Athernum: The Old World

Trading Card Game

About the Game

Athernum: The Old World is a tactical collectible card game where you face off against other players with a custom-built deck. You lead a group of characters united by a common goal. Your main character is the key to your strategy—though not the only path to victory.

Unlike many well-known TCGs, victory here doesn't necessarily come through combat. Instead, you complete objectives, control locations, and strip your opponent of critical options—all to bring your plans closer to fruition. Combat is a tool, not the ultimate goal. You're not a hero—you're a strategist. You don't just command individual figures; you shape the course of an entire group or faction. Your choices decide whether your plan succeeds or fails. Whether you opt for open confrontation, move from the shadows, or reach your goal through diplomacy and manipulation—it's entirely up to you

What Is the World About?

The world of Athernum stands at the edge of the abyss. What was once an era of progress has become a monument to the arrogance of civilization. The last great nations have fallen, their flags now abandoned symbols of an order that no longer exists. Borders are nothing more than lines on yellowed maps—relics from a time when someone still believed they held meaning.

In this vacuum of power, new forces have risen. Factions of every origin and ideology struggle over the remnants of the old world—for influence, for resources, for a place they can claim as their own, or for nothing more than burning revenge. Each pursues its own goals. Some wish to save what can still be saved. Others seek dominion. Still others want to watch the world burn. Yet all are being swept up by something far greater than their dreams and nightmares.

The power of Essence is not magic, not a miracle—it is the crowning triumph of human science. A force from which energy is drawn, matter reshaped, and entire existences brought into being. Essence flows through all things. It has transformed what once were humans—their bodies, their minds, their very nature. New forms of life have emerged, while others have shattered. The world itself has split—literally. The elements are no longer mere forces of nature. They are weapons, tools, idols. And they are wielded by those who know how to control them. You are one of them.

Not as a warrior on the battlefield, but as an architect of the future. As a strategist who decides which faction will endure, which story will unfold, and which truth will survive in the end. This is the world of Athernum. And it does not wait

What Do You Need to Play?

To play a game of Athernum, you don't need much—just a few cards, some tokens, and the willingness to immerse yourself in a world full of strategy and stories

Building Your Deck

Your deck consists of exactly 60 cards. This is the standard for all regular games. You may include up to four copies of any given card in your deck—for example, four of the same character or the same item. This rule applies to all cards, regardless of type. Cards may not be swapped out between games—every decision matters from the very first turn.

In addition to your main deck, you may use what's called an Extra Deck. This deck contains special cards with unique rules that cannot be drawn directly during the game. These special rules determine when a card can be played. Such cards are clearly marked and are not part of the main deck. If they would be shuffled into your main deck, they instead return to the Extra Deck.

To be able to win at all, your deck must contain at least one card with a Victory Point field. These cards contribute to fulfilling your game objectives and are placed face-up on the field at the start of the match. This can be either a character or a location—depending on the foundation of your strategy.

Faction Rules

Each card either belongs to a faction (e.g., characters) or is factionless (e.g., items and locations). Faction cards can be identified by a symbol in the upper right corner of the card. When playing a character, you must use at least one resource from that character's faction to pay its cost. Factionless characters, on the other hand, can be paid for using any type of resource.

The primary way to gain resources is through the ability to generate one resource of your main character's faction during your turn. To do this, you need a Command Token. This creates a natural link between your choice of faction and the structure of your deck—without limiting your choice of cards. Even if you can't play every character, you can still combine all cards in principle

Card Structure

In Athernum, there are three basic card types: characters, items, and locations. Each type brings specific gameplay elements, but the fundamental layout is the same across all cards. Understanding the meaning of each card element is important. This information appears on every card—regardless of its role in the game:

- **Name** — the card's title. You may include up to four copies of any card in your deck. Cards with the same name count as copies, regardless of visual differences or which set they come from

- **Cost** — also called Acquisition Cost — shows how many resources must be spent to play the card. Cards without this field—such as items and locations—can be played directly from your hand without paying resources first

- **Faction Symbol** — indicates which faction the card belongs to. Characters with a faction symbol require at least one resource of that faction to be played. The faction symbol also determines which resources you can generate during your turn. For items and locations, the symbol has little significance

- **Ability Text** — also called Abilities — contains rules, effects, conditions, or special actions triggered when the card is played or during gameplay. This is important both for deck building and during the game

- **Card Type** — indicates whether the card is a character, an item, or a location. The type determines how and when the card can be used and its function in the game. Except for characters, all other cards have either "Item" or "Location" as their primary type

- **Victory Token Field** — indicates that the card can collect Victory Tokens. Your deck must contain at least one card with a Victory Token field. One such card from your deck starts the game face-up in play

Characters

The structure of a character card differs from other card types:

- **Supporters** — also called Support Ability — are characters whose abilities can be used not only on the game board but also directly from the hand. This ability is often independent of a specific faction and forms an important part of deck strategy

- **Item Slots** — indicate how many items a character can carry at once. Items must be placed in an empty item slot to activate their effects.

