Host WCG Comprehensive Rules

1. Victory Conditions

    1.1. When any victory condition is met, the game is immediately over. Do not finish resolving any card effects or game rules.

    1.2. There are 3 win conditions.

        1.1.1. Your opponent has cards in their damage zone equal to their Hosts health.

        1.1.2. Your opponent has 0 cards in their deck.

        1.1.3. Your opponent has 0 cards in their hand and their Host takes damage.

2. Host Damage

    2.1. Damage to your Host is taken from your hand, and placed face down into your damage zone.

        2.1.1. Your opponent does not see the card placed into your damage zone.

        2.1.2. Damage is placed on top of any damage already in the damage zone.

    2.2. When healing damage from your Host, heal from the top of the damage zone first.

    2.3. The last damage placed in the damage zone is the first to be removed.

3. Deck Building

    3.1. Your deck must follow the constraints:

        3.1.1. 50 main deck cards and 1 Host.

        3.1.2. No more than 4 of any named card in your main deck.

4. Game Zones

    4.1. The Deck

        4.1.1. Where your pre constructed deck of cards is placed. This is a closed zone.

    4.2. The Drop Zone

        4.2.1. Where any destroyed, used, or discarded cards are placed. This is an open zone.

    4.3. The Hand

        4.3.1. Where cards drawn or added to your Hand are placed. Where cards can be played from. This is a semi-open zone.

    4.4. Frontrow Slots

        4.4.1. Where your Entities are placed in order to be 'in play'. This is an open zone.

    4.5. Backrow Slots

        4.5.1. Where your Sorceries and Ambushes are placed in order to be 'in play'. This is an open zone.

    4.6. Host Zone

        4.6.1. The position your Host starts the game in. This zone starts closed, and becomes open once the game has officially begun.

    4.7. Form Zone

        4.7.1. Where your Forms are played. They are 'in play' while in this zone.

    4.8. Damage Zone

        4.8.1. Cards are placed face down in this zone to indicate damage to your Host. This is a closed zone.

    4.9. Banished Zone

        4.9.1. Cards that are banished are placed here. This is an open zone.

5. In Play

5.1. In play refers to any card in a slot, in the form zone, or underneath another card in play as a marker.

6. Open and Closed Zones

6.1. Zones can have 3 states:

6.1.1. Open

6.1.1.1. Both players may see the contents of any open zones at any time.

6.1.2. Semi-open

6.1.2.1. The player who controls the zone may see the contents of the zone at any time.

6.1.3. Closed

6.1.3.1. Neither player may see the order or contents of these zones.

6.2. Cards that are face down, regardless of zone, are counted as semi-open.

7. Slots

7.1. A slot is deemed 'open' if there is no card or token present in that slot (i.e. it is empty).

7.2. A slot is deemed 'occupied' if there is any card of token present in that slot.

7.3. Frontrow and backrow slots are considered a single zone.

7.3.1. Moving between slots in in the same zone is not considered as entering a new zone.

8. Leaving/Entering Slot vs Moving Slot

8.1. Leaving or Entering a slot refers only when the card moves to a different zone.

8.1.1. An Entity moving from a frontrow slot to another frontrow slot is not considered as leaving or entering a slot.

8.2. Moving slots refers to when the card moves between slots in the same zone.

8.2.1. An Entity moving from a frontrow slot to another frontrow slot is considered as moving slots.

9. Game Setup

9.1. When setting up for a game of Host, the following actions must be performed in order:

9.1.1. Place your main deck in your deck zone, and your Host face down in your Host slot.

9.1.2. Shuffle your deck and allow your opponent to shuffle/cut.

9.1.3. Determine which player goes first by random method.

9.1.4. The preferred method would be a high roll of 2 D6.

9.1.5. The winner of the random method decides if they want to go first or second.

9.1.6. Draw 5 cards.

9.1.7. Mulligan. Place any number of cards from your hand on the bottom of your deck, then draw the same number of cards, then shuffle your deck.

