I. INTRODUCTION
What is KONIVRER?

Set within an alternate history parallel to our own, KONIVRER (pronounced Conjurer) is a strategic, expandable card game made to simulate head-to-head battles where players take on the role of powerful magic users aptly named "Conjurers," of which this game takes its name. Build powerful decks representing your grimoire, the cards, and the pages within. Gods and monsters of legend inhabit this familiar yet new world. Do you have what it takes to survive?

A *very* brief Q&A:

Q: "So what's with the funky letters in the card names?" A: "In this alternative history, one empire-sized butterfly effect had to occur to achieve a level of narrative cohesion and 'fantasy realism' that I was satisfied with having for this world to exist: *Rome never came to power.* Because of this, the modern-day alphabet of this world doesn't have the structure in our world and stays in a Latin-derived form very similar to Roman Square but with heavier Greek influence. Part 7 of this rulebook shows how this alphabet works."

Objective:
- **Winning:** Reduce your opponent's Life Cards to 0 by attacking with Familiars and Spells. Players can defend with their own Familiar to protect their Life Cards. The last player or team standing wins.

Components:
- 6x 5 Element Flags
- 2x sets of the 63-card intro set.
- Rulebook (this document)
- **Optional**: Dice to track counters (not included)

Game Details
- **Playtime:** 30–60 minutes.
- **Age:** 12+
- **Players:** 2 or more (supports multiple game modes, including 1v1, 2v2, 3v3, and free-for-all)
- **Required:** A flat playing surface (e.g., table)

**Deck Construction**: Each deck follows strict building rules:
- 1 "Flag" to anchor your deck's Azoth identity, and it does not count toward your deck total.
- 40 cards total
- 1 copy per card maximum
    - 25 Common (♀) cards
    - 13 Uncommon (☽) cards
    - 2 Rare (☉) cards

II. PARTS OF A CARD
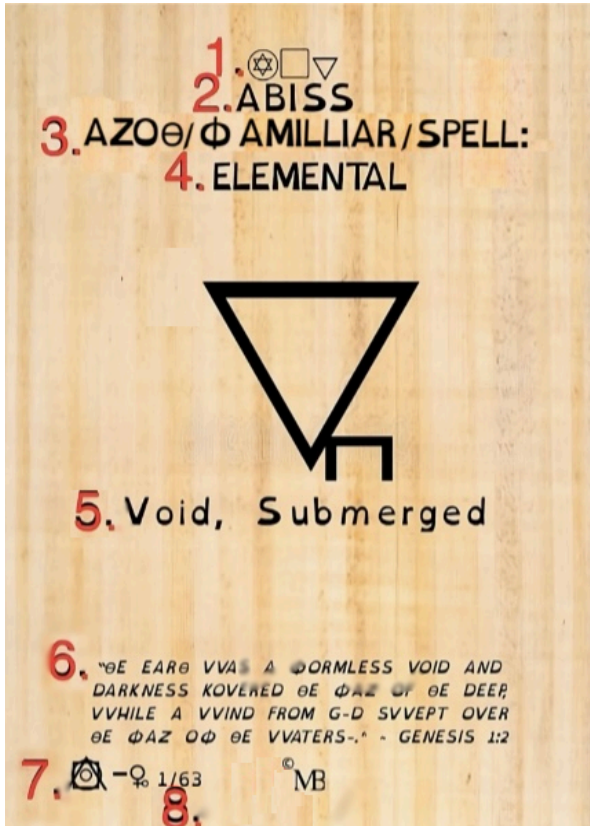
1. **Element(s):** The cost and elemental alignment of a card. The symbol "✡" determines the card's initial Strength on play, which is the amount of Azoth spent beyond the required elemental cost.
   - △: Fire
   - ▽: Water
   - ▽: Earth
   - △: Air
   - ○: Aether
   - ▢: Nether
   - ✡: Generic
2. **Name:** The card's title.
3. **Lesser type**: What type of card it is when on the Field
4. **Ability(s)**: Effect(s) when played as a Familiar or Spell.
5. **Flavor text**: Adds narrative context to the game world.
6. **Set and rarity symbol**: Indicates the card's set and rarity level.
7. **Set number:** Identifies the card's place within its set.

