**Rules**

* Players play cards simultaneously
* Priority
  + Utility is applied first
  + Damage is applied last
  + If multiple cards are played, additional effects such as status effects are added at the end of the turn

ex.

*Shock* and *Discharge* are played simultaneously

Opposing player takes 26 damage and *static* is applied

* All over time effects occur at the beginning of each turn
* Game ends when either player’s heath reaches 0
* Players may hold a maximum of 10 cards in their hand
* If players each reach 0 health in the same turn it is a draw

**Statistics**

* All damage is rounded up to the nearest whole number
* When damage is mitigated, rounding is performed in favor of the damage
* Players begin with 150 starting health
* Wards of the same value do not stack
* All shields stack regardless of value

**Deck**

* Players pick 1 primary element, 1 secondary element and 1 tertiary element
* Before a match begins, players will see the element choices of their opponent
* Players will choose 1 major rune of the same type as their primary element and 1 minor rune after seeing their opponent’s elements.
* ~~Players may select up to:~~
  + ~~20 cards from primary element~~
  + ~~15 cards from secondary element~~
  + ~~5 cards from tertiary element~~
* Players may select up to:
  + 5 copies of primary element cards
  + 4 copies of secondary element cards
  + 3 copies of tertiary element cards
* Players will have a deck size of 40 cards