9.1.7.1. You do not shuffle your deck if you decide to place no cards back during your mulligan.

9.1.8. Hosts are flipped face up, and the 'Start of the game' procedure happens.

10. Phases

10.1. In Host you will go through several phases in your turn. Once your turn is over, your opponent will then go through the same phases.

10.1.1. Phases may not be skipped.

10.1.2. If you wish to move to the next phase you must declare it.

10.2. Start Phase

    10.2.1. The turn player replenishes to 4 #.

    10.2.2. Any effects that trigger at the start of the turn will trigger here.

10.3. Action Phase 1

    10.3.1. Slow speed actions may be performed.

10.4. Battle Phase

    10.4.1. Battles may be performed here.

    10.4.2. The first player, on their first turn, skips this phase.

10.5. Action Phase 2

    10.5.1. Slow speed actions may be performed.

    10.5.2. The first player, on their first turn, skips this phase.

10.6. End Phase

    10.6.1. Any effects that trigger at the end of the turn will trigger here.

    10.6.2. The turn player discards cards until they have cards equal to their Hosts soul in their hand.

    10.6.3. If they have less, they do not discard any cards.

11. Action Points (#)

11.1. Action Points are denoted as #.

11.2. At the start of your turn, you replenish back to 4 #.

11.3. During your Action Phase, there are 3 ways to use your #:

    11.3.1. #: Gain 1 resource of your Host's resource type.

    11.3.2. #: Draw a card.

    11.3.3. ##: Gain 1 resource of any resource type.

11.4. These actions are all Slow speed.

11.5. These are classified as game actions and not effects.

12. Resource Types

12.1. There are 4 resource types in Host, and a generic type.

12.2. Those types are Authority &, Strife £, Emotion !, and Amity %.

12.3. Each resource type may be used to pay for 1 from any card's or effect's cost.

    12.3.1. They may also be used to pay for any generic $ cost.

12.4. The generic type $ may only be used to pay for generic $ cost.

12.5. When paying cost, it is important to state exactly how you are paying.

    12.5.1. State with which resource you are using to pay for generic costs $ first, then ensure you can still fully pay for the rest of the card's cost.

13. Reading a Card

13.1. The top left of any card indicates its resource type.

13.2. The top right of any card indicates its cost.

13.3. The bottom left of Entities and Hosts indicate their health.

13.4. The bottom right of Entities and Hosts indicate their power and soul respectively.

13.5. When reading a type and subtype of a card, each word indicates a separate type.

13.5.1. Cards are each of their subtypes.

    13.5.1.1. A 'Human Wizard' Entity is both a Human Entity and a Wizard Entity.

14. Playing Cards

    14.1. Playing cards is Slow speed (see speeds).

    14.2. Pay the cost for the card you wish to play from your hand.

        14.2.1. Ambushes cost no resource to play from hand.

    14.3. Reveal the card you wish to play from your hand, or if it is an Ambush show your opponent the facedown card (do not reveal it, show the back face of the card only).

    14.4. The game now checks the type of card being played and correctly assigns the terminology:

        14.4.1. Entity – Create

        14.4.2. Sorcery – Cast

        14.4.3. Form – Embody

        14.4.4. Ambush – Lay

    14.5. The card enters the Stack (see, the Stack) ready to resolve.

    14.6. Any effects that happen when an opponent would perform any of the mentioned actions can now trigger.

        14.6.1. [*When your opponent would create an Entity*] or [*When your opponent would play a card*], for example.

    14.7. Place the card into the open slot you wish to play it into.

        14.7.1. You may not play cards into occupied slots.

    14.8. The card is now considered in a slot, and therefore any effects that may occur due to this are triggered.

    14.9. This includes Sorcery effects, any 'enters a slot' effect, and any 'created/cast/embodied' effects.

    14.10. Ambushes that can be activated when cards are played, Entities are created, Sorceries are cast, Ambushes are lay and Forms are embodied, may now be activated.

