

MASTER TRAINER FORMAT

Official Handbook v6.7 (Closed Alpha Release)

A Competitive Multiplayer Card Game System

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QUICK REFERENCE

- Deck Size: 75 Cards (74 + 1 Master)
- Starting Life: 200
- Attacks Per Turn: 1
- Support Card Actions Per Turn: 3
- Bench Size: 5
- Energy System: Energy Pool
- Paragon System: External Finisher
- Win Conditions: Life Depletion or Field Break
- Item Cards: Instant Speed
- Supporters/Stadiums: Sorcery Speed

1. INTRODUCTION

Master Trainer is a multiplayer singleton format designed for long-form strategic gameplay for 2–4 players.

Each player commands a signature Creature known as their Master. The Master acts as a persistent centerpiece that can repeatedly return to battle throughout the game.

Unlike traditional formats, Master Trainer replaces attached Energy with a renewable Energy Pool system, introduces positioning mechanics, expands multiplayer interaction windows, and emphasizes long-term resource management.

Master Trainer is designed to:

- encourage strategic gameplay
- reward adaptation
- support multiplayer politics
- preserve Creatures identity
- create dramatic endgame escalation

2. QUICK START GUIDE

To begin a game:

1. Choose a Master Creature.
2. Build a 75-card deck.
3. Set Player Life total to 200.
4. Search your deck for one Basic Energy Source and place it into your Energy Field.
5. Shuffle your deck.
6. Draw 7 cards.
7. Determine turn orders randomly.

Attacks cannot be declared during any player's first turn.

3. CORE RULES & GOLDEN PRINCIPLES

Card text always overrides the rulebook.

If a conflict exists between:

- “can”
- and “cannot”

the “cannot” effect always takes priority.

All fractions are rounded down.

Infinite loops are prohibited.

3.1 Three-Strike Limit

Players may not recycle the same combination of cards from the discard pile to the deck more than three times per match.

3.2 Win Conditions

The game immediately ends when any of the following occur:

Life Depletion

A player's Life total reaches 0.

Deck-Out

A player cannot draw a card at the start of their turn.

Field Break

A player:

- controls no Active Creatures
- controls no Benched Creatures
- and cannot immediately play a Creatures

4. DECK CONSTRUCTION

4.1 Deck Matrix

Each deck contains:

Master Zone

- 1 Master Creature

Main Deck (74 Cards)

Recommended composition:

- 1 Apex Creature
- 23 Creatures

- 30 Support Cards
- 20 Energy

Paragon Zone

- 1 Paragon Creature

The Paragon Zone exists outside the deck and is not considered part of deck construction limits.

The Master is considered part of the deck.

4.2 Singleton Rules

Except for Basic Energy cards:

- no duplicate cards may be included.

Creature Singleton

Creatures are checked by their base species name.

Examples:

- Charizard and Dark Charizard are considered the same Creature.
- Sylveon and Sylveon GX are considered the same Creature.

Trainer Singleton

Trainer, Item, Stadium, and Energy cards are checked by exact printed name.

Examples:

- Great Ball and Team Rocket's Great Ball are considered different cards.

Professor Clause

Decks may only include one Support card with “Professor” in its name.

4.3 The Sole Apex Rule

Each deck may contain only one high-tier evolution class of Creature.

These include:

- V
- GX
- ex
- EX

These cards may only exist as the designated Apex Creature.

No additional cards from these classes may exist elsewhere in the deck.

4.4 Apex Creatures

Each deck must designate exactly one Apex Creatures.

The Apex must share at least one of the following with the Master:

- evolution line
- species identity
- printed Energy type

The Apex follows all normal game rules.

If removed, Knocked Out, or discarded:

It follows standard card behavior.

The Apex receives no special protection.

5. PRISMATIC IDENTITY SYSTEM

Players may include Creatures and Energy of any type regardless of Master identity.

All Creatures may evolve into their printed evolutions without restriction.

6. GAME SETUP

At the start of each game:

- Reveal Masters
- Shuffle decks
- Determine turn order
- Draw 7 cards
- Place 1 Basic Energy Source into play

7. GAME ZONES

Active Spot

Only Active Creatures may:

- attack
- receive attack damage

Bench

The Bench holds up to 5 Creatures.

