

LIMBO

Limbo is a place cards and abilities pass through before they enter the timeline or happen within the timeline. When something leaves limbo and moves into the timeline it "Materializes" from limbo. Limbo exists simultaneously in all times. Think of limbo as something that blankets the entire timeline.

Whenever a card is played from your hand or an ability is used in the timeline it must be placed into limbo first before its effects happen. Each time a card or ability is placed into limbo, players may respond with cards or abilities going clockwise from the last person to play a card or use an ability. Cards and abilities materialize from limbo into the timeline once each player consecutively chooses not to play cards or use abilities.

Cards and abilities in limbo materialize into the timeline one by one in the reverse order they were used or played in. Every time a card or ability materializes from limbo, each player starting with the player whose turn it currently is going clockwise, may play cards and use abilities again until each player consecutively chooses not to play cards or use abilities. This means you have the option of allowing some cards to materialize from limbo and then respond to other cards that are still in limbo before they materialize.

Note 1: You may only respond with cards and abilities that happen at lightspeed 1 or higher.

Note 2: All cards in ARC that you play from your hand have a "Draw/Discard" effect. The "Draw/Discard" effect happens just before the card leaves limbo, however the card is still in limbo when it happens. This means that regardless of where you are in the timeline you still must adhere to a cards "Draw/Discard" effect when it is played from your hand.

Note 3: For additional clarification on who gets to play what and when, please see the rules on "Priority".