
ALTERED COMPLETE RULES

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About This File

This document is the reference for the rules of the Altered Trading Card Game, which is edited by Equinox. It is not meant as a way to learn playing. Newer player should look for the “Quick Rules”. New editions of the Complete Rules are released on a regular basis. You can find the latest version, as well as the Quick Rules, at <https://www.altered.gg/en-us/the-game/how-to-play>.

Authors

Version 1.0 - 1.1 *Florian Horn*. With thanks to Maverick Chardet and Àre Maturana for their precious comments.

Version 2.0 *Maverick Chardet, Florian Horn*.

Version 2.1 - 3.0 *Maverick Chardet*.

Many thanks to the members of the **Altered Judge Network** Discord server for their helpful feedback.

1 Overview

1.1 General

1.1.1 This Document

1.1.1.a The Altered Complete Rules is an expert document meant to resolve the thornier cases that can occur when [cards](#) interact in unexpected ways. They are not meant to learn the rules of [Altered](#).

1.1.1.b It is not expected that players know the content of this document. However, reading the first section and particularly Subsection [1.4](#) “Golden Rules” should help solve most questions.

1.1.1.c Each numbered paragraph from Section [2](#) “Objects” onwards is a [rule](#).

1.1.1.d The first section of this document is an informal summary of the rules. From Section [2](#) “Objects” onward, each numbered paragraph is a [rule](#).

1.1.1.e Remarks and examples, written *in italics* are not [rules](#). They are meant to clarify the meaning of the [rules](#).

1.1.2 Scope

1.1.2.a These [rules](#) apply to any two-player game of [Altered](#).

1.1.2.b If other official documents contradict these [rules](#), the other documents take precedence.

1.1.3 Collectible Card Game

1.1.3.a [Altered](#) is a collectible card game: [players](#) do not play with [cards](#) from a common pool, but from their own collection.

1.1.3.b In order to play a game of [Altered](#), each player needs a deck of [Altered cards](#) (not to be confused with the [Deck zone](#) during play).

1.1.3.c For the purpose of the [rules](#), a player is the [owner](#) of the [cards](#) in their deck, regardless of legal ownership. Nothing in the game can change the owner of a [card](#).

1.1.3.d In the course of a game of [Altered](#), a [player](#) may gain control over [cards](#) of their opponents. This does not change the [owner](#) of the [card](#).

1.1.4 Constructed Play

1.1.4.a In constructed play, a player uses [Altered cards](#) from their collection to build their deck.


1.1.4.b A constructed deck must include exactly 1 [Hero](#).


1.1.4.c A constructed deck must include at least 39 other [cards](#).

1.1.4.d A constructed deck can only include [cards](#) of the same [faction](#) as its [Hero](#).

1.1.4.e A constructed deck can include at most 3 [cards](#) with the same [name](#).

***Remark.** In [Altered](#), contrary to many other collectible card games, cards with the same [name](#) may have different [characteristics](#), [rarity](#), and [faction](#). A player in a constructed event should make clear which version of a [card](#) they play. See [Figure 1](#) for an example*

1.1.4.f A constructed deck can include at most 15 rare () [cards](#).

1.1.4.g A constructed deck can include at most 3 unique () [cards](#).

1.1.5 Limited Play

1.1.5.a In limited play, players must build their deck from a restricted pool of [cards](#) provided to them for a specific event, plus any number of Mana Convergence.



 Sneezzer Shroom
  Sneezzer Shroom
  Sneezzer Shroom



 BTG-A-2640 Sneezzer Shroom



 BTG-1859 Sneezzer Shroom

Figure 1: Five flavours of Sneezzer Shroom

- 1.1.5.b A limited deck can include at most 1 **Hero**.
- 1.1.5.c A limited deck must include at least 29 non-Hero **cards**.
- 1.1.5.d A limited deck can include **cards** from at most 3 **factions**; if that deck include a **Hero**, that Hero's **faction** counts as one of the three.

***Remark.** Limited decks have no restrictions in terms of **name** or **rarity**.*

1.1.6 Numbers and Symbols

- 1.1.6.a When the game uses a number, it is always an integer.
- 1.1.6.b If an event requires a division, it will specify whether to round up or down.
- 1.1.6.c If an event would need to divide a number by 0, that event cannot happen.
- 1.1.6.d If a calculation uses a missing number (e.g. the **statistics** of a non-**Character card**), it uses zero instead.
- 1.1.6.e The symbol ➡ means “When I join the **Expedition zone** or the **Landmark zone** –”.
- 1.1.6.f The symbol 🖐 means “When I am played from **Hand** –”.
- 1.1.6.g The symbol 🗑 means “When I am played from **Reserve** –”.
- 1.1.6.h The symbol 🗑 means “**Exhaust** me”.
- 1.1.6.i The symbol ✖ means “Discard me from **Reserve**”.