        14.10.1. [*When your opponent creates an Entity*] or [*When your opponent plays a card*], for example.

        14.10.2. See: Resolving Effects to determine how these effects will resolve.

15. Speeds

    15.1. There are 2 types of speed in Host.

    15.2. Slow

        15.2.1. May only be performed during your Action Phase, while the stack is empty.

    15.3. Fast

        15.3.1. May be performed in response to any action.

        15.3.2. These actions include:

            15.3.2.1. An effect or card enters or leaves the stack.

            15.3.2.2. An action point is used.

                15.3.2.2.1. The action point usage will always complete before a Fast can be used, as it is a game action and does not use the stack.

            15.3.2.3. A phase is entered or left (see phases).

            15.3.2.4. An attack is declared.

16. Permanents

16.1. A permanent is a type of card.

16.2. The current permanent cards are:

16.2.1. Entity

16.2.2. Form

17. Ambush

17.1. The activation requirement of an Ambush is written as detailed after the Activate keyword.

17.1.1. You cannot attempt to play or lay an Ambush if you do not have a free backrow slot.

17.2. Once the activation requirement is met, the Ambush may be activated.

17.2.1. Pay the cost of the Ambush.

17.2.2. Flip the Ambush face up.

17.2.3. The Ambush is now activated.

17.2.4. The Ambushes effect now enters the stack, and the game continues as normal.

18. Entity

18.1. You cannot attempt to play, create, or enter a slot an Entity if you do not have a free frontrow slot.

18.2. Entities are destroyed when an effect states it destroys them, or when they receive damage equal to, or greater than, their health.

18.3. Entities are not destroyed if their health becomes 0 or less, and are instead sent to the drop zone by game action.

18.4. Damage an Entity has taken does not decrease its health.

18.5. Creation Sickness

18.5.1. When an Entity enters play, it gains Creation Sickness.

18.5.2. Creation Sickness states:

18.5.2.1. Entities may not attack while they have Creation Sickness.

18.5.2.2. At the beginning of your Start phase, all Entities you control lose Creation Sickness.

18.6. If an Entity has multiple health/power altering effects on it, they are calculated in the following way:

18.6.1. All health and attack increases are applied, then...

18.6.2. All health and attack decreases are applied, then...

18.6.3. Effects that set the health or attack are applied in order they were given to the Entity.

Health/Power Altering Effects:

John has an Entity with the effect 'All Entities you control gain +1 health and +1 power'. He also controls an Entity with 2 health and 2 power. Kate has an Entity with the effect 'All Entities your opponent controls gain -2 health and -2 power', and a Form that has the effect 'All Entities become 4 health and 2 power'. In order to calculate the power of John's Entities, you would first apply all additions to those Entities (making his Entity 3 health and 3 power), and then apply all decreases to those Entities (making his Entity 1 health and 1 power). Her Form would then be applied, setting the Entity to 4 health and 2 power.

18.7. In order to have an Entity enter a slot, by any means, a slot must be open.

19. Form

19.1. Every Form in Host has 'Unique'. You may only control 1 of each named Form.

20. Host

20.1. If a Host has multiple health/soul altering effects on it, they are calculated in the following way:

20.1.1. All health and soul increases are applied, then...

20.1.2. All health and soul decreases are applied, then...

20.1.3. Effects that set the health or soul are applied in order they were given to the Host.

21. Sorcery

21.1. You cannot attempt to play or cast a Sorcery if you do not have a free backrow slot.

21.2. All targets for a Sorcery must be declared upon casting – if you cannot declare all targets, you cannot cast the Sorcery.

