POTENTIAL
Energy Pool

STARTS WITH 17 ENERGY

Affinity: potential to card
Enmity you Control: potential to both cards
Enmity you don't Control: card to potential
Lose a Cycle: universal to potential

Use card affinities and actions to move energy from your potential onto your cards and into your actual.

ACTUAL
Energy Pool

STARTS WITH 33 ENERGY

Cycle Cost: actual to universal
Lock a Card: actual to card
Charge a Card: actual to card
Win a Cycle: universal to actual

The player with the most actual energy at the end of the game wins.