

THE REAPERS OF **UNIVERSE** 3TM

GAME RULES V. 2.1.2024

CARD TYPES



- **Universe 3 consists of 5 Classes of Souls, 3 types of Casts, and the Reapers who control them.**
- **When building a Deck, you will typically use one Class type, but there are no rules to using multiple Classes.**
- **Your Deck will consist of multiple Souls, Casts and you will have one Reaper.**
- **Decks must be at least 40 cards with a maximum of 60 cards, plus your one Reaper.**
- **All cards are available in 3 rarities as pictured below.**



CARD INFO



- This is your Souls name. Ranked souls will have a sub name after a dash (Name-Sub Name). Ranked souls are treated as different Cards while in your Deck.
- This is your Souls Class emblem.
- This is your Soul's Rank. Souls can be Ranked 1, 2, 3, and R for Reaper.
- This is your Souls Attack and Guard. ATK / GRD
- This is your Souls Class, Position, and Skills if they have any. Warriors, Mages, Rangers, And Reapers are your Positions and occupy different places on your Field.
- This is the Cards Set Name, Number in the set, and the Cards Rarity. Rarities are Common, Uncommon, Rare, and Secret. Rarity will also be shown by a color effect to make sorting easier.
- Ethereal Rares will have numbers past the set number limit, and a Rainbow color.

- This is your Cast's Name.
- This is the Cast Emblem.
- This is your Cast Type abbreviated.
- This is your Cast Type. Types are shown multiple times to allow you to quickly identify cards when looking through them.
- Here are your Cast requirements. All Casts will have different requirements and conditions for their use. If you meet the requirements to use a Cast, you will activate the effect listed.
- This is the Cards Set Name, Number in the set, and the Cards Rarity. Rarities are Common, Uncommon, Rare, and Secret. Rarity will also be shown by a color effect to make sorting easier.
- Ethereal Rares will have numbers past the set number limit, and a Rainbow color.



RARITIES

All cards in Universe 3 are available in 3 rarities. Standard, Silver Foil, And Ethereal. Each of these cards have a different look and pull rates. Whole booster boxes are designed with specific pull rates to allow players to gather powerful cards and Holofoils more easily. A Booster box will contain 1 guaranteed Secret Rare from The War Begins Set, 16 Silver foils of any card in the set, and 4 Ethereal Rares of any card from the set.

STANDARD CARD

- This is your standard card.
- A slight transparency in cards shows some of the card's art even through the border colors.
- All Classes and Casts have a different color border.
- Focus is given to the Card art by allowing it to take up a majority of the available space.



SILVER FOIL

- This is your Silver Foil.
- The card's color border has been removed and now the full art is visible.
- Cards will have a Silver Holofoil effect.
- Text has been enhanced to still be readable.



ETHEREAL FOIL

- This is your Ethereal Foil.
- A variation of the card's art is now shown.
- With a Stained Glass look these abstract pictures sometimes change the overall look completely.
- Often bright and colorful, these are the rarest form of any card.
- Cards will have a Full Color Holofoil effect.
- Text is still enhanced to allow it to be readable.



CASTS

- Casts are powerful abilities that your Souls can use.
- All Casts will have a requirement for their use and cannot be used if your field does not meet that requirement(s).
- The 3 types of Casts are Standard, Quick, and Constant.

STANDARD CAST

- These can only be played on your turn.
- When a Cast is used you must target a Soul you control that matches its requirements.
- If an effect is activated that removes the targeted Soul before the Cast resolves, it will fail and be destroyed.
- In addition, any effect that would change the targeted Soul and make it no longer meet the requirements of use, the Cast will also fail and be destroyed. (i.e., You activate a Cast that requires an Angel Class Soul. In response your Opponent Uses a Quick Cast to change your Souls Class. Your Soul no longer meets the requirements of the Cast, and it is destroyed.)



QUICK CAST

- Quick Casts can be played at any time.
- Quick Casts create a chain of events and will resolve with the last card activated going first. (i.e., you activate De-Rank on your turn. In response your opponent activates Counter Cast. In this instance Counter Casts effect triggers first and negates and destroys your De-Rank before it can resolve.)
- Only a Quick Cast or Quick Skill can be Chained to a Quick Cast.



CONSTANT CAST

- These can only be played on your turn.
- Constant Casts remain attached to the Soul Casting it and are placed to the left under the Soul to allow the text to be read.
- Any Soul currently equipped with a Constant Cast cannot be used as a target for another Cast, even if it meets the requirements.
- You cannot voluntarily remove a Constant Cast. Only cards such as Purge Cast can be used to forcibly remove a Cast.
- Constant Casts are destroyed if the Souls they are equipped to are destroyed.