Characters also have two additional values that are important during gameplay:

- **Offensive Value** (OFV) — indicates how much damage a character can deal in combat. This value is crucial when attacking with that card

- **Defensive Value** (DFV) — indicates how much damage a character can sustain before being discarded. Damage is tracked with damage counters. If the number of damage counters exceeds the Defensive Value, the card is discarded

Together, these two values determine a character's combat strength. A high OFV makes a card offensively dangerous, while a high DFV makes it hard to take down

Types of Abilities

Card abilities are treated differently during gameplay:

- **Static Ability** — always active as long as the card is face-up in play

- **Triggered Ability** — activates automatically when a specific event occurs (e.g., "when," "whenever")

- **Activated Ability** — the player decides when to use it. These abilities are always named, and the cost (if any) is shown before a colon, e.g., "{1 resource}: Draw 1 card"

- **Objective Ability** — a special form of a triggered or activated ability that provides an alternative way to win the game

- **Support Ability** — can be played directly from the hand by discarding the card and paying any costs if necessary

- **Command Ability** — an activated ability that requires a Command Token to activate

These categories help to correctly understand effects and recognize when and how they can be used

Items

Some items may be attached face-down to characters with free item slots. You can reveal these items later to use their effects—even during an opponent's turn. This adds tactical depth. Once an item's effect has been triggered, you may discard it, but you are not required to do so

Locations

Locations are unique cards. Each player may control only one location at a time. If you want to play another location, you must first discard all other locations on your side of the field

QR Codes

Every card in the Athernum collectible card game features a unique QR code. This code is printed on the card and covered by a thin scratch-off layer that must be removed first. The code isn't just decorative—it's used for digital registration of your card in the official companion app.

With a registered code, you can:

- Manage your cards in a digital collection profile
- Verify cards and even use them for official online tournaments
- Access rules, updates, and the card's market value

Only scratch off the QR code if you intend to register the card. Once exposed, the code can be copied or misused if shown publicly. The QR code is not necessary for physical gameplay—it's an added feature for digital experiences

Game Materials

Besides your cards, you'll need a few additional items to correctly manage all game mechanics:

- **Victory Tokens**: Indicate how many far a card is to win the game

- **Exhaustion Counters**: Placed on cards to show they are exhausted and currently inactive. Exhausted cards are turned face down

- **Damage Counters**: Indicate how much damage a character has taken. When damage exceeds the defensive value, the card is discarded

- **Command Tokens**: A limited resource. You start with two and can spend them on powerful effects—such as drawing additional cards, generating resources, or activating special abilities

You can use glass beads, coins, dice, or other suitable game pieces as tokens. It's recommended to use different colors for different token types—for example, yellow for damage, blue for commands, and red for exhaustion.

Optionally, you can use a playmat. It helps organize your zones clearly

The Play Area

The play area in Athernum is divided into clearly defined zones. Each player has their own field with spaces for characters, items, resources, the main character, and additional zones for discarded or permanently removed cards.

A well-organized play area ensures clarity and overview—especially important in tactical games where multiple effects, states, and card interactions happen simultaneously. The following overview describes all zones as shown on the playmat:

- **Character Slots** — the spaces where active characters are placed. Each player has up to five regular character slots. Played characters are placed face-up here

- **Main Character Slot** — a special slot next to the regular character slots. At the start of the game, your main character is placed here if you chose one. If you started with a location that has a Victory Token Field instead, this slot remains empty

- **Location Slot** — marked with a location symbol, this slot is for played locations. Each player can control only one regular location at a time. To play a new location, all others on your location slot must first be discarded

- **Item Slots** — located directly below the character fields. Here you place face-down or face-up items attached to characters with free item slots. Items assigned to a discarded character are also discarded

- **Token Area** — the space between characters and items, designated for tokens placed on your characters—such as Victory Tokens, Exhaustion Counters, and damage counters. Tokens can be placed directly on affected cards or grouped here

