



Detailed rules

Version 1.1 - EN



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Objective of this document

The purpose of this detailed rulebook is to serve as a reference for resolving any questions that arise during competitive Mage Noir games.

For casual games, we recommend keeping the gameplay as simple as possible, as it was originally designed: the basic rulebook, strict adherence to card texts, and good faith interpretation by the players are more than sufficient to ensure that the vast majority of Mage Noir games are played smoothly.

This advanced rulebook is therefore reserved for high-stakes competitions.

The following rules are effective as of November 4, 2025.

Any version dated later than this date will supersede and replace these rules.

0) General principles

0.1) Hierarchy of rules documents

This advanced rulebook is a supplement to the basic rules and not a replacement for them. For all topics not covered in this document, please refer to [the game's basic rulebook](#). Additionally, the functionality of each card with a specific effect is detailed in the "[Card Database](#)" found in the "Collection" section of the website.

If there are conflicting texts, here is the hierarchy of authority, from highest to lowest:

1. Card Database
2. Card Text
3. Detailed Rules (this document)
4. Basic Rulebook

Any other document or writing does not hold the status of official rules, with the possible exception of specific rules for an official tournament, which would hold the highest authority within this hierarchy.

In case of conflicting rules between languages, the ENGLISH rules and card texts take precedence over other languages, including French. However, we strive to ensure that the French rules are as accurate as possible.

0.2) Obligation of player's good faith

During a game of *Mage Noir*, players are expected to exhibit fair play and good faith. Players should strive to follow the rules as honestly as possible and clarify any actions taking place as much as possible. This includes:

- Clarifying the situation with the opponent when actions are being performed so that both players are in agreement on the current state of the game.

- Reporting any rule violations to the opponent as soon as possible to keep the game state consistent with the rules.
- Not taking advantage of confusion or deliberately complicating the situation more than necessary.
- Respecting and adhering to the decisions of the referee when a game is being overseen by one.

1) Deckbuilding for tournaments

1.1) Deckbuilding rules

The following restrictions apply to deck building:

- A deck must contain a minimum of 40 cards with no maximum limit.
- A deck may have a "side deck" containing up to 10 cards.
- A deck and its side deck together may not contain more than 4 copies of the same card.
- A deck and its side deck together may not contain more than 1 Animal.

1.2) Banned cards

The following cards are banned:

- Inner circle
- Pi
- The Loop
- Crimson Ritual
- Druid horns
- Ignition
- Sap Distillation
- Ritual of Reflections & Hermine
- Underground Mine & Delayed Fate

1.3) Restricted cards

The following cards are restricted in number of playable copies

- Knowledge of history : restricted to 2 copies per deck

The list of banned and restricted cards will be regularly updated and thus may change in the future.

1.4) How the side deck works

In a best-of series, players may modify their deck between each game by replacing cards from their deck with cards from their side deck.

Once this modification is made, the number of cards in the modified deck must remain exactly the same as the number of cards in the deck from the previous game.

The first game of a best-of series must be played with the same deck throughout the entire tournament. Only from the second game onward can players modify their deck using their side deck.

In general, it is not allowed to look at the opponent's deck or side deck.

2) Preparation of a spell

2.1) Definition

The action of preparing a spell involves placing a card on the board. This action is considered a chain of events made up of the actions defined below. All the following actions are indivisible (see section "Indivisible Action") until the preparation of the spell is complete. They will be resolved without any possible interruption from a player and are considered part of the same action: "Preparing a spell."

2.2) Preparation sequence

The preparation sequence is the following.

2.2.1) Deciding to prepare

When the player decides to prepare their spell, it is then considered to be "in the process of being prepared" and is seen as transitioning between the player's hand and the game board. The player must then declare the spell they wish to prepare and show it to their opponent. Any potential card effects that alter the spell's component requirements or Mana cost are then applied.

2.2.2) Declaration of components

The player preparing the spell designates the required components for its preparation from those available and valid. The designation of these components may cause additional changes to the cost or component requirements.

If the component requirements are not met, the spell returns to its original location, in the same spot it was initially.

2.2.3) Determination of the Mana cost

The player must then show that they have the necessary Mana available to pay the Mana cost for preparing the spell.

If the Mana cost cannot be paid, the spell returns to its original location, in the same spot it was initially. If the necessary conditions for preparing the spell are not met (**e.g.**, lack of

Mana, or lack of required components), the entire chain of events linked to this preparation is considered null, and any effects resulting from it are entirely canceled.

2.2.4) End of preparation

It is only once all the previous steps have been completed that the preparation of the spell is finished and effective. The spell is on the game board and prepared, which ends the indivisible action of preparation.

2.2.5) Specific case of Preparing Vs Putting into play

A spell can be placed on the game board prepared without going through the preparation steps if it is "put into play" by the effect of another spell.