21.2.1. Each effect of the Sorceries will trigger independently.

22. Lingering

22.1. A Lingering card does not leave play once the card is used, and instead remains in the slot it was played in.

22.2. Lingering cards are counted as permanents, even if their super-type is not a permanent.

22.3. Only Sorceries and Ambushes can be Lingering.

22.3.1. Lingering Ambushes remain face up after activation.

23. Equipment

23.1. An Equipment card is equipped to a permanent.

23.2. Equipping an Equipment card targets the permanent it will equip to.

23.2.1. The target must be declared as the card is played, as outlined in 'The Stack'.

23.3. Once equipped, the Equipment is moved from the backrow slot and placed face up underneath the card it is equipped to as a marker.

24. Markers

24.1. A marker is a faceup or facedown card attached to another card in play.

24.2. It is not counted as being in the same slot as the card it is attached to.

24.3. If the card it is attached to leaves the slot, the marker is sent to the drop zone by Game Action.

25. Battle

25.1. Battle is split into several sections.

25.2. First player declares Attacker

25.2.1. Declare the Entity you wish to attack with.

25.2.2. The Entity is now declared as 'attacking', and all 'when this/an Entity attacks' effects can trigger.

25.2.3. Either player may respond with effects after all effects in 25.2.2 have been added to the stack.

25.3. First player declares Blocker

25.3.1. Declare the Entity/Host you wish to attack.

25.3.2. If your opponent controls no Entities that can block, you may attack their Host.

25.3.3. You may still declare an attack on an Entity that cannot block.

25.3.3.1. Entities that cannot block do not deal combat damage in the Damage Calculation step when they are the blocking Entity.

25.3.4. That blocking Entity is now declared as 'blocking' and all 'when this/an Entity blocks' effects can trigger.

25.3.5. Either player may respond with effects after all effects in 25.3.6 have been added to the stack.

25.4. Damage Calculation

25.4.1. Early damage calculation step.

25.4.1.1. Fast play timing.

25.4.1.2. Entities with First Strike deal damage now.

25.4.2. Normal damage calculation step.

25.4.2.1. Fast play timing.

25.4.2.2. Entities without First Strike deal damage in this step.

25.4.2.3. Entities simultaneously deal damage. Both the attacking Entity and blocking Entity gain damage counters at the same time.

25.4.2.4. If the Entity that was attacking or blocking is no longer in play at this stage, the attack continues but with no effect.

25.4.2.5. If the attack was performed against a Host, deal 1 damage to that Host.

25.4.2.6. Fast play timing.

25.5. Return to 25.2.

25.5.1. You may only attack with each Entity once per turn.

26. Power and Health

26.1. Entities have a health value.

26.1.1. This health value determines how much damage an Entity can have before it is destroyed.

26.1.1.1. Health is not reduced by damage. Health and damage are separate. If an Entities health ever becomes equal to or less than the damage it has received, it is destroyed.

26.1.2. Entities whose health is reduced to 0 or less are sent to the drop zone.

26.1.3. If these 2 condition are met simultaneously, they are assumed to have 0 health first and are sent to the drop zone before they can be destroyed.

26.1.4. An Entities health is determined by the following:

26.1.4.1. (Base health + additional health) – deducted health.

26.1.4.2. For instance, an Entity with 2 health and gaining +2 health from an effect and losing -3 health from an effect will have 1 health, no matter which order those effects were given to the Entity.

26.2. Entities have a power value.

26.2.1. An Entities power determines how much combat damage it deals to other Entities.

26.2.2. An Entities can never have less than 0 power, and any value that would set it to less than 0 power sets it to 0 instead.

26.2.3. An Entities power is determined by the following:

26.2.3.1. (Base power + additional power) – deducted power.

26.2.3.2. For instance, an Entity with 2 power and gaining +2 power from an effect and losing -3 power from an effect will have 1 power, no matter which order those effects were given to the Entity.

