Each player has 13 cards. Each turn, the player chooses to either draw a card or use the card the other player has just discarded. Players can then cast these cards to do damage upon the opponent.

Card listing: A 2 3 4 5 6 7 8 9 10 P Kn Q K. 14 card suit.

CLEAR: When a player clears his hand via casting, he shuffles all his cards back into his deck and draws 13 new cards.

MAXIMUM: When a player has exactly 13 cards before he draws/picks up during his turn.

DISCORD: A state where a player has the wrong number of cards(not 13 – (some int \* 3)).

ADJUSTMENT: If a player is in discord, he must pay x life to draw a card. Can only do once per turn.

REFRESH: drawing a card then shuffling one back.

SILENCE: A player cannot cast.

**Casts**

When a player has cards in a pattern that is a cast, he may cast it to do damage to the opponent. When he casts, he lays down the cards and its effects are registered. There are 3 types of casts. A Head(3 consecutive casts of the same suits) , a meld(3 cards of the same number), and bar(4x of the same number). A player DOES NOT draw the number of cards he has cast.

**Cycle Casts:**

Players may cast 3 major arcana cards if they are all from different cycles, or if they are all from the same cycle. This may not be empowered. Cycle casts do damage based on the card values.

**Rune Casts/Arcane casts**

Each player are given a set of 24 runes to rune their major arcana cards with. These 24 runes form 8 sets of 3-rune words. Because over 1/4th of the deck is major arcana, there will more than likely be 3-4 major cards in hand. A player may cast 3 arcana cards if they are in the same rune word (this may not be powered with another Major Arcana card), or if they are each from different cycles. The player is given a chance to choose the Rune Word effect(rune cast, doesn’t apply to non-word casts) or one face up + one face down effect from the arcane triplet(some can fizzle because they are not appended to a normal cast). Rune Word effects are strong and persist throughout the game.

Runes are assigned to major arcana cards by the player in deck management. One rune word would be left out. Rune/Arcane casts dispel unfriendly persistent effects.

**Empowered casts**

When a player casts, he may power it with a major arcana card. This adds the powerful effect. Unlike the cast card, the player draws a card to replace the arcana card.

**Empowerment of heads: Major card played reverse**

Pentacles: represents Earth. merchant. +Gold earn of spell.

Wands: represents fire. peasant. Head: +damage dealt.

Cups: represents water:clergy. Head: +healing done.

Swords: represents air: military. silences a turn.

**Empowerment of melds: Major card played upright.**

no Pentacles: +flat gold bonus.

no Wands: + flat damage bonus.

no cups: adds a flat damage shield for next damage source.

no swords: Silences a turn.

**Empowerment of Bars:**

Play both Upright and Reverse effects of Major Arcana card.

**Arcana Effect:**

1st Cycle

I Magician: represents resource. Up: Creativity: Refresh 1 card. Down: No imagination: counter opponent's next major card.

II Priestess: Up: Knowledge. Pick a card from opponent's hand. he reveals this card. Down: Ignorance: You discard your next card face down.

III Empress: Up: Action. Increase suit bonus. Down: Counter opponent next suit bonus.

IV Emperor: Up: Achievement. Stability. Heal x pts or half your trail if you are trailing, max x\*2. Down: Weakness. -% damage on next opponent cast.

V Hierophant: Up: Conformism. Damage. Double if different deck. Down: Damage. Double if same deck.

VI Lovers: Up: Harmony. Cease-fire for 2 turns. Down: separation. Opponent randomly refreshes 3 cards.

VII Chariot: Up: Vengeance. Does 1/2 damage of last received attack. Down: Failure. The next time your opponent casts, he discards the middle card instead.

2nd cycle

IIX Strength: Up: Strength duh. Increase damage you deal this turn. Down: Tyranny. Your opponent's net Arc'd cast gets reduced damage.

IX The Hermit: Up: Patience. For each turn you don't cast, your next cast gets a damage bonus. Down: Rashness: If your opponent casts next turn, he takes 1/2 damage for you.

X The Wheel of Fortune: Up: lucky. If this card is meld x4, you win the game. Down: If your opponent is x times more life than you, you win the game.

XI Justice: Up: Balance. Half both player's lives. Down: Bias. If your opponent trails, he takes amount of damage trailing.

XII The Hanged Man: Up: Change, Suspense. If you use your opponent's next discard, double damage. Down: Unwillingness to make effort. Your opponent doesn't draw next turn.

XIII Death: Up: Transformation. Refresh death. If it's an arc card, append it in place of death. Down: Your opponent must discard his draw for 3 turns unless he casts it.

3rd cycle

XIIV Temperance: Up: Moderation. Your opponent halves empowerments next empowered cast. Down: Discord. Both players take 1/2 of what you would deal this turn in addition to your cast attack.

XIV The Devil: Up: Ravage. Your opponent takes x damage and discards y cards. You do half of that. Down: You lose all negative effects and Adjusts all cards without losing life.

XV The Tower: Up: Sudden change. Replenish your whole hand. Down: Following old ways, imprisonment. Your opponent can only cast the same type as last time (meld/head, w/w/o arc)

XVI The Star: Up: hope, faith. Refresh a card up to 3 times. Down: Disappointment. Opponent takes x damage for each card he draws and discards. Dispels upon arcana cast.

XVII The Moon: Up: Deception. Your next discard looks like a different card. If your opponent tries to take it, he takes damage. Down: Counter next debuff.