A spell that is "put into play" or "enters prepared" does not need to meet the component prerequisites, nor is it necessary to pay its mana cost.

Additionally, a spell effect may require "preparing" a spell from a zone other than the hand. In this case, it is indeed a preparation process that must follow the above steps (component prerequisites and Mana cost).

Examples :

- A seed that is "put into play" by an Animated tree does not require to pay for its Mana cost.
- A temporal paradox prepared from the discard pile still requires its component prerequisites to be met.

2.3) How components work

A spell is considered a component for each of the words present in its name, except for linking words:

- The plural form does not affect the validity of the component. (**For example:** "Flame" and "Flames" both count as the component "Flame.")
- However, parts of words present in other words **are not valid components**. (**For example:** "Dropping" would not be considered a "Drop" or a "Ping", but only as the component "Dropping")
- Linking words like "of", "the", "to", etc are not considered as valid component names.

A spell can be used as multiple components at the same time for a single spell, provided it contains several words in its name necessary for the preparation of the spell. (**Example:** "Tree in flames" requires a "Tree" component and a "Flame" component. A single "Tree in flames" is sufficient as a prerequisite component to prepare another "Tree in flames".)

A spell is only considered a valid component if it is:

- Either a Permanent or an Equipment under control.
- Or currently being channeled.

Rites and Rituals are not considered valid components.

Animals, even though they aren't spells, are considered as valid components as long as they are rested.

2.3.1) Repeated components

If a term is present multiple times in a spell's name, then the spell is only considered as a single component.

Example: A spell that would be named "Ice Ice" would only be considered as a single "Ice" component. Damage from a Crystal Meteor would only be increased by 1 if it was into play channeled.

2.3.2) Designation of spells according to the terms in their name

Some spell effects can affect specific types of spells based on a designated word.

(Example: "A Lightning spell.")

The spells concerned correspond to all spells (or one chosen spell among them in the case of "A Lightning spell") containing the designated word in their name, or to all spells that have Transmutable for the designated word.

The presence or absence of the word in the spell name follows the same rules as for the validity of the designated word as a component (plurals, and invalidity of part of words).

2.3.3) Exception in the terms used to designate some spells

There are 6 words that are exceptions to the rule of terms present in a spell's name.

Throughout the entire game, the terms:

- Air
- Fire
- Water
- Vegetal
- Mineral
- Arcane

Always refer to an element of the spell and not a term in its name.

Example: A "Water Spell" will always be equivalent to "a spell of the Water element" and not "a spell that contains Water in its name."

A card that allows targeting of "a Water Spell" can target any spell of the Water element, but not a Fire element spell, even if that Fire spell had "Water" in its name.

2.4) Mana cost of spells

When a spell is being prepared, its Mana cost must be determined.

There are two types of Mana costs for a single spell:

- The printed cost of the spell
- The preparation cost of the spell

The printed cost of the spell is displayed in the upper left corner of the card. This cost cannot be modified.

Certain cards can reference this cost to apply their effects (**e.g.**, *Galactic Helm*, *Antimatter*).

Special case: When the printed cost is X, the cost is determined by a card effect (which may sometimes provide a fixed cost chosen by the player) during preparation. If the printed cost is X, no reduction or increase effects can be applied to it.

The preparation cost of the spell corresponds to the Mana that the player must take from their reserve and lock under the spell in order to play it legally. Many card effects can alter this cost.

If an effect modifies a spell's cost, it necessarily affects its preparation cost (since the printed cost cannot be altered).

An effect can check the cost of a spell as a condition:

- If it refers to the "cost" of the spell, it is checking the **printed cost**.
- Otherwise, it will specifically refer to the "**preparation cost**" of the spell, without ambiguity.

Notes:

- A spell cannot have a negative preparation cost. During preparation, any element with a negative cost is treated as having a preparation cost of 0.
- When applying effects, a spell with a printed cost of X is considered as having a printed cost of 0.

3) Keywords

3.1) Keywords stackability

The keywords attached to a spell can be stackable or not, depending on whether or not they have a parameter.

3.1.1) Non-stackable keywords

A keyword without a parameter (word(s) or number) following it is not stackable (**Examples:** Autumn, Protector, Forge).

If a spell were to have the same keyword multiple times in its effects, it would only count as having that keyword once.

Example:

- A Permanent with "Protector, Protector" only has "Protector" once.
- A Permanent with multiple instances of "Autumn" will only trigger its start-of-turn effect once when it is destroyed.

3.1.2) Stackable keywords

A keyword followed by a parameter (a number or one or more words) is stackable.

Example: A spell with the effect “Phase shift 1, Phase shift 1” will indeed apply a phase shift effect for one card twice (For a total of 2 discarded cards)

On the other hand, a spell with “Slowcast, Slowcast” is no different from a spell with simply “Slowcast”, and a spell with “Autumn Autumn” only applies their start of turn effects once when destroyed.