27. Activated Effects

27.1. Activated effects have 2 sections, the cost and the effect.

27.2. Costs are denoted as being before a colon (:).

27.3. Effect text is denoted as being after a colon (:).

27.4. When using an activated effect, pay the cost for the effect and then the effect enters the Stack.

27.5. Any activated effect that requires ⟳ as a part of the cost (before the :) is determined to be once per turn.

27.6. Activated effects are Slow speed (see speeds).

28. Triggered Effects

28.1. Triggered effects have 2 sections, the trigger and the effect.

28.2. The trigger is denoted by a 'When, Whenever, If...' statement.

28.3. Some effects can have multiple trigger statements.

28.4. The effect is denoted by whatever comes after the trigger statement(s).

28.5. When an effect meets its trigger, the effect is said to have triggered.

28.5.1. Effects that meet their trigger when that player does not have priority must wait until they next have priority before they trigger.

28.6. When an effect triggers, it must be placed onto the stack at the next available priority timing.

28.6.1. You cannot choose to not place the effect on the stack.

29. Keywords Effects

29.1. Some keywords can have additional effects added to them.

29.2. In instances where this is the case, a semi-colon (;) is used to denote that the following effect relates to the keyword.

29.3. If multiple (;) follow keywords or effects, it is determined that they all relate to the original keyword or effect.

29.4. Where effects follow a (;), the condition prior to the (;) must be met in order for the effect to trigger. If the condition is not met, the effect cannot be triggered or activated.

29.5. Sometimes a keyword will be italicised, followed by a dash (-). In those instances it means that the italicised word is a flavour word for the effect and has no bearing on gameplay.

30. Targeting

30.1. Some effects in Host require you to target.

30.2. If an effect does not specify to 'target', then the effect will choose what to perform the effect on as it resolves.

30.3. Targets must be selected when the effect is placed on the stack.

30.4. If any targets are no longer eligible, or no longer exist, when the effect attempts to resolve, the entire effect will not resolve.

30.4.1. If a player can choose any number of targets (including none), then all of those targets must still be valid targets when the effect resolves.

30.5. Valid targets must be selected in order for an effect to enter the stack. If valid targets do not exist, the effect cannot be performed.

30.6. If an effect requires targets to be changed, they must be changed to new valid targets of the effect.

30.6.1. If an effect specifies to select new targets for another effect, then the targets must equal the number originally chosen (you may not select more or less targets for that effect).

31. Priority

31.1. Priority determines when a player may perform certain actions. If you do not have priority, you cannot

perform any actions until priority is passed to you.

31.1.1. A player may perform any Slow speed action only during their own Action Phases, while they have priority, and the Stack is empty.

31.1.2. A player may perform any Fast speed action any time they have priority.

31.2. Game Actions do not use the Stack. See: Game Actions

31.2.1. Priority is not passed when Game Actions occur, however they may trigger an effect that is placed upon the Stack.

31.3. Continuous effects do not use the Stack, and no priority is used.

31.4. Priority can never be passed during resolving an effect.

31.5. To determine which player currently has priority:

31.5.1. The turn player receives priority at the beginning of all phases and steps, and after all triggered effects are played on the Stack from a trigger.

31.5.2. The turn player receives priority when anything on the Stack resolves.

31.5.3. If the player with priority does not choose to perform any action, priority is passed to the next player.

31.6. If both players choose to pass priority in succession, the action is performed.

31.7. Any actions taken while the stack in not empty are counted as being 'in response' to the action below them in the stack (unless they are placed on stack simultaneously).

31.8. Simultaneous actions taken while the stack in not empty are counted as being 'in response' to the action below of all those actions in the stack.

32. The Stack

32.1. When a card is played, or an effect is activated or triggered, it goes on top of the Stack.

32.2. The Stack contains all cards and effects that have been played or activated/triggered in response to each other.

32.2.1. They enter the Stack in the order that they were played/triggered.

32.3. Once both players have no more responses, activations, or triggered effects, the Stack begins to resolve.

32.4. Take the last card/effect that entered the Stack and resolve it.

32.5. Check neither player has any cards/effects in response to this resolution.

32.5.1. If any new cards/effects enter the Stack during this time, they are put as the last item in the Stack.

32.6. Continue to the next card/effect in the stack.

32.7. Once the stack is empty, the game continues.

32.8. If, at any point, both players can take an action, the turn player must perform their action first. Once they have either performed an action, or decided to perform no action, the non-turn player may then perform an action.

