

METAX TCG CURRENT RULINGS DOCUMENT (CRD)

V 1.0 (3/29/2019)



MetaX TCG Current Rules

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This document contains advanced rulings and clarifications for the MetaX TCG. If you're new to the game, many of these rules may seem superfluous or overly complex. For the most part, you'll only need to refer to the CRD for specific cards or intricate scenarios. For ordinary gameplay situations, refer to the MetaX rulebook - available for download [here](#).

Despite the comprehensive nature of this document, novel interactions are sure to crop up and require additional explanation. Please contact OP@paniniamerica.net for any rulings inquiries, or refer to paninigames.com for other supplemental information.

General

Rule of Three: You may only play a given card title a maximum of three times from your hand in a single turn.

Example: You play Sleight of Hand, and another copy of Sleight of Hand is in your opponent's VP Pile. You may loop Sleight of Hand for Sleight of Hand, but only three times in a turn. You then play Gathering Strength to draw 3 cards.

Negation: When an effect is “negated,” the entire text of the card has no effect.

Example: Saint Walker - The Power of Hope is in play. If “Joke's on You” is played, its entire effect is negated.

Revealed: A card is considered “revealed” if an effect “looks at” the opponent’s hand.

Example: Robin - Damian Wayne's effect works whenever a card is “revealed.” Echolocation looks at the opponent's hand, meeting Robin's requirement.

“Swapping” a VP: Whenever an effect requires “swapping” with a card in a VP Pile, there must be at least one card in that VP Pile for the effect to take place.

Example: The swapping effect of Communion cannot be used unless you have at least one card in your VP Pile.

Timing

Team Attack Timing:

- 1) Declare an attack with a Character and designate it as a “Lead Attacker,” along with at least one designated “Linking Character”
- 2) Push the Lead Attacker to play a Battle Card and use its effects
- 3) For each Linked Character, push that Character (one at a time) and pay 5 MP

Conditional Timing: Effects with wording like “whenever”/“if”/“after” are considered to have conditional timing. If a conditional timing effect is activated by a card’s effect, the conditional timing effect will not take place until the completion of the current card’s effect.

Example: Vixen - Mari McCabe's effect takes place whenever you discard 1 or more cards from your hand. You play Legion of Doom, which discards a card from your hand. After completing the effects of Legion of Doom, you would then draw a card from Vixen's effect.

Conditional timing effects that stem from a Character’s Constant effect require that Character to be in play at the time of the effect’s resolution, or it does not take place.

Note that effects like Star Sapphire - Violet Lantern and Female Titan - Hardened Warrior have constant effects that still take effect specifically “after” they leave play.

Conditional timing effects that take place “whenever this card pushes to attack” are used after resolving the effects of the Battle Card that was played by the attacker.

Example: You push Catwoman - Thief to attack with 1 Special (R125-AT). After using the effects of the Battle Card, Catwoman's effect would then take place.

Competing Timing: If there are multiple effects to resolve with the exact same timing, the “active player” resolves all of their effects first (in any order they choose) - followed by the resolution of the opponent’s effects (in any order they choose).

Note: the “active player” is the player in control of the current turn

Example: You attack with Batman - Bruce Wayne, and your opponent defends with Vixen - Mari McCabe using 4 Special (C48-JL), causing each player to discard a card from their hand. Batman and Vixen have Competing Timing, so you resolve Batman’s effect first (as it is your turn).

VP Timing: If you have more than one undefended attacking Character, you may choose the order in which your Characters gain VPs.

Example: You perform attacks with Red Tornado - John Smith (using any eligible Battle Card) and Superman - Man of Steel using 1 Intelligence (C41-GL). Neither attack is defended, and you may choose the order of resolution for VPs. You choose to have Superman gain a VP first, allowing you to place a card on top of your deck. Then, Red Tornado gains a VP and allows you to draw 2 cards.

Playing Multiple Characters: When an effect causes one or both players to play multiple Characters at the same time, select all Characters that will be played by the effect. Then, the active player resolves each Character’s MP/effects - one at a time, as if they had just been played (followed by the opponent’s Character(s) if applicable).

Example: You play Epic Battle to KO all Characters in play, and then you select a Rank 7 Character to play from your discard pile - followed by your opponent selecting a Character to play from their discard pile. After discarding Epic Battle, you would then play your Character, gain MP, and use any “when played” effects. Next, your opponent’s selected Character would enter play, gain MP, and also use any “when played” effects.

Example: You play Flanking, and then you select two eligible Characters to play from your discard pile. After discarding Flanking, you would then play one of the selected Characters, attempt to gain MP (which in this instance would be stopped by the effect of Flanking), and use any “when played” effects - followed by the next Character.

Individual Card Rulings

Green Lantern (Original Release: December 22, 2017)

Special 5 (C57-GL): Treat this card as if it reads “You *may* discard an Orange Lantern Character from your hand to discard a random card from your opponent’s hand.” (3.29.2019)

Agent Orange (R109-GL): Treat this card as if it reads “Whenever an opponent draws 1 or more cards during the Planning Step, you *may* draw a card.” (3.29.2019)

Devastating Thoughts (C16-GL): Treat this card as if it reads “Choose up to 3 *Battle Cards* from a discard pile...” (3.29.2019)

Batman (Original Release: June 29, 2018)

6 INT/SP (U99-BM): Treat this card as if it reads “If this card KO's a Character, shuffle 2 *other* non-Event cards from a discard pile into their owner's deck.” (3.29.2019)