Note on stacking keywords:

Specifically for keywords with a parameter, it is possible to have multiple instances of these keywords on a card's effects so that they apply multiple times.

Each instance of the keyword is counted as a new occurrence of the effect associated with it.

It is also possible to modify the number associated with these keywords. The instance of the keyword will then be altered, but it is still a single instance of the keyword's application.

Example:

- Phase shift 1, Phase shift 1 counts as two instances of phase shift with a value of 1 each.
- Phase shift 2 counts as a single instance of phase shift with a value of 2.

3.2) Keyword definitions

3.2.1) Protector

- You can redirect all incoming damage that would be dealt to yourself or to a target you control towards a spell with Protector that you control, even if the latter doesn't have as many Health Points as the total damage.
- A spell with Protector cannot redirect damage dealt to another player.
- A spell with Protector can only redirect targeting if the effect deals damage.
- A spell with Protector cannot redirect a loss of Health Points.
- It is impossible to split a single instance of damage between multiple targets with Protector.

3.2.2) Indestructible

A Permanent or Equipment spell with “Indestructible” cannot be destroyed or discarded from the board.

3.2.3) Unique

A spell with Unique can only be controlled in a single copy on the game board by the same player. However, the same spell with Unique can be controlled on both sides of the game board.

If a player controls multiple identical spells with Unique, only one copy must remain on the game board, and the other copies must be discarded. The player chooses which copy to keep.

If when preparing a Unique spell, some copies cannot be discarded, then the player must discard as many copies as possible to try to control only one. If following this, the player still controls multiple copies of the same Unique spell, then they all stay in play without entering in conflict, until the next control validity check (this will happen at the next start of turn of any player).

You can refer to section **10.7) Control validity check**.

3.2.4) Transmutable

When a spell is transmutable, it is considered to perpetually have the word attached after the keyword in its name.

This word acts as an extension of the spell's name, and is therefore effective regardless of where the spell is located or the timing within the game (both during and outside of gameplay).

Example: The spell "Droplet" has "Transmutable: Drop." It is therefore perpetually considered to be named "Droplet Drop", wherever it is, and at any time.

The term "Transmutable" by itself has no effect. It only has an effect when followed by another term.

Reminder: Even though Transmutable is a stackable Keyword, tracking the same term with Transmutable does not hold any value. A spell with "Transmutable: Sand, Sand" is still considered as a single Sand component.

3.2.5) Forge

- A spell with the keyword Forge is discarded when it is used as a component for Equipment. However, it is not discarded when used as a component for a spell that is not Equipment.
- Clarification on the interaction between "Forge" and "Indestructible": A non-Equipment spell with Forge and Indestructible is discarded when used as a component for Equipment.
- An Equipment used as a component for another Equipment is considered to have Forge and is therefore destroyed, unless it is Indestructible.

3.2.6) Zenith

Zenith is an additional condition for the application of certain spell effects.

The condition is checked at the beginning of the turn. It occurs simultaneously with other triggered effects from cards with beginning-of-turn effects. The active player thus chooses when during the beginning of the turn to check if Zenith is active for that turn or not. This verification is then done for every player one by one.

3.2.7) Autumn

Autumn triggers when a spell with this keyword is to be destroyed or discarded from the game board. (See "**6.5) Chronology of discarding.**")

When Autumn triggers, the Permanent then applies its beginning-of-turn effects.

If a spell with Autumn has its discard prevented by a third-party effect, Autumn does not trigger.

Important: The beginning-of-turn effects applied by Autumn occur while the card is in the transition zone between the game board and the discard pile.

Reminder: A Permanent with multiple instances of "Autumn" will not apply its beginning-of-turn effect multiple times when it is destroyed. Indeed, "Autumn" is not followed by a parameter, so it is not cumulative.

3.2.8) Phase shift

- A phase shift effect discards one or more cards from the bottom of a targeted player's deck.
- Phase shift is followed by a number, which indicates the number of cards to be discarded, and this number can be modified by a third-party effect.
- A Phase shift effect is a unique effect regardless of the number of cards discarded in this way.
- Phase shifting with a value of zero or negative has no effect (but is still considered an applied effect; being "phase shifted by 0" fulfills the condition of "being phase shifted").
- As a reminder, an empty deck does not trigger defeat: it is necessary for the player whose deck is empty to draw for the game to end.

3.2.9) Slowcast

- A spell with Slowcast cannot be activated in the same turn it is prepared. However, it can still be channeled.
- A spell can gain Slowcast unless it is explicitly stated that it cannot.
- A prepared spell can accumulate Slowcast and Quickcast: The spell can then be activated at any time, except during the turn it was prepared. **Note:** "turn" refers to a single player's turn; a spell accumulating Slowcast and Quickcast can be activated during the opponent's turn immediately following the turn it was prepared.
- Even beyond the turn it was prepared, the spell retains the Slowcast keyword.

