

SIX FORMS BIBLE

Six Forms is a board-based spin on the head-to-head card game experience for those who appreciate competitive local gaming, intense battle strategy, and immersive high-fantasy art.

Six Forms

“The best high-fantasy card game on a board.”

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Artwork by various artists

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THE UNIVERSE

*In this infinite universe, there are six forms:
technological, magical, spiritual, celestial,
elemental, and natural.*

THE PROPHECY

The prophesied war is at the door. Ingar's energy, its life, is reduced to almost nothing. The energy left is hoarded to power the armies of Kealik and Healik – whose blood bond was broken 120 years after the dawn of time. Their fathers, Kae and Aimpl, who 5873 years ago betrayed one another on this very day.

As you know, the one who controls the Throne controls everything! Life, times, and space! Waste no time. Build your arsenal, arm your hand, and enter into battle. The war for the Throne and its bestowed title is about to begin!

THE WORLD

Ingar is a massive planet three times the size of your own. Advanced and filled with magic, science, soul, and placed upon the infinitely canvas of space and time – spiraling down the spine of history.

In this infinite universe, there are six forms: technological, magical, spiritual, celestial, elemental, and natural. There are whispers that a seventh form exists, but only the “Beloved” can take the form by sitting upon the Throne. The seventh form is said to be infinite and has the power to step over the “edge” to control all life, space, and time.

Many have tried to find the Throne, but they have disappeared or been ripped from existence. It is told that any who touch the Throne are stretched into nothingness, ripped apart, as their avatars were consumed by the seventh form. Nonetheless, many still seek the Throne. More so now than ever, with the prophesied war nearing, many seek the title of Beloved, namely Kealik and Healik. After all, Ingar's energy is withering away, and the Beloved could restore it! Could you be the one?

THE OVERVIEW

The stage and core concepts.

THE STAGE

In Six Forms, players go head-to-head in a game of intense card battles and strategic moves to claim their rightful title as the Beloved and ruler of all time. To claim the title of Beloved, the rightful ruler must dominate their opponent by bringing their life total of twenty down to zero or catch them trying to manipulate the infinity.

Though a limited amount of energy remains in the queries of Ingar, players will accumulate energy cubes and use them to play cards. To dominate their opponent, players will need luck, skillful battlefield maneuvers, and erudite management of resources.

Every battle players enter is fraught with obstacles. Will their opponent counter their attacks? Will the odds be in their favor? Will the battlefield be suitable for the avatars they deploy? Will they have the energy to overpower?

Only the strongest will prevail. So make the battle worthing of glory and tales of legend. Now, on to the battle!

THE GAME

Players begin each game with twenty life and a deck of cards they choose. Players will then work their opponent down to zero life with stunning card plays, using the energy resources of the game, energy cubes, and sparks. Finally, the fun begins as players play their battlefield cards on the game's battlefield, a four-by-four chess-like board. Though deceptive in size, fierce and strategic battles will occur from the sky and ground on the battlefield.

Six Forms is a game of excitement and depth of skill. Throughout the game, players will use luck, the board state, their positions, several types of cards, and card effects to overcome their opponent.

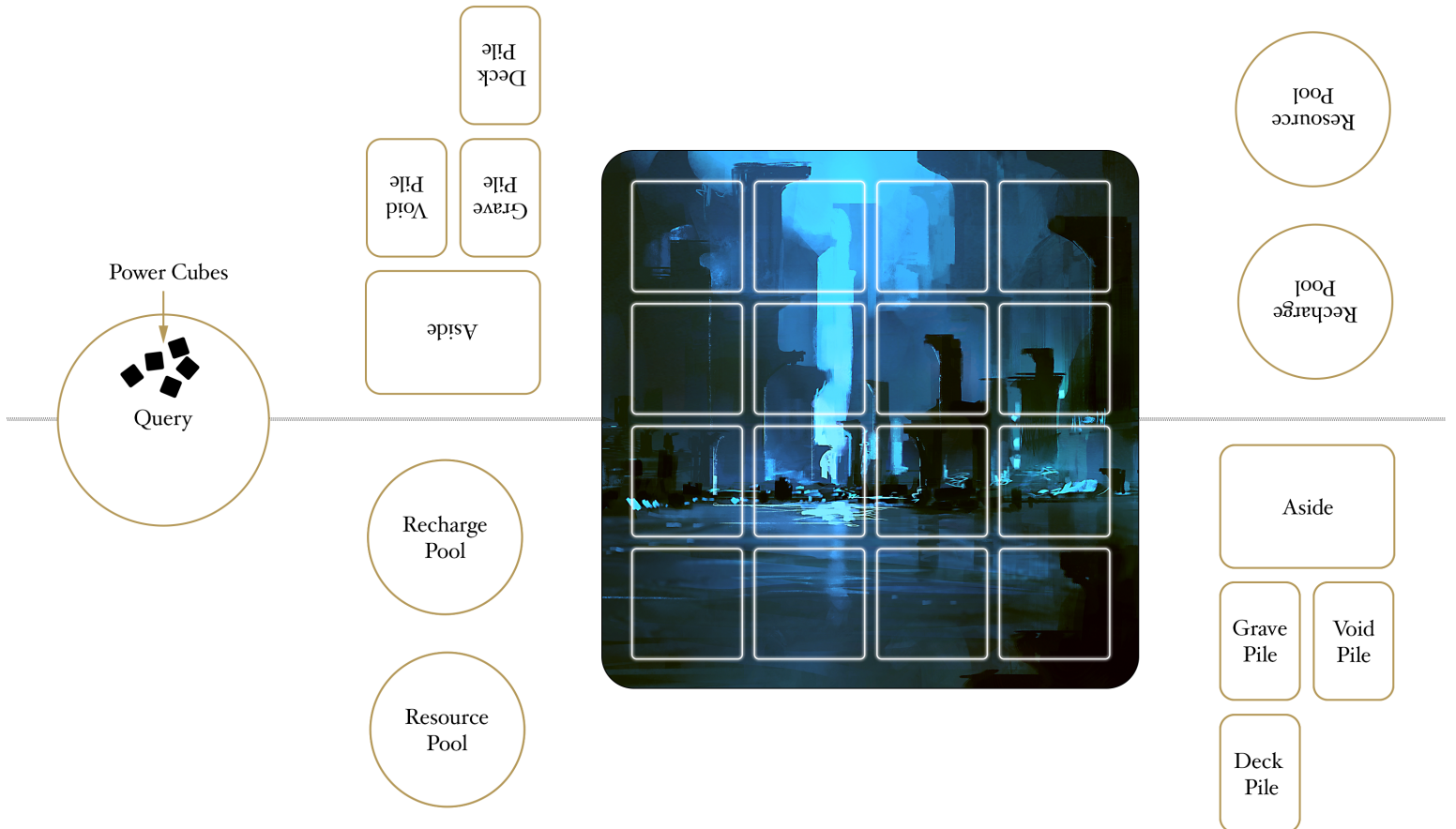
Players with experience in other classic head-to-head cards games will feel right at home with Six Forms. However, confidence from the past will not fair well for players. Six Forms is something entirely new, and everything players think they know will be challenged.

THE BOARD

By incorporating a board, Six Forms adds a whole new dimension to the standard play of the card game genre.

LAYOUT

The game board and components consists of a battlefield, query, cubes, piles, asides, pools, and hands.



BATTLEFIELD

The *battlefield* comprises a four-by-four grid of zones like a small chessboard – or a four-tall by a five-wide grid. The grid is then subdivided in half horizontally. Then each player uses the division closest to them as their own zones. To enhance the play experience, a play mat is recommended but not required.

SPAWN ZONES

Zones a player controls are their *spawn zones*. Players can only play, or other card entry types, battlefield cards onto the battlefield in their spawn zones. If the phrase “your field” or “player’s field” is used in the game, it means the collection of that player’s spawn zones. When a player’s field is full of cards they control (opponent cards do not matter as you can play-to-attack their cards, more on this later), they must wait until one of their spawn zones becomes open to spawn a card in it.

PLANES

Each zone has two planes: ground and sky. A player can not move their cards into a zone occupied by a friendly card (a card that player or a teammate control) regardless of the cards' planes – there is a one-card-per-zone limit for friendly cards. A battlefield card can move past another friendly card's zone if the card does not occupy the same plane.

- **Ground** – All placed cards exist in the ground plane, and all cards without the fly, mainly given by the fly facet, exist in the ground plane.
- **Sky** – Sky plane exists mentally above the ground level of the battlefield. Cards with fly are considered part of the sky plane.

PILES

Each player has three separate piles: deck, graveyard, and void.

DECK

A player's deck is placed face-down in the deck pile. Players construct their deck with any cards they choose, but it must contain between 50 and 100 cards. When a player draws, they draw cards from the top of their deck. If a player goes to draw from their deck during their draw step and can not draw a card because there are no cards left: they lose the game immediately.

GRAVEYARD

The graveyard pile is where destroyed, discarded, exploded, sacrificed, and finished cards get sent – on top of another face-up. Cards in the graveyard can not be played or used unless otherwise described by a card effect. Any player may look through any graveyard after requesting to look. The order of cards in the graveyard does not matter.

VOID

The void pile is where eliminated cards are sent – on top of one another face-up. Cards in the void can not be played or used unless otherwise described by a card effect. Any player may look through a player's void after requesting to look. The order of cards in the void does not matter.

ASIDE

The aside is where cards get put for a temporary amount of time before being sent elsewhere. Each player has a separate aside. Cards can only enter the aside by card effect. Cards in the aside are not a part of a pile, hand, or the battlefield. Cards in the aside can be organized in various card stacks if desired. The gate uses the aside.

PLAYING HAND

Players will draw concealed cards from the top of their deck to their concealed hand during the game. A player can use the cards in their hand as they see fit. Players may keep their hands and draws concealed from other players, but this is not required.

HAND LIMIT

A player can only have seven cards in their hand at the end of their turn. Therefore, during a player's end step, if they have more than seven cards in their hand, they must discard cards until they have seven cards.

