

AGE 13⁺



TAI JI

THE TRADING CARD GAME

 MOUNTAINS
& SEAS **BETA**

BASIC RULE BOOK

SECTION 1: THE BASICS

Welcome to **Taiji: Mountains & Seas**, a strategic two-player card game inspired by Chinese mythology, theology, and culture. Embark on a journey through ancient legends, commanding deities, creatures, ancient humans, and legendary artifacts to defeat your opponent. Balance the forces of **Yin** ● and **Yang** ○, harness **Taiji**, navigate the realms of the **Dì Yù** [dee you] (lit. the Underworld) to achieve victory.

This game is based on the *Classic of Mountains and Seas* (山海经); ancient Chinese records filled with descriptions of fantastic landscapes, mythical creatures, and ancient legends, serving as one of the earliest sources of Chinese mythology and cosmology.

QI ACCUMULATION AND TAIJI MECHANICS

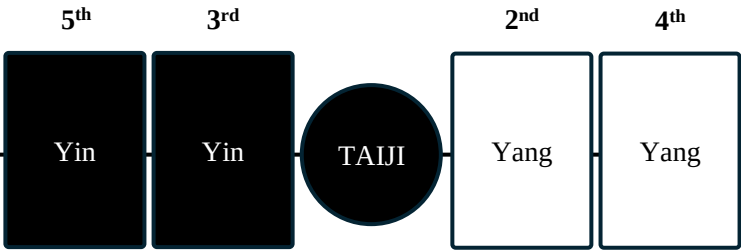
To build your army and play cards, you will need to harness Qi: Yin and Yang - a shared source of energy placed between the two players. At the beginning of the game, place the Taiji coin on the board and toss it to determine which side -Yin or Yang - faces up. Taiji has a global impact on the game and can be flipped by players using certain cards and abilities. It can also be used as Qi. Some cards have effects that are boosted or diminished depending on Taiji's current state, so consider Taiji control when developing your deck strategy.

Qi Accumulation:

- **First Turn:**
No additional Qi is placed on the board.
- **Second Turn:**
Place **one Qi card** on the board, which is the **opposite** of Taiji's starting state.
 - *For example, if Taiji started as Yang, place a Yin card.*
- **Subsequent Turns:**
At the beginning of each turn, add **one additional Qi card**, alternating between Yin and Yang, regardless of Taiji's current state.
- **Maximum Qi Limit:**
Continue this pattern until there are a total of **10 Qi cards** on the board. After reaching 10 Qi, no additional Qi is added in future turns.

NB: The addition of Qi cards follows a set pattern and is **independent** of Taiji's state after the initial placement. Players must strategically manage the available Qi.

In the example below, it is turn 5 and **Taiji** started in the **Yin** ● state. On turn 6, **Yang** ○ will be placed on the board:



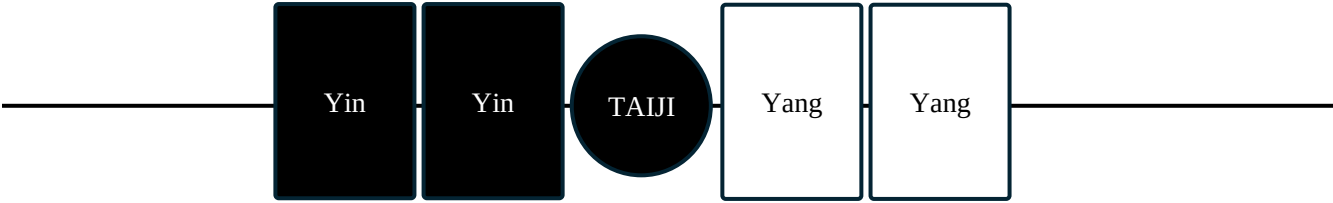
ACCESSING QI

At the beginning of each players turn, all Qi (including Taiji) are returned to the *central state*. When in the centre, **only the Active Player has access to them**. To utilise Qi, the player must Shift it toward their opponent (see example below). Once Shifted toward the opponent, the opponent now has access to that Qi.