1.1.6.j The symbol ∞ precedes a **support ability** (an **ability** that works only in **Reserve**) which is a **Reaction** ability or a **passive ability**.

1.1.6.k A white [number] in a black or yellow circle (**1**, **2**, ...) in a **cost** means “Pay [that number] mana”.

1.1.7 Material

1.1.7.a Each **player** starts the game with a deck of **Altered cards**. They should be officially printed **Altered cards** with a valid QR code pointing to <https://www.altered.gg>. For the purpose of the rules, the text of an **Altered card** is the English text appearing on the **Altered** website. Note that the text appearing on the physical card may differ, if the card is printed in a different language or without text. It may also have received errata.

1.1.7.b **Tokens** are used to represent **objects** that are created by the game, but do not have a corresponding **Altered card**. **Players** must have a way to represent the **tokens** that their deck can create in a way that makes clear their **characteristics** and **status**. It is possible, but not mandatory, to use the official **tokens** published by Equinox. For rules purposes, **tokens** are **cards** and the owner of a **token** is the player who created it.

1.1.7.c **Counters** are markers put on **cards** by **events** in the game. Players should have a way of representing **counters** which make clear which counters are on which **objects**. Counters with the same name are indistinguishable.

1.1.7.d If a **player**’s deck has cards that ask them to “roll a die”, they should have fair six-sided dice numbered from 1 to 6.

1.1.7.e **Players** should have a way to represent the **status** of their **objects** in all **visible zones**. The **exhausted status** is usually represented by turning the representation of the **object** from a vertical to an horizontal direction (a non-**exhausted object** is **ready**). Other **statuses** may be represented by printed or colored markers.

1.1.7.f Between the two of them, players need a **Hero Region Card**, a **Companion Region Card**, and three different **Tumult cards** (one ♣ | ▲♦, one ▲ | ♣♦, and one ♦ | ♣▲) to represent the **Adventure**.

1.2 Game Concepts

1.2.1 Players

- 1.2.1.a A **player** is a participant in a game of **Altered**.
- 1.2.1.b In a two-**player** game, each **player** is the other's **opponent**.
- 1.2.1.c Each player in a game of **Altered** needs to have their own deck.
- 1.2.1.d Each player has a number of **personal zones** in the game: **Deck**, **Discard pile**, **Hand**, **Hero zone**, **Landmark zone**, **Mana zone**, and **Reserve**.

1.2.2 Objects

- 1.2.2.a **Objects** are the game pieces of **Altered**.
- 1.2.2.b Most things in a game of **Altered** are either **objects**, properties of **objects** or sets of **objects**.
- 1.2.2.c **Objects** have **characteristics**:
- **Type** (**Character**, **Emblem**, **Hero**, **Permanent**, **Region**, **Spell**)
 - **Sub-type**
 - **Name**
 - **Rarity** (common , rare , unique )
 - **Version**
 - **Hand Cost**
 - **Reserve Cost**
 - **Faction** (**Axiom** , **Bravos** , **Lyra** , **Muna** , **Ordis** , **Yzmir** )
 - **Statistics** (one number for each of , , )
 - **Abilities**

- [Reserve limit](#) (only for [Heroes](#))
- [Landmark limit](#) (only for [Heroes](#))
- [Duration](#) (only for [Emblems](#))

1.2.2.d An [object](#) may lack some of these [characteristics](#).

1.2.3 Zones

1.2.3.a [Zones](#) are the game board of [Altered](#). They are sets of [cards](#) or [objects](#).

1.2.3.b There are ten kind of [zones](#) ([Adventure](#), [Deck](#), [Discard pile](#), [Expedition zone](#), [Hand](#), [Hero zone](#), [Landmark zone](#), [Limbo](#), [Mana zone](#), [Reserve](#)).

1.2.3.c The [Expedition zone](#) is split into four [sub-zones](#) called [Expeditions](#): one [Hero Expedition](#) and one [Companion Expedition](#) for each [player](#). In a 2-player game, the two [Hero Expeditions](#) (one for each player) are facing each other, as well as the two [Companion Expeditions](#).

1.2.3.d Three [zones](#) are [shared](#): [Adventure](#), [Expedition zone](#), [Limbo](#). There is only one of each in a game of [Altered](#).