RANKING UP

Many Souls in Universe 3 can Rank up. Ranking these Souls will make them stronger and offer new more powerful Skills.

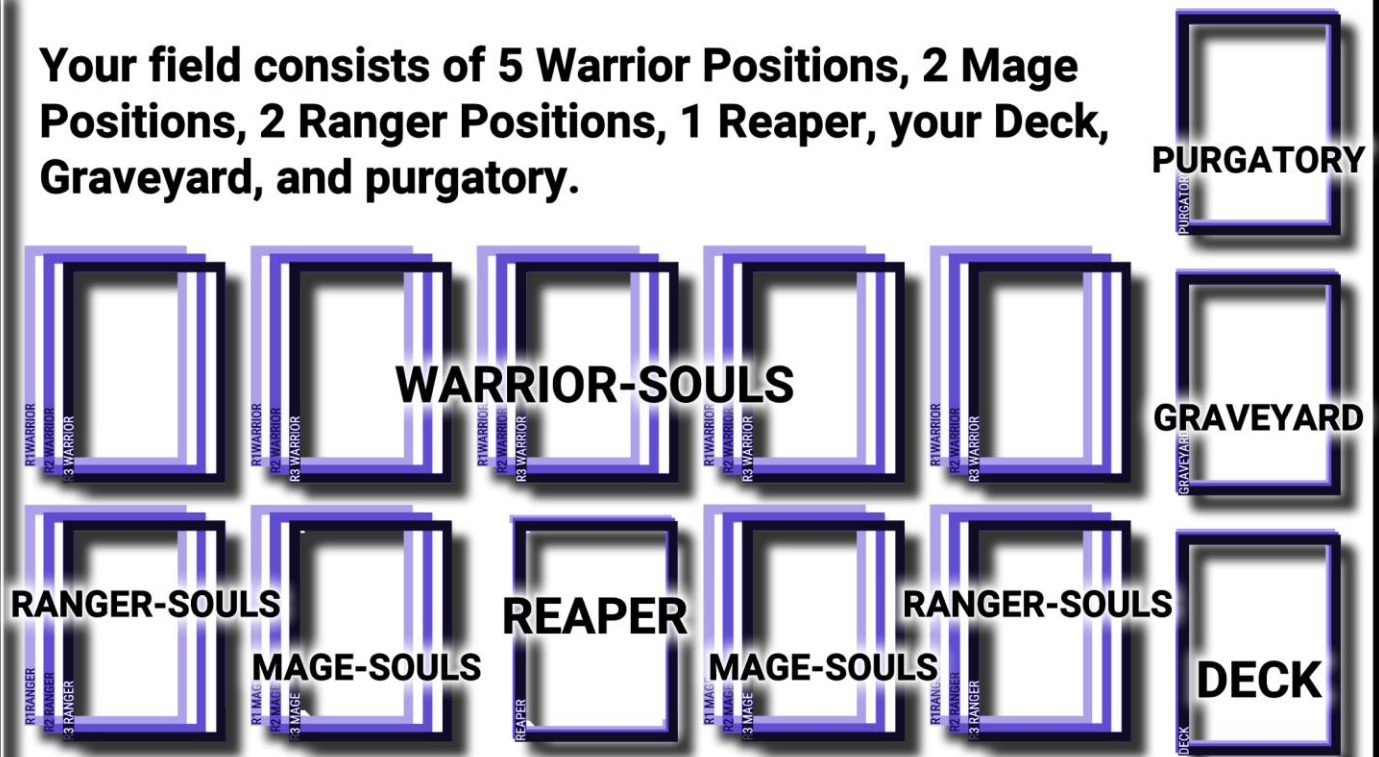


- When Ranking up your Souls you will stack the cards and leave the text box showing. Some Souls retain effects of lower Ranks.
- A Ranked Souls ATK and GRD are only the highest Ranks values. They do not combine.
- When a Ranked Soul is destroyed or removed from the field, all Ranks in the stack are affected.
- Cards that De-Rank a Soul remove only the top Rank of the Soul and the remaining lower Ranks remain on your field.
- Any ability that targets a lower Rank of soul cannot be used on a Soul that is a higher Rank. (i.e., a Cast that targets a Rank 1 Soul cannot be used on a Drogon Rank 3 although the Rank 1 is under the stack.)
- This also applies to Casts. Any Cast that requires a Rank 1 cannot be used on a Stack that is Rank 3.
- When Summoning a Soul that is Rank 2+ from your Deck, Graveyard, Purgatory, or any other location, you must control that Souls lower Rank currently on your Field. If an effect removes the lower Rank before the summon resolves your Soul will be destroyed and the Summon will fail.