Note: Slowcast only prevents the activation of the spell, and has no incidence on the ability to apply the effect of the spell. (**Example:** Echo can indeed apply the effects of a Slowcast spell that was prepared this turn.)

3.2.10) Quickcast

A spell with "Quickcast" can be activated at any time. See section **4.3) "At any time effects"**.

4) Indivisible actions and chain of events

4.1) Indivisible actions

An "indivisible action" is, by definition, an action that cannot be divided or interrupted by anything. The following actions are considered indivisible actions:

- Adding Mana to the Available Ether (whether during the Mana gathering phase, by paying Mana, or by releasing Mana),
- Any effect of a spell written in a single paragraph (unless it contains the word "then," as if "then" is present, it counts as two indivisible actions),
- Channeling a spell,
- Exchanging Mana with the Available Ether,
- Taking one of the two Mana piles,
- Discarding a card,
- Drawing a card.

4.2) Chains of events

4.2.1) Definition

A chain of events consists of one or more indivisible actions occurring one after the other and must be resolved completely before a new chain of events can begin. The resolution of a chain of events can add one or more new indivisible actions within the chain, making it longer as it resolves.

Note on chains of events: When multiple actions occur at the same time, the player whose turn it is chooses the order in which they occur. Resolving these effects one after the other is considered a single chain of events.

4.2.2) Selection of targets

If an indivisible action within a chain of events requires one or more targets to be designated, those targets are selected at the moment the indivisible action enters the chain of events. It is no longer possible to modify the chosen target(s) until the entire chain of events has been fully resolved.

A target selection can only exist in the context of an indivisible action; thus, the end of the resolution of a chain of events also means the disappearance of all target selections from the indivisible actions of that chain.

Example: If a spell has a target that becomes invalid during the resolution of the chain of events, but that spell remains prepared afterward (for example, if it was supposed to be activated but gained Slowcast within that chain of events, preventing its activation this turn), the selection of its target disappears with the end of that chain of events. It will then be able to have another target selected during a future activation.

4.3) At any time effects

Actions that you can use “At any time” can be activated just before or just after any chain of events, but not during their resolution. You can place the chain of events for the “At any time” action right before (or right after, as you choose) the one that is about to be resolved.

Therefore, here is a list of all the moments when you can activate an “At any time” action:

- At the very beginning or at the end of a player's turn phase (namely):
 - Start of turn
 - Draw phase
 - Mana gathering phase
 - Main phase
 - End of turn
- Just before or just after a player activates a spell. (Note that players must announce their targets BEFORE the spell resolves if they need to announce targets.)
- Just before or after a player decides to use an ability of one of their spells (Like the abilities of rituals, for example.) or of their Animal.
- Just before or after the preparation or channeling of a spell.
- Just before or after a player decides to exchange Mana.
- Just before or after a player adds Mana to the Available Ether during the Mana gathering phase.
- Just before or after a player takes one of the two Mana piles during the Mana gathering phase.
- Just before a player must discard, or just after they have had to discard a card at the end of their turn due to a full hand.

Reminder about actions at any time: both players may want to apply their “At any time” effects just before the other player. In this case, it is considered that both players want to apply their effects at exactly the same moment. The order of resolution is therefore at the discretion of the player whose turn it is.

4.4) Types of effects and trigger conditions

There are two types of triggered effects:

- Automatically triggered effects (whether the player wants them or not), referred to as "automatic effects" in this document.
- Player-triggered effects, referred to as "player-triggered effects" in this document.
- Each effect has a list of conditions.

"Without conditions" is understood as simply adhering to the general rules (the spell must be prepared, and then the effect applies upon the spell's activation during the main phase). By “conditions”, we refer to exceptional conditions induced by the cards. (**Examples:** “Once per turn,” “At the beginning of your turn,” “If you are a Mage Noir”).

4.5) Spell effects added to Equipment, Permanent, or Ritual cards

Some spells can add effects to other spells. The addition of effects to the imperative on a spell is only applicable for the activation of that spell. (**Example:** “Discard the top card of your deck”).

Adding such effects to an Equipment, Permanent, or Ritual has no effect since these types of spells cannot be activated.

However, if Equipment, Permanents or a Ritual were to be activated by another effect, then these effects would indeed apply, and the spell would be discarded afterward.

Example: A player plays Delayed Fate and then Fiery Breath, using Time Acceleration as a component for Fiery Breath.