1.2.3.e The seven other [zones](#) are [personal](#). Each player has their own [Deck](#), [Discard pile](#), [Hand](#), [Hero zone](#), [Landmark zone](#), [Mana zone](#), and [Reserve](#).

1.2.3.f Eight [zones](#) are [visible](#): [Adventure](#), [Discard pile](#), [Expedition zone](#), [Hero zone](#), [Landmark zone](#), [Limbo](#), [Mana zone](#) and [Reserve](#). They contain [objects](#); players can know their number and [characteristics](#) of all [objects](#) in these [zones](#) at all time.

1.2.3.g The two other [zones](#) are [hidden](#): [Deck](#), and [Hand](#). They contain [cards](#); players can know the number of [cards](#) in each of these [zones](#) at all time.

1.2.4 Abilities

1.2.4.a Each paragraph in the textbox of an [object](#) is a separate [ability](#).

1.2.4.b Some abilities are represented by **keywords**. Several **keywords**, representing different **abilities**, may appear the same line.

1.2.4.c There are four types of **abilities**:

- **Quick actions** are written “**Cost: Effect**”. Players may play any number of **quick actions** in their turn before playing a **card** or passing.
- **Reactions** are written “**Trigger – Effect**” or “**Effect** after **trigger**”. When an **event** activates the **trigger**, the **Effect** resolves.
- **Passive abilities** are written as statements. **Passive abilities** may modify **rules**, **events**, or the **characteristics** of **objects**.
- **Effects** are written as changes to the game state. When an **effect** resolves, these changes are applied.

1.2.4.d Abilities of non-**Hero objects** only work when that **object** is **in play** (i.e. in the **Expedition zone**, or the **Landmark zone**) unless it specifies that it works in another zone. Furthermore:

- **Abilities** of **Heroes** only work in the **Hero zone**;
- **Support abilities** only work in **Reserve**, and only when the **object** is **ready**;
- **Abilities** of **Emblems** only work in **Limbo**;
- **Abilities** of an **object** that say that it can be played from a specific **zone** work in that **zone**;
- **Abilities** of an **object** that change the way it may be played, *e.g.* by changing its **cost**, work in any **zone** from which that **object** can be played.

1.2.5 Costs

1.2.5.a A **cost** is a change to the game state that a player can do in order to do something, e.g. playing a **card** or a **quick action**.

1.2.5.b A **player** is never forced to pay a **cost**. Not paying a **cost** may preclude certain game actions, such as playing a **card**, or have some things happen or not happen.

1.2.5.c **Costs** must always be paid in full. If a player cannot pay part of a **cost**, they cannot pay the **cost** at all.

1.2.5.d All parts in a single **cost** are always paid simultaneously.

1.2.5.e A mana **cost** is payed by exhausting that many **Mana Orbs**.

1.2.6 Effects

1.2.6.a An **effect** is a change to the game state that happens during the resolution of a **spell**, a **quick action**, a **Reaction**, a **daily effect**, or a **turn effect**.

1.2.6.b **Effects** may have several **steps**. There is usually one **step** for each verb in an effect, unless these verbs are said to happen simultaneously.

1.2.6.c Some **steps** use the word “**target**”. A **target** is an **object**, **player**, **Expedition** or **zone** that the **controller** of the **effect** chooses as it resolves.

1.2.6.d **Steps** are usually mandatory. Optional **steps** use the word “may”.

1.2.6.e Some **steps** are conditional. They are written “If [condition], do [step]”. Conditional **steps** whose condition is not met are ignored.

1.2.6.f If part of an **effect** cannot happen, that part is ignored, but the rest of the **effect** happens normally.

1.2.7 Events

1.2.7.a An **event** is a change from one game state to the next.

1.2.7.b Paying a **cost** is always a single **event**.

1.2.7.c There is a different **event** for each **step** in the resolution of an **effect**.

1.2.7.d Some [events](#) involve no change in the game state, for example if they act on an empty set of [objects](#) or if they only provide information to one or both [players](#).

1.3 Game Progress

1.3.1 Starting the Game

1.3.1.a The players build a common [Adventure](#) with the [Hero Region](#) card on one end, the [Companion Region](#) card on the other, and three face-down [Tumult cards](#) in random positions and orientations between the [Hero Region](#) and the [Companion Region](#).

1.3.1.b Each [player's hero Expedition counter](#) is put on the [Hero Region](#), and each [player's companion Expedition counter](#) is put on the [Companion Region](#).