QUARRY

The quarry consists of 18 energy cubes (a 12mm cube-shaped game component) per player in the game. For example, in a game of two players, the quarry will contain 36 cubes.

All players gain cubes from the same pool in the quarry. When the quarry is stripped (empty), no one may gain cubes. It is possible for players can have an unequal number of cubes – one use for this is a player forgetting to gain a cube during the regroup step of their turn.

POOLS

Each player has two pools a resource pool and a recharge pool. Pools are where a player's cubes reside during the game.

CUBES & ENERGY

Get the power to play cards and activate card effects.

ENERGY

Energy is used to pay the costs to play cards and take action in the game. When created, energy lasts until the end of the turn. Energy is not a physical game component and can be created by cubes, sparks, or card effect.

FORM ENERGY

Most energy is generic and can use used to pay for things of any form. However, some energy is created as one of the game's six forms, say magical or spiritual, can only be used to pay for the costs associated with a card of that form.

TANGIBLE ENERGY

A player's tangible energy is energy that can be handily accessed:

- Any unused energy that the player controls.
- Any unactivated cube's potential energy that can be created upon activation.

ENERGY DRAW

A player can spend eight energy to draw one card at any point during the game at interrupt speed. A player can do this as many times as they like as long as they can pay.

ENERGY CUBES

Energy cubes are also called cubes. A player may gain one cube from the quarry during their regroup step. When players gain a cube, they add it to their resource pool.

Cubes, when activated, create one generic energy that lasts until the end of the turn. A player can activate any number of their cubes at any time desired. A player moves a cube from their resource pool into their recharge pool to activate it.

Cubes in the recharge pool can be charged. A player may charge any number of their cubes at the start of their regroup step. When charged, a cube is moved into its owner's resource pool.

SPARK

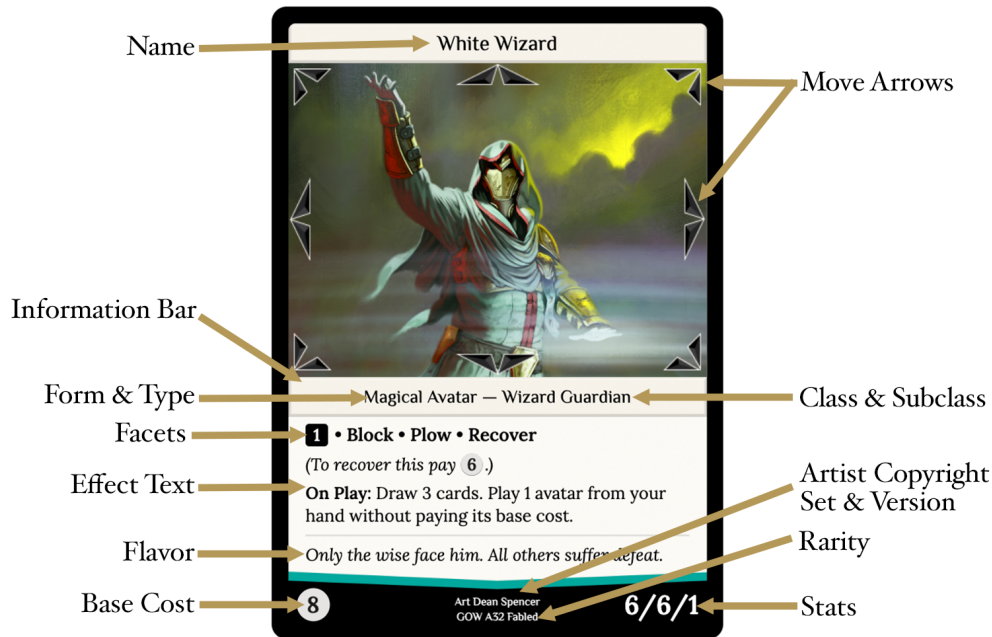
A *spark* is not a physical game component and creates one energy when activated. To activate a spark, a player *declares* (declaration is a player saying something aloud) the activation. A player can only activate one and only one spark manually per turn. A player can have multiple sparks. Sparks last until activated. When activated, they go away for the rest of the game. There is no limit on the number of sparks a player can have. A player can track the number of sparks they control using any method they like.

THE CARDS

Move cards like chess pieces across the battlefield.

CARD ANATOMY

Cards have different parts to them that are defined as follows:



USING CARDS

Players can manually “play” and “place” cards from their playing hand during the game – “manually” means the player chooses to do so by right.

- Players play cards by paying the card’s base cost all at once.
- Players place cards face-down and do not pay their cost – players can only place one battlefield card per turn and other types can not be placed.

A card “enters play” when played or placed and cannot be undone. After a card enters play, it is “in play” (you should not confuse playing a card with a card being in play), and when the card is no longer in play for any reason, it is “removed from play”. Cards in a player’s hand, pile, or aside are not in play.



Card Cost

PLAY

Players may manually *play* as many cards of any type as they like per turn as long as they can pay each card's base cost. A card's base cost is denoted in its bottom left corner (more on cost later). Card must be played face-up. After a card is played, it is active.

Based on a card's type (battlefield, action, and equip), additional rules determine where the card is played – on or off the battlefield. Play cards to these locations by type as follows:

1. **Battlefield** (Supertype or avatar and artifact) – On the battlefield only.
2. **Action** - Outside the battlefield behind the player's side of the board.
3. **Equip** - Outside the battlefield behind the player's side of the board or under the equipped card.

PLACE

Only battlefield cards can be placed. A player can manually place one and only one battlefield card face-down on one of their unoccupied battlefield spawn zones per turn. When placed, the card is in play and inactive. A *placed* card is not *played*, and its cost is not paid until flipped face-up. A placed battlefield card can be put into two positions: vertical or horizontal, and can not change position until after being flipped face-up (not during the flip). A placed card is inactive until flipped over; the card's effects and facets are also inactive. A player can not flip over their placed card the same turn it enters play.

Players can flip a placed card face-up to reveal-play (also considered a card *play*) the card during any of their act steps after the turn in which it was placed.

When flipping a card, keep its orientation the same. When a card is flipped face-up its controller must immediately pay the card's cost in full; this flipping action is considered a “reveal play” and the card is then considered “played”. If the controller can not pay the cost see the ousted rules.

If a card is flipped face-down for any reason, the card is immediately considered placed and inactive. Any time a card becomes placed but was already in play, it can be flipped face-up that same turn. When it is reveal-played, its base cost is paid. If that now placed card has

already used its movement for the turn, it does not get a movement back because it is played – this could only happen if the card enters play on the same turn.

REVEAL PLAY

Players may reveal-play as many of their placed cards as they like on their turn during an act step. To reveal-play, flip the face-down card face-up. Flipping a card is not the same as moving the card and does not use a movement. Remember, a card can not be reveal-played the same turn it is placed face-down.

If a card is reveal-played for any reason, its controller must pay its cost in full with their tangible energy (currently available energy pool energy plus unactivated energy cubes). If the controller cannot pay, the card is considered ousted – no partial energy payment is made if the controller can not manage payment in full.

FORCE REVEAL & BATTLEFIELD RULINGS

Cards on the battlefield that are placed face-down are force-reveal-played (a subtype of reveal-played) when:

1. Another card enters their card zone.
2. A counter of any type is added to them.
3. They become the target of an effect. Importantly, card effects that do not target do not reveal them.

OUSTED

If a card is reveal-played, but its controller can not pay for it, it is *ousted*. Players can not manually oust their cards. When a card is ousted:

4. Except for “**On Oust:**” event effects – treat effect text and facets as not physically printed on it.
5. Activate any of its “**On Oust:**” event effects.
6. Do not pay nor partially pay its base cost.
7. It can not use any movement.
8. It can not attack in battle – this means it will not deal battle damage if it enters battle.
9. It does not lose shield gained when the card is in the exhausted position (horizontal).

10. Destroy it immediately after any event stack it is involved in fully resolves.

ENTER BATTLEFIELD

When a battlefield card is first played or placed it “enters the battlefield” and “spawns”; but not reveal played cards because they enter the field when placed. When a card is moved or put it “enters” a zone.

STATE & LOCATION

At all times, a card has a state and a location. However, card state and location are not linked.

LOCATION

Location is any place a card might be: in a pile, in hand, on the battlefield, outside the battlefield, and aside.

STATE

State denotes the particular condition the card is in at a specific time. There are two primary states of a card: in or out of play. A card can only be in one of these states at a given time.

Further, each state has subtypes.

- **In-play** - Can be active or inactive.
 - Active cards – Denoted by being face-up. Can be used by their controller to activate their effects. They can respond to game events.
 - Inactive card – Denoted by being face-down. Can not be used by its controller or respond to events. Can be made active by being flipped over when allowed by their controller.
- **Out-of-play** - Can be accessible or inaccessible.
 - Accessible – Can be used by a player during the game when allowed. While accessible cards are primarily cards in a player's hand they can also be cards with the ability to activate an effect from other out-of-play locations.
 - Inaccessible - Can not be used by a player until they become accessible.

CHANGING STATE OR LOCATION

When a card's state or location changes, its state or location does not change status until the state or location change is complete. If the state or location remains the same, the state or location never changes.

For example, when a card unites and becomes equipped, it never leaves play (it is in play the whole time), and if it used its movement for the turn, it does not get it back if it splits and remains in play - the state did not change even though the location did (from on the battlefield to being equipped).

CARD ORIENTATION

There are two orientation a card can be in during the game:

- **Vertical** – *Ready position*, as is the only option for all other card types – *readied* cards go into this position.
- **Horizontal** – *Exhausted position*, turned 90 degrees to the right, not the left, of the vertical position – *exhausted* cards go into this position.

When a card enters play, orient it in ready position – facing the player who controls it so that its direction would allow its controlling player to read the card text right-way-up. Vertical cards are in the ready position.

A card can not enter play in exhausted position unless it is a battlefield card.