Benched Creatures are considered in cover

Master Zone

The Master Zone contains your Master outside the battlefield.

Energy Field

Energy Sources are placed here.

Discard Pile

Used cards and Knocked Out Creatures are placed here.

Lost Zone

Cards in the Lost Zone:

- are permanently removed from the game
- cannot be recovered
- are not considered discarded

Unless a card explicitly overrides this restriction:

- Lost Zone cards cannot be interacted with.

8. THE MASTER SYSTEM

Your Master may be played during your Main Phase.

8.1 Sanctuary

If your Master would:

- be discarded
- enter the Lost Zone
- leave play

it instead returns to the Master Zone exhausted.

8.2 Recast Tax

Each time your Master returns to the Master Zone:

- its deployment cost increases by +2 Colorless Energy.

This increase is cumulative.

8.3 Evolution Persistence

When your Master returns to the Master Zone:

- it retains its highest evolution stage.

All:

- damage
- counters
- status conditions

are removed.

8.4 Master Exhaustion

A Master returning to the Master Zone:

- cannot return to the Active Spot until the start of your next turn.

8.5 Identity Cohesion

Your:

- Master
- Apex
- Paragon

must share at least one:

- evolution line
- species identity
- printed Energy type

9. ENERGY SYSTEM

Energy is generated through Energy Sources instead of attachments.

9.1 Energy Sources

There is no maximum number of Energy Sources a player may control.

Players may play:

- one Energy Source per turn

unless another effect allows otherwise.

9.2 Energy Generation

At the start of your turn:

- gain 1 baseline Energy
- each Energy Source generates 1 Energy

Newly played Sources do not generate Energy until your next turn.

9.3 Energy Pool

Energy generated enters your Energy Pool.

Energy may be spent for:

- attacks
- abilities
- retreats
- effects

At the end of each turn:

- unused Energy disappears.

9.4 Energy Exhaustion

If an Energy Source would be discarded:

- it becomes Exhausted instead

unless specifically sent to the Lost Zone.

Exhausted Sources:

- do not generate Energy during your next turn
- recover afterward

10. TURN STRUCTURE

Each turn consists of:

Draw Phase

- Generate Energy
- Draw 1 card

Main Phase

Players may:

- play Creatures
- evolve Creatures
- play one Energy Source
- play Support cards
- deploy their Master
- deploy their Paragon

Battle Phase

- Declare one attack
- Resolve combat

End Phase

- Resolve effects
- Check Knockouts
- Empty Energy Pools
- Draw one card

11. TIMING & PRIORITY

11.1 Instant Speed

Item cards may be played:

- during any player's turn
- during combat
- during movement
- in response to effects

Examples:

- Potion
- Switch
- Escape Rope
- Lost Vacuum

11.2 Sorcery Speed

Supporters, Stadiums, and non-Item Support cards may only be played:

- during your Main Phase
- during your turn

Examples:

- Iono
- Professor's Research
- Boss's Orders
- Stadiums

11.3 Priority System

Whenever a player performs an action:

- priority passes clockwise beginning with the next player.

Each player may:

- respond with one Item card or Ability.

Once all players pass:

- the effect resolves.

11.4 Attack Commitment

Once attack damage begins resolving:

- Item cards may not be played until the attack fully resolves.

11.5 Tool Attachment Timing

Creatures Tools may only be attached:

- during your Main Phase
- during your turn

Tool attachments cannot occur:

- during combat
- during response windows

12. COMBAT & POSITIONING

12.1 In Cover

Benched Creatures:

- cannot be chosen as attack targets
- cannot receive attack damage

However:

- damage counters
- status effects
- non-damage effects

may still affect them.

Damage counters are not attack damage.

12.2 Life Link

When your Active Creatures takes damage from an attack, your Player Life Total takes damage equal to 50% of the final damage dealt, rounded down. Life Link damage is capped at 50 Player Life damage per attack instance.

- If you have no Active Creatures, attacks deal full damage directly to your Player Life Total. Direct damage is not capped by Life Link.