- Fiery Breath now has 2 effects
 - One passive effect from being a Permanent (adding effects to the abilities of the player’s Animal)
 - And an active effect, added by Time Acceleration (discarding the top card of the player’s deck)

If in the future, the player decides to activate a Shrill Cry :

- They designate Fiery Breath as the Breath component to be activated.
- The passive effect of Fiery Breath does not apply.
- The active effect of Fiery Breath does apply:
 - The player discards the top card of their deck.
- The player then discards their Fiery Breath, following its activation.

4.5.1) Gaining and Having effects

Additional effects can be added to spells during the game. There are two main ways to describe this:

a spell may *have* or *gain* an effect. Both expressions function the same way.

In most cases, this gained effect is temporary and conditional. As long as the conditions are met, the affected spell keeps the additional effect.

If the conditions are no longer met, or if the source of the effect is removed (discarded, invalidated, etc.), the spell loses the gained effect and returns to its initial state.

Example: A player controls Desert fangs.

- When this player plays “Rite of passage” and becomes a Mage Noir, Desert Fangs now has Quickcast.
- If the player then Prepares a Waiver Crown (and thus, isn’t a Mage Noir anymore), the Desert Fangs loses Quickcast.
- If the player later empties their Mana reserve and discards the *Waiver Crown*, they become a Mage Noir again, and *Desert Fangs* regains Quickcast.

4.6) Simultaneous Rule Modification Effects

Some effects modify the base rules of the game, either for a specific player or for all players.

Example:

- Emptiness ritual: Your Max hand size is now 4.
- Electric punch: Mana exchanges are now at a rate of 3 for 1 this turn.

When multiple effects change the same rule and cannot coexist, the most recent rule modification takes precedence.

Example 1: Player A activates Favorable winds.

This turn, that player may trade Mana at a rate of 1 for 1 in both directions, as long as Air Mana is involved in the exchange.

Player B then activates Electric Punch during the same turn.

This turn, Mana exchanges are made at a rate of 3 for 1. (This rule modification also applies to Mana exchanges involving Air Mana, since it is universal.)

Since both effects modify the same rule, the last one played takes precedence, exchanges involving Air Mana are now made at a rate of 3 for 1.

Example 2: Player A activates *Electric Punch* with Quickcast during their opponent's turn.

This turn, Mana exchanges are made at a rate of 3 for 1.

Player B then activates *Favorable Winds*. They can now exchange Mana at a rate of 1 for 1, as long as Air Mana is involved.

Again, the last rule modification applies, exchanges involving Air Mana are now made at a rate of 1 for 1.

However, Mana exchanges that do not involve Air Mana remain at a rate of 3 for 1.

5) Damage

5.1) Damage sequence

When a spell must deal damage to a target, here is the sequence to follow:

Before resolving the chain of events:

Determine the target:

- Fixed single (**Example:** "the opponent").
- Fixed multiple (**Example:** "all Permanents").
- At the choice of the player controlling the spell (**Example:** "any target" or "distributed as you wish [among several targets]").

Resolution of the chain of events:

- 1) Apply the damage effect of the spell.
- 2) Redirection of damage:

If the damage can be redirected to a Protector Permanent, then it is up to the owner of the target to choose whether or not to redirect the damage (except in the case of fixed multiple targets aimed at all Permanents, where the damage cannot be redirected to a single Protector Permanent. **Example:** Fireball).

- 3) Triggering automatic effects:

When the damage reaches the target, check if there are any effects that modify the damage dealt.

- 4) Reducing/ignoring dealt damage:
 - a) If the dealt damage can be reduced, apply the corresponding effects.
 - b) If the dealt damage can be ignored, apply the corresponding effects.

- 5) Decreasing Life Points:

If there are remaining unreduced or unignored damage, the target's Life Points are decreased by the amount of remaining damage to apply.

- 6) Triggering effects due to damage:

Apply any effects triggered by the damage dealt. Damage is considered dealt and thus suffered when a damage effect triggers, regardless of the amount of damage inflicted (positive, zero, or negative). These effects are triggered, whether or not there has been a decrease in the target's Life Points.

5.2) Canceling, reducing, or ignoring damage

Concerning damaging effects, "ignoring" a certain amount of damage is equivalent to "reducing" by the same amount.

Furthermore, "canceling" damage is equivalent to "reducing them to 0".

6) Changes to a Spell's zone

6.1) Public and private zones

The following zones are considered public:

- The board
- The discard pile
- The exile
- The Available Ether
- The Mana reserve

- Any Animal in play (even when face down)

Players may look at public zones at any time.

If a player does not want their opponent to handle their cards, they must instead show them clearly themselves, without hiding any information.

The following zones are considered private:

- The deck
- The hand

Players are, of course, allowed to look at their own hand.

Unless a specific effect states otherwise, players may not look at the contents of private zones.

