

## GRAND ARCHIVE: PvE FORMAT

### OBJECTIVE:

The PvE Format is a way for people to enjoy a game of Grand Archive through a cooperative experience. In this format, a team of recommended 2-4 players challenge a Raid Boss. Their goal is to deal damage to the Raid Boss and banish cards from the Raid Boss's deck until it has no more cards left.

### DECK CONSTRUCTION:

1. Deck construction for the Players remains the same as a normal game of Grand Archive. As this is a different, unofficial format, Standard Format legalities are not followed.

### PLAYER RULES:

1. Zones and Turn Order remain the same as a normal game of Grand Archive.
2. All Players go through each of the Wake Up, Materialize, Recollection, Draw, Main, Combat, and End Phases simultaneously.
3. Combat Phase is initiated per attack declaration.
4. Players start by putting a Level 0 Spirit into play from their material deck.
5. When a champion has damage marked on them greater than or equal to their Life stat, their champion is considered to be killed. Cards in the lineage will be sent to banishment after going to the graveyard, rather than as a replacement effect.
6. The Players win when the Raid Boss is no longer able to banish any more cards as a result of damage.
7. The Players lose if all of their champions have been killed.
  - a. In this format, Players do not lose if they cannot draw a card from their main deck when it has no cards left.

### RAID BOSS RULES:

1. The Raid Boss starts in play. The boss cannot level up nor delevel. All basic elements and the norm element are unlocked innately for the Raid Boss. The Raid Boss is treated as a champion and not an ally. If the Raid Boss has an element, that element is also enabled. All other text on the Raid Boss is considered active. The Level of the Boss is equal to its cost.
2. The Raid Boss has a graveyard, a Raid deck, a banishment zone, a hand, a memory, and a field.
3. When there are no cards remaining in the Raid deck, all cards from the graveyard are immediately shuffled back into the deck.
  - a. If an effect or ability would put a card into the material deck or main deck, it instead puts it into the Raid deck.
4. Cards that are drawn into the hand are played during the Action Phase, ignoring all costs. These are still considered activations and materializations.
  - a. The cost to rest a Champion for Attack cards is also ignored.
  - b. Optional costs still must be paid.
  - c. If an effect or ability would prevent the Raid Boss from playing a card, that card is sent to the graveyard when revealed without performing any of its effects.
  - d. If a champion card or a copy of the Raid Boss is revealed, it is added to the lineage of the Raid Boss without being activated or materialized.
5. Targets, choices, and modes are chosen at the discretion of the person playing the Raid Boss.
  - a. Attack cards without Cleave will target all champions individually, if able.
    - a. Ex: If the Raid Boss activates *Restorative Slash*, and the target would be a champion, the resulting attack will have up to X targets instead, with X being the number of champions able to be legal targets for the attack.
  - b. Attack cards with Cleave will choose all Players and set all units they control as defending.
  - c. If the Raid Boss would discard a card, a random card from the zone is chosen.
6. Any effects and costs are activated and chosen at the discretion of the person playing the Raid Boss.

7. All allies under the control of the Raid Boss must attack allies under control of the Players before attacking champions.
  - a. Opposing allies are chosen according to their stat total, being Power plus Life, including all effects. The ally with the highest stat total must be prioritized as the target of an attack, if able. If two allies are tied for their stat total, the target is chosen at the discretion of the person playing the Raid Boss.
  - b. Opposing champions are chosen according to their damage marked. The champion with the least amount of damage is prioritized, if able.
8. All awake defending units will retaliate immediately, if able.
9. Damage marked on the Raid Boss is not removed in the End Phase.
10. The Raid Boss wins if all of the Players' no longer control a champion.
11. The Raid Boss loses if they are no longer able to banish cards from their deck as a result of damage.
12. The Raid and its controller, if any, are not considered "players." Cards and effects that instruct a player do something or target a player will not have an effect on the Raid Boss.

