

## CARDS

**Character** – stays in play as permanents, can attack, defend, and carry abilities.

**Location** – stay in play as permanents, may be played only once from by the same player, may carry effects.

**Item** – can be played directly or attached to characters and locations.

**Tokens** – temporary instances of cards created by effects. They behave like normal cards of their type but do not come from a deck



1. Name – the card's title

2. Faction – who the card belongs to

3. Acquisition Cost – cost to play the card

4. Support Fee – additional cost to play a Support Ability

5. Card Type – e.g., Character, Location, Item

6. Text Box – lists abilities or effects

7. Item Slots – the maximum number of items a card can have attached

8. Victory Token Field – allows the card to collect Victory Tokens

9. Combat Stats – lists the attack-and defense values of a character

## RESOURCES

Resources are created by special resource tokens when they are exhausted.

Once per turn, you may trade one Command Token to create one of those tokens.

Resources created from a token go into your personal pool and expire at the end of each phase.

Resources are usually factionless, unless the source specifies a faction.

Characters with a faction symbol must always be paid with at least one resource of that faction



## TURN SEQUENCE

**Morning Phase** – no cards may be played and no abilities may be activated during this phase. Remove one exhaustion counter from each card you control. If an exhausted card has no counters left, turn it face up. Then refill your command tokens up to a maximum of 2.

**Day Phase** – the active player gains priority and may play cards or activate abilities.

- Exchange one command token to draw 1 card.

- Once per turn, exchange one command token for a resource token.

- Once per turn, exchange one command token for a Victory Token. You may only use this ability if you have fewer Victory Tokens than all other players.

- Play characters and items from your hand, or attach items to cards with an open item slot.

- Once per turn, play a location from your hand. You must discard all other locations you control first.

- Activate abilities or turn face-down cards attached to cards you control face-up.

- Once per turn, you may enter the Combat Phase. After combat you return to the Day Phase. You cannot attack during the very first turn of the game.

At the end of the Day Phase, players may activate abilities one last time before the phase ends.

**Evening Phase** – End of turn. Effects that last “until end of turn” expire.

**Night Phase** – Serves as a transition between turns. No player actions are possible. Then the next player's turn begins

## Game Board

1. Main Character Slot – holds your main character; remains blocked if none is chosen

2. Character Slots – five positions for characters or tokens; no more can enter if all are filled

3. Location Slot – holds exactly one location; only the most recently placed stays in play

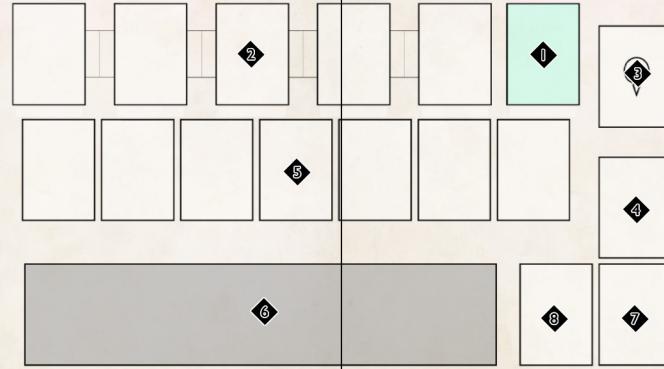
4. Void – zone for cards permanently removed from the game

5. Item Slots – keeps Attachments linked to permanents; if the host leaves play, the attachments are discarded

6. Resource Zone – area for Command Tokens, resources and resource tokens, which are exhausted to generate resources

7. Deck – your face-down draw pile; only the top card may be drawn or altered

8. Discard Pile – public zone for played or discarded cards; order may matter



## COMBAT PHASE

During this phase, any number of attacks may be declared one after another. Only non-exhausted cards with combat stats may attack.

Only cards with combat stats may be attacked or assigned as blockers. Only non-exhausted cards may block.

Before damage is dealt, all players have one last opportunity to respond.

An unblocked attacker deals its damage directly to the chosen target. In blocked attacks, attackers and blockers deal damage simultaneously equal to their stats. If a card has damage counters equal to or greater than its defense, it is discarded.

Afterwards, attackers and blockers become exhausted.

After all attacks have been performed, the game returns to the Day Phase

## EFFECTS AND RESPONSES

Whenever an ability is activated or a triggered effect occurs, it is placed “on the stack.” Players may respond in turn order by adding further effects. The top effect resolves first, then the one beneath it, until the stack is empty.

Only effects can be responded to. Playing a card or activating an ability itself cannot be responded to.

After each action, players check the game state together: does a card have damage equal to its defense? Are cards in illegal zones? Such conditions are handled immediately before play continues.

This creates a clear principle: action – response – resolution, letting players interact without losing track of the game flow