6.2) Transition zones

There are "fictional" transition zones for cards representing moments in gameplay, where different effects may apply. There is a transition zone between each of the different locations in a game of Mage Noir:

- The hand
- The deck
- The discard pile
- The board
- The infinite ether
- The available ether
- The exile

A card always passes through this transition zone when it moves from one zone to another, but in most cases, no effect requires lingering on this transition.

A card in a transition zone is considered neither in its initial zone nor in its destination zone. (**Example:** A card being discarded from the board is not in the discard pile, but it is also not on the board. Therefore, it is not considered controlled.)

A spell will be considered in this state of transition when it must apply effects as it moves from one zone to another. If it is determined by the players that the spell will not go to the destination of the transition zone, it is not considered in the transition zone.

Example: An indestructible spell will not be considered in the transition zone to the discard pile if a spell attempts to discard it, as it is agreed that it will not go to the discard pile.

Corollary: Considering a spell in the transition zone between one game zone and another implies that the spell in question will end up in the destination zone regardless of any ensuing effects. It is not possible to go back from a transition zone.

Two transition zones are particularly concerned with card effects:

- The transition zone from the hand to the board when preparing a spell.
- The transition zone from the board to the discard pile.

Reminder: The keyword “Autumn” applies the effects at the beginning of the turn of the spell when it is in the transition zone from the board to the discard pile.

6.3) Resetting cards in various zones

By default, when a card enters a player’s discard pile, hand, exile, or deck, it is considered to be fully **reset**.

It therefore regains its full name, effects, and cost as printed on the card.

This reset occurs as soon as the card enters the discard pile, it is then considered to already be in that pile and no longer in a transition zone.

6.4) Alterability of cards

Any card located in a **private zone** is considered **unalterable**, and is therefore unaffected by any effect that could modify it.

It keeps its name, effects, and costs exactly as printed.

Any effect that requires tracking that specific card is no longer valid, since the card cannot be tracked.

Transition zones connected to **public zones** are also considered **public**.

Therefore, a card moving from or to the board through a transition zone can be modified.

6.5) Chronology of discarding

When a spell leaves the battlefield for the discard pile (**Reminder:** it has already applied any activation effects), the chronology is as follows:

- 1) Beginning of the "Battlefield to Discard" transition.
- 2) Application of any discard effects of the spell (if there are multiple discard effects, they occur in the order chosen by the active player).
- 3) When a card has no more discard effects to apply, it releases the Mana it locks.
- 4) The transition phase is then completed, and the card is considered to be in the discard pile.
- 5) At the moment it touches the discard pile, its effects, costs, and name are reset (**See: Reset**).

If multiple spells leave the battlefield for the discard pile simultaneously:

- 1) The spells that need to go to the discard pile are listed. The player whose turn it is decides in which order they will go to the discard pile.
- 2) Each of these spells will fully apply the above chronology before the next one does the same, until all spells have been discarded.

Note: "Leaving the table" is broader than "Going to the discard pile" (as returning to the hand from the battlefield, for example, is also "leaving the table") but is synonymous when the destination zone is the Discard Pile. Therefore, if the effects "when it leaves the table" and "when it is destroyed" apply to the same spell, these effects are simultaneous.

6.6) Exile: definition

Some spells may refer to the "Exile" or ask you to exile a spell or an Animal.

In that case, place the card in a dedicated zone next to your Discard pile. Just like spells in your Discard pile, exiled spells **cannot be prepared**. Only effects that specifically interact with exiled cards can affect them.

Example: *Vastness of Space* can return 2 cards from your Exile pile to your hand. It cannot retrieve discarded spells.

Conversely, *The Water Healer* can return a discarded spell to your hand, but cannot retrieve an exiled spell.

The exile zone is:

- **Individual:** Each player has their own Exile zone.
- **Public:** Both players may view the contents of each other's Exile zones at any time.
- **Ordered:** The order of exiled cards cannot be changed, just like the Discard pile.

7) Animals

7.1) Choosing a starting hand with Animals

When setting up your deck and choosing your starting hand with an Animal in your deck:

- Set your Animal aside.
- Shuffle your deck.
- Draw two different hands of 5 cards from the top of your deck, and choose one (neither hand will include your Animal).
- Shuffle the unchosen hand back into your deck.
- Finally, place your Animal **face down** on top of your deck.

7.2) Passive effects of Animals

An Animal's passive effects do **not** apply while it is **face down**.

Example 1: If a *Queen Bee* is exhausted, you may still control more than 4 Bees. However, once she is rested, her effect applies again — if you control more than 4 Bees at that time, you must exile one.

Example 2: An exhausted Scarab will not return to your deck at the end of your turn.

7.3) Having multiple Animals

A player may control multiple Animals at the same time (usually due to having *Queen Bee* as their Animal).

When a player controls several Animals, any effect referring to “your Animal” is treated as referring to **one of your Animals**.

Example: A player has a Queen Bee and Worker Bee.