III. SETUP/ZONES
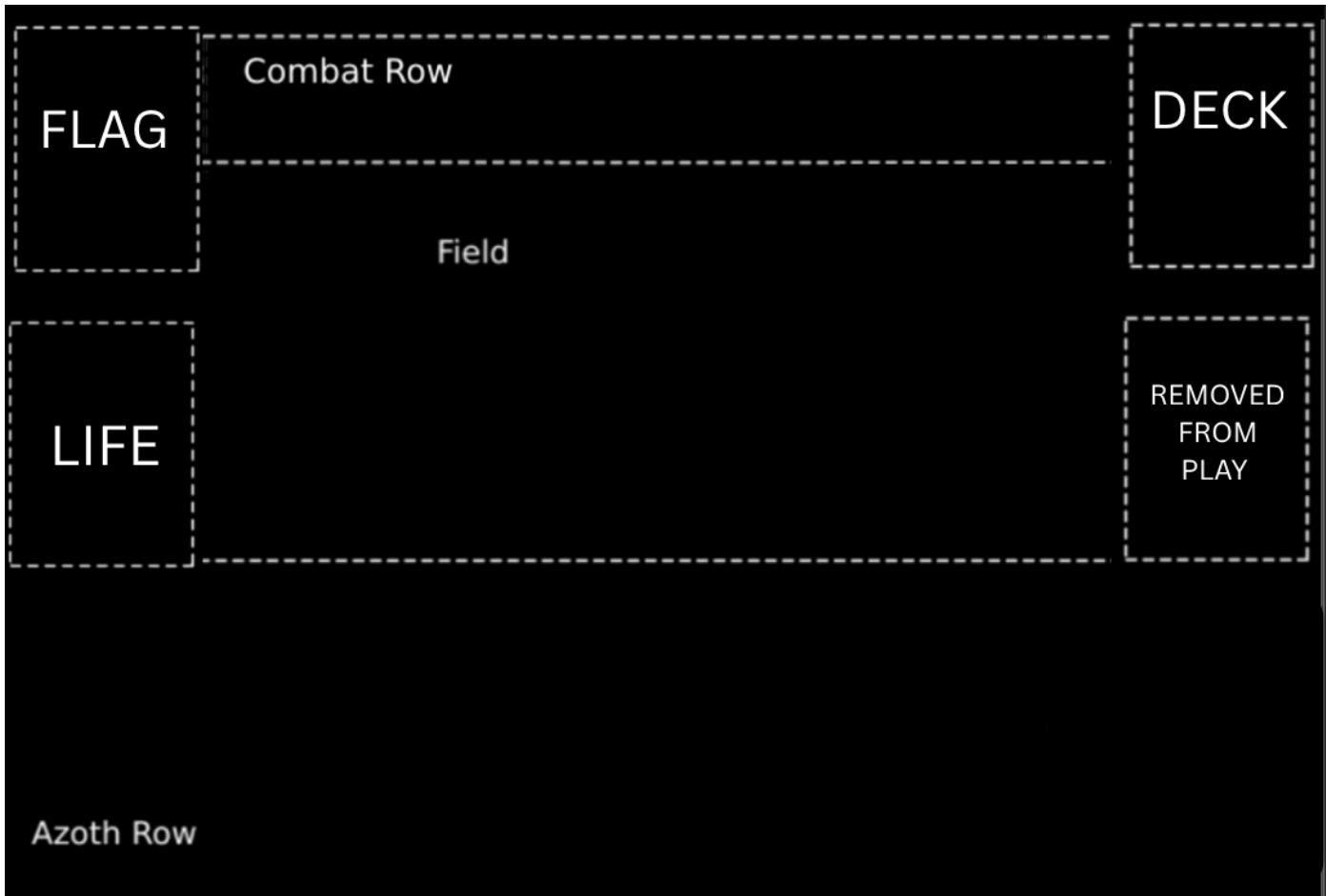
1. **Field:** Where Familiars and Spells are played.
2. **Combat Row:** Designated area for Familiar battles.
3. **Azoth Row:** Where Azoth cards are placed as resources.
4. **Deck:** Your draw pile for the duration of the game.
5. **Life:**
   ○ Before the game, shuffle your deck.
   ○ Place the top 4 cards face down in a separate stack. These are your Life Cards.
   ○ Life Cards remain hidden until revealed as damage is taken.
6. **Flag:** Place your Flag here so everyone can see what elements your deck abides by and has bonus damage against.
7. **Removed from Play:** A zone for cards that are affected by the Void keyword. These cards are visible to all players but cannot be interacted with.
8. **Player's Hand:** Cards not yet played.

IV. GAMEPLAY

The game is divided into several phases, repeated until one player or team remains:

0. **Pre Game Actions:**
   - Place your Flag on the top left corner of your play area.
   - Thoroughly shuffle your Deck and place it in the top right corner of your play area.
   - Take the top 4 cards of your Deck and place them in a stack below your Flag. Do not look at these cards.