XVIII The Sun: Up: Satisfaction. gain a gold bonus. Double if winning. Down: Unhappiness.cancelled plans. Gain damage bonus. Double if losing.

XIX Judgement: Up: Awakening, renewal. Set to max life. Your opponent gains half. Down: Fear of death, ill health. Opponent gets tiny DOT until certain health left.

XX The World: Up: Perfection, Eternal life. You can't take damage. Down: Imperfection. As long as your opponent has < max life, he can't win and you can't lose.

0 Fool: Up: new adventures: Shuffle all your cards back in. Draw a full hand. Both players Set life to x. Down: bad decisions. Your opponent discards 1 card.

Buff Dispels with opponent arcana cast.

**Chain casts/Dragons/etc**

There are ways to cast more cards than the melds, heads, bars, arcanes, etc. One way is chaining casts. Casts can be chained if they satisfy certain conditions.

Resonant Strike A

If you draw or pick up a card that would complete both a meld/head, you may play both. For example, drawing the 10 of swords with the hand 10C, 10P, 8S, 9S may result in the play of all 5 cards. Both casts are counted. This will result in a discordant hand unless the play is arcana empowered. The empowerment applies bonuses to both casts, but only the arcane effect of the higher damaging cast is applied.

Resonant Strike B

If you draw or pick up a card that would complete a bar/head, you may play all 6 cards. It is slightly discouraged to empower because it would result in a discordant hand, but unlike RS A, both arcane effects are applied.

Flurry

A hand of any Resonating Strikes, and unempowered casts(including rune/arcane) that results in 1 major arcana card left over( e.g. drawing 10S with a hand of 3C, 4C, 5C, 10C, 10W, a rune word, XIX). All the casts will be played. The arcana card leftover serves as the discard before the player refreshes.

Maximum Cast

A Maximum cast is when drawing a card completes a combo that causes all 14 cards to be played (requires you to have not cast anything since the last clear). The following combos allow for this to happen. All Maximum casts let the casting player take an extra turn after this one. He may pick up his own discard.

Maximum Flurry

If a Flurry occurs when a player is at Maximum, Play both Arcana card effects of the discarded major arcana card.

Seven wonders

A draw/pickup that completes 7 pairs (10 10, 4, 4, etc. Bars count as 2 pairs). Cast each pair as a meld. Use draw as discard. Overrides silences.

Baron of Pentacles/Wands/Cups/Swords

If you draw/pick up a card that would complete all 14 cards of a suit, you may play your entire hand. Apply double the empowerment bonus of the suit. Deal extra damage. The K of the suit is the discard. Overrides silences.

Call of Ragnarok

If a draw/pick up completes all 8 runes of any Aett and the other 6 cards are 2 3-card casts, cast the 2 casts, then apply the power of that deity. The draw/pickup is treated as your discard. Aett power is applied after your casts. Overrides silences.

Trinity Force

If you complete 3 bars and a couplet, triple damage done. Apply both effects of discard major arcana card.

The Legend of Koizumi

A, K of each suit, one rune from each Aett, then 1 arcana card from each cycle. You do damage equivalent to opponent’s remaining life. If opponent is protected by Arcana XX, dispel it and do half that amount of damage. Overrides silences.

Runes

Frejya's Aett. Ride of the Valkyries: opponent takes x damage for each card in hand.

Fehu: Wealth. Abundance.

Uruz: Ox. robust strength.

Thuriasz: Thorn/Giant. Conflict, force.

Ansuz: Ancestral God/Odin. communication.

Raidho: Wagon. Travel.

Kenaz: Torch. Vision, Revelation.

Wunjo: Joy.

Heimdall's Aett: Bifrost Guardian: Reveals entire hand of opponent.

Hagalaz: Hail. Wrath of Nature.

Nauthiz. Delay. Restriction.

Isa: Ice. A challenge, obstacle.

Jera: A year, a good harvest.

Eiwaz: Yew tree. Stability.

Penthro. Cup/Vagina. Mystery.

Algiz: Elk. Protection.

Sowelo: Sun. Success. Goal

Tyr's Aett: Berserkrgang: Double Damage for x turns.

Tiwaz: Tyr, the sky god. Honor, Justice.

Berkano: Birch-goddess. Birth, fertility, growth.

Ehwaz:Horse. Transportation. Vehicle.

Mannaz: Man. Self.

Laguz: Water. Sea. Healing.

Ingwaz: the Earth god. Male fertility.

Dagaz: Day. Breakthrough, awakening.

Othala: Inherited property. House, home.

Birth: Ingwaz+ Penthro + Berkano (Male fertility + Woman + Fertility) Whenever you draw, you may draw 2 instead (discard 2 at the end of turn)

Breaking Dawn: Kenaz + Dagaz + Sowelo. (Torch, Sun, Day). Whenever the opponent heals, heal reduced by x%. Then he is silenced for 1 turn.

Wonder: Ehwaz + Raidho + Ansuz (Transportation, Travel, Communication). Opponent plays with his top card revealed.

Plenty: Fehu + Jera + Othala(Wealth + Harvest + Home) Each turn, gain x gold and y life.

Blue wrath: Laguz + Isa + Hagalaz ( water, ice, hail) Each turn, gain x life and opponent takes 3x damage.

Footstrong: Eiwaz + Algiz + Uruz (Protection + Stability + Strength). You take -20% damage.

Holy Fervor(Thuriasz + Tiwaz + Wunjo) +x% damage. Whenever you do damage, you gain y% life from the damage.