# KONIVRER Official Rules

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# 1. Game Overview

KONIVRER is a strategic trading card game where players take on the role of Conjurers, wielding powerful spells and summoning creatures to battle their opponents. Each player constructs a deck of 40 cards representing their magical arsenal. The goal is to reduce your opponent's life total from 20 to 0 through strategic gameplay, careful resource management, and tactical decision-making. Players alternate turns, drawing cards, playing spells, summoning creatures, and attacking their opponents.

# 2. Game Components

Each KONIVRER game requires: • A constructed deck of exactly 40 cards • Life counters or paper to track life totals • Tokens to represent creature abilities • A clean playing surface • Optional: Card sleeves for protection

# 3. Setup

1. Each player shuffles their deck thoroughly 2. Players determine who goes first (coin flip, dice roll, etc.) 3. Each player draws an opening hand of 7 cards 4. Players may mulligan (redraw) their hand once if desired 5. Both players start with 20 life points 6. The first player skips their first draw step

# 4. Turn Structure

Each turn consists of the following phases: **Draw Phase:** Draw one card from your deck (skip on first turn for first player) **Main Phase:** Play cards from your hand, activate abilities, and prepare for combat **Combat Phase:** Declare attackers, opponent declares blockers, resolve combat damage **End Phase:** Resolve end-of-turn effects and pass turn to opponent

# 5. Card Types

**Creatures:** Permanent cards that can attack and block. Have power and toughness values. **Spells:** One-time effects that resolve immediately and go to the discard pile. **Enchantments:** Permanent effects that remain in play until removed. **Artifacts:** Permanent items that provide ongoing benefits or abilities. **Lands:** Provide mana resources needed to cast other cards.

# 6. Combat System

Combat is the primary way to reduce your opponent's life total: 1. **Declare Attackers:** Choose which creatures attack 2. **Declare Blockers:** Opponent chooses which creatures block 3. **Resolve Damage:** Attacking creatures deal damage to blockers or opponent 4. **Cleanup:** Creatures with damage equal to or greater than their toughness are destroyed Creatures cannot attack the turn they are played unless they have the "Haste" ability.

# 7. Winning the Game

A player wins the game when: • Their opponent's life total reaches 0 or below • Their opponent cannot draw a card when required (deck runs out) • A card effect specifically states the player wins A game is a draw if both players would lose simultaneously.

# 8. Tournament Rules

For organized play and tournaments: • Matches are best of 3 games • 50-minute time limit per match • Deck lists must be submitted before play • Sideboards of up to 15 cards allowed • Players may sideboard between games • Professional conduct expected at all times

# 9. Glossary

**Conjurer:** A player in the game of KONIVRER **Mana:** The resource used to cast spells and summon creatures **Mulligan:** The option to redraw your opening hand **Haste:** Ability allowing creatures to attack immediately **Sideboard:** Additional cards that can be swapped between games **Stack:** The zone where spells wait to resolve