1. **Start Phase:**
   - Draw 2 cards from your deck (only at the start of the game).
   - Optionally place 1 card face up in your Azoth Row as a resource.

2. **Main Phase:**
   - Play cards from your hand by resting Azoth (turning horizontally) to pay the costs of cards.
     - **Inherent:** All cards can be played via one of the conditions below.
       - **Summon**: Cards enter with +1 counters = the amount of Azoth paid for ⊗ if placed on the Field as a Familiar.
       - **Tribute:** If a card is Summoned, you may reduce the cost by the combined Elements costs and +1 counters of any number of Familiars you control, by removing them from the game.
       - **Azoth:** Place a card face-up in your Azoth Row. Each Azoth can only generate 1 type at a time.
       - **Spell:** Play a card from your hand but put it onto the bottom of your deck after resolving one of the abilities on the card; Use the amount of Azoth paid for ⊗ in place of the Element symbol in the ability's text.
       - **Burst:** You may play a card for free or put it in your hand when it's drawn from your life cards after you take damage. ⊗ = the number of life cards you have left when you play the card this way (this does not include itself,) and its keywords do not resolve.
   - Resolve Keywords.
   - Draw a card after each time you play a card.

3. **Combat Phase:**

   - Attack with Familiars individually by placing them in The game is divided into several phases, repeated until one player or team remains:
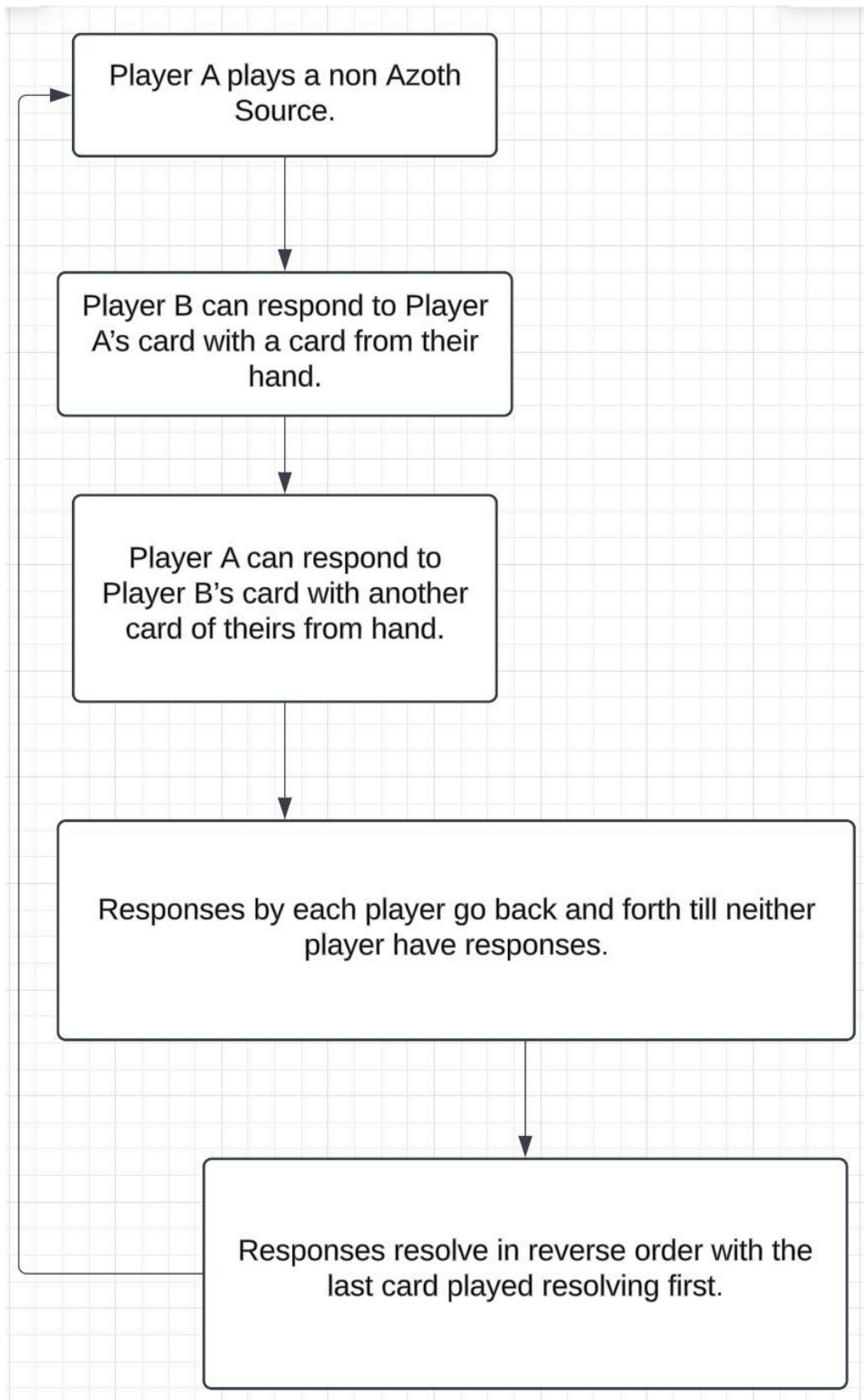
4. **Post-Combat Main Phase:**