BATTLEFIELD CARD ORIENTATION

However, when a battlefield card enters play, it may enter in either orientation. A player can change the orientation of their battlefield card if it has a movement and is active (face-up). However, an inactive (face-down) battlefield card can not change orientation. When a player manually changes the orientation of a battlefield card, they “orient” the card. Orienting a battlefield card uses a movement. Change in orientation of a battlefield card to exhausted position is not the same as animate or and does not force an animate – though animate does change a card's orientation to exhausted position, be it a battlefield card or not.

CARD OWNERSHIP

When a card is sent to the graveyard, hand, deck, or void, put it in its owner's. Card ownership is not the same as having control of a card. At the start of the game, a player controls only the cards they own.

CARD CONTROL

A player's cards are under their control unless taken over by an opponent. If a player controls another player's card, when that card is sent to the graveyard, gated, eliminated, they are put into the owner's. When card control changes, its state does not change, but its location might. When a player takes control of an in-play card, reposition its orientation to that of those the player owns without changing its actual orientation or zone.

COST

Cost is paid for with energy – more on how to get energy later. There are two types of costs:

1. **Splash Cost** - Any cost listed within a card's facet or description area denoting the energy needed to use an effect or facet.
2. **Base Cost** - The cost listed at the bottom of a card and paid to play that card.

XYZ VARIABLE COST

Some cards specify variable costs with the letters X, Y, or Z. These variable costs are optional. Further, the player determines the amount of energy paid, from zero to infinity.

Variable cost is written on a card as X, Y, or Z within the cost symbol. Sometimes, a variable, like X, will be associated with other related effect text, and when this is the case, the variable will be written in bold text.

Block • Dodge
On Play **X**: Gain half X life.
On Dodge: Lose 2 life.

A face wished for when hard to

X energy

NO COST

When a card specifies no base cost, no energy is paid to play the card. Many card effects will have no cost to be activated.



No energy

CARD FORMS

A card can have one of six forms:

3. Celestial
4. Elemental
5. Technological
6. Magical
7. Natural
8. Spiritual

A card's form has no impact on how the card can be used or how a card interacts with other cards. However, card effects may specify a specific form in their text. Further, when a card says “create 1 digital energy” that energy can only be used to play cards or activate card effects of that form.

For example, the “Wood Nymph Power” card can not store energy of the technological form but can store magical or generic energy. When “Wood Nymph Power” is animated, its counters are converted to generic energy. So, the “Wood Nymph Power” card can be used to convert Magical energy into generic energy.



CARD LIMITS

A player can have up to 2 copies of the same-named card in their constructed deck. When cards share the same name but have alternative move-arrows or text, the card counts toward the same limit.

Some cards have a card limit modifier number block within the facet area. When present, the number block will be the first thing to appear in the cards facet area. The number itself denotes the number of that card a player can have in their constructed deck. The number overrides the default limit of 2. The number can be less or much more than the default.



CARD FLAVOR

Some cards have flavor text describing the card's background or a fun quote. If other card effects and facets exist, this text will be italicized and below a divider line.




TAKING ACTION

Speed: when players can take action.

SPEED

Speed determines when a player can take action in the game – this can be playing cards, activating effects, and more. All events in the game: drawing, battling, activating effects, and more have a speed. There are three levels of speed in the game:

11. None - Can be done without interacting with or modifying game timings.
12. Initial - Slowest and can not be stacked to game events.
13. Interrupt  - Can be stacked on events.

If a card or ruling runs at *current* speed, its speed matches the most recent speed in the stack. If there is no stack, the current speed is initial speed.

A player can not do anything in response to an event unless they can do it at interrupt speed. When a player does something to respond to an event, they “stack” the event they just created on top of the previous event. Then if there are no other responses from anyone, those events resolve in reverse order (more on the event stack later). Once all events of a higher speed level resolve on the stack, the current speed becomes the previous speed that was in effect.

NONE: NO SPEED


Some things in the game do not have and are unaffected by speed. Further, they do not affect the current event stack speed. Two examples of this are spark activation and cube activation. Spark and cube activation can do done at any time of speed.

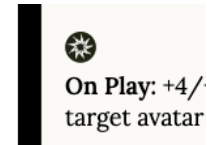
INITIAL: SPEED LEVEL 1

Initial speed is not denoted by a symbol. It is the default speed of card use and effect activation. A player can manually play, place, and reveal play cards during their act steps – these actions happen at initial speed. During a players move step, when they move a card, the manual card move happens at initial speed. A player can not play or reveal play cards in response to an event to create an event stack unless they have interrupt speed.


Initial speed is the slowest speed. With this speed, card play and effect activation cannot be used to create an event stack (more on event stacks later).

INTERRUPT: SPEED LEVEL 2

Denoted by the symbol:  or text “interrupt”. When interrupt speed is denoted on a card its controller can do that thing at any time. Further, they can do that thing in response to an interrupt or lower speed event. Card play, reveal-play (you can never reveal-play a card the turn it is placed), and effect activation might be the subject of devotion.



Play at interrupt speed

- The speed of card play and reveal-play is denoted when the card has the interrupt symbol in its facet text area. However, this speed denotation does not allow a battlefield card to move at that speed – move speed is initial speed.
- Effects with the interrupt symbol at the start of their text and before the colon “:” can activate at interrupt speed.

CARD TYPES

Card types and how they differ.

CARD TYPES

Each card type has its own specific rules. There are four supertypes of cards: action, equip, battlefield, and token. Except for battlefield cards, a card's type is denoted with the second word in its information bar – battlefield cards display their subtype in the information bar as avatar or artifact.

Sometimes a card might change its type. When this happens the card is only that new type. A card can not have multiple types.

ACTION

Play action cards outside the battlefield in the ready position – do not place them. Because action cards are not a part of the battlefield, there is no limit to the number of permanent action cards a player can control at a given time. When played action cards have a limited life span, by default.

LIFE SPAN

Action cards are immediately sent to the graveyard after entering play when their event effects resolve. However, action cards with the permanent facet are not sent to the graveyard after entering play – they remain in play after entering play.

EQUIP

Play equip cards outside the battlefield in the ready position – do not place them. Alternatively, they can be located immediately behind the card they equip but are still not a part of the battlefield. When played, it equips a card its controller chooses – but equipping a card is not targeting. Equip cards remain in play after entering play.

If a card can be equipped it can be “armed” and the equip card can “arm” it.

LIFE SPAN

Equip cards, and cards that are going to equip, are removed from play under several conditions.

- When the card the equip card is equipping, or trying to equip, is removed from play, destroy the equip card.
- When the card the equip card is equipping becomes inactive (face-down), destroy the equip card.
- When the card the equip card is equipping, or trying to equip, can no longer be equipped for any reason, destroy the equip card.
- When the card the equip card is equipping no longer meets the required “equips”, the equip card is destroyed.
- When a non-equip card equips another card to it by effect but is removed from play before it can equip, destroy the card to be equipped – it became an equip card without something to equip.

REQUIREMENTS

When an equip card says “equips” within parentheses, that card can only be equipped to a card that meets those requirements. The “equips” requirement can also specify an opponent’s card as being able to be equipped. For example, “(Equips opponent avatar.)”. If the equipped no longer meets the required conditions after being equipped, the equip card is destroyed.



LIMITS

A card can only have two equip cards equipped to it – this is the card’s equip limit. When the limit is met, no new card can be equipped. Cards equipped face-down by effect don’t count toward the limit. United cards count toward the limit because they equip cards when united.

BATTLEFIELD

Battlefield cards are part of the battlefield. Battlefield cards must enter play by their controller’s empty spawn zones – except for play-to-attack. Battlefield cards remain in play after entering play.

MULTIPLE CARDS ONE ZONE

Battlefield cards always enter a zone one at a time. When an additional card enters a zone, only one can remain. So, it must be decided if the newly entering card or the card already in possession of the zone will possess the zone and settle there.

POSSESSION PROCESS

The *possession process* decides zone possession when two or more cards are in the same zone.

- **Step 1 – Save Two:** The first step of the possession process is to stack the cards entering the zone in order of entry. If players have multiple cards they control entering a zone simultaneously, they decide the order. If at any point more than two cards are in the zone, immediately crush all but the first two cards on that stack.
- **Step 2 – Friendly Crush:** If the last two cards in the zone are friendly, the last card to enter the zone is crushed. Then, go to the settle step.
- **Step 3 – Opposing Battle:** If the last two cards are opposing, they first battle for possession, and if both remain after the battle, the card to enter the zone last is crushed – keep in mind a card may retreat during damage calculation and thus avoid being crushed.
- **Step 4 – Settle:** The remaining card settles the zone. The possession process ends.

While the possession process is ongoing, it is still possible for more cards to enter the zone. If this happens, crush those new entering cards without putting them into the possession process – this is called the *late zone entry crush*.

If at any point during the possession process a card leaves the zone, the possession process goes to the settle step. Further, if both cards leave the zone during the process, the possession process goes to the settle step and no cards settle that zone.

LIFE SPAN

As from before, a battlefield card remains in-play until removed from play. However, there are special conditions in which a battlefield card may also become an equip card. When this happens, treat the battlefield card as an equip card (including the life span) – when a card becomes an equip card it replaces its other type.

MOVEMENT

Every card a player controls can take one movement per turn. Three actions use a movement: moving, move-to-attack, animating, and orienting. Card play, place, put, and reveal play are not a movement. Movement is tracked on a card as long as it is in play. If the card leaves play, movement is no longer tracked on it and resets.

ORIENTATION STATE

Battlefield cards enter play in one of two orientations: ready (vertical) and exhausted (horizontal) orientation.

Ready battlefield cards have several rulings:

1. They deal battle damage when in battle.
2. They can use any movement type as allowed by that type.
3. When face-up, they remain vertical during the regroup step of their controller's turn.