1.3.1.c Each player puts their [Hero](#) (if they have one) in their [Hero zone](#), shuffles the rest of their [cards](#) and puts it in their [Deck](#).

1.3.1.d The [first player](#) of the first [day](#) is determined at random.

1.3.1.e In the [Morning](#) of the first [day](#), instead of the normal [daily effects](#), [players](#) draw six [cards](#) and put three of them [ready](#) in their [Mana zone](#).

1.3.2 Day Progress

1.3.2.a Each [day](#) is divided into five [phases](#).

1.3.2.b In the [Morning phase](#), the opponent of the [first player](#) becomes the [first player](#) ([Succeed](#)), players ready their [Heroes](#), [Characters](#), [Permanents](#), [Mana Orbs](#), and [cards](#) in [Reserve](#) ([Prepare](#)), draw two [cards](#) ([Draw](#)) and may put one card from their [Hand](#) in their [Mana zone](#) as a [ready Mana Orb](#) ([Expand](#)).

1.3.2.c In the [Noon phase](#), nothing happens unless one or more [Reactions](#) trigger “At [Noon](#)”.

1.3.2.d In the **Afternoon phase**, starting with the **first player**, **players** alternate taking **turns** until both have passed; during their **turn**, a player may play any number of **quick actions** and then either play a **card** or pass; once a player has passed, they cannot take more **turns** this **day**.

1.3.2.e In the **Dusk phase**, **players** sum up the **statistics** of all the **characters** in each of their **Expeditions**. An **Expedition** moves forward if one of its **statistics** is:

- one of its **terrains**;
- (strictly) greater than the corresponding **statistic** of the **Expedition** facing it;
- (strictly) greater than zero.

1.3.2.f In the **Night phase**, **Characters** in the **Expedition zone** and **Gears** that belonged in an **Expedition** that moved forward this **day** return to the **Reserve (Rest)**. Extra **cards** in **Reserve** are discarded, and extra cards in **Landmark zone** are sacrificed (**Clean-up**). Finally, we check if a player has won the game (**Check Victory**), as described in the following section.

1.3.3 Ending the Game

1.3.3.a During **Check Victory**, before starting a new **day**, check if at least one player's **hero Expedition** and **companion Expedition** have met or crossed each other.

1.3.3.b At that point, count the distance between each **Expedition** and its starting **Region**. If the total distance of one **player's Expeditions** is greater than their **opponent's**, that player wins the game.

1.3.3.c Otherwise, **tiebreakers** start: all **regions** in the **Adventure** are immediately replaced by the **Arena** (on the back of the **Companion card**).

1.3.3.d During **tiebreakers**, all **Expeditions** are in the **Arena**, and the **statistics** of all **Characters** are summed up during **Dusk**.

1.3.3.e Players play new days until one of them, during **Dusk**, wins on more **terrains** than their opponent. When that happens, they win the game.

1.3.3.f **Tiebreakers** may last for several **days**.

1.4 Golden Rules

1.4.1 Can't Beats Can

1.4.1.a If a rule or a **passive ability** says that it is impossible to do something, and a **cost** or an **effect** tries to do that thing, then the thing cannot be done.

1.4.1.b An impossible **cost** cannot be paid.

1.4.1.c An impossible **effect** cannot be performed. If other parts of the **effect** can happen, the rest of the **effect** resolves normally.

1.4.1.d It is impossible to modify an impossible **event**, even if the modified **event** would itself be possible.

1.4.2 Specific Beats General

1.4.2.a If a **card** allows a player to do something that they cannot normally do, or to do it in a different way, the **card** takes priority.

1.4.3 My Cards, My Zones







1.4.3.a If a **card** owned by a player would move to a **zone** belonging to another player, it goes to its owner's corresponding zone instead.

1.4.4 New Zone, New Object

1.4.4.a **Objects** do not change **zones**, the items that represent them does. Anything that relates to an **object** in a **zone** will not be able to follow it to another **zone**, except for the **event** which moves an **object**.

1.4.5 Initiative Order

1.4.5.a If both players need to take decisions simultaneously, the **player** with **initiative** (the **player** who is currently taking their turn or the **first player** during non-**Afternoon phases**) must decide first. If that choice involves an **object** from a **visible zone**, their opponent knows which **object** they have chosen. If the choice involves a **card** from a **hidden zone**, they must make their choice explicit, but they do not need to reveal the chosen **card**.