THE FIELD

Your field consists of 5 Warrior Positions, 2 Mage Positions, 2 Ranger Positions, 1 Reaper, your Deck, Graveyard, and purgatory.



- Front-Line Souls are your Cards Marked Warrior-Soul. You may control up to 5 of these at any one time. Ranked Souls are considered 1 Soul. Warrior-Souls cannot be played into the Rear-Line under normal circumstances.
- Tokens may only be placed in your Front-Line.
- Your Rear Line consists of 2 Mages, 2 Rangers and your Reaper. Mages and Rangers can only be played into their available positions and are not interchangeable.
- Your Reaper will remain in its position and cannot be moved.
- Reapers are to be played face down until the second turn of a Combat.
- The Graveyard is where Souls that are destroyed are sent, as well as any activated Casts.
- Under normal circumstances cards will not enter Purgatory but some cards and Classes may interact with it.

SOUL SKILLS

Souls can have 3 types of Skills Active • Passive • Quick

When looking at your cards these words will not be listed but your Souls Skills will reflect the rules for each type. Once you have an understanding of each type you will be able to look at your Souls and determine what their Skill type is

ACTIVE SKILLS

Active Skills are triggered Skills that are activated by the controller. Active Skills can be triggered at any time if the conditions are met. The only exception to this is when you wish to chain to an effect or another Soul's Skill. Then your Soul or Cast must have a Quick effect.

An example of an Active Skill is Arariel

Her Skill is one that is triggered by her controller and is a (Quick Skill) that can be used as a reaction to another Skill or Cast.



PASSIVE SKILLS

Passive Skills are abilities that do not require activation directly by the controller and instead activate automatically or in response to a situation or Skill.

An example of a Passive Skill is Cadoc – The Great

Here you can see that his Skill is triggered automatically when he destroys a soul in Combat. Then if the player chooses they may use Cadoc's Skill to deal damage to another Soul their opponent controls.

In addition, this Soul also does not have a Quick notice in his Skill, nor does he need one. This is because this ability triggers after the resolution of an event "Destruction of a Soul" and not as a reaction to an event.



(QUICK SKILLS)

(Quick Skills) can be activated during either turn and typically are a reaction to a Cast or another Souls Skill. (Quick Skills) can also be activated during Combat and at any time during any turn if the conditions are met.

An example of a (Quick Skill) is Marut.

This is a Passive Skill, as it can only be triggered by a Skill or Cast that destroys Souls you control but can't be triggered at any time by the controller. Being a (Quick Skill), this ability can be used at any time and as the counter to a Quick Cast or Skill.



SOUL SKILLS

When viewing Souls Skills that have a Limit such as "Once Per turn." This Limit will apply to all Souls that share its Name. For example, even if you control 2 Lucifers in your Graveyard, you may only activate his Skill Once. Think of it as Once Per This SOUL NAME, not once per CARD. In addition to this, a Ranked Soul is considered a separate name. An example of this is Ibwa. You may use his Rank 1 Skill, Rank him to Rank 2, Then Activate his new Skill as his skill has changed and is no longer the same.

Remember that (Quick Skills) and Quick Casts can only be activated in response to each other. Doing so creates a chain of resolution where the last card to be activated happens and resolves first. In an example for Marut, if your Opponent activates the Skill of Drogon – The Red, Marut's Skill could be activated in response. Then as resolution happens Maruts Skill will happen first destroying Drogon before his Skill can resolve.



Another Example of a (Quick Skill) is Autha – The Black. This is an Active Skill. The controller of this Soul can choose to use this Skill whenever they want to. Also being a (Quick Skill), this Skill can be activated at any time, even in response to your opponent declaring an attack.

Soul's Skills may be activated if they are active even on your opponents turn, but if they are not (Quick Skills) they may not be activated as a reaction.

In addition, any Skill that is Quick is typically a Skill that can be activated in response to another card. Cards that have Skills that can trigger on either turn but no Quick notice will happen at the resolution of an event, I.E after combat, after a phase ends, after a card is destroyed, and not in response to an action being declared. These will create a new chain that your opponent can respond to with a (Quick Skill) or Cast.