32.9. *Stack example:*

John, the turn player, pays the cost for Vampire Aristocrat *and reveals it from their hand to play it. Kate, the non-turn player, decides to respond to the creation of* Vampire Aristocrat *with* Grace, Aligner of Stars. *John decides not to respond, and so the stack begins to resolve.* Grace, Aligner of Stars *resolves first, as it was last in the stack. After resolving, however, the triggered effect of* Grace, Aligner of Stars *triggers when it is created. The effect then enters the stack. John has no response to this, and so the triggered effect of* Grace,

Aligner of Stars *will resolve. Finally, the* Vampire Aristocrat *creation resolves and it is created.*

33. Simultaneous effects and the Stack

    33.1. In some game situations effects from both players may trigger or activate simultaneously. When this happens all effects must be declared.

    33.2. Once all effects are declared, the first player puts their effects onto the stack in any order.

    33.3. Once the first player puts their effects onto the stack, the second player puts their effects onto the stack in any order.

    33.4. Resolve the stack as normal.

    33.5. Note: once a player has put all the simultaneous effects onto the stack, they may not add any more effects that would be triggered from that same initial trigger.

    33.6. *Example:*

    Kate, the turn player, attacks with Xin, Master of Pain. *When* Xin, Master of Pain *attacks it can deal 2 damage to any Entity. Kate declares the target of this effect to be John's* Deep Sea Mermaid. *Kate has no more triggers for when her Entity attacks, and so the trigger is placed on the stack and priority passes to John. John decides to respond with* Grace, Aligner of Stars*, and Kate has no response. John then attempts to activate* Creeping Corrosion *to destroy the* Xin, Master of Pain*, however as this Ambush can only be activated when an Entity attacks he is not allowed to perform this action.*

    Correct Example:

    Kate, the turn player, attacks with Xin, Master of Pain. *When* Xin, Master of Pain *attacks it can deal 2 damage to any Entity. Kate declares the target of this effect to be John's* Deep Sea Mermaid. *Kate has no more triggers for when her Entity attacks, and so the trigger is placed on the stack and priority passes to John. John decides to respond with* Creeping Corrosion *to destroy the* Xin, Master of Pain. *John has no more triggers for when an Entity attacks. Kate has no more responses and decides to pass priority back to John, who then decides to respond with* Grace, Aligner of Stars. *Neither player takes any more actions, and so the stack resolves (see The Stack for how to resolve a stack).*

34. Resolving Effects

    34.1. When any effect enters the stack, targets for said effect must be immediately declared.

    34.2. When an effect begins to resolve, check:

        34.2.1. All targets that were chosen beforehand are still legal targets.

        34.2.2. The effect can resolve in its entirety.

            34.2.2.1. If either of these are false, then the effect will no longer resolve and will leave the stack with no effect.

    34.3. If the effect can still resolve, then resolve the effect in the order of the card text. Once an effect has began to resolve the effect will resolve fully without interruption (unless a game win state is achieved).

    34.4. While resolving an effect, no effects may trigger. Any effects that would trigger during an effect resolving will trigger once the effect has fully resolved.

    34.5. Once fully resolved, remove the effect from the stack.

35. Game Actions

    35.1. Several actions in Host are known as Game Actions.

35.2. These actions do not use the stack, cannot be responded to, are not counted as player actions, and may occur even during effects resolving.

35.3. These actions are:

    35.3.1. Entities being destroyed by damage or card effect.

    35.3.2. Entities being sent to the drop zone when their health reaches 0.

    35.3.3. Markers being sent to the drop zone when the attached card leaves the slot.

    35.3.4. A player losing the game (by any game loss rule).

    35.3.5. A player conceding the match or game.

35.4. If any of these states occur, the Game Action must be immediately performed, resolved, and finished, before the game may continue. Once finished, the game continues as normal.