Exhausted battlefield cards have several rulings:

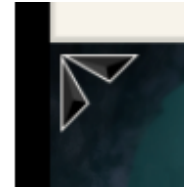
1. They do not deal battle damage when in battle (unless the card has the fierce facet).
2. They gain shield outright (not the shield facet). An ousted card keeps this as this is not the shield facet.
3. They can use no movement type except orient.
4. When face-up, they may be made ready during the regroup step of their controller's turn.
5. When face-down, they do not have shield but do get shield when flipped face-up.

A face-up battlefield card can use a movement to orient to a new position – this is considered orienting. Orienting can be done during an act step but not the move step – orient is not the same as a move.

MOVING BATTLEFIELD CARDS

In each player's move step, they can manually *move* any number of active battlefield cards they control once each at initial speed – inactive cards can not move. Cards can move up to two zones in the angle of their *move-arrows* into or through unoccupied zones (planes

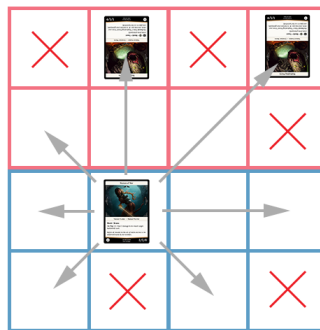
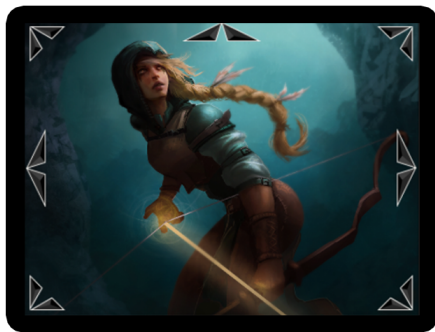
considered); further, they can move up to or into a zone occupied by an opponent's card but not past one occupied by an opponent's card (planes not considered with opponent cards). Only one card can be moved at a time.



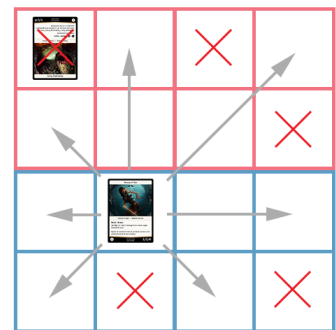
Move arrow

REACH

There are eight possible locations for move-arrows around the perimeter of the card's artwork. A card's *reach* is all the possible locations on the battlefield that the card could move (remember, this includes zones occupied by an opponent's card by not past such a zone).



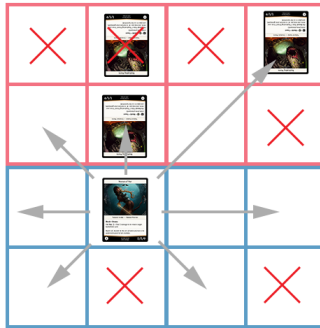
In-reach zones



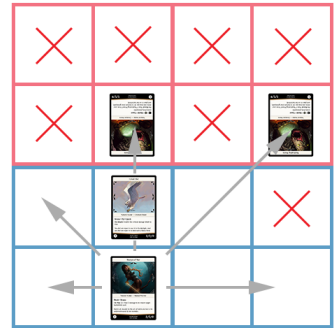
No cards in-reach



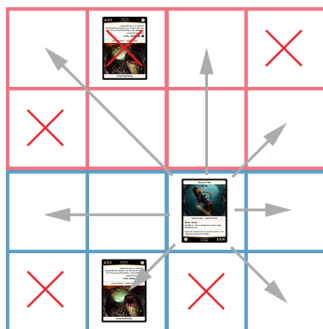
Friendly same plane ground card obscuring reach



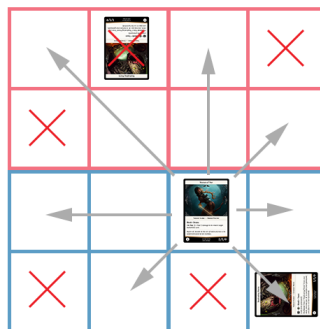
Opposing card obscuring in-reach



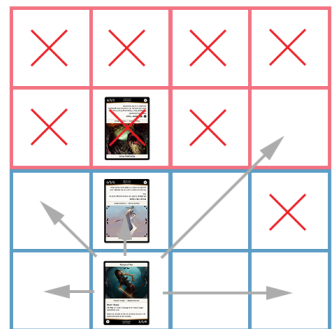
Friendly flying does not obscure ground card's reach



Full reach with ability to move-to-attack from behind dealing critical damage



Full reach with ability to move-to-attack from behind dealing critical damage



Opposing opposite plane card obscuring in-reach

MOVE EVENTS

When a card moves, it moves like a chess piece would. It moves across zones in a single fluid motion and single angle, touching each zone as it moves. The distance of a move is whole but the move itself creates several events:

1. **Move start** – Happens as the card starts to move but before it touches any new zone.
2. **Zone touch** - Happens immediately, when the card partly touches any new zone.
3. **Zone enter** - Happens immediately after touch, when the card is wholly in the new zone.
4. **Settle** - Happens when the card stops moving and it takes possession of the zone.
5. **Move end** - The move ends.

MOVE INTERCEPTING

A card effect and facet, like block, can allow another card to intercept a moving card by stacking on one of a moves events.

MANUAL MOVE

To move a card manually, a player moves the card by taking the card and moving accordingly through zones until the card reaches the destination zone. Manually moving a card uses a movement.

NO-ATTACK CARDS

A card with no-attack (↔) value can not move into a zone occupied by an opponent's card. If such a card is moved by card effect into a zone occupied by an opponent's card, those cards enter battle as usual but note how a no-attack (↔) stat works (more on this later).

EFFECT MOVE

When a card effect makes a card move, the move effect acts in all ways like a manual move but does not use the moved card's movement. As a move by effect is the same as a manual move, the moved card is allowed to retreat if it would do so normally.

SETTLE INTERRUPTIONS

When a card enters its destination zone, it settles there. However, when a card enters a zone and an event stack is created upon the card entering the zone, the card does not settle until the event stack resolves – this can happen because the card enters battle or a card effect is activated.

MOMENTUM

All of a card's moves must be taken all at the same time. A card can not be moved again after its momentum has stopped. Momentum stops when a card enters a zone occupied by an opponent's card or when the player moving the card takes their hand off of the card.

TOKEN CARDS

Tokens are not a part of the game until generated by a card effect. When generated tokens are played – they have no base cost. When removed from play and at all other times besides their generation, tokens rip and are not a part of the game.

The effect that generates a token will also define a type. This type is the token's generated type. This type is in addition to the token type.

When a token's generated type is of the battlefield subtypes, the token acts like all other cards a player controls. However, if a token has the hazard facet, it is neutral and is opposing for both players under no one's control.

CARD BATTLE

How to battle with battlefield cards.

BATTLE BASICS

Damage overflow from card battle is where you how you typically deal damage to an opponent's life points and win the game. During your move step you may move your cards into zones occupied by an opponent's to battle them. When battlefield cards battle they damage one another, using their card stats player damage and other outcomes are determined.

ATTACK, HEALTH, WEAKNESS STATS

All battlefield cards have the stats: attack, health, and weakness. For example, “9 / 5 / 2” represents attack nine and health five and two weakness. These stats are used when cards battle.



- **Attack** – The attack stat of a card is the first number in the bottom right corner of the card. This stat represents the amount of damage the card deals during damage calculation – its base attack. When the attack stat is ♠ that card can never have attack, can not x-to-attack, and can not deal damage when engaged in battle but will enter battle when attacked by another card. A card's full attack equals its base attack plus any attack modifiers.
- **Health** – The health stat is the card's second number on the bottom right corner. This stat represents the base health amount of a card. A card's full health equals its base health plus any health modifiers – except damage. A card's remaining health equals its full health minus its damage – a card with full health of two and one damage has remaining health of one. When a card's health is reduced to zero or lower, it is destroyed.
- **Weakness** – Weakness is last. The stat represents the amount of critical damage a card takes when attacked from behind (not when attacking from behind) – its base weakness. A card is attacked from behind when a card moves-to-attack it from any angle into the

backside of the card's zone in relation to its controller. A card's full weakness equals its base weakness plus any weakness modifiers.

CARD DAMAGE

There are three types of damage: normal, battle, and permanent. All types of damage only apply to in-play battlefield cards. Damage of any type reduces a card's health by the amount of damage on it. When a placed card takes on or has damage, it must be flipped face-up. If a card with damage is flipped face-down by an effect, it is flipped face-up immediately.

1. **Battle damage** - Lasts until the end of battle damage calculation. All card battles deal this type of damage. Overflow battle damage, and only battle damage, deals player damage.
2. **Normal damage** - Lasts until the end of the turn it was applied. All damage is of this type by default except damage dealt by card battle.
3. **Permanent damage** - Lasts until the card is no longer on the battlefield. Permanent damage most commonly comes in the form of damage counters. It is important to note that stat modifiers that reduce a card's health are not damage.

HOW TO ATTACK

For a player to attack with a card, they move-to-attack by moving their card into an opponent's occupied zone. Or, they can play-to-attack (more on this later). Once their card is in the occupied zone, the cards enter battle for possession of that zone. The card's plane is not considered when entering battle unless stated by card effect or facet.

When a card is moved-to-attack or played-to-attack it is considered the card's x-to-attack, and that card is the attacker and is offensive. The attacked card is the defender and is defensive. If an x-to-attack is negated, retreat the card that did the move-to-attack or crush the play-to-attack card.

PLAY-TO-ATTACK

A player can play a battlefield card into one of their spawn zones occupied by an opponent's card – this is considered a play-to-attack. Players should beware; this might crush their card if it is defeated, as it can not retreat unless it moves-to-attack.

FIRST TURN RULING

If it is the first turn of the game, the first player can not manually move-to-attack.

DAMAGE CALCULATION

The outcome of a battle is determined by damage calculation. Damage calculation has three steps.

Step 1 - X-to-Attack: Move-to-attack or play-to-attack. This step happens as the card is entering the zone. This step ends when the card successfully enters the zone with an opposing card.