***Example.** Ninette plays a game against Lithium. During her **turn**, Ninette plays  Kitsune  from her **Hand**. Kitsune has the **Reaction** “ Each player may **Resupply**”. She must let Lithium know whether or not she chooses to **Resupply** before he takes his decision. However, if she chooses to **Resupply**, Lithium will not see Ninette’s top **card** until after he decides whether to **Resupply** or not. In his **turn**, Lithium plays  Anubis , which has the **Reaction** “ Each player sacrifices a **Character**”. Lithium must choose which **Character** to sacrifice before Ninette, and Ninette knows which **Character** he chose to sacrifice when she makes her choice. Both **Characters** are sacrificed simultaneously.*

1.4.6 Nothing Is Forever

1.4.6.a The interaction of some **cards** may lead to seemingly endless loops. In order to resolve these situations, there are limits to the number of times things can happen in a single **day**.

1.4.6.b A single **quick action** of any given **object** may only be played up to a hundred times per **day**.

1.4.6.c A single **Reaction** of any given **object** may only activate up to a hundred times per **day**.

1.4.7 Who Did That?

1.4.7.a Some **triggers** and **Passive abilities** depend on which **player** did a specific action. When that action happens as part of an **event**, look at the first matching criteria to determine who did that action:

- 1.4.7.b Some **effects** specify which **player** does the action.
- 1.4.7.c The **controller** of the **effect** is the one who does the action.
- 1.4.7.d The **controller** of the affected **object** is the one who does the action.
- 1.4.7.e Neither **player** did the action.

2 Objects










2.1 General

2.1.a **Objects** exist in every **visible zone**. Each **object** belongs to a single **zone** at any given time.

2.1.b **Objects** can be represented in different ways: **Altered cards**, **token cards**, **Adventure cards**, halves of **Tumult cards**, and **emblems**.



2.1.c **Objects** never change **zones**. However, many **rules** and **effects** are worded as if they did.

2.1.d When a **cost** or an **effect** “moves” an **object** to a different zone, it moves the item representing that **object**, which becomes a new **object** with a new **timestamp** if it ends up in a **visible zone**. Nothing relating to the old **object** applies to the new one, except for the exceptions listed in **rule 2.1.f**. The old **object** is considered to not exist from that point, except for **Reactions** that may reference it.



***Example.** Lithium has  Haven, Bravos Bastion  and plays  Kuwat, the Dissenter  from **Reserve**. This triggers the two **Reactions** of Kuwat, its native “ Sacrifice a **Character**” and the one granted by Haven “ I gain 1 **boost**”. If Lithium decide to play the  **Reaction** first and to sacrifice Kuwat, then the  **Reaction** will not boost Kuwat in the **Discard pile** as it is not the same **object** as Kuwat in the **Expedition zone** which triggered the  reaction.*

2.1.e If a **token** would leave the **Expedition zone** and join another **zone**, it does not join its new **zone** and simultaneously ceases to exist instead (it still leaves the **Expedition zone**).

2.1.f If an **ability** refers to a **card** or an **object** moving from any **zone** to a visible **zone** (as part of a **cost**, a trigger, or an **effect**), that ability can find the new **object** in its destination **zone**. This is an exception to Rule 2.1.d.

Example.  Moonlight Jellyfish  has the *Reaction* “When I am sacrificed, if I was not *Fleeting* – Put me in *Reserve*”. If Moonlight Jellyfish is sacrificed, its *Reaction* triggers and is able to find the Moonlight Jellyfish in the *Discard pile* even though it is a different *object* than the one whose *Reaction* just triggered.

2.1.g Rule 2.1.f can apply through more than one *zone* change, as long as they all come from the ability itself.

Example.  Coppélia  has the *Reaction* “When I go to *Reserve* from your *Hand* – You may play me for free and I gain *Asleep*”. Coppélia in *Reserve*, Coppélia in *Limbo*, and Coppélia in the *Expedition zone* are three different *objects*, but the effect of Coppélia’s reaction in *Reserve* can act on the two other Coppélias as it is that effect that moved the *card* from *Reserve* to *Limbo* and to the *Expedition zone*.

2.1.h In some cases, an *effect* may be asking for information about an *object* that does not exist anymore. Such *effects* use the information that was true about that *object* just before it ceased to exist.

Remark. A *Character* which moved from one *Expedition* to another did not leave the *Expedition zone*. If an *effect* asks for information about such a *Character*, it uses the current information of that *Character* in its new *Expedition*.

2.1.i An *object* that does not exist anymore cannot move to a new *zone* or *Expeditions*.

2.1.j *Cards* in hidden zones are not *objects*.

2.1.k *Zones* are not *objects*: they are sets of objects or cards.