12.3 Healing Echo

Whenever an Item or Support card restores HP or removes damage counters from one of your Pokémon, heal your Player Life equal to 50% of the amount healed, rounded down, up to a maximum of 50 Player Life per turn.

Healing caused by Pokémon attacks, Abilities, or passive effects does not trigger Healing Echo.

Healing Echo does not trigger from:

- prevention
- damage reduction
- temporary HP increases

13. MOVEMENT RULES

Players may perform up to: Two movement actions per turn

Movement includes:

- retreating
- switching
- forced movement

13.1 Bench Lock

If a Creature moves to the Bench:

- it cannot return to the Active Spot until your next turn.

14. CREATURE RELEASE

During your Main Phase if your Bench is full you may release one Benched Creature.

Released Creatures:

- enter the Lost Zone
- take all attached cards with them

Released Creatures:

- cannot be recovered

Releasing:

- is not a Knockout
- is not discard
- does not count as movement

14.1 Release Restrictions

Players may not release:

- Active Creatures
- Master Creatures
- Paragon Creatures

15. INTERACTION LIMITS

Players may perform up to three Support card actions per turn.

16. STADIUM RULES

Only one Stadium may exist in play at a time.

Players may play:

- one Stadium per turn.

When a new Stadium enters play:

- Discard the previous Stadium immediately.

Playing a Stadium:

- does not count toward Support card action limits.

17. PARAGON SYSTEM

Paragons are external endgame entities.

Each player may only deploy one paragon per game

17.1 Paragon Slot

Paragons:

- exist outside the deck
- are not shuffled
- do not begin in play

17.2 Identity Requirement

Paragons must share one of the following with the Master or Apex:

- evolution line
- species identity
- or printed Energy type

May ONLY be:

- Mega
- VMAX
- VSTAR

17.3 Ascension

To deploy a Paragon:

- Control at least 8 Energy Sources
- Exhaust 4 Energy from your Energy Pool

The Paragon enters the Active Spot.

Deploying a Paragon:

- does not count toward Support action limits.

17.4 Paragon Drain

At the end of your turn:

choose one:

Option A

Send 1 Energy Source you control to the Lost Zone if you cannot, the Paragon is Knocked Out.

17.5 One-Life Rule

If a Paragon is Knocked Out:

- It enters the Lost Zone permanently.

Paragons:

- cannot be recovered
- replayed
- replaced

17.6 Battlefield Presence

- Paragons are considered endgame entities and may not be devolved by card effects.

18. STATUS CONDITIONS

Only one Status Condition may affect Creatures at a time.

Status Conditions:

- last a maximum of two turns
- cannot be immediately reapplied after removal

19. KNOCKOUTS & LOSS CONDITIONS

When a Creature reaches 0 HP:

- it is Knocked Out
- and sent to the Discard Pile.

Masters instead return to the Master Zone.

Field Break Loss

You lose the game if:

- you control no Active Creatures
- no Benched Creatures
- and cannot immediately play one

Active Replacement

Whenever a player's Active Pokémon is Knocked Out, that player must immediately choose a Benched Pokémon they control and move it to the Active Spot if able.

This occurs immediately, regardless of whose turn it is.

If a player cannot place a new Active Pokémon, they do not immediately lose the game.

Instead, if that player still controls no Active Pokémon at the start of their next turn and cannot immediately place one into the Active Spot, they lose the game due to Field Break.

20. COMPREHENSIVE GLOSSARY

Apex

The deck's designated high-tier centerpiece Creatures.

Bench Lock

A restriction preventing immediate return to the Active Spot.

Energy Exhaustion

A temporary shutdown of Energy generation.

Energy Pool

Temporary generated Energy available each turn.

Energy Source

Permanent field card that generates Energy.

Healing Echo

Player Life healing generated from Creatures healing.

In Cover

Protection granted to Benched Creatures from attack damage.

Life Link

Damage transferred from Active Creatures to Player Life.

Paragon

External once-per-game endgame Creatures.

Paragon Drain

Mandatory upkeep cost required to maintain a Paragon.

Recast Tax

Increasing deployment cost for Masters.

DISCLAIMER

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