Turn Order

1. **Resource Phase**: Place up to two cards from your hand, face-down, onto the Resource Zone, oriented vertically (unexhausted). Then draw a number of cards equal to two minus the number of cards you placed into the Resource Zone. *SPECIAL EXCEPTION*: if you are the starting player, on the very first turn, you must only either place one card onto the Resource Zone OR draw one card.

2. **Action Phase**: You may play any creatures or spells from your hand that you are able to, and you may also activate in-play creature abilities and in-play traps with no activation condition.

3. **Battle Phase**: You may do battle with your unexhausted creatures.

4. **Recovery Phase**: Every card in play and every resource is unexhausted. Every creature in play has its offense and defense reset to the respective values printed on the card (reversing any damage or stat changes due to card abilities).

Battles

Battles take place only during the Battle Phase. You may attack as many times as you like as long as you have unexhausted creatures remaining,, but you may only target any given player or creature once per turn.

To attack, select any number of unexhausted creatures to attack with, exhaust them, and pick a target: an enemy player, or an enemy creature. The target player, or the owner of the target creature, then chooses any number of their unexhausted creatures (possibly including the target itself) to defend with and exhausts those creatures. Poth players choose and announce the "defending order" of their respective teams.

Each player rolls a number of dice equal to the total number of offense on their team. Each then takes their dice and applies each die result (in any order) as damage to the next member of the opposing fighting team (determined by the selected defending order) until either all dice are gone or all creatures in the team are destroyed. Then the defending player applies any remaining dice from the attacking player to the target as damage, and if the target was a player, the attacking player applies any remaining dice from the defending player to themselves as damage.

Note: a creature is destroyed when its defense reaches 0. You cannot apply further damage to a destroyed creature.

Creatures

Creatures do battle for you, and they may also have useful abilities.

Summon a creature by exhausting (turning sideways) the number of resources indicated by the creature's resource cost, found in the green circe on the bottom. The creature enters the Creature Zone exhausted (turned sideways). Some creatures have additional summoning conditions; check the card text if you see a silhouette of a padlock behind it.

Activate one of a creature's abilities by exhausting the creature and following the text. Note: each paragraph is a separate ability and you can only use one at a time. Some abilities have special activation conditions; these abilities can only be used at the time they say. Any other ability can only be used during your Action Phase.

Inflict damage to a creature by reducing its defense, and then destroying the creature (sending it to the graveyard) immediately if at that point its defense is 0.

Spells

Cast a spell from your hand by exhausting (turning sideways) the number of resources indicated by the spell's resource cost, found in the green circe on the bottom. Show the spell to the other players, do what it says, and send it to the graveyard.

Set a spell as a trap by exhausting resources the same as if you were casting it from your hand. The spell enters the Trap Zone face-down and exhausted (turned sideways). You can later activate an unexhausted trap by turning it face-up, at which point you do what the spell says and send it to the graveyard.

Some spells have special activation conditions; check the card text if you see a silhouette of a padlock behind it. Spells with activation conditions can only be used at the time they say. Any other spell can only be used during your Action Phase. If a spell has an activation condition, you cannot cast it from your hand; you must set it as a trap and then activate it that way when the timing is appropriate.