- **Resource Zone** — all your resources are collected here. You can generate, spend, and manage them via effects. Resources are not represented by their own cards but by special game pieces or tokens

- **Deck** — your facedown pile of cards. Cards are drawn from here when you choose to during your turn or when effects allow it

- **Discard Pile** — cards that have been played, discarded, or used go face-up here. You may look through your discard pile at any time—including your opponent's

- **The Void** — a special zone for cards permanently removed from the game. Cards in the Void are no longer accessible unless a special ability allows their return

Face-Down Cards

Some cards—especially items—may be played face-down. When a character card becomes exhausted, it is also placed face-down on the play area. Face-down cards lie with their backs facing up. Normally, only their controller may look at them, but exhausted cards can be viewed by all players.

A face-down card temporarily loses:

- All abilities printed in the card text

- All its values (e.g., attack or defense)

- All other traits such as faction

However, it retains:

- Its name

- Its basic card type, such as character, item, or location, but no additional types

- Attached items—including cards placed face-down

- Its Victory Token Field and any Victory Tokens on it

When a card is turned face-up, all abilities and effects printed on the card text activate first, before the card's status is checked (for example, based on damage counters placed on it). This means a character with too many damage counters may be discarded immediately upon revealing—or might save itself through an ability

Play Area Organization

Using a playmat is especially recommended for new players. It helps keep zones organized and cards properly placed. Many mats are themed but clearly show fields for:

- Characters
- Main Characters
- Items
- Resources
- Deck / Discard Pile / Void

If playing without a mat, be sure to always lay out your cards clearly visible and unambiguously assigned

Game Setup

Before the game begins, all players must prepare their decks, choose starting cards, and set up the play area. Each player brings a complete deck of exactly 60 cards—an optional Extra Deck with special cards may also be prepared. The maximum number of copies of the same card in the deck is four. Cards in the Extra Deck are subject to the same restrictions. Decks may not be changed or swapped once a match (e.g., best-of-3) has started.

Additionally, the deck must contain at least one card with a Victory Token field. This card is active in play at the start of the first round. It can be a character, a location, or—in rare cases—an item

Choosing the Starting Card

At the start of the game, all players select one card with a Victory Token Field from their decks. This card is placed face-down on the play area—either in the Main Character slot if it's a character, or directly in the Location slot if it's a location. It may only be viewed by its owner before the game begins.

This card is the core of your strategy—it may match your chosen faction, but it doesn't have to. As long as you can use its effects effectively, the choice is yours.

Who Starts the Game?

In Athernum, the first turn is not decided randomly. Instead, the game start is determined by initiative, which is based on the chosen starting card. The initiative of a starting card corresponds to its play cost.

This means the higher the cost of the chosen starting card, the lower its initiative, and the more likely your opponent will take the first turn.

Once both players place their starting cards face-up on the play area, they compare initiative values. The player with the lower initiative goes first. In case of a tie, a coin toss, dice roll, or another suitable method decides.

This mechanism forces you to weigh your choice of starting card carefully. Do you want to play a strong card with a powerful effect and risk giving up initiative? Or do you pick a cheaper, more flexible card to secure the first turn—possibly with a less powerful card on the field?

Initiative is thus one of the first tactical decisions in the game

Drawing the Starting Hand

After choosing and placing the starting cards—and after determining who begins the game—all players shuffle their decks thoroughly and place them on the designated area. Then all players draw a starting hand of six cards

Objective of the Game

In Athernum, victory is not achieved by defeating the most opponents, but by exerting the greatest influence on the play area at the right moment. Influence is represented by Victory Tokens

How Is the Pool Formed?

Whenever a card with a Victory Token Field enters play, the corresponding number of Victory Tokens is added to the general pool. At the start of the game, this pool consists of the starting cards of all players—usually the chosen main characters or locations. As the game progresses and more cards with Victory Token Fields enter play (e.g., by playing additional characters), the pool expands accordingly.

Example: If your main character has a field for 4 Victory Tokens and your opponent's one for 5, the pool begins with 9 tokens

How Do You Win?

There are two ways to win the game:

- **Point Superiority** — a player wins immediately if all characters they control collectively have collected more Victory Tokens than their opponents could possibly reach

Example: In a 3-player game with 11 available Victory Tokens total, your characters have collected 5 tokens. Since your opponents have only 4 and 2 tokens respectively, they can no longer reach 5, and you win

- **Objective Ability** — many characters have a so-called Objective Ability. This represents a personal goal that can grant victory independently of the total Victory Tokens.