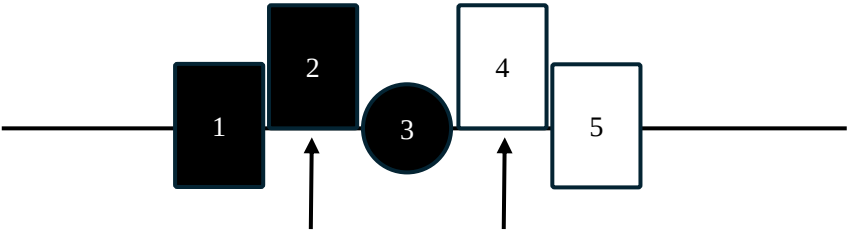


SECTION 1: THE BASICS

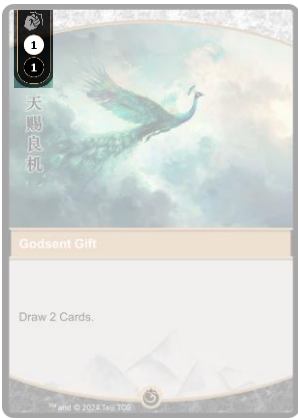
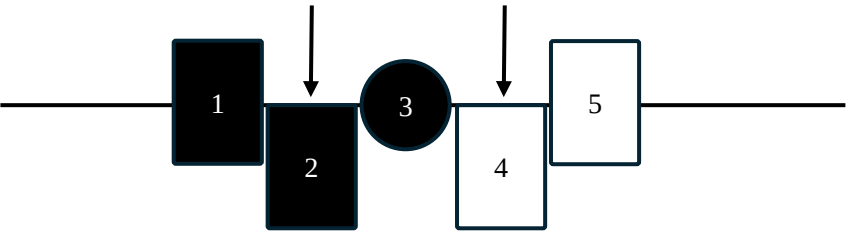
Central State



If the active player plays a card that costs 1 Yin and 1 Yang, they must Shift that much Qi to their opponent.



In this state, the opponent now has access to the Shifted Qi (2 and 4) and can utilise all or part of it by Shifting it back to the Active Player.



Only once both players announce they do not want to utilise their available Qi will the phase end and move onto the next phase.

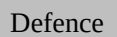
NB: Don't forget, Taiji can be used as Qi.

Inspired by I Ching philosophy (the Book of Changes), you can Shift 2 Yin and convert it to 1 Yang, or you can shift 3 Yin and convert it to 2 Yang – and vice versa.

CARD ANATOMY

Apart from Qi, there are 13 different card types in the game, and 4 level of rarity:

 Deity	 Human	 Place	 Common
 Mountain God	 Armour	 Item	 Uncommon
 Sea God	 Weapon	 Stratagem	 Legendary
 Divine Creatures	 Action		 Immortal
 Creature	 Plant		



DEITY

Each deck may include up to 3 Mountain and/or Sea Deities, with only 1 copy of each. If a Mountain or Sea Deity has an Offering (not all do), you can place it on the board, but it remains Passive until the Offering is paid. All Mountain & Sea Deities are classified as Divine Characters. When they are defeated, they are removed from the game entirely - they do not enter **Dì Yù**, but instead return to **Nirvana**. More about Dì Yù in Section 3.



SECTION 1: THE BASICS



DIVINE CREATURES

Each deck may contain up to 3 Divine Creatures, with only 1 copy of each. All Divine Creatures are classified as Divine Characters. When a Divine Creature is defeated, it is removed from the game entirely - they do not enter Dì Yù, but instead return to Nirvana.



CREATURES

Each deck may contain any number of Creatures in it, with only 3 copies of each – unless the Creature is **Unique**, in which case only 1 copy is allowed per deck. All Creatures are classified as **non-Divine Characters**. When killed, they enter Dì Yù on the **Judgement** space; when **Sacrificed**, **Discarded**, **Desecrated**, or used as an **Offering**, they enter Dì Yù on the **Gates of Dì Yù** space.



HUMANS

Each deck may contain any number of Humans in it, with only 3 copies of each – unless the Human is **Unique**, in which case only 1 copy is allowed per deck. All Humans are classified as non-Divine Characters. When killed, they enter Dì Yù on the Judgement space; when Sacrificed, Discarded, Desecrated, or used as an Offering, they enter Dì Yù on the Gates of Dì Yù space.



EQUIPMENT: ARMOUR, PENDANTS & WEAPONS

Each deck may contain any number of Armour (including Shields), Pendants, and Weapons, with only 3 copies of each. Once equipped, Armour, Pendants, and Weapons are collectively referred to as **Equipment**. Some Equipment cards may only be equipped by certain types of Characters, so be sure to check the card for specific instructions.

All Weapons and Shields have a **Wield (X)** requirement, where X indicates the number of hands required to equip them. It can be found at the start of the card text in brackets. All Humans have an innate ability to Wield (2), unless otherwise stated. When an Equipped Character dies, if their Equipment wasn't destroyed, it is placed on the Battlefield for a valid Character on **the same Land** to pick up. To equip Equipment from the ground, Shift a valid Character to do so. When Equipment is destroyed, place it in your **Discard Pile**.

If two or more Characters Encounter one another and an Equipped Character is killed, if the surviving Character has **Steal** – and provided they have **free hands** to carry it – it can take the Equipment without needing to Shift. If the surviving Character cannot use the Equipment, place it in your Treasury. You can then Shift a valid Character at any time to Equip it.

SECTION 1: THE BASICS



ACTIONS & SPELLS

Each deck may contain any number of Actions & Spells in it, with only 3 copies of each – unless the card is **Unique**, in which case only 1 copy is allowed per deck. Unless otherwise instructed on the card, all Actions & Spell cards can be played at any time.



PLANTS

Each deck may contain any number of Plants in it, with only 3 copies of each – unless the Plant is **Unique**, in which case only 1 copy is allowed per deck. Plants can only be played during your turn, unless otherwise instructed on the card. When a Plant loses all of its Plant Tokens (☼), place it in your Discard Pile. Most Plant tokens are **Consumed** by Characters, so if a Character is 'Unable to Consume', they are not a Valid Target.



PLACES

Each deck may contain any number of Places in it, with only 3 copies of each – unless the Place is **Unique**, in which case only 1 copy is allowed per deck. Places can only be played during your turn, unless otherwise instructed on the card. When a Place is destroyed, place it in your Discard Pile.



OBJECTS

Each deck may contain any number of Objects in it, with only 3 copies of each – unless the Object is **Unique**, in which case only 1 copy is allowed per deck. Some Objects can be Equipped or Consumed. Be sure to follow the instructions written on the card.



STRATAGEMS

There are a total of 36 Stratagems in this expansion. These cards are unique in that they often possess abilities that no other card has, can be game changing, and the vast majority cannot be **Stacked** on or **Countered**. Each deck may contain up to any number of Stratagems, with only 1 copy of each.

NB: If in doubt, follow the instructions written on the card. If the card instructions are contrary to this Rule Book, the card instructions take precedence.

SECTION 2: SETUP



Yin

Yin

Yin

Yin

Yin

Taiji

Yin

Yang

Yang

Yang

Yang

Yang

Yang

Plants or Places

Plants or Places

Army

Character

Character

Character

Deck

Discard Pile

Dì Yù (Hell)

Gates of Dì Yù

Judgement

Punishment

Resurrection

Hand

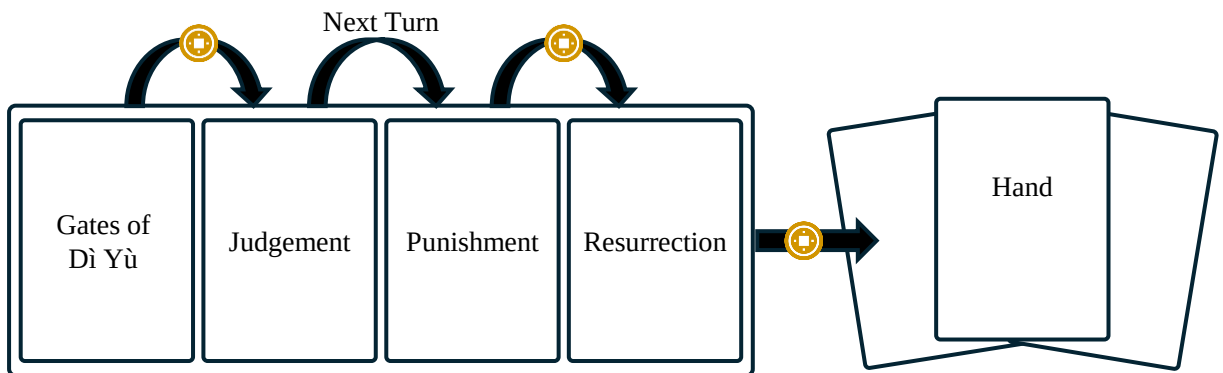
SECTION 3: DÌ YÙ (HELL)

Inspired by Daoism, when a non-Divine Character dies, it enters Dì Yù (pronounced "dee yu") on the Judgement space. If the Character is Sacrificed, used as an Offering, Desecrated, or Discarded, they enter on the Gates of Dì Yù space. All Divine Characters are removed from the game when they are defeated – i.e., they return to Nirvana.

The goal in Dì Yù is to guide your Character through the Resurrection process and return them to your hand. Moving a Character up a space usually requires Gold, except for Judgement: Characters on the Judgement space automatically advance to Punishment at the start of your next turn, though you can spend Gold to speed this up if desired. Additionally, there are cards and abilities in the game that can accelerate the Dì Yù process without the need for Gold.



The process is as follows:



SECTION 4: GOLD & JADE

At the start of the game, each player begins with 3 Gold in their Treasury. Gold can be used at any time to play cards or to move Characters through Dì Yù. To obtain additional Gold, Shift your Deity during your turn to add 1 Gold to your Treasury; there are also cards and abilities that can help you gain Gold.

To obtain Jade, Shift 5 Qi and your Deity during your turn, and add 1 Jade to your Treasury. Jade can be used to play cards, provide Offerings to your Mountain and Sea Deities, and unlock your Deity's secondary ability. There are also cards and abilities that allow you to gain Jade.

When unlocking your Deity's secondary ability with Jade, you must Shift your Deity as part of the process. Likewise, when offering Jade to a Mountain or Sea Deity, you must Shift that specific Deity as well.



SECTION 5: GENERAL GLOSSARY

Name	Symbol	Description
Qi		Qi represents life force energy and is collectively made up of Taiji, Yin, and Yang.
Taiji	☯	A special coin with one Yin side and one Yang side. It can be used as Qi and has a Global Effect on the game.
Yin	●	Chaos. Black Qi.
Yang	○	Order. White Qi.
Global Effect		Impacts all players and all cards in play.
Shift	↑	To "use" a card on the battlefield, you must Shift it by pushing it forward slightly on the board. A Shifted card cannot be used again until it's Unshifted.
Unshift	↓	To return a Shifted card or resource to its rested or central state. Cards are automatically Unshifted at the beginning of your turn.
Active Player		The player whose turn it is.
Ability		Most Characters have Abilities written on their card. These can be activated by following the card's instructions and often have a cost involved.
Innate Ability		Constant abilities that a Character has as soon as it is placed on the battlefield. Most Innate Abilities do not require an activation cost, for example, 'Cunning' allows you to draw a card when the Character is placed in the Battlefield. See Section 6 for more information.
Divine Character		Refers to Deities, Mountain/Sea Deities, or Divine Creatures. Some non-Divine Creatures can become Divine, and vice versa, based on individual card instructions.
Non-Divine Character		Refers to Creatures and Humans.
Unique	独	There can only be one copy of this card in your deck. The unique symbol 独 is located to the right-hand side of the card name.
Battlefield		The table where the game is played.
Land		The area directly in front of each player. When not attacking, Characters remain on their own Land. When an attack is announced, Characters move to the opposing player's Land.
Treasury		The space where Resources such as Gold, Jade, and Equipment are kept.
Army		Refers to a player's Characters that are currently on the Battlefield.
Dì Yù		The place where non-Divine Characters are placed when they are killed. They enter Dì Yù on the Judgement space to begin the Resurrection process.
Nirvana		When a Divine Character is removed from the game, it is said to return to Nirvana.
Resurrection		The process of bringing a Character card from Dì Yù back into your hand.
Sacrifice		Some cards and abilities require a Sacrifice as part of their activation. When a non-Divine Character is Sacrificed, it is placed in the Gates of Dì Yù.
Offering		Some cards require an Offering to play or activate. Characters used as Offerings are considered Sacrifices.
Discard		When a player removes a card from their hand and places it in the Discard Pile. Divine Characters go to Nirvana; non-Divine Characters are Sacrificed and go to Dì Yù.

SECTION 6: ABILITIES & CARD TEXT

Most Characters have Abilities and Card Text below their name.

Innate Abilities: Cunning, Haste, Throw and Guard (Human). Do require activation costs.

Triggered Abilities: Unshift when you play a Human. Do not require activation costs and are not optional unless the text states 'you may...'

Conditional Abilities: Attack > 4●: Cast Tornado. Can be activated when a condition is met (i.e., when this card attacks...).

Activated Abilities: 1● + Shift: Deal 2 Damage to a Character. Requires an activation cost (follow card instructions).



SECTION 6: ABILITIES & CARD TEXT

The Chinese text at the bottom of some cards is a direct excerpt from the original text in the Classic of Mountains and Seas, and is the inspiration behind the artwork, as well as the abilities of the card in question. In this case:

“有兽焉，其状如犬而人面，善投，见人则笑，其名山獬，其行如风，见则天下大风”

Roughly translate to:

“[In the mountains], there exists a kind of wild beast that looks like a regular dog but has a human face. It is skilled at throwing objects, and when it sees people, it giggles. It is called 山獬 Shān Huī [shan hway]. It moves as swiftly as the wind, and whenever it appears, great winds will sweep across the land.”

Visit our website for more English translations of your favourite cards and characters in Taiji:

www.taiji-tcg.com

Sacrifice Abilities: Identify a Valid Target (the target must be able to Consume, unless otherwise specified). Then, Sacrifice this Character. The Valid Target gains specific benefits or disadvantages as outlined on the card. In this instance, the Valid Target gains First Strike and cannot be targeted until the end of the turn.

Xīng Xīng – Monkey

Haste, Agile, Steal

Sacrifice: First Strike and "cannot be targeted", until end of turn.

有兽焉，其状如禺而白耳，伏行人走，其名曰狻狴，食之善走

2

™ and © 2024 Taiji TCG

2

Gǔ Diāo – Bird

Swim/Flight, Pierce, Feed (Human)

Costs -1● to play during Yin.

Gains +2/+0 when encountering a Human

水有兽焉，名曰蛊雕，其状如雕而有角，其音如婴儿之音，是食人

3

™ and © 2024 Taiji TCG

3

Dual Abilities: If two Innate Abilities are separated by a '/' – in this case, Swim/Flight – you can switch between them at will. Once Stacked, however, the choice is locked in. When a Character is announced as an Attacker or Defender, the controlling player must declare which ability they have chosen. This selection remains fixed until the Attack Phase is complete and cannot be altered during that phase.

Entrance Abilities: Abilities that start with 'When enters...' or 'Enters with...' are activated when a card is placed on the Battlefield, regardless of where it's played from.

Wén Yáo – Fish

When enters, add 1● to each Plant you control

During Yin, loses Swim and gains Flight.

During Yang, loses Flight and gains Swim.

Sacrifice: Cure Fury.

状如鲤里，鱼身而鸟翼，苍文而白首赤喙，常行西海，游于东海，以夜飞

2

™ and © 2024 Taiji TCG

3



SECTION 7: TURN STRUCTURE

1. Unshift Phase

During this step, you Unshift all your Shifted cards. Any cards or resources that were used during your last turn, including Characters, Taiji, and Qi, are returned to their central position on the board. No abilities can be activated and no cards can be played during this step.

2. Upkeep Phase

During this phase, you must pay any required upkeep costs for cards and abilities on the battlefield. Certain cards or abilities may specify recurring costs (such as Qi or Gold), and you must meet these requirements at this point in your turn. If there are no upkeep costs to resolve, proceed to the Drawing Phase.

3. Drawing Phase

Draw one card from your deck. This phase is straightforward: you replenish your hand by drawing from your deck. If it's the first turn, skip the Drawing Phase.

4. Preparation Phase

In this phase, you prepare for combat and gameplay by playing cards from your hand. You do this by paying their Qi cost and other associated costs (Gold, Jade, etc.).

5. Attack Phase

a. Declare Attackers - During this step, choose which of your Characters will attack. Only Characters that have been on the battlefield since the beginning of your turn may attack, unless they have the Haste ability (allowing them to attack on the turn they enter). Characters with Summoning Sickness (those that were played this turn without Haste) cannot attack.

b. Resolve Encounters - Your opponent now chooses which of their Characters, if any, will block your attacking Characters. Defenders are assigned by your opponent in response to each of your attackers (see Section 8 for further details).

c. Post-Combat Actions - After combat is resolved, players may cast Actions and Spells or activate abilities. Damage dealt during combat remains on the Characters until the end of the turn unless otherwise removed or Healed.

6. Consolidation Phase

a. Play Additional Cards - After the combat has been resolved, you may continue to play additional cards from your hand if you have the resources available. Use this phase to prepare for future turns or strengthen your position.

b. Discard Down to Maximum Hand Size - If, at the end of this phase, you have more than 8 cards in your hand, discard cards until you are back down to 8.

7. Ending Phase

a. End Step - Abilities that trigger "at the beginning of the end step" are now resolved. Any effects that occur at this time (such as drawing a card or dealing damage) are triggered.

b. Cleanup Step - This is the final step of the turn. Any "until end of turn" effects expire, all damage is removed from Characters, and any effects that lasted for this turn are reset. If you have any effects or abilities that were triggered during this step, they are resolved.

SECTION 8: RESOLVING ENCOUNTERS

The primary way to win in **Taiji** is to attack with your **Characters** and reduce your opponent's life total. If one of your attacking Characters isn't blocked, it deals damage equal to its **Attack Power** to your opponent. Over time, enough successful attacks can reduce your opponent's life total to 0 and win you the game!

Combat occurs in the middle of each turn during the **Attack Phase**. During this phase, you'll choose which of your Characters will attack. Your Characters can attack your opponent directly, or, if they have certain abilities, can target one of your opponent's Characters or other cards.

Declaring Attackers

- Choose which of your Characters will attack.
 - A Character can only attack if it is **Unshifted** (i.e., hasn't been used this turn).
 - Characters with **Summoning Sickness** (those that entered the battlefield this turn and don't have **Haste**) cannot attack.
- Shift the attacking Characters forward on the board to declare them as attackers. All attacks are declared at once, even if attacking different targets.
- If any of your Attackers have abilities that are triggered on Attack or need to be declared at this point (for example, Dual Abilities), announce them now.

Declaring Blockers

Once attackers have been declared, your opponent has the opportunity to defend:

- They choose which of their **Unshifted** Characters will block (unless you have an ability that changes this, such as Tracker or Hunter).
- **Shifted** Characters cannot block.
- Each defender can only block one attacker, but multiple defenders can gang up on a single attacker. In such a case, you, the attacking player, decide the order in which damage will be assigned to each defender.
- **Characters aren't required to block**, and your opponent can choose not to block some or all of your attackers.

Resolving Combat

After blockers are declared, combat damage is assigned:

- **Unblocked attackers** deal damage directly to the opponent.
- **Blocked attackers** deal damage to the defending Characters. If multiple Characters block a single attacker, you, the attacking player, assign damage to the first defending Character in the order you specified. You must assign enough damage to destroy the first defender before assigning any damage to the next.
- **Defending Characters** deal damage equal to their **Attack Power** to the attacker they are blocking.
- Once damage is dealt, both attacking and defending Characters take damage simultaneously:
- If a Character takes damage equal to or greater than its **Defence**, it is destroyed and placed into the appropriate location: **Dì Yù** for non-Divine Characters or **Nirvana** for Divine Characters.
- If the damage taken is less than its **Defence**, the Character remains on the battlefield, but the damage stays on it until the end of the turn.

ATTACK SPEED

In Taiji, different **Attack Speeds** influence how encounters are resolved during combat. Each Speed determines the order in which damage is dealt. Below is the list of **Attack Speeds** (fastest-slowest):

God Speed > First Strike > Normal > Slow > Reactive

***Normal:** If a Character's card does not specify an Attack Speed, it defaults to Normal.*

Faster Speeds resolve first. For example, if a Character with **First Strike** encounters a Character with **Normal speed**, the Character with **First Strike** deals its damage first. If the **First Strike** Character's damage is enough to kill the opposing Character, the **First Strike** Character takes no damage in return, as the slower attacker does not get a chance to retaliate.