- They play *Blazing Soul*.
- They may choose to activate one of their Animals’ abilities **without paying its cost**, even if that Animal is exhausted.
- They choose to use *Queen Bee*’s ability to create a new *Worker Bee*.
- The damage effect of *Blazing Soul* then applies only if the player is a Mage Noir.
- Finally, they must exile one of their Animals — they choose to exile one of their *Worker Bees* to keep *Queen Bee*.
(Note: They didn’t gain much, but this is still a perfectly valid play.)

7.4) Removing an Animal from play

An Animal cannot be sent to the Discard pile. If, for any reason, an Animal would be discarded from the board, **exile it instead**.

8) Transparency and information

8.1) Remembering information

During tournaments, players are allowed to have paper and a pencil to note various information if they wish. This information must remain concise, and notes should be taken quickly to avoid slowing down the games.

8.2) Cards visibility

Cards in a player’s hand or deck are not visible. A player cannot require another player to show a card from their hand unless a specific card effect states otherwise. However, players can take note of the cards they know are present in their opponent’s hand or deck.

To simplify tracking for everyone, players are encouraged to agree on the following system, although it cannot be unilaterally required by just one of the two players: When a known spell enters a “hidden” zone (hand or deck) and its position is presumably known to both players (**e.g.**, returning a card to hand, returning a card to a specific place in the deck), players are encouraged to keep it visible to both players until its position is once again unknown to them (**e.g.**, effect of shuffling the deck).

8.3) Traceability and legality of actions

If a player wishes to perform an action that would require tracking of previously executed actions, and the opponent has legitimate doubts about the legality of that action, it is up to the player wishing to perform the action to prove that their action is legal.

9) Definition of terms

9.1) To

If a card states “**X to Y**”, this means that applying **X** is a *necessary condition* for applying **Y**. If **X** is not applied, then **Y** does not occur.

Example: “Discard 1 card to inflict 1 damage”.
If the player cannot discard a card, no damage is inflicted.

9.2) As soon as

When a card states “**X as soon as Y**”, this means **X** takes effect (or is added to the chain of events as a triggered effect) *at the exact moment* the condition **Y** is met.

Reminder: Discarding effects that apply “as soon as y” also apply if the Y condition is met at the start of any turn.

See section **10.7.2) Spells with control conditions** for more details.

Example: If a spell states:

“Destroy this spell and discard a card from your hand as soon as this spell does not lock any Mana.”

When the spell locks 0 Mana, you attempt to destroy it and discard a card.

If it is indestructible, it remains in play and the discard does not happen.

However, the “As soon as” condition has already been triggered — so if, at the start of the next turn, the spell still locks no Mana, it will be discarded automatically (without discarding a card from hand).

9.3) ALL

If a card states “**ALL spells**”, it refers to *every spell that exists in the game*, regardless of its location — in play, in hand, in the discard pile, in the deck, in the side deck, or in exile.

9.4) You

When an effect designates “**You**”, it refers to the *controller* of the card.

If the effect applies outside of controlled cards (for example, to cards in hand, in the discard pile, etc.), it refers to the *owner* of that hand, discard pile, or other relevant zone.

9.5) Increase

When a spell increases the effects of another spell, it increases the *final value* of that spell's effects.

It does not increase the individual units used to calculate that value.

Example: If a player controls Glacial Age, 2 Ice Components, and casts Crystal Meteor, the spell will inflict 5 damage total:

- 2 base damage from Crystal Meteor
- +1 damage per Ice Component (2 total)
- +1 damage from the increase granted by Glacial Age

10) Others

10.1) Controlled spells and game board

The spells that a player controls are the spells present on their side of the table, which are conventionally referred to as "their game board": spells in preparation, channeled spells, Permanents, Equipments, and Rituals. The spells present in a player's hand, deck, and discard pile are not controlled. (Reminder: spells in transition zones are not controlled).

A spell cannot be channeled before it is controlled.

10.2) Discard and destruction

Discarding is the action of putting a card into the discard pile from the game board, deck, or hand. The discarded card is placed on top of the discard pile, face up.

It can also be referred to as destroying (or destruction) for Permanents and Equipments that are discarded from the game board.

Permanents and Equipments may have the keyword Indestructible. In this case, they ignore any effect that would put them into the discard pile from the game board (and only from this zone).

10.3) Zero costs

If a player-chosen triggered effect of the type "Pay [X] to perform [Y]" has its costs reduced to nothing, then the controller of the spell can perform the desired effect for free as long as the activation conditions of that player-chosen triggered effect are still met (**Example:** "Pay 0 Mana to do [Y]").

A negative cost does not grant anything: "Pay -2" is equivalent to "Pay 0".

10.4) Effects with zero or negative values

The only effects that have a negative impact that does not correspond to a null effect are gains and losses of life points (PV) and damage.