If a character with an Objective Ability has collected at least as many Victory Tokens as printed on its Victory Token Field, its controller wins the game. This victory condition overrides all others—even if another player theoretically reaches the same point total.

Other Ways the Game Can End:

- Deck Loss — if a player must draw a card but their deck is empty, they lose the game

- Effects Ending the Game — some cards or effects may cause immediate victory or defeat without meeting either of the above conditions. A victory effect is overridden by a defeat effect

Game Flow

A game of Athernum proceeds in alternating turns, each divided into four consecutive phases: Morning, Day, Evening, and Night. In each phase, different opportunities arise to play cards, manage resources, conduct attacks, or trigger specific effects. The structure remains consistent—whether playing your first card or working toward the game's end.

- **Morning** — The morning phase begins your turn and prepares your play area for upcoming actions. First, all effects that trigger "In the Morning" activate.

  Next, you remove one Exhaustion Counter from each of your cards. Once a card has no more exhaustion counters, it is revealed—meaning it is ready to participate in the game again.

  Then you gain exactly two Command Tokens. If you already have two, you cannot gain more. Excess tokens are lost without replacement. After this preparation, the Day phase begins

- **Day** — The day phase is the core of your turn. Here you draw cards, generate resources, play characters and items, conduct battles, and use special abilities of your cards

  First, all "At Day" effects are resolved. Then you may perform as many allowed actions as you wish, as long as the effect stack is empty and you hold priority.

  Your options during the Day include:

  - Drawing a card by spending one Command Token

  - Generating one resource of your main character's faction by also spending one Command Token (this can be done once per turn)

  - Place one Victory Token from the pool onto your main character by spending two Command Tokens (this can be done once per turn)

  - Playing characters from your hand if you can fully pay their costs. Note that you may not play characters with a Victory Token Field if a copy of that character is already under your control in play

  - Attaching items from your hand to your characters with free item slots—either face-up or face-down

  - Playing a location from your hand, replacing an existing location (this can be done once per turn)

  - Activating abilities if you can fully pay their costs

- Activating support abilities of characters in your hand to trigger one-time effects, then discarding those cards
- Entering the combat phase (this can be done once per turn, but not on the first turn of the game)

You determine the order of these actions yourself. You may switch between them, repeat some, or skip others. Only when you choose or are unable to perform more actions, you end the Day and move to the Evening phase

- **Evening** — During the evening, only effects that trigger "In the Evening" activate. No other actions may be taken in this phase. It serves to conclude your turn and automatically leads into the Night phase

- **Night** — The night phase occurs between turns and belongs to no active player. No one holds priority, and only effects that trigger "At Night" may be activated. Once these effects resolve, the next player begins their turn—starting again with Morning

Resources and the Resource Pool

In the game, resources are used to play cards and activate certain abilities. Resources must be exhausted to enter the resource pool, from which they can then be spent.

Once per turn, during your own turn, you may use one of the standard Command abilities to generate one resource of your main character's faction. This requires spending one Command Token.

Additionally, card or character effects may generate extra resources, exchange them, or recover already exhausted resources.

Resources can be represented by double-sided markers (e.g., coins) or special resource cards. Simply place your resources on the play area.

To add a resource to the resource pool, you must select an available, unexhausted resource and exhaust it. This places a marker or counter of the corresponding type into the resource pool. You may only spend resources from your own pool.

Resources in the pool can only be used during the current phase. When transitioning to the next phase, they expire and the pool is cleared.

Resource types—that is, the faction the resource represents—are usually distinguished by individual symbols and color combinations. Markers in the resource pool can, for example, be represented by appropriate dice

Exhaustion of Cards

Cards that become exhausted lose their active status and cannot be used temporarily. In Athernum, exhaustion is represented in a unique way—both visually and in game mechanics.

When a card is exhausted, the following happens:

- The card is placed face-down on the play area. It remains in its current position but with its back facing up

- An Exhaustion Counter is placed on the face-down card. This counter indicates that the card is in an exhausted state.

While a card is exhausted, the rules for face-down cards apply. It retains only:

- Its name

- Its basic card type such as character, item, or location, but no additional types

- Attached items—including cards placed face-down

- Its Victory Token Field and any Victory Tokens on it

All other printed information on the card is considered temporarily nonexistent. This includes abilities, faction affiliation, Offensive and Defensive Values, special rules, etc.