2.1.l *Counters* are not *objects*: they are markers placed on objects.

2.2 Characteristics

2.2.1 Type

2.2.1.a A type is one of the following: [Character](#), [Emblem](#), [Hero](#), [Mana Orb](#), [Permanent](#), [Region](#), [Spell](#).

2.2.1.b Each object has a single [type](#).

2.2.1.c The [type](#) of an Altered [card](#) is written on the [type](#) line, just below the [name](#) of the [card](#). It is the first word of the [type](#) line, before the dash.

2.2.1.d The [type](#) of a [token card](#) is [Character](#).

***Remark.** The [tokens](#) printed by Equinox have the word “[Token](#)” in their [type](#) line. This is for clarity and has no rules implications.*



2.2.1.e The [type](#) of an [object](#) represented by an [Adventure card](#) or half a [Tumult card](#) is [Region](#).

2.2.1.f The [type](#) of an [object](#) represented by a face-down [card](#) in the [Mana zone](#) is [Mana Orb](#).




2.2.1.g The [type](#) of an [emblem](#) is [Emblem](#).

***Remark.** The [type Emblem](#) does not appear on [cards](#). It is reserved for temporary [objects](#) in [Limbo](#) created by [Reactions](#) or [effects](#) whose impact on the game lasts longer than their own resolution.*

2.2.1.h When a [cost](#) or an [effect](#) refers to “a [\[type\]](#)”, it refers to an object [in play](#) with the appropriate [type](#), unless it specifies a specific zone.

Example.  *Banishing Gate*  has the *effect* “Discard target *Character* or *Permanent*”. When that *Spell* is played, its *controller* must choose a *Character* or *Permanent in play*. They cannot choose a *Character* or *Permanent* from another *zone*, such as the *Reserve*.

2.2.1.i When a *cost* or an *effect* checks whether a specific *card* or *object* is “a [type]”, it checks whether that *card* or that *object* has the appropriate *type*, regardless of its location.

Example.  *Ada Lovelace*  has the *Reaction* “ You may put a card from your hand in *Reserve*. If it’s a *Permanent*, draw a *card*”. If a player chooses to put a *Permanent card* in *Reserve* during the resolution of this *Reaction*, they draw a *card*.

2.2.2 Sub-types




2.2.2.a *Characters*, *Spells*, *Permanents*, *Regions*, and *Emblems* may have *sub-types*.

2.2.2.b *Heroes* have no *sub-types*.

2.2.2.c An *object* may have any number of *sub-types*.

2.2.2.d The list of *Character sub-types* is: *Adventurer*, *Animal*, *Apprentice*, *Artist*, *Bureaucrat*, *Citizen*, *Companion*, *Deity*, *Dragon*, *Druid*, *Elemental*, *Engineer*, *Fairy*, *Leviathan*, *Mage*, *Messenger*, *Noble*, *Plant*, *Robot*, *Soldier*, *Scholar*, *Spirit*, *Titan*, *Trainer*.

2.2.2.e The list of *Permanent sub-types* is: *Construction*, *Gear*, *Site*.


2.2.2.f The list of *region sub-types* is: *Forest* () , *Mountain* () , *Water* () .




2.2.2.g The list of **spell sub-types** is: Boon, Conjunction, Disruption, Maneuver, Song.

2.2.2.h The list of **emblem sub-types** is: Reaction, Ongoing.

2.2.2.i The **sub-types** of an Altered **card** are written on the **type** line, just below the name of the card. They are to the right of the dash; if there is more than one **sub-type**, they are separated by commas.

2.2.2.j The **sub-types** of a **token** are defined by the effect that creates it. They are written after the **statistics** of the token, separated by commas.



***Example.** Foundry Armorer has the  **ability** “Create a **Brassbug** 2/2/2 Robot token in target Expedition”. The **sub-type** of the **token** created when this reaction resolves is “Robot”.*



2.2.2.k The **sub-types** of the **Hero region**, **Companion region**, and the **arena** are **Forest** () , **Mountain** () , and **Water** () .

***Remark.** **Regions** represented by face-down **Tumult cards** have no **sub-types**.*

2.2.2.l The **sub-types** of **regions** represented face-up **Tumult cards** are described by symbols on the side of the **regions**.

2.2.2.m The **sub-type** of an **emblem** created as a **Reaction** triggers is **Reaction**. The **sub-type** of an **emblem** created by an **effect** that lasts longer than its own resolution is **Ongoing**.