Other numerical effects, if they are negative, are equivalent to an effect with a value of 0.

To recap:

- Healing HP for a negative value is equivalent to causing HP loss.
- Inflicting damage for a negative value grants HP to the target (**Example:** "Inflict -1 damage to the opponent" makes them gain 1 HP).
- "Phase out -1" is equivalent to "Phase shift 0".
- "Draw -1 card" equates to "Draw 0 cards".

Also, note that effects with a value of 0 are indeed considered applied effects and can thus fulfill conditions (**Example:** "If you take damage" is a condition properly triggered by damage of 0 or -1).

10.5) Costs and effects of indeterminate value (X)

Some costs or effects in the game may be indeterminate during the game (These are often designated by a value of X).

If an effect of a spell refers to costs of a particular value (**Example:** A value greater than a number, an even value, a positive value, etc.), as long as X is not determined, it is not affected by these effects.

If for any reason, the value of X must be used while it is indeterminate, it is then considered that $X = 0$.

Example: If a player's discard's Ina's meteor through the effects of Fiery will, X is indeterminate. It is then considered the "Fiery will" will inflict 0 damage.

(**Note from the writers :** Yeah the move is kinda bad, try not doing that, even if it's very funny).

10.6) Sources of effects

If a spell states that "**You do X**", the spell itself remains the *source* of the **X** effect.

This means that other spells or effects will still consider **X** to come from the original spell, not from the player directly.

Example : *Mars's Spear* will indeed inflict 1 damage in response to *Crimson Ring* activating, even though *Crimson Ring* states "You may pay 1 Fire Mana to inflict 1 damage."

The source of that damage is still *Crimson Ring*, meaning it counts as damage from Equipment.

10.7) Control validity check

At the start of each turn, players must do a control validity check for each spell they control.

This verification counts as a **start of turn effect**, and is applied alongside other start-of-turn effects, in the order chosen by the current player.

The following are included in this verification:

- Spells with the **Unique** keyword
- **Equipment** (except Rings)
- Spells that specify they must be discarded under certain conditions

10.7.1) Unique spells and Equipment

Spells with the **Unique** keyword, as well as **Equipment** (excluding Rings), prevent a player from controlling more than one copy of the same spell type.

The verification process is as follows, for each relevant spell, in the order chosen by the player whose turn it is:

- 1) If all applicable spells *can* be discarded: The player chooses one to keep and discards all others (in the order of their choice).
- 2) If only one applicable spell *cannot* be discarded: The player must keep that one and discard the rest (in the order of their choice).
- 3) If multiple applicable spells *cannot* be discarded: The player discards all applicable spells that can be discarded. The remaining ones stay in play and may be discarded in a future control validity check.

Example 1:

- Player A controls a *Warrior-Mage Ritual* and one piece of Equipment: *Weapon*.
- They discard a card to make their *Weapon* indestructible, then play a second *Weapon*.
- Normally, this would destroy the first *Weapon*, but it is indestructible.
- Player A then makes the second *Weapon* indestructible using *Warrior-Mage Ritual*.
- At the end of the turn, neither *Weapon* is destroyed due to the ritual's effect.
- At the start of the next turn, a **control validity check** occurs:
 - Both *Weapons* are the same type and are in play.
 - Their indestructibility effects have ended.
 - Player A must now choose one to destroy, or make them indestructible again using the ritual.

Example 2:

- Player A controls *Ambidexterity* and one *Weapon* (Equipment).
- They prepare a second *Weapon*.
 - *Ambidexterity* allows them to keep both, so no *Weapon* is destroyed.
- Later, during Player B's turn, *Ambidexterity* is destroyed.
- Nothing happens immediately, Player A still controls both *Weapons*.

- At the start of Player A's next turn, during the control validity check:
 - *Ambidexterity* is gone, so the restriction on controlling two *Weapons* applies again. Player A must discard one *Weapon*.

10.7.2) Spells with control conditions

Some spells require players to meet specific conditions in order to remain in play or to stay controlled. If these conditions are not met, the spell must be discarded.

Common cases include:

- **Permanents with HP** that are destroyed when their HP reaches 0 (or less)
- Spells that must be discarded when they no longer lock a certain type of Mana

At the start of each turn, for each spell they control, players check whether its discard condition is met.

- If the discard condition *is* met then the spell is discarded.
- If the spell has a condition that allows it *not* to be discarded, and that condition is *not* met then it is discarded as well.

Example:

- Player A controls *Sun Blade*, which was made indestructible last turn after releasing its last Fire Mana.
- At the start of their turn, Player A performs a control validity check.
 - *Sun Blade* currently locks no Fire Mana
 - It is destroyed.
 - (Note: if a spell is discarded during a control validity check, only the discard occurs, no additional effects from the spell are applied.)

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