Exhausted cards remain face-down until, at the start of the Morning phase of your next turn, they lose one Exhaustion Counter

Who Can Do What?

Whenever a player activates an ability or plays a card, an effect stack—called the Stack—is created. This allows all players to respond to effects or actions before they resolve. Triggered effects also create an effect stack.

The rules work as follows:

- The active player initially has priority and may activate additional effects. Triggered effects are also placed on the effect stack

- Afterwards, other players have the opportunity to respond. They may activate abilities or reveal items. Triggered effects are likewise placed on the effect stack. Then the active player regains priority

- Each new effect is placed on top of the effect stack

Once no player wishes to add more effects to the stack, it resolves from top to bottom (last-in, first-out).

If a response triggers another reaction, the most recently triggered effect resolves first. This creates a tactically complex interplay that rewards timing and foresight.

Example: You activate an ability to deal damage. Your opponent responds by revealing an item. You then respond with an ability that neutralizes that item. The order in which these effects resolve determines the outcome of the turn

Combat Phase

During the Day phase, you may initiate the Combat Phase once per turn—but not during the very first turn of the game. In this phase, you can conduct any number of attacks as long as you have characters that are not exhausted.

A combat proceeds as follows:

- You choose one of your non-exhausted characters as the attacker

- You designate a target—usually an opponent's character with a Victory Token Field or strategic importance

- Your opponent may always assign one of their own characters as a defender, provided they control a suitable character

- The attack is resolved:

    - The attacker deals damage equal to their Offensive Value to the target

    - The target deals damage equal to their Offensive Value to the attacker—defenders fight back

    - Both characters receive damage counters. If the number of counters exceeds their Defensive Value, the respective card is discarded

- At the end of combat, the attacker becomes exhausted and is turned face-down

- If a defender was assigned, they also become exhausted

You may conduct multiple combats in succession during the Combat Phase, as long as you have characters ready to attack. Each attack fully resolves before the next begins.

A combat does not necessarily aim to destroy characters. Often it suffices to temporarily disable them by exhausting, blocking their abilities until the next round

Rules for the Main Character

The main character holds a special role in the game and is subject to specific rules:

- The main character cannot be discarded, returned to hand, banished, or placed into the Extradeck—neither by its own effects nor by opponent influences. Control of the main character cannot be taken over by other players

- If the main character receives damage from combat or effects exceeding their Defensive Value, it is not discarded. Instead, it becomes exhausted and all damage counters are removed

- The main character thus remains permanently in play but can become temporarily inactive through exhaustion and loses all active abilities

Card Effects and Activation

In Athernum, card effects are the core of your strategy. Whether you manipulate resources, protect characters, prepare attacks, or pursue alternative victory conditions, it all depends on how you use your cards' abilities. Cards can have one or more of the following ability types. These are always clearly indicated in the card text and often start with a keyword (e.g., Support, Command, Objective, etc.), usually in italicized text

- **Static Abilities** – These abilities are continuously active as long as the card is face-up in any zone on the game board. Their effect triggers once when the card is revealed or enters the game board, and then remains active as long as the card stays face-up. These abilities have no costs and are not activated. Their effect:

    - Is placed on the stack once when triggered
    - Ends if the card is turned face-down or leaves the respective zone

- **Triggered Abilities** – These abilities automatically trigger when a specific event occurs. They often begin with "When," "Whenever," or "At the beginning of." These abilities:

    - Activate automatically when their condition is met
    - Are placed on the stack
    - Cannot be prevented or delayed (except by special mechanics)
    - May require valid targets; if no valid targets exist, the effect has no impact

- **Activated Abilities** – These abilities must be manually announced and all costs fully paid. Only then is the effect placed on the stack. They always start with an ability name (e.g., Force) in italics and:

    - Must be declared and paid immediately
    - Are placed on the stack
    - Resolve regardless of the card's status, even if it is now face-down or discarded
    - May require valid targets; if none exist, the effect has no impact

- **Objective Abilities** – These abilities are either triggered or activated and always begin with the word Objective. They describe ways to earn Victory Tokens and represent alternative victory conditions

- **Command Abilities** – These are a special type of activated ability marked with the keyword Command. They require spending a Command Token in addition to the normal costs

- **Support Abilities** – These are activated from cards in your hand—you do not play the card, but discard it to trigger the effect. Besides the normal costs, you must pay an additional resource cost called the Support Activation Fee. These abilities:

- Must be activated from the hand
- Must be declared and paid immediately
- Are placed on the stack
- Cause the card to be discarded and can only be activated one at a time
- Require additional resources for activation (the Activation Fee), which count regardless of faction—any resources can be used
- Resolve regardless of the card's status, even if it has changed zones
- May require valid targets; if none exist, the effect has no impact

- **Equipment Abilities** – These are usually tied to items and begin with the word Equip. They are only active if the item is face-up in an item slot

  The effect persists even if the item is moved, but its effect shifts to the character in the new item slot.