STRUCTURE

Skills are laid out in a specific order or structure.

When – What/Costs – Skill Effect – Info/Restrictions

Cards were designed to follow this general rule but there may be exceptions to it. Otherwise, the following will help you understand the layout of Skill and Cast effects.

WHEN

When describes the timing of Skills and when they are allowed to be used. An example of this is “Once per turn”, or “During your opponents turn”, or any combination of turn and amount limits.

In addition, not all skills have a When notice. An example of this is Abaddon. His Skill Reads “Any Soul that does Combat with this Soul is destroyed at the end of the Damage Step”. Because this is a Passive Skill there is no turn restriction notice. As long as this Soul does Combat his Skill will activate so a turn notice is not necessary.



When will be noted on Souls with Passive Skills when the Skill is a (Quick Skill). An example of this is Baatar. His Skill reads “When another Soul you control is selected for an attack, (Quick Skill), you may move this Soul's GRD to that Soul until the end of the turn.” In this Skill the When is “When another Soul is selected for an attack.” By having a Quick Skill Baatar is able to resolve his ability to move his GRD before the declared Combat is completed and Damage is Calculated.

All active effects should have a When notice. An example of an Active Skill is Verin. Her skill reads, “Once per your turn, Sacrifice 1 Token you control, search your Deck for a Demon Class Soul and add it to your hand.” This Skill is restricted to your turn only. Active skills can also be (Quick Skills.)



STRUCTURE

WHAT/COST

What/Cost is the next part of the Skill. Not all cards have a Cost or a What section but instead move to the Skill right after the turn notice. Those cards that do will always have their Cost stated before the Skill. Costs will be paid at the time of activation, even if that Skill is countered or your opponent negates it with a Skill or Cast you will still be required to pay your Souls or Casts Cost.

An example of a What/Cost is Lucifer. His Skill reads "Once per your turn, if this Soul is in your Graveyard, send one other Soul from your Graveyard to Purgatory, then Summon this Soul to your Field." In this Skill you have your When, "Once per your turn." Your What/Cost is "If this Soul is in your Graveyard. Send one other Soul from your Graveyard to Purgatory." Then lastly his Skill is "Then Summon this Soul to your Field." There are no Info/Restrictions on Lucifers Skill.



SKILL, INFO/RESTRICTIONS

Skill Effect will simply refer to the Souls Skill after its When, and What/Cost.

Some Souls will have multiple Skills and they may vary on their When's and What/Costs.

Info/Restrictions will be included on some Souls Skills. An example of a Restriction is Drogon – The Red. His Skill Reads "Once per your turn, if this Soul has not declared an attack, you may destroy one Soul your opponent controls (Front-Line) that has less GRD than this Soul's ATK. This Soul may not declare an attack the turn you use this Skill." Looking at this Souls Skill we have the following layout;

When – "Once per your turn."

What/Cost – "if this Soul has not declared an attack."

Skill – "You may destroy one Soul your opponent controls (Front-Line) that has less GRD than this Soul's ATK."

Info/Restriction – "This Soul may not declare an attack the turn you use this Skill."

Not all Souls will have a Info/Restriction part of their Skill.



Casts will follow a similar structure. Their type will typically be your When, (Standard, Quick, Constant), but some may have additional When requirements. Then they will list their What/Costs, then their Effect, and lastly any Info/Restrictions.

THE RULES

Each turn consists of the following structure.

Prep Phase - Fortify Phase - Combat Phase - Regroup Phase - End Phase

- During these Phases you can do specific things.
- Prep Phase is your Drawing Phase. During this time, you will draw Cards until you have 6 in your hand.
- If you are unable to Draw to a full Hand but still able to Draw at least 1 card, you will NOT DECK OUT.
- If your hand contains 6 cards or more, you will only draw 1 card.
- If you cannot draw any more cards, you will Deck out and lose the current Combat.
- The next Phase is your Fortify Phase. Here you can activate Standard Casts, Summon as many Rank 1 Souls as able and Rank up 1 Soul for the Turn.
- Next you will enter your Combat Phase.
- During this Phase you will choose what Souls Attack and their targets. If you wish you may skip this Phase.
- Once you are done with Combat you will enter the Regroup Phase. Here you can again Summon as many Rank 1 Souls as able and you may Rank a Soul If you haven't prior to this.
- Once you are done you will enter your End Phase and then your opponent's turn will begin.

