Codestones attached to your Neopet.
	Planned
	Place this card into the Battledome face-down. During your Preparation Phase, you may play card(s) Planned on a previous turn. At the end of your turn, any of your Planned cards that were Planned on a previous turn still on your side of the Battledome are sent to your Discard.
	Planned cards are considered private information.

	You may Plan Codestones but cannot Attach them because Codestones are not played.
	Play
	Put a card into play. You can only play cards which you meet the Level Requirement (unless otherwise stated on the card)
	Priority
	The ability to take an action
	Private Knowledge
	Knowledge which is private to at least one player. The cards in your Deck and Inventory are private knowledge.
	Public Knowledge
	Knowledge which is known to all players. The numbers of cards in your Deck, Rainbow Pool, Neopet Deck, Discard, Void, and Inventory, as well as the cards in your Discard, Void, and face up in the Battledome are public knowledge.
	Recycle
	Place a card from your Discard to the bottom of your Deck
	Reveal
	Flip the designated card(s) face-up so they are visible to both players
	Scrap
	Send the top card of your Deck to the Discard.
	Search
	Search your Deck for the designated card. If you are searching for a specific card/card type you must show the card to your opponent. You always shuffle your Deck after searching.
	Send
	Move a card from one place to another.
	Skip

	The affected player does not enter the specified phase the next time they would. Any effects that would be applied in that specified phase are skipped and will be applied upon the next time entering that phase.
	Status Effect
	Are effects denoted by keywords and applied to a Neopet that persists until removed by meeting a condition or the given duration ends.
	Steal/Stolen
	Add a card from a designated area to a “stolen card” pile. Stolen cards can be played as if they were in your Inventory, but do not count as being in your Inventory nor as being in the Battledome. Cards in the “stolen card” pile are shuffled into their owner’s Deck at the beginning of End of Round cleanup.
	Store
	Place the designated object(card, counter, die, etc) on or under a card.
	Cards stored under a card go to the Discard if the source card changes Zones.
	Success
	A die roll with a result of 4,5, or 6.
	Target
	Select a card in the Battledome or designated Zone if specified otherwise.
	Total Value
	The printed value on the Neopet, all Attached Codestones modifying the specific stat(s) and all effects modifying them.
	Transform
	When you place your active Neopet into the Rainbow Pool and replace it with a Neopet with the same Name while meeting the requirements on the card.
	Void (it)
	Send designated card to the Void