*This is a card game, similar to Legends of Runeterra, Magic the Gathering, Inscription, and many others. It focuses on betting as a core mechanic, using coins as health and resources.*

*For rules, specific overrides general.*

**Set Up:**

1. Players decide on the currency used, whether its stone pebbles for just fun, copper pieces for small bets, silver for medium bets, or gold for large bets.
2. Players decide on how large their health pool is at the start of the game, up to a maximum of twenty. Players must agree on this number.
3. Players bet a number of coins in accordance to their health pool. (20 Silver Pieces for 20 health, 13 Gold Pieces for 13 health, etc.) and place the piles to the side.
4. To decide who plays first, flip a coin. The winner decides to go first or last. Conversely, if this is a rematch, the loser from the previous match determines who goes first and last.

**Round Order:**

**Draw Phase:**

1. At the start of the game, each player shuffles their deck and draws seven cards. However, on subsequent turns, count the number of cards in your hand. Shuffle those cards into your deck, and draw that number of cards from the top of your deck, plus one additional card. You can hold up to a maximum of 8 cards in your hand. You cannot draw anymore while you have 8 cards.You may also keep cards from your previous hand, placing 1 coin per card you wish to keep into the pot. Alternatively to keeping cards, you may place 1 coin into your health pool and 1 into the pot per health, but the total amount you pay cannot exceed what's in the Betting Pot.

**Weave:**

1. On turn one, each player rolls a d4, discarding the lowest roll. This is the amount of mana available, and each player gets that amount for this round. Every other round, the amount of d4’s rolled increases by one to a maximum of 5d4’s.

**Player 1’s Turn:**

*Mobilization Phase*

1. This is the only time in which a player may bring forth Units to the board. To do so, pay the appropriate cost of the card, and meet any conditions it might have, and place it on the board. You may play as many creatures as you desire during this phase as long as you can pay the cost and meet the conditions.
2. During this time, you may play *Boons, Magical Items, Rituals,* and *Spells*.
3. Additionally, the opponent may play *Spells* during this time if they have the resources to do so, and meet the conditions of the card(s).

**Player 2’s Turn:**

*Mobilization Phase*

**Skirmish Phase**

Player 1’s Turn:

1. The player declares they are attacking, and picks a number of creature cards to attack with. The player may also play *Spells* during this time.

Player 2’s Turn:

1. The player decides which creatures to block. Multiple creatures may block a single target.