Step 2 - Damage: This step the cards enter battle, with the attacking card targeting the defending card – this makes their zone a battle zone and flips any face-down cards in the battle zone face-up. Next, the cards enter into battle and damage one another simultaneously by dealing battle damage in the amount of their full attack to their counterparts; if the attacker attacked from behind, deal the defender's full weakness as critical damage to the defender. Once the outcome of each card's battle damage resolves, this step ends.

Step 3 - End: This step immediately happens once a single card remains in the battle zone amid damage calculation. One will remain because of card destruction, retreat, exclamation, crushing, other reasons, or the outcome of the damage step. This ends damage calculation.

DEALING CARD DAMAGE

A battlefield card only deals battle damage to another card when battling. Damage is dealt with a card in the amount of its full attack (with critical damage observed) during the damage step of damage calculation. Cards in exhausted position (horizontal) do not deal card damage. If a card has damage equal to or more than its full health during damage calculation, destroy that card for damage, and deal any overflow battle damage to its controller's life. During the battle, deal card damage simultaneously.

Cards attacked from behind have their full weakness dealt to them as critical damage. Critical damage is battle damage. Deal critical damage together with other battle damage.

A card's battle damage stays with it until the end of damage calculation. So, a card could battle multiple times in a single turn, but it will not carry previous battle damage into battle.

At times a card may be removed from play during the x-to-attack step of damage calculation. When this happens, that card does not enter step two of damage calculation because it is removed from play before the step is entered – no battle occurs.

The zone where a battle is taking place is the battle zone in addition to its other types.

When a card is removed from the battle zone for any reason, such as card destruction, damage calculation immediately enters to the end step.

DEFENSIVE CARD VICTORY: RETREAT OR CRUSH

It is possible for an offensive card to get defeated but not destroyed. When a card moves-to-attack and does not deal enough damage to defeat a defensive card, the attacking card must retreat after damage calculation (when retreating, the crush rule applies if needed). When a card is played-to-attack and does not deal enough damage to defeat a defensive card, crush the attacking card.

DEALING PLAYER DAMAGE IN BATTLE

Deal player damage in the amount of overflow battle damage to a card. When multiple players deal player health damage in battle at the same time during battle, the defensive player deals damage to their opponent (the attacker) first.

After battle damage is dealt, if non-battle damage is then dealt, that damage does not overflow as player damage – only battle damage exceeding a card's full health is becomes player damage.

DEFEATED AND VICTOR

A card battle in a battle zone results in either defeat or victory – these keywords, defeat/defeated and victory/victor, are exclusive to battle outcomes. A card is a victor if, after the zone becomes a battle zone, it possesses that battle zone – the other card is defeated. An attacker or defender can be the victor, and the victor must only possess the battle zone after damage calculation to be the victor.

TIES IN BATTLE

At the end of damage calculation, if no card possesses the battle zone:

- There is no tie.
- There is no victor.
- There is no defeat.

Simply, no card is in the zone.

WHEN CARDS IN ZONES CHANGE

A card in a zone might change or leave that zone amid damage calculation. In such an event, a card's move can not be recalled, nor does the card's move stop.

NONE-BATTLEFIELD CARDS

Equipped cards can not be attacked or the target of an attack because they are not a part of the battlefield. Likewise, action cards can not be attacked and are not a part of the battlefield.

LEFT STANDING

A card that is not removed from play after damage calculation is left standing.

ATTACK-LINE

A card's attack-line is the reach of the card but only where it has the opportunity to move-to-attack.

DIRECT ATTACK

When players have no cards on the battlefield, they can be attacked directly to deal player damage by an opponent's cards in the amount of their full attack.

To attack directly with a card, it must be in or move-to-attack into (move-to-attack must enter the zone) an opponent's first row of spawn zones – these back row zones are direct-attack zones. Next, the attacker declares a direct attack with the card. Finally, deal the card's full attacks as player damage.

A direct attack is considered a battle and activates “**On Battle:**” effect events.

EXAMPLE BATTLE OUTCOMES

Remember that a placed card is flipped face-up during the damage step – a card's stats are always known during the damage step. As a reminder: ready position cards are vertical, and exhausted position cards are horizontal. Here are sample outcomes of battle:

- A) 5/5/0 attacks 5/5/0 ready; both cards are destroyed and no damage is dealt.
- B) 5/5/0 attacks 10/8/3 ready from behind; both are destroyed and the defender deals five opponent damage.
- C) 5/5/0 attacks 5/0/0 exhausted; defender is destroyed and the attacker deals zero opponent damage.
- D) 5/5/0 attacks 5/3/0 ousted exhausted; defender is destroyed and the attacker deals zero opponent damage.
- E) 5/5/0 attacks 5/3/0 ousted ready; only defender is destroyed and the attacker deals two opponent damage.
- F) 5/5/0 attacks 5/5/0 flipped face-up from ready face-down; both are destroyed.
- G) 5/5/0 attacks 5/6/1 flipped face-up from exhausted face-down from behind; defender is destroyed and the attacker deals zero opponent damage.
- H) 3/1/0 attacks 1/4/4 ready with blowback; attacker is destroyed and one player damage is dealt to attacker.
- I) 2/0/0 attacks 1/5/0 exhausted with blowback; attacker retreats and defender deals three attacker player damage and no cards are destroyed.
- J) 5/5/0 attacks 4/4/0 ready with “*shield*” facet; defender is destroyed and no player damage is dealt.
- K) 5/5/0 with “*pierce*” facet attacks a 4/4/0 ready with “*shield*” facet; defender is destroyed and one opponent damage is dealt.
- L) 4/4/0 attacks 4/4/0 ready; both are destroyed and no player damage is dealt.
- M) 4/4/0 attacks 4/5/0 ready then card effect deals two defender damage after damage step and before end step; both cards are destroyed and no player damage is dealt.
- N) 4/4/0 attacks ♠/5/0 ready; attacker retreats and no player damage is dealt.

CARD EFFECTS

How and when to use card effects.

EFFECTS

A card's effects are written in the effect text portion of the card. By default, card effects activate or can be activated when and if their necessary condition is true and the card itself is active (face-up) and in play. When a card is flipped face-down, all its effects are inactive. Any time an effect is activated, the card must be shown to all players. When a card does not have a subject in its effect text, the card itself is the subject of the language.

When a card has multiple effects happening simultaneously, they are activated from top to bottom. Each effect may include multiple parts denoted by a sentence per part. When this is the case, activate the effect's parts in reading order.

When effects activate automatically, they happen at interrupt speed. However, there are several ways an effect can be activated at or with different speeds. The following is a list of those ways.

MANUAL

A player can activate the manual activation effects (⤵) of a card you control when the activation condition/state is true; however, speed rules still apply. Manual activation effects can be activated multiple times per turn at initial speed as long as their necessary conditions are met. Manual activation effects can not be activated during an ongoing event stack unless prefixed with the interrupt symbol (⚡).

PAY

When a card contains "⚡:" (with a number), a player must pay the amount specified in addition to meeting other necessary conditions to activate the effect. Likewise, these effects can be activated multiple times per turn as long as they are paid and the necessary conditions are met.

add 1 stat counter to t
While Active — ⤵: R
from this card: add 1 s

Manual activation

Bruise
While Active — ⤵ ⚡: Al
moves: move this

*Manual activation with
interrupt speed*

⚡ • Fierce • Fly
In Hand — ⤵ 2: Wl
enters battle: sacrific
zone this

*Pay 2 energy manual
activation*

ANIMATE

Some cards have effects that require a player to animate (👁️) them to activate. Only ready cards can be animated. To animate a card, turn it to the exhausted position. Animated cards turn back to the ready position during their controller's regroup step.

BLOCK • FLY • QU
👁️: Look at the card is an avatar

Animate card.

If the animated card is a battlefield card, the animation uses a movement for the turn. If the animated card is not a battlefield card:

- Its orientation can not be manually changed to the ready position.
- If ready, it can animate – non-battlefield cards have no movement.

STATE & LOCATION

State and location activated effects can be activated when their state or location condition is met. When preceded by “**In Hand** —” the effect can be activated while the card is in your hand (you must show the card). When preceded by “**In Graveyard** —” the effect can be activated while this card is in the graveyard (you must show the card). When preceded by “**While Active** —” the effect can only be active while the card is face-up and in-play. When preceded by “**While Ready** —” the effect can only be active while the card is face-up and in ready position. When preceded by “**In Void** —” the effect can be activated while this card is in the void (you must show the card). When preceded by “**While Equipping** —” the effect can only be active while the card is face-up and equipping another card. When preceded by “**Your X Step** —” the effect can only be active during that step of your turn. Effects preceded by non-bold text are active except when inactive or out-of-play.

• Pierce • Fly
In Hand — 👁️ 2 : When enters battle: sacrifice zone this

Must be “in hand” to activate effect

add 1 stat counter to t
While Active — 👁️ : Re from this card: add 1 s

Must be “active” to activate effect

EVENT

Event effects activate automatically when their condition is met at interrupt speed, with the subject of the event being the card itself. Event effects are preceded by “On” or “After”.

(Requires technological a
On Play: Draw 2 cards.

Event effect: On Play

For example, “**On Play:**” or “**After Play:**”. When a card has multiple event effects, they resolve from top to bottom, and optional paid event effects can be skipped if desired. Event effects are only optional when they include a cost to activate. For example, “**On Play (3):**” means activate this on the play of the card if you pay three energy.

When an event effect is followed by a “—“ the event effect will not activate unless the following condition is met or done. For example, “On Play — When an opponent loses life: you gain that much life.” The “On Play” event effect will not activate unless its card is played immediately when an opponent loses life. Also, “On Play — Sacrifice an avatar you control: Draw 2 cards.” The event effect will not activate unless the cards controller sacrifice an avatar they control. However, “On Play: Sacrifice an avatar you control. Draw 2 cards.” does not require a player to sacrifice a card to activate the event effect “On Play”.

ON ATTACK

When a card says “**On Attack:**” the effect is activated when the card does x-to-attack.