***Example.**  Aloe Vera  has the reaction “At **Noon** – **Resupply**”. As the **Noon phase** begins, Aloe Vera’s **controller** creates an **Emblem-Reaction** in **Limbo** with the text “**Resupply**”. When that **Reaction** is played, its **effect** resolves, then it ceases to exist.*

Example.  Celebration Day  has the effect “Expeditions can’t move forward this Day”. When that effect resolves, an Emblem-Ongoing is created in Limbo with the passive ability “Expeditions can’t move forward” and the duration “this Day”.

2.2.2.n When a cost or an effect refers to “a sub-type”, it refers to an object in play with the appropriate sub-type.

2.2.2.o When a cost or an effect checks whether a specific card or object is “a [sub-type]”, it checks whether that card or that object has the appropriate sub-type, regardless of its location.

2.2.2.p Some effects have objects gain or lose types. These effects actually mean gaining or losing sub-types.

Example.  The Kraken  has the ability “All regions are  and lose their other types”. When the Kraken is in play, regions keep the type Region and lose the  and  sub-types.

2.2.3 Zone Type

2.2.3.a Permanents have a zone type.

2.2.3.b A zone type is either Expedition or Landmark

2.2.3.c The zone type of a Permanent is written on the type line, just below the name of the card, before the “Permanent” type.

2.2.3.d When an Expedition Permanent card resolves, it joins one of the Expeditions of its controller.

2.2.3.e When a Landmark Permanent card resolves, it joins the Landmark zone of its controller.

2.2.4 Name

2.2.4.a The **name** of an **object** is a series of words and symbols.

2.2.4.b An **object** has only one **name**, even if it contains several words.

2.2.4.c The **name** of an **object** is its English name, even if it is represented by a **card** printed in a different language.



***Example.**  Fée Clochette  is the French version of  Tinker Bell . The name of an **object** represented by that card is Tinker Bell.*

2.2.4.d The **name** of an **object** represented by a **Permanent card** is written in the middle of the **card**, below the **rarity** gem and above the **type** line.

2.2.4.e The **name** of an **object** represented by a non-**Permanent card** is written on the top of the **card**, below the **rarity** gem.

***Remark.** **Cards** with the same **name** may have different **characteristics**, if they have different **raritys**, different **factions**, or they are **unique**.*




2.2.4.f The **name** of a **token** is defined by the **effect** that creates it. It is composed of the words written before its **statistics**.

***Example.**  Ordis Cadets  has the reaction “➔ Create an **Ordis Recruit 1/1/1 Soldier** token in my **Expedition**”. The **name** of the **token** created when this **Reaction** resolves is “**Ordis Recruit**”.*

2.2.4.g **Emblems** have no name.

2.2.5 Rarity

2.2.5.a The **rarity** of an **object** is one of the following: common, rare, or unique.

2.2.5.b The **rarity** of a **card** is indicated by a gem just above the **card**'s name. A gray gem  indicates a common card; a blue gem  indicates a rare card (faction-shifted **cards** are considered rare); an orange gem  indicates a unique card. It is also written as a letter (C, R, F, or U) on the legal line at the bottom of the **card**.

2.2.5.c **Heroes**, **regions**, **tokens**, and **emblems** have no rarity.





2.2.6 Version

2.2.6.a The version of an **object** is a code of the form: LLL-NNN-L(-NNNN), where the L's are letters and the N's are numbers.

2.2.6.b The letters before the first dash correspond to the set release.

***Example.** The three letters BTG stand for the set “Beyond the Gates”.*

2.2.6.c The next three numbers are the number of the card in the set.

2.2.6.d The single letter is the rarity of the card, which can be C for common () , R for rare () , F for faction-shifted () , or U for unique () .

2.2.6.e Unique cards have four extra numbers.

2.2.6.f Each unique **card** has a different version number.

2.2.6.g In the Beyond the Gates set, different **cards** may share the same number if one comes from the Kickstarter release and the other one from the Retail release. They may be distinguished by a stylized A on the bottom left of the **card**.

2.2.7 Hand Cost

2.2.7.a The **Hand Cost** of an **object** is a number.

2.2.7.b The **Hand Cost** of an Altered **card** is written as a number in a circle on the top left of the card, just above and to the left of the **Reserve Cost**.

2.2.7.c **Tokens** have a hand cost of 0.

2.2.7.d **Emblems** have no hand cost.

2.2.8 Reserve Cost

2.2.8.a The **Reserve Cost** of an **object** is a number.

2.2.8.b The **Reserve Cost** of an **Altered card** is written as a number in a circle on the top left of the card, just below and to the right of the **Hand Cost**.