  ● Play additional cards if resources allow.
5. **Refresh Phase:**
  ● Refresh all rested Azoth sources (turning vertical)

V. "DYNAMIC RESOLUTION CHAIN (DRC)"

Player A plays a non Azoth Source.

Player B can respond to Player A's card with a card from their hand.

Player A can respond to Player B's card with another card of theirs from hand.

Responses by each player go back and forth till neither player have responses.

Responses resolve in reverse order with the last card played resolving first.

VI. KEYWORDS

Each activates only once on the play of the respective Spell/Familiar.

- **Amalgam:**
  - **Summoned:** Choose one of the two listed Keywords when you play the card. The card gains that Keyword and its linked Element while it's in play. *Example*: Choosing "Gust" from "Gust or Brilliance" gives the card the Gust effect and the △ Element.
  - **Azoth:** Choose one of the two listed Elements when you play the card as an Azoth Source. While in play, the card can generate that Element whenever it is exhausted. *Example*: Choosing "△" from "(○/△)" means the card generates "△" when exhausted and cannot produce "○" for as long as the card is in your Azoth Row.

- **Brilliance:** Place target Familiar with +1 Counters or Spell with Strength ≤ ○ used to pay for this card's Strength on the bottom of its owner's life cards. (doesn't affect ▫ cards)

- **Gust**: Return target Familiar with +1 Counters or Spell with Strength ≤ △ used to pay for this card's Strength to its owner's hand. (doesn't affect ▽ cards)

- **Inferno**: After damage is dealt to the target card, add damage ≤ △ used to pay for this card's Strength. (doesn't affect ▽ cards)

- **Steadfast**: Redirect damage ≤ ▽ used to pay for this card's Strength, that would be done to you or cards you control, to this card's Strength. (doesn't affect △ cards)

- **Submerged**: Place target Familiar with +1 Counters or Spell with Strength ≤ ▽ used to pay for this card's Strength, that many cards below the top of its owner's deck (doesn't affect △ cards)

- **Quintessence**: This card can't be played as a Familiar. While in the Azoth row, it produces any Azoth type.

- **Void**: Remove target card from the game. (doesn't affect ○ cards)

VII. Alphabet & Core Symbols

Vowels:

- A /a/, /æ/ (APL), E /e/, /ɛ/ (BED), I /i/, /ɪ/, /j/ (BIT, YES → IES),

- O /o/, /ɔ/ (BOAT), V (for U) /u/, /ʊ/ (RVLE)

Consonants (Standard):

- B /b/, D /d/, G → Γ /g/, H /h/, K /k/, L /l/, M /m/, N /n/,

- P /p/, R /r/, T /t/, Z /s/, /z/ (ZNAK, ZOO), V /v/,

- VV (for W) /w/ (VVOD), Ξ /ks/, /gz/ (BOΞ), Φ /f/ (ΦISH), C replaced by K /k/, Q replaced by KW

Merged/Eliminated Letters:

- Y → I, J → I, U → V, C, Q, W removed.

Digraphs (Mandatory Compound Symbols)

- X = CH /x/, /k/ (BAX), Σ = SH /ʃ/ (ΣIP), Θ = TH /θ/ (ΘINK), Δ = DH /ð/ (ΔIS),

- NG /ŋ/ (SING), HL /hl/ (HLAF), HR /hr/ (HRING), KN /kn/ (KNIFE),

- GN /gn/ (GNOME), WH /ʍ/, /hw/ (WHILE)

Diphthongs

- AI /ai/ (TAIM), AU /au/ (HAUS), EI /ei/ (EIT), IE /iə/, /je/ (FIEL),

- EA /æə/, /ɛə/ (BEAR), EO /eo/, /eə/ (BEON), OU /ou/ (OUT)

Letter Doubling Rules

- Allowed: for stress/distinction — BUTTER vs. BUTER

- Removed: when unstressed or redundant — HAPINES, TAL