ON BATTLE

When a card says “**On Battle:**” the effect is activated when the card enters battle.

ON BLOCK

When a card says “**On Block:**” the effect is activated when the card blocks.

ON DEFEND

When a card says “**On Defend:**” the effect is activated when the card is the target of an x-to-attack.

ON DESTRUCTION

When a card says “**On Destruction:**” the effect is activated when the card is destroyed.

ON DISCARD & EFFECT DISCARD

When a card says “**On Discard:**” the effect is activated when the card is discarded. Also, “**On Effect Discard:**” the effect is activated when the card is discarded by card effect – discarding a card as the cost of an effect is not discarding by effect.

ON DODGE

When a card says “**On Dodge:**” the effect is activated when the card dodges.

ON DRAW

When a card says “**On Draw:**” the effect is activated when the card is drawn. Always appears with unveil.

ON DROP

When a card says “**On Drop:**” the effect is activated when you take a card by the drop facet.

ON ELIMINATE

When a card says “**On Eliminate:**” the effect is activated when the card is eliminated.

ON MOVE

When a card says “**On Move:**” the effect is activated when a card has started moving and before it enters the destination zone.

ON OUST

When a card says “**On Oust:**” the effect activates if the card is ousted. If the ousted event is activated because of an attack, it happens when flipped in the x-to-attack step.

ON PLAY

When a card says “**On Play:**” the effect is activated when the card is considered played (play or reveal play). When a card with on play includes a cost “**On Play (2):**” it may only be activated when the card is played and its controller pays the cost – the cost is not part of the base cost and is a splash cost.

ON READY

When a card says “**On Ready:**” the effect is activated when the card is made ready.

ON REVEAL & BATTLE REVEAL

When a card says “**On Reveal:**” the effect is activated when the card is reveal-played. Also, “**On Battle Reveal:**” is only activated when the card is revealed by battle during the x-to-attack step.

ON SHIFT

When a card says “**On Shift:**” the effect is activated when the card shifts.

ON VICTORY

When a card says “**On Victory:**” the effect is activated when this is the victor of battle.

EVENTS

How events work and stacking them.

EVENTS

Events are anything that happens in the game: playing a card, reveal-playing a card, placing a card, a card attacking, a card effect activating, a game step change, destroying a card, drawing, or any other singular event in the game that might occur. A player can not rewind or undo events.

EFFECTS VS EVENTS

Effects are not events – an effect activation is an event. Further, effect resolution may create events.

EVENT STACK

When nothing is happening in a game, cards and players are doing nothing, and then an event occurs that event is the *base event*. The *event stack* is created when a base event occurs, and another event occurs in response to it before it resolves – thus stacking one event on another. Moreover, this event stacking can happen for any subsequent event on the stack, many times and sometimes simultaneously. Eventually, events stop stacking, so the event stack stops growing. When the event stack stops growing, it begins to resolve.

Again, every player and card is allowed to respond to an event, even if the event was their own.

EVENT STACK BASICS

The event stack resolves one event at a time in reverse order of how everything happened. Once all events on the stack resolve, the event stack resolves and a new event stack can be created – only one event stack can exist at a time.

Without all the exact and nuanced details sounding who can do what when: take this example of gameplay and focus only on how the event stack resolves:

1. Players turn starts (base event).
2. No responses happen to this base event, so the starting of the turn happens.
3. Now, at the start of their turn, player one draws a card (base event).
4. In response to the base event of drawing a card, player one also plays an interrupt speed action card (child event) with the text, “On Play – when a player draws a card: gain 1 life.”.
5. No responses happen, so the event stack starts to resolve in reverse order. First, the action card play event happens – and, no card yet drawn.
6. Now, the action card’s play resolves and thus its “On Play:” event effect activates (event) – this effect activation event enters to stack. No responses the activation... so, the event stack starts to resolve again. Now, player one gains one life (event).
7. In response to the event of gaining one life, that player’s opponent, player two, plays an interrupt speed action card with the text, “On Play – when a player gains life: they lose that much life.”.
8. No responses happen, so the event stack starts to resolve in reverse order yet again.
9. Now, the action card’s play resolves and thus its “On Play:” event effect activates (event) – this effect activation event enters to stack – growing the stack again as it was resolving. No responses the activation... so, the event stack starts to resolve again. Now, player one loses one life (event). No responses happen... event stack starts to resolve.
10. Player one draws their card for the turn.
11. The event stack has now resolved.
12. Time for the next base event and a new event stack.

Suggestion: *Numbered markers can be used to keep the order of events in a deep stack organized.*

With a basic understanding of the event stack resolution process, it is almost time to move on to more complex scenarios. However, there are several important technical things to remember and know about the event stack first.

EVENT NODE TERMS

- The original event of an event stack is the *base event*.
- Events stacking upon another event are *child events*.
- An event with a child event, or events, is a *parent event*.
- When a new event is added to the stack, it “enters the stack”.
- All events are called *events* or *event nodes*.

EVENT LOCKING

Players and cards can stack child events on an event when it happens as they wish, even if it is theirs. However, when no other events happen in response to an event, that event gets *locked*, and no other events can stack to it. Again, once an event is locked, it can no longer be stacked upon.

Keep in mind that the locked events child events are not locked until nothing happens in response to them too. Furthermore, as described later, child events do not technically occur until the parent event is locked.

EVENT QUEUE

When multiple events, or an event, happen in response to one event, they queue before they happen. It is essential to understand that an event does not technically happen right away if it is a response to another event; it first *queues for creation* until its parent event gets locked.

Once a parent event is locked, the child event(s) on it dequeue. Events dequeue in reverse order of how they got queued. When dequeued, events then create and happen.

For example, if a card is destroyed (event), multiple other events like card play or effect activation can be stacked on that one event. Once locked, the event “card destruction” the child events start dequeuing, in reverse order of how they got stacked, and can then be stacked upon themselves at that time in their creation. This event creation and resolution sequence repeat until no other events occur.

Important: *An event entering the event queue is not an event. The event queue is a process for organizing when events happen, it does not create events.*

EVENT TREE

As event stacks resolve, the number of events on the stack may grow and shrink and grow again throughout the resolution process before the event stack completely resolves – this will happen most often when automatic event effects are activated – as seen in the previous example.

A mental model of the event stack builds up from bottom to top from right to left and resolves in reverse order. As the event stack builds up, events may stack in a tree-like structure – these tree-like structures can come into existence multiple times during the resolution of a single event stack.

STACKING ORDER

When an event occurs, the order in which other events stack is critical to understand because multiple players and cards will or may want to respond to an event simultaneously. The *stacking order* in which players and cards respond to event is as follows:

- **Stack Order One: Card Auto** – The card owning the event, if the response is automatic, always responds with everything it can to the event first.
- **Stack Order Two: Active Auto** – Active cards, if the response is automatic, respond to the event second with everything it can and in keeping with *event controller rotation*.
- **Stack Order Three: Manual** – Players through manual card use may respond last to the event in keeping with *event controller rotation*.

As an example scenario: Player one plays a card with the facet “Deflect 1”. Regardless of other events that want to stack on that card play event, that card gets to add one deflect counter to the event stack first before any other cards or players can. The card’s automatic events stack first because it is the owner of the play event.

EVENT CONTROLLER

All events have an event controller. The *event controller* is the one who creates the event or controls the card that created the event, and those events belong to the one.

Any event not created by a player or a card a player controls is a game controlled event. For example, the event of changing the turn, starting the game, declaring the winner, and more belong to the *game*. The *game* is the controller of these events.

EVENT OWNER

The *event owner* is the player who owns, or is, the event controller. If the event controller is the game, the turn player is the event owner.

EVENT CONTROLLER ROTATION

When multiple players, or their cards, want to respond to the same event simultaneously, who responds first comes into question. When an event occurs, the *event controller* gets to respond to that event last, and all others are allowed to respond first in a clockwise rotation (with some limitations described later), starting with the player on the *event owner’s* left (player two,

then three, then four, and so on until it comes back to player one... skipping and looping if needed). This rotation that orders who responds first based on the event controller is called *event controller rotation*.

During event controller rotation, all players can continue to add to an event stack until they all wish to add nothing more. The player who can stack an event on the current event has “stack control” until they pass it to the next player. Stack control is passed through rotation as many times as needed until no player wishes to respond – even if the same player is the only one to respond multiple times in the rotation.

During *stack order two*, each player is limited to the opportunity to select one card and let all of its applicable automatic effects activate at once before stack control is passed – players still get to do everything they wish later but not without first activating all automatic effects in this way which allows all players to do at least one of their things in between. For example, if a single card has multiple “On Battle:” event effects they all activate automatically at the same time and enter the queue in reading order.

During *stack order three*, each player is limited to the opportunity to do one manual thing before stack control is passed – players still get to do everything they wish upon an event but not without all other players having the opportunity to do at least one of their things in between.

So, in a two-player game: when player one plays a card, player two gets to respond to that card play first. Now say player two plays a card in response to player one’s play, and then player one can respond to their card. Now that player one’s card play is responded to by all players: player one can respond to player two’s card play with their card, and then player two can respond to their card play too – if so, this creates the tree-like structure from before. Thus, the stack grows and then resolves until the base event resolves.

IN RESPONSE TO A CARD WITH EFFECTS BEING REMOVED FROM PLAY

When a card activates an effect, and after it is removed from play before the effect resolves, the activated effect is not negated. Basically, events are not attached to cards, and removing a

card after it does something does not remove or negate the thing it did. However, if the removal of that card disrupts the conditions of the activated effects before they happen, those effects are affected by the removal.

IN RESPONSE TO CARDS WITH FACETS

When a player plays a card with an active facet, like fly, that facet can not be stacked against because active facets are not activated. While some facets are active, others are manual. Manual facets are activated and can be stacked.