2.2.8.c **Tokens** have a reserve cost of 0.

2.2.8.d **Emblems** have no reserve cost.



2.2.9 Faction

2.2.9.a A **faction** is one of the following: **Axiom**, **Bravos**, **Lyra**, **Muna**, **Ordis**, **Yzmir**.

2.2.9.b Some **objects** have no **faction**. They are called **neutral**.

2.2.9.c The **faction** of an **object** represented by a **card** is defined by its faction symbol and its background color.

- **Axiom**: , brown
- **Bravos**: , red
- **Lyra**: , pink
- **Muna**: , green




- **Ordis:** , blue
- **Yzmir:** , purple

2.2.9.d **Tokens** and **Emblems** have no **faction**.




***Remark.** The **token cards** printed by Equinox have a background color and a **faction** symbol. This is purely for aesthetic reasons and has no **rules** implications.*




2.2.10 Statistics

2.2.10.a Statistics are numbers.

2.2.10.b There are three statistics: **Forest** () , **Mountain** () , and **Water** () .

2.2.10.c Only **Characters** have **statistics**.

2.2.10.d The **statistics** of a **Character card** are represented on the left of the card, with  on top and in green,  in the middle and in orange, and  on the bottom and in blue.

2.2.10.e The **statistics** of a **token** are defined by the effect that creates it. They are written between the name and the **sub-types** of the **token**, separated by forward slashes, with the  statistic first, the  statistic second, and the  statistic third.

***Example.** Kojo & Booda has the reaction “At **Noon**, if you are the first player – Create a **Booda 2/2/2 Companion** token in your companion Expedition”. The **statistics** of this **token** are 2, 2, and 2.*







2.2.11 Abilities


2.2.11.a **Abilities** are either **quick actions**, **Reactions**, **passive abilities**, or **effects**.

2.2.11.b The abilities of an object represented by an **Altered card** are written in the ability box, below the illustration.


2.2.11.c Text *in italics* in the ability box has no existence rules-wise.

2.2.11.d Some **abilities** are written in a box inside the ability box with a colored background and white or yellow text. Such abilities are **support abilities**.

Example. The textbox of  Haven Trainee  has the following text:
 I gain two boosts.
“All right, lad, show me what you’ve learned.”
: The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*
Haven Trainee (rare) has a two abilities: “ I gain two boosts.” and “: The next Character you play this turn gains 1 boost.”. The first one is an **in play** ability and the second one is a **support ability**. “All right, lad, show me what you’ve learned.” is flavor text and “(Discard me from Reserve to do this.)” is reminder text.

2.2.11.e **Support abilities** which are **Reactions** or **passive abilities** are preceded by the  symbol.

2.2.11.f The abilities of a Character represented by a **token** are defined by the effect that creates it. They are written between quotation marks and preceded by “with”, after the location in which the token is created.

Example. Lindiwe & Maw has the **quick action** “: Create a **Maw 0/0/0** Companion token in your companion Expedition with “When you sacrifice a Character – I gain two boosts”. This action costs **mana**1 more if you are not the first player”. The token created by this **quick action** has the **Reaction** “When you sacrifice a Character – I gain two boosts”.



2.2.11.g Unless otherwise specified, the abilities of an **object** only work while this **object** is **in play**.

2.2.11.h Abilities of **Heroes** only work in the **Hero zone**.




2.2.11.i Support abilities only work in **Reserve**.

2.2.11.j **Exhausted objects** in **Reserve** have no **support abilities**.

2.2.11.k **Quick actions** are written “**Cost: Effect**”.

Remark. Some **quick actions** use symbols as part of their **costs**:  means “**Exhaust me**” and  means “**Discard me from Reserve**”. See **7.1.4** “**Cost symbols**”.

2.2.11.l **Reactions** are written “**Trigger – Effect**”.

Remark. Some reactions use symbols as triggers:  means “**When I join the Expedition zone or the Landmark zone –**”;  means “**When I am played from Hand –**”;  means “**When I am played from Reserve –**”. See **7.1.1** “**Trigger symbols**”.

2.2.11.m **Passive abilities** are written as statements. They may create or alter rules, change the **characteristics** of **objects**, or modify the way **costs** and **effects** affect the game.

2.2.11.n **Effects** are written as instructions to change the game state.

2.2.12 Reserve Limit

2.2.12.a The **reserve limit** is a number.

2.2.12.b Only **Heroes** have a **reserve limit**.

2.2.12.c The **reserve limit** of a **Hero** is represented by a number of rectangles on a line below the illustration and above the