35.5. If a Game Action would cause a trigger, that trigger is triggered at the next available priority window.

36. Persistence

36.1. Cards persist only while the card remains in the same zone.

36.2. Any card that leaves a zone, or any card that enters a zone, is considered a new version of that card.

    36.2.1. Moving between slots is not considered as moving between zones

36.3. Tokens do not persist.

    36.3.1. If a token would leave a zone, it is instead removed from the game and no longer exists.

37. Controller vs Owner

37.1. The owner of a card is the player who the card belongs to when the game begins.

37.2. The controller of a card is the player who currently has the card in play.

38. Sources

38.1. Sources of damage and destruction are determined by what dealt the final damage.

    38.1.1. If an Entities final damage is combat damage, it is determined as being destroyed by combat.

    38.1.2. If an Entities final damage is by the effect of a card, it is determined as being destroyed by card effect.

38.2. If 2 cards deal damage to an Entity, the source of that destruction will be the final card to deal damage to it (whether by effect or combat).

38.3. If an Entity has damage on it, and has its health reduced to a value lower than the damage on it, then no source can claim as destroying that Entity.

    38.3.1. If an Entity has it's health reduced, and is then dealt damage that destroys it, the source that dealt the final damage destroys the Entity.

39. Start of... vs During...

39.1. An effect that triggers at the start of a phase must occur before any other triggers can take place.

39.2. An effect that happens during a phase may happen at any time that the player who controls the effect determines (as a Fast action).

40. Then... vs And...

40.1. Some effects may have 'then' or 'and' written on them, and these words determine how the effect will resolve.

40.2. Until resolving the effect, these words have no game function.

    40.2.1. All targets must be declared, regardless of whether a 'then' or 'and' clause is in the effect.

40.2.2. If any part of the effect can no longer resolve, the entire effect no longer resolves.

40.3. 'Then' indicates that the the effect text prior is conducted before the effect text afterwards. Game actions can therefore occur between these parts of the effect.

40.3.1. When an effect begins resolving, no other effects may resolve, trigger, or be activated, and no cards can be played, until the full effect has resolved.

40.3.2. Once an effect is in the middle of resolving, you will resolve an effect as fully as possible. If some part of the effect becomes unable to resolve due to a prior part of the same effect, you continue as if it did.

40.4. 'And' indicates that the effect text prior is conducted simultaneously to the effect text after.

40.4.1. As they occur at the same time, no game actions may occur between the two parts of the effect.

40.4.2. If one part of an 'and' clause can no longer resolve due to a prior part of the same effect, you must perform neither part of the 'and' clause effect.

41. 'Reveal' vs 'Look at' vs 'Search'

41.1. Reveal

41.1.1. All cards that must be revealed are shown to both players as they are revealed.

41.2. Look at

41.2.1. All cards that are looked at are not shown to both players, and are only seen by the player that looks at them.

41.3. Search

41.3.1. The area being searched becomes a semi-closed zone if the zone was closed.

41.3.2. A zone being searched is seen only by the searching party during the search.

41.3.3. If any cards searched have specific traits they must match, then they must be shown to both players to confirm they match those traits.

42. Miscellaneous

42.1. Infinite Loops

42.1.1. An infinite loop is one defined such that, if no changes to the game state are made, the game will never leave the current stack.

42.1.1.1. A loop that ends with either player eventually losing the game by any game mechanic is not counted as an infinite loop, as eventually the game will end.

Example: Your opponent controls a Mystic Sphinx of Old, and you control a Mystic Sphinx of Old. If either player gains resource the game will enter an infinite loop (the stack will continue to have a new effect placed on it as the old effect resolves).

42.1.2. Any effect that would cause an infinite loop will not resolve. The initial action that would cause that effect to trigger will resolve as normal.