EVENT STACK JOINS

Also, some events may cause other events to join the current stack as a child event. This will happen when an event is activated “because” of an event, like an attack, not in “response” to an event. For example, say player one attacks a placed card and that placed card activates a “On Battle Reveal:” event effect because of the attack. That reveal event effect is not activated in “response” to the attack but “because” of the attack and therefore joins the event stack as a child event of the attack. The current stack of the attack will “lock” if no responses are added to it at that time because the reveal event effect starts the stacking process.

BREAKING EFFECTS DURING THE EVENT STACK

Because events in a stack happen in reverse order, activated effects can be broken in an event stack before they resolve. This means that during the resolution of a deep event stack, an effect could cause another effect in the event stack to no longer meet its initially met conditions and thus modify how the effect is resolved. However, if the effect is already activated, such an occurrence can not stop the activation event unless it negates the activation – events can not be undone.

EFFECT INTERFACING

Sometimes an effect will occur that interfaces with another card. When such an effect is activated, the card the effect plans to interface with might get activated before the effect can

interface with it or “get to it”. This strategy of activation of an effect before another reaches it is allowed.

MULTIPLE EFFECTS WITH THE SAME EVENT CONDITION

Multiple cards may react automatically to the same event, and the question may arise, “What card’s effect activates first?”. For example, say there is a permanent action card with the text, “Every End Step – Deal 2 player damage to each other player.”. Now, say that all players have two life and that same action card in play. Who wins the game? All the players? No.

The answer is the player with the last card with that text to activate its effect in the event stack. Here is how it would work:

When the end step event of player one’s turn arrives, opponents to the left, in sequence, in a clockwise rotation, have their card effects activated first; last, it will come to player one again. Then the event stack will resolve in reverse order, and thus player one would deal two player damage first and win the game because their cards effect would be added to the event stack last, causing it to activate first.

If a payer has multiple cards that react automatically to the event, the player stack control activates one of their card's total effects before the stack control passes to the next player. Moreover, as stated before, the rotation continues until all such activations are added to the stack.

PLAYER EFFECT SELECTION

The player with the stack control chooses which card's effects activate first if they have multiple cards responding to an event simultaneously. Players chose the order of their card effect activation.

SIMULTANEOUS EVENT CREATION

Some card effects will do something to many things at one time. For example, a card might destroy “all” battlefield cards. The destruction of all cards happens as one event

simultaneously, not individual and many card description events. Further, if an active card during the example simultaneous card destruction has the text, “While Active – When a card is destroyed gain 1 life.” Its controller will gain no life because that card is destroyed with the other cards simultaneously.

CARDS CREATING MULTIPLE EVENTS

Some cards activate multiple events simultaneously; this may happen if a card has multiple effects that activate in sequence. Each event can have its own event stack, not just one event stack. For example, if a card's effect text says, "Destroy 1 card. Draw one card." players can stack on both the destroy event first and then the draw event. Alternatively, maybe a card has two "On Play:" event effects. Regardless, each effect activation (event) of the card happens in reading order and, like all events, opens up the opportunity for response to each event as they occur.

CAN A PLAYER RESPOND TO LOCKED OR RESOLVED EVENTS?

No. Once an event has resolved or is locked, a player can not respond to that event.

AUTOMATIC EFFECT ACTIVATION SPEED

When an in-play card's event or automatically activated effect is activated like “**On Destruction:**” it happens at interrupt speed. Manually activated effects happen at their defined speed.

GAME PLAY

How to begin playing, take turns, and become victorious.

GAME SETUP

To set up the game:

- Flip a coin to decide who goes first in the game. The player who loses the coin toss will be the second player, and the winner will be the first player. The first player takes the first turn.
- Each player shuffles their deck and places it face-down in their deck pile. Each player draws five cards from the top of their deck. If either player dislikes their hand, they may mulligan their hand independently. A player shuffles their hand into their deck and draws a new hand of five cards to mulligan.
- Each player set their life to 20.
- The second-turn player receives two sparks.
- Set the query to the side of the battlefield for players to pull from later in the game. Fill the query with 18 cubes per player in the game.

Remember, a player's hand size limit is seven cards at the end of each turn. Players have no cube or spark limits. If a player touches a card or game piece, they must intend to use it.

Once the game is set up, it is time to start taking turns, starting with the first player.

TURN

Each player's turn has six steps. When a player's final step ends, pass the turn to the next player, and their turn begins. When a card says "turn" the text describes the current turn, not a specific player's turn.

TURN STEPS

When it is a player's turn, they must complete all steps in the described order. To remember the steps of play, remember the acronym DRAMA: Draw, Regroup, Act, Move, Act, and End.

FIRST PLAYER FIRST TURN EXCEPTION

If it is the first player's first turn, only "Regroup Step", "Act Step 1" and "End Step" are taken; after the very first turn, all other turns follow the outlined steps.

DRAW STEP

During this step, the turn player must draw one card from their deck. If they can not draw their turn card because their deck is empty, they lose the game. This ends the draw step.

REGROUP STEP

1. First, the turn player may charge any number of their cubes in their recharge pool.
2. Second, they may ready as many of their active exhausted cards as they want.
3. Third, they may gain one cube from the query – if a player forgets to gain a cube, and this step passes, they can not go back a step to get the cube.

This ends the regroup step.

ACT STEP (1)

During the act step, the turn player may play or place their cards on the battlefield and active effects and take other action – except moving a card. Once the player is finished with desired card play and other action, this step ends.

MOVE STEP

During the move step, the turn player may move cards on the battlefield – and only the move movement type. The player can not play cards or activate effects at initial speed during the move step – cards and effects with interrupt speed can be used. Once all desired cards have been moved this step ends.

ACT STEP (2)

During the act step, the turn player may play or place their cards on the battlefield and active effects and take other action – except moving a card. Once the player is finished with desired card play and other action, this step ends.

END STEP

First, if there are gated cards set aside, they now pass through the gate. Next, if the player with control has more than seven cards, they must discard cards from their hand until they have seven left (those discarded cards are not discarded by effect, they are discarded by game rule). Finally, the turn player must say “pass turn” during their end step to end their turn. Once the end step is over, the opposing player begins their turn.

WINNING

There are several ways to win or lose the game:

- Most commonly, when all opponents' life is reduced to zero the player with life left immediately win the game.
- If an opponent can not draw during their draw step because their deck is empty they immediately lose the game.
- Some cards provide alternative ways of winning the game in their text description.
- At any point in the game, a player may say, “I tap out.” If a player says this, they immediately lose the game.
- If a player is identified as having triggered an automatic infinite loop in their play or action such that their card starts the infinite loop, that player is “ripped” and they immediately lose the game – even if such a loop would result in them winning the game.
- Likewise, if a player uses a strategy that is not automatic but could be infinite (such as the looping event effects are activated manually or might require payment) an opponent may call out exactly “player rip”. If the looping player can not break the looping effect by ending their loop using a card effect outside of the cards used to create the infinite loop, that player immediately loses the game.

CARD FACETS

Facets deepen cards with powerful effects.

FACETS

Facets add additional effects to a card through keyword names. A card has a facet when the facet is written in its facet section. Also, a card can have multiple facets – some with synergy. Also, a card’s text can say a card “gains a facet”. When a card gains a facet, it acts as if that facet was in the card’s facet section.

NAMES

Named facets include the following list, with the card types they can be applied.

AWAKEN

(Battlefield) Can not move-to-attack the turn the card is played. Can not play-to-attack.

BLOCK

(Battlefield) While active, the card can move one space in reach of a card moving-to-attack to block it at interrupt speed. Blocking stops the offensive card from moving into the intended zone and will end the attacking card’s momentum. When a card blocks it is turned to exhausted position, before damage calculation. When this is long-block, it can move normal distance instead of one space – two spaces. Blocking ends after the card settles, and when this happens, its controller may ready it by paying one energy for each time it blocked that turn.

BLOWBACK

(Battlefield) While active, when the card is the defender in battle, and at the time battle damage is dealt, deal player damage to the card’s attacker’s controller in the amount of health left on this card.

BRUISE

(Battlefield) Battle damage dealt by this is normal damage (normal damage does not heal until end of turn).

CAP X

(Any type) A player can have X copies of this card in their deck – represented by a black square symbol ■ with a number inside instead of written text.

DEFLECT X

(Battlefield) When played, add X deflect counters to the card.

DESTRUCTIBLE

(Battlefield) Battle damage to this is damage counters.

DODGE

(Battlefield) While active, the card can move one space to dodge at interrupt speed away from an opponent card move-to-attack. Dodge does not stop the offensive card from moving into the intended zone and will not affect that card's momentum. When a card dodges, it is turned to the exhausted position immediately. A card can not dodge into a/the move-to-attack path. When this is long-dodge, it can go two spaces instead. Dodging ends after the card settles.

DROP

(Equip) When the card this one is equipping is removed from play, take this card instead of destroying it.

FIERCE

(Battlefield) The card deals battle damage in battle when exhausted.

FLY

(Battlefield) While active, can move through friendly occupied zone if plane is not taken and the card is always in the sky plane.

FORSAKE

(Battlefield) While active, does not prevent direct player attacks on its controller.

INDESTRUCTIBLE

(Any Type) While active, it is not destroyed by card effect or damage.

INTENSIFY

(Any type) While active, add one intensity counter to this during the regroup step.

LARGE

(Equip) Takes up two equip spaces on the equipped card.

MANGLE

(Battlefield) Battle damage by this is dealt as damage counters.

PERMANENT

(Action) Action card remains in play, negating the normal rules, after entering play – until it is removed from play. While it is active its effect remains in effect as long as its conditions are met.

PIERCE

(Battlefield) Negates shield when engaged in battle.

PLOW

(Battlefield) When this card moves and enters battle, it does not end its momentum, allowing it to attack multiple cards in different zones of its move. When combined with stealth, its controller may choose which cards get attacked. Plow does not allow for attacking a card and directly in one move.

QUICK

(Battlefield) When the card takes x-to-attack it can not be blocked or dodged unless the other card also has quick.

RECOVER

(Any type) The card's controller may return it to their hand at interrupt speed when it is destroyed – normally at a cost.