Activating Abilities

An ability can only be activated if all specified costs are paid immediately and in full. Common cost types include:

- Resources (faction-specific or any)
- Command Tokens
- Exhaustion of the card itself
- Discarding or sacrificing cards
- Removing Victory Tokens
- Combinations of multiple cost types

When an effect is activated, it is placed on the effect stack and waits there to be resolved. This allows other players to respond

Effect Stack and Game States

The effect stack is a central mechanic that lets players build effects on top of each other in turn. Key rules include:

- The active player has priority and acts first

- Then all other players may activate effects

- New effects are placed on top of the stack

- When no one wishes to respond further, the stack resolves from top to bottom (last-in, first-out)

While the stack is open, no new actions may be taken—only further responses. After each fully resolved stack, game states are checked in a State-Based Check:

- If a character has damage counters equal to or exceeding its Defensive Value, it is discarded

- If uniqueness rules are violated, excess cards are discarded—for example, if multiple copies of a card with a Victory Token field are controlled simultaneously

- If a player must draw a card due to an effect but cannot because their deck is empty, they lose the game

- If a character with an Objective ability has enough Victory Tokens, its controller wins the game

- If conditions for abilities are met, those abilities trigger, and at the end of the check a new effect stack is created containing these triggered effects.

Once all game states have been checked and no further effects await resolution, the active player may continue performing actions

Special Notes

When using card effects, there are some special rules and exceptions to be aware of. These mainly concern face-down cards, target conditions, card status, and effects on the stack.

- Exhausted Cards Lose Their Abilities

  An exhausted card is placed face-down and loses all its active properties and abilities as long as it remains face-down. Exceptions apply only to effects originating from other sources that affect exhausted cards

- Target Conditions Must Be Met Upon Activation

  Effects that require a target can only be activated if a valid target exists at the time of activation. If the target's status changes after activation, the effect still resolves as announced—but its impact may be lost

- Cards Can Resolve Effects Even After Being Discarded

  If a card is discarded while its effect is still on the stack, the effect does not lose validity as long as all conditions were met when it triggered.

  This means that even if a character is discarded during an opponent's turn, its "When leaving the field" effect can still resolve correctly

- Multiple Abilities Triggering Simultaneously – Determining Order

When multiple abilities trigger at the same time (e.g., from the same action), the active player decides the order in which their own effects are placed on the stack.

Other players then follow. This order can be strategically crucial!

- Revealing Cards

A face-down attached item can be revealed at any time by its controller when they have priority—even during another player's turn.

When revealed, the item's static abilities are placed on the effect stack

Official Clarifications and Rules Interpretation

During a game, cards may be interpreted differently or certain situations may not be clearly covered by the beginner's rulebook. For these cases, official mechanisms exist to ensure that all players have access to binding rules and clarifications

- **Important Terms**

    - **Permanent** – A card or token that is face-up on the battlefield and remains there (e.g., characters, locations)

    - **Attachment** – A card or token attached to a character or location with an available item slot

    - **Token** – A game element created by an effect that is not a card from your deck and disappears when it leaves the battlefield

    - **Target** – A card or token that meets all the conditions of an effect

- **Rules Questions and Exceptions** – In complex interactions or with new cards, uncertainties can arise. In such cases:

    - Always follow the instructions printed on the card first
    - If a card text contradicts a general rule, the card text takes precedence
    - If an effect cannot be fully resolved, as much of it as possible is executed

- **Errata and Clarifications** – Individual cards may be corrected later (errata) or receive additional rule notes. This applies to:

    - Typos or unclear wording
    - Balance changes
    - Supplementary gameplay notes.

    Errata and clarifications are available in the official companion app and on the game's website. Official tournaments always use the latest published texts

- **The Comprehensive Rules** – In addition to this beginner's rulebook, there is a separate, expanded document called the Comprehensive Rules (CR). It contains:

    - All detailed steps and priority rules
    - Special cases and precise definitions
    - Official terms, interaction rules, and timing

    The current version of the Comprehensive Rules is available on the website and app and serves as the decision basis in official tournaments