THE RULES

- Once per Combat, on any of your turns, immediately following your Draw Phase, you may shuffle your Hand into your Deck and Draw 1 less Card. You may not use this Re-draw if your deck contains 10 or fewer cards. You may not use this Re-Draw if you have activated a card this turn.
- During Combat you will choose your Targets and Who is Attacking them.
- Front-Line Souls may only attack Front-Line Souls unless your opponent controls none. Then you may Attack Rear-Line Souls with your front line.
- Once the Rear-Line is cleared of Souls you may attack your opponent's Reaper.
- Rear-Line Souls you control may attack Rear-Line Souls your opponent Controls Regardless of any Front-Line Souls. Damage between Souls is treated normally.
- Only when your opponent controls no Souls may you attack their Reaper.
- In order to Strike a Reaper their GRD must be reduced past Zero in ONE TURN.
- Only 1 STRIKE may be delt to a Reaper a Turn.
- Once a Reaper is Striked the Combat for the turn ends.
- If a Reaper has more than 1 STRIKE you must defeat it in COMBAT, the listed number of times to Destroy it and claim victory for the current Combat.
- When Souls do Combat the Attacking Souls and Guarding Soul Deal Damage to each other based on their ATK value.
- The Souls you choose to attack will also receive the Guarding Souls ATK as Damage.
- For you to Defeat any Soul or Reaper in Combat you must Deal Damage Greater than their GRD value. For example, a Soul with 1000 ATK that attacks a Soul with 1000 GRD will simply reduce that Souls GRD to ZERO and will not Destroy it. An additional amount of ATK will need to be delt to the Soul to reduce its GRD past ZERO for it to be destroyed.
- Damage dealt to Souls and Reapers Remains for the turn it was Dealt. Once the turn ends all Souls and Reapers on the Field will have their GRD reset to their listed values.
- Stacking smaller Rank 1 Damage against a more powerful Rank 3 Soul is a viable way to destroy it.
- During Combat any Souls Skill may be activated. Only Those Souls Skill's marked as Quick may be activated in response to an event or action.

COMBAT

STANDARD GAME

- A standard game of Universe 3 is called Combat and involves 2 players.
- To start a game each player must shuffle their decks and offer to their opponent to split or tap.
- Your Reaper will be placed into its zone face down.
- At this time, the players will use dice, or any other agreed upon way to determine who goes first.
- The player that wins the roll can choose to go 1st or 2nd.
- To begin each player will draw 6 cards. The player going first will not draw on their first turn.
- The player going first also cannot enter Combat.
- Player 1 will Summon and activate Casts as normal.
- Once done you will end your turn.
- Player 2 will draw 1 card at the beginning of their turn.
- After player 2 has drawn each player will flip over and reveal their Reapers.
- Player 2 will summon and activate Casts as normal.
- Player 2 May enter the Combat portion of their turn and declare attacks as normal.
- Once player 2 is done with combat they may continue to activate and summon Casts in their Regroup Phase.
- Once done player 2 will end their turn.
- At this point, the game will continue until one of the player's Reapers is defeated the required number of times or a player runs out of cards to draw and deck's out.
- Games are played best of 3.
- Stay tuned for official ruling on 2v2 or more. This game mode will be called War and will play a little differently.

TIPS

DECK BUILDING

- Your deck should contain a good mix of Souls and Casts.
- Make sure you have some Souls that Rank up. Some Reapers have a lot of GRD and a field of only Rank 1 Souls may not be enough to take them down.
- Don't run to many Casts. Although powerful a handful of Casts and an empty field isn't going to win you the game.
- Save that Mage. Don't always summon a Mage if you don't need it. Mages are required for powerful Casts, and by holding one in your hand until you need one might be the difference between losing or winning.
- Use those Rangers to clear out Mages. For the same reasons you're holding a Mage in your hand, consider how destroying one your Opponent controls may affect the game. Destroying a Mage your opponent controls may make them unable to counter your next move.
- Get creative. Many Souls have effects that don't specifically require their same Class. There may be combos no one has done yet.
- Sacrifice those Rank 1's. When your opponent controls a high Rank Soul it can be a difficult thing to overcome. Use the stacking damage rule to throw multiple lower Ranks at a powerful foe and destroy it.
- Remember that one Soul can save you. It takes a full field and lots of combined ATK to destroy a Reaper. One Soul on your field can be the difference between having enough damage or surviving another turn.
- Have fun! Universe 3 was created to allow all players involved to have a good time.