SHIELD

(Battlefield) While active, the card gains shield – rewards no player damage upon its controlling player in battle.

SHIFT

(Battlefield) While active, friendly cards can move into this card's zone to activate an immediate move of this card if it is not exhausted. Once moved exhaust this. An exhausted card can not shift. If this card is ready but for some reason it can not shift, retreat the card that moved into this card's zone.

SMALL

(Equip) Takes up zero equip spaces on the equipped card.

STEALTH

(Battlefield) While active, except the destination zone, the card can move through zones without touching those zones or a card in those zone.

SUMMON

(Battlefield) While active, the card's controller can play and place cards in the sounding zones of this card.

TAUNT

(Battlefield) While active, if a card is in this card's attack-line, it may require that card to attack this one if it is to move-to-attack or manually move.

TELEPORT

(Battlefield) While active, the card can teleport by using a movement.

UNITE

(Battlefield) Can enter a friendly card's zone, and vice versa; as long as they unite facet card can "arm" the other card. When this happens, equip it to that card. United cards can "split" by moving the equipped card and leaving the united card in the zone left. Unite happens at interrupt speed. If unite fails for some reason, retreat the card that moved in order to unite the two.

VENOMOUS

(Battlefield) When the card deals battle damage, poison the battled card.

WITHER

(Any type) While active, remove one intensity counter from this during the regroup step.

OTHER ELEMENTS

Other game mechanics, elements, and keywords.

COUNTER TYPES

Counters are used to keep track of modifications to cards. D6 dice or a marker of any type can be used as counters. When a counter of any kind is added to a face-down card flip it face-up. If a card with counters is flipped face-down remove any counters on it.

Counters might be named and of one of these types:

DAMAGE

Each damage counter on a card acts as one permanent damage to that card.

DEFLECT

When a card has a deflect counter it gains deflect. When deflect is used remove a deflect counter. Deflect counters have priority over other applications of deflect.

FACET

When a counter is defined by the same name as a facet that card gains that facet.

FRAILITY

For each frailty counter on a card, that card gain $-1/-1/+0$. Can only be applied to battlefield cards.

INTENSITY

Intensity counters have no effect on a card. They are a specific type of counter for tracking the card's "intensity". "Intensity" is a general term used by a card to denote some level of effect.

POWER

For each power counter on a card, that card gain $+1/+1/+0$. Can only be applied to battlefield cards.

STUN

A card with any number of stun counters on it is stunned. At the end of its controller's regroup step remove one stun counter.

MATH

During the game, a player will need to do simple calculations. Always round down to the nearest whole number.

SYMBOLS

The game uses symbols to denote specific functions of the game. These include:



Throughout the rule book, the symbol functions are described.

KEYWORDS

In the game, some specific terms and keywords refer to elements of the game.

COPY

When a card becomes a copy of another card, treat it as if it is that card but do not swap out the cards. If a card becomes a copy of another card via an “**On Play:**” event effect, the copied card’s play events are set off because the card is still considered as being played when it becomes the copy.

If an effect is copied, do all the things of the copied effect as long as the copied effect's conditions are met. An effect copy is not the same as a card copy. Effects do not have existence requirements like cards may have. Copying an effect of a card with existence requirements does not require the effect copy to meet the requirements.

CRUSH

A crushed card is sent to the graveyard. Cards with indestructible are not immune to being crushed.

DECLARE

Declaration is a player saying something aloud.

DEFLECT

When a card with deflect becomes the target of an opponent's x-to-attack or effect, negate those. If a card is face-down and is then flipped because it becomes the target of x-to-attack or card effect and then gains deflect at that time, deflect does not prevent those because they already happened. Deflect must be active before the card becomes targeted. A card with deflect that is doing an x-to-attack is not the target of x-to-attack.

DESTROY

Send the card to the graveyard.

DISCARD

Send a card to the graveyard from its location. When the location of discard is not described in a card's effect text or otherwise, the location is the player's hand.

ELIMINATE

Send the card to the void.

EXHAUST

When a player exhausts a card, put it in the exhausted position – only ready cards can be exhausted. Making a card exhausted, if a battlefield card, does not take a movement or use a moment. Exhausting a card can also be phrased as: exhausting, exhausted, exhausts, and exhaust. Exhausting and exhausted position are not the same thing.

EXPLODE

Only battlefield cards can explode. When a card explodes, deal X normal damage to all surrounding cards where is the card's base attack stat and then send it to the graveyard. Explode does not deal player damage. Explode is a subtype of destroy.

FACE-UP / FACE-DOWN

When used in card text, it means anything in-play. For example, "destroy face-up card" can not allow a player to destroy a card in the graveyard.

FRIENDLY

A card the player or their teammate controls is friendly.

GATE X

Set card aside until the end of the turn. At the end of the turn, put (release) the gated card into X location if the gate is unlocked (each player's gate is unlocked at the start of the game). For example, "gate from graveyard" or "gate from hand" or "gate from battlefield" or another location. If a card says exactly "Gate from X" this means "if the card were to enter the X-location gate it from that location instead of it entering that location immediately.". When a card "gate from battlefield" the zone the card is played into is selected once the card is released from the gate. There is not a separate gate for each location. All locations use the same gate but may be gated from differing locations. A card returning from the gate is not considered replayed.

GROUND / GROUNDED

When a card is grounded, it exists on the ground plane.

HEAL

Remove all damage, damage counters, poison counters, and stun counters from the card.

IMMOVABLE

Cannot be moved by any means including card effect.

LIFE

Refers to a player's life. Cards do not have life.

LOAD X

Look at and arrange in any order X cards from the top of the deck then put any number of them on the bottom and/or top of the deck. If less than X cards in the deck arrange them all.

MAINTAIN

To keep the card active, a player may pay the "Maintain" cost during the card's controller's regroup steps – if not paid, the card is sent to the graveyard.

MOTIONLESS

The card can not use a movement, dodge, or block. The card also becomes grounded.

NOBLE

The card does not deal player damage from battle damage overflow.

PLAYER DAMAGE

Player damage is damage dealt to a player and reduces their life by the amount of damage dealt.

POISON

When a battlefield card is poisoned, at the beginning of its controller's regroup step add one damage counter to it – being poisoned multiple times does not increase this damage rate.

PUT

Cards might get put anywhere (hand, pile, battlefield, ect.) by card effect or game ruling. A “put” card's cost is not paid if it enters play.

READY

When a card is made ready, put it in the ready position – only exhausted cards can be made ready. Making a card ready, if a battlefield card, does not give it a movement or use a moment. Readying a card can also be phrased as: make ready, made ready, readying, readied, readies, and ready.

RELOAD

Put the card back in its owners deck and then shuffle their deck.

REPLAY

Take the active card and then play it without paying the card's base cost into the same zone.

REQUIRES

A card with “Requires” text within parentheses can not be played or reveal-played unless its required type/from/class/subclass is under its controller's active control on the battlefield. Force reveal-played cards are ousted if their requisite is not met. If a permanent card has a requirement and the requirement is not being met gate that card for the graveyard; if the requirement is met before the end of turn, return the card active to play (if a battlefield card, then put is in any unoccupied zone). The cards “**On Play:**” event effects are not active because the card is being put and not played. Keep in mind, an action card that is gated or

removed from play does not negate its effects. A card returning from the gate is not considered replayed.

RESISTANCE

The card can not be targeted for x-to-attack or by a card effect. For example, if a card has "(Resistance from Magical)" a Magical card can not target the card. Even with a card effect, a card can not move into a zone with a resistant opponent card. If a card enters a card's zone and that card thereafter resists it, the resisted card can not damage the resistant card even though the battle will happen.

RETREAT

Put a card in the zone it last moved from right after it has moved. A retreat is not a move, thus a player can not retreat a retreat.

RIP

To remove from the game entirely.

SACRIFICE

To send an active card to the graveyard. A sacrifice is not the same as destroying or eliminating, and it is not considered a destroy or eliminate. When a battlefield card is the target of a sacrifice, it must be active and not ousted.

SENT

Cards are only sent to a pile or aside.

SETTLE

When a card enters a zone, it settles there if the competition of the events stack upon the card entering the zone resolves and the card is still in play.

SHIELD

If a card has shield, it prevents its controller from taking player damage from its overflow battle damage.

SPY X

Where Y is a target opponent, unless target is defined by the card effect: Look at and arrange in any order X cards from the top of Y's deck then put any number of them on the bottom and/or top of the deck. If less than X cards in the deck arrange them all.

SURROUNDING

Surrounding cards: refers to all cards in adjacent zones. Surrounding zones: refers to all adjacent zones. Adjacent zones include the zones with touching corners.

STUN

A stunned card can not ready, be equipped, be united, use movement, attack, or use its manual effects or manual facets.

TAKE

Put the card in hand.

TARGET

Select an in play card as the target of an effect. For example, "Add 3 stun counters to target card." Some card effects are targeting while others are not. If a card is targeting, it will use language that implies such (you will see target, targets, targeted, and the like on the card if this is true) otherwise, the card is not targeting.

TELEPORT

Move the card to an empty zone without touching other zones.

TOP-LOAD

Put the card on the top of its owners deck face-down.

UNVEIL

Show the card to all other players. The unveil keyword is not the same as showing cards when a player wants. Instead, unveil is a keyword used in the game that requires a player to show a card to all players.

X: IN EFFECT TEXT

When X appears within the effect text of a card, it becomes the number value used within the cost portion of the card, whether in energy or sacrifices, or something else. X is always optional.

+X/+X/+X

Card text with $+1/+1/+1$ represents a stat modifier, adding one attack, one health, and one weakness to the card – a combination of negative and positive numeric variations may appear – for example, $+2/+5/-2$. These stats affect the card's base stats.

If a card has three full health and its base stat is modified with $+0/-2/+0$ its full health becomes one. If a card's health stat is modified to zero or below, the card is destroyed. When cards battle, their attack stat modifier is not dealt as damage by effect.

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