SECTION 9: FULL GLOSSARY

Ability	Description
Ambush	This Character may be played at any time during your opponent's turn.
As an additional cost to play...	In addition to the Qi/Resource cost, any additional costs must be paid to play the card.
Attack >	When this character attacks...
Backstab	Attacks a Shifted character, gaining First Strike. The defending Character becomes Reactive.
Battlefield	The play area.
Blind	Cannot be targeted by Mesmerize or Intimidate. Cannot attack or defend unless Linked to another Character. Has Reactive Strike.
Cleave	When encountering Linked characters, the full value of attack damage is dealt to both linked characters.
Charge	+1/+0 when attacking.
Consume	To eat.
Counts as...	Provides additional information regarding the card or action's designation.
Cunning	When entering the battlefield, draw a card.
Defend >	When this character defends...
Desecrate	When a Character with Desecrate kills another Character, it enters Dì Yù at the Gates of Dì Yù.
Distract	When defending, Shift to make a character lose 1 Speed.
During Yang...	Refers to actions taken when Taiji is flipped to Yang.
During Yin...	Refers to actions taken when Taiji is flipped to Yin.
Encounter	When two or more Characters engage in combat.
Enters with...	When this card is placed on the battlefield, add...
First Strike	A character with First Strike deals combat damage before creatures without First Strike.
Flip Taiji	Turn the Taiji coin around.
Flight	Can only be encountered by characters with Flight or Range. To encounter a non-flight character, they must Swoop.
God Speed	A character with God Speed deals combat damage first and cannot be struck back unless the enemy has God Speed. They are also immune to Range.
Giant	Cannot encounter small characters; can attack characters with Flight or Swim. Has Slow and Heavy.
Guard	When another character you control is targeted, this Character may become the target instead.
Guard (Character Type)	When a specific character type you control is targeted, this Character may become the target instead.
Heavy	When encountering a Character with a Weapon or Shield, after dealing combat damage, the Weapon or Shield is destroyed.
Haste	This character does not have Summoning Sickness and may attack the same turn it enters the battlefield.
Hunter	Always attacks the Character with the lowest Defense, including Passive Characters. Cannot attack the player.
Intimidate	When attacking, Shift a defending Character with less Attack Power. Characters with Intimidate cannot be Intimidated.
Link (Character Type)	This character may Link with a [Character Type]. The two Linked Characters act as one entity, attacking and defending together.
Mesmerise	When attacking, Shift to make a character lose 1 Speed.
Nocturnal	When Taiji is flipped to Yang, Shift this character. It cannot Unshift while Taiji is Yang. When Taiji is Yin, it doesn't need to Shift when attacking.
Offering	Requires an Offering to become active. Prior to that, it has Passive.
Pack	Characters with Pack cannot attack alone. When 2 or more Characters with the same name and Pack attack together, they gain +X/+0, where X is total -1.



SECTION 9: FULL GLOSSARY

Ability	Description
Passive	Cannot encounter or be encountered unless targeted by a Character with Tracker or Hunter.
Pierce	Ignores Armor and Shield defenses.
Pounce	Can be played when another player attacks you. Target an attacking character to Encounter; it gains First Strike until the end of turn.
Ram	Double damage to Shields and characters with Guard.
Rage	Must attack every Attack Phase if able.
Range	May attack characters with Flight or Swim. Always hits first unless the opposing Character also has Range or God Speed.
Reactive Strike	A character with Reactive Strike deals combat damage after being hit.
Sacrifice	Kill this Character and place it in the Gates of Dì Yù (or in Nirvana if it's a Divine Character). Select a valid target for the benefit or disadvantage, as instructed on the card.
Slow	A character with Slow deals combat damage after a character with Normal Speed.
Stealth	Cannot be targeted by opponents unless Shifted. When attacking or defending, it counts as a Backstab.
Summoning Sickness	All cards placed on the battlefield have Summoning Sickness and cannot be Shifted until your next turn unless otherwise stated.
Swim	Can only be encountered by characters with Swim or Giant.
Take Control of...	Seize control of a card without becoming its Owner.
To Gain X Speed	Jump X increments up on the Speed Chart (e.g., a Normal Speed character gaining 1 Speed gets First Strike).
To Lose X Speed	Jump X increments down on the Speed Chart (e.g., a Normal Speed character losing 1 Speed becomes Slow).
Tracker	Selects which character to encounter, including Passive Characters. Cannot attack the player unless no other valid targets remain.
Trample	When defended against, any excess damage is dealt to the player.
Unshift	Return a Shifted card to its original position, making it usable again.
Upkeep	Cost required during your Upkeep Phase.
Venom (X)	When combat damage is resolved, if this character hits successfully, place X Venom Tokens on the opposing Character.
Vigilant	Cannot be targeted by Mesmerize, Distract, Backstab, or Stealth.
Ward: X	This character has protection from X (e.g., "Ward: Drought" means this character cannot be damaged by Drought).
Wield (X)	This character has the ability to wield a Weapon or Shield requiring X hands. Humans have Wield (2) by default unless otherwise stated.
When Encountering...	When this Character engages in combat with one or more Characters...
When Enters...	When this card is placed on the battlefield...

FUTURE RELEASES

This Rule Book provides all the information needed to play Taiji: Mountain & Seas. With over 1000 cards already designed, many more abilities and intriguing mechanics are planned for future expansions.