#### RAID BOSS TURN PROGRESSION:

1. Wake Up Phase
  - a. Wake up all objects controlled by the Raid Boss.
  - b. There is no Opportunity granted in this phase.
2. Recollection Phase
  - a. Take all cards from the memory and put it into the Raid Boss' hand.
    - a. For the first turn, as there are no cards in memory, X cards are put into the Raid Boss' hand from the top of the deck. X is equal to the number of Players plus 1.
  - b. Opportunity is granted in this phase.
3. Draw Phase
  - a. Take X cards from the top of the Raid Deck and put them into the Memory Zone. X is equal to the number of Players plus the amount of non-Curse cards in the Raid Boss' lineage plus 1.
    - a. This is not considered drawing cards.
  - b. There is no Opportunity granted in this phase.
4. Action Phase
  - a. Reveal the leftmost card in the hand and play it, ignoring any activation costs.
  - b. Players gain Opportunity when a card is played. Players may play cards and activate effects, starting from the Player to the left of the Raid Boss, proceeding clockwise.
    - i. All cards and effects use the same Effect Stack. It functions the same as a normal game of Grand Archive.
  - c. Repeat steps 4.a and 4.b until no more cards remain in the hand.
  - d. There is no Opportunity granted in this Phase.
5. Mob Phase
  - a. All allies under the control of the Raid Boss must declare an attack, if able, one by one.
  - b. The order in which these allies attack is chosen under the discretion of the person playing the Raid Boss.
  - c. Each ally attacking generates a Combat Phase, similar to a normal game of Grand Archive.
  - d. If the Raid Boss has a Power stat or if they control a Weapon with a Power stat, the Raid Boss may also declare an attack after all allies have attacked, following normal priority targeting.
6. End Phase
  - a. Opportunity is granted in this phase.
  - b. After all Players have passed Opportunity in succession without anyone playing any cards or activating effects, banish 1 card from the top of the Raid Deck for every Y damage marked on the Raid Boss. Then, remove that much damage from the Raid Boss.
    - i. Y is equal to the number of Players.

SUPPLEMENTARY RULES:

1. For an extra challenge, you may disable priority targeting. This means that the person playing as the Raid Boss will choose targets of attacks at their discretion.

BANNED CARDS:

1. For Players:
  1. Final Stroke – MRC 180

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## CHANGELOG

9/20/23

- Document created

12/30/23

- Changes to how to determine what Ally to target with attack declarations
- Changes to how to determine what Champion to target with attack declarations
- Removed rule that changes effects from singular to plural, and perspective-changing. All cards played as written.
- Removed banlist
- Changed Combat and Main Phase desyncing between Players. All Players now proceed through Combat together whenever an attack is declared.
- Removed the condition of banishing all cards the Raid Boss owns for victory. Now only needs to banish all cards in graveyard and deck.
- Clarified hand and memory zones for Raid Boss. Both are considered the same zone, and all effects that care about either, will affect the same set of cards for the Raid Boss.
- Added the ability to activate Recollection-Phase-Only effects during the Ready Phase. Primary function is to create a timing in which the effect of *Tariff Ring* may be activated.

1/16/24

- Language clean-up
- Separated Hand and Memory zones for the Raid Boss. Removed clause(s) stating zones are the same.
- Changed mechanics on Attack cards. Attack cards with Cleave now hit all units, not just champions. Attack cards without Cleave will now follow normal priority for target declaration.
- Clarified Raid Deck zone; cards that affect material or main deck will affect the Raid Deck.
- Clarified what it meant for the Raid Boss to play a card
- Ready Phase changed to Recollection Phase; congratulations, *Tariff Ring*
- Draw Phase created
- Added system for priority targeting during the Mob Phase
- Added Supplementary Rules

1/19/24

- Explicitly stated that activating Attack cards ignores the cost to rest the Champion

2/20/24

- Added Boss Rules 4.c

2/21/24

- Name changed from "RAID" to "PvE"
- Added Boss Rules 8
- Added Boss Rules 5.a.a
- Opportunity now granted in Raid Boss' Recollection Phase
- Language clean-up to more closely follow Grand Archive's Comprehensive Rules

2/22/24

- Added Boss Rules 4.b

10/30/24

- Banned List created
- Raid Boss and its controller, if any, are no longer defined/considered as “Players.”
- Cleaned up Boss Rules 5.b
- Cleaned up Boss Rules 10
- Added Boss Rules 5.c
- Added Boss Rules 12
- Boss is no longer treated as Level 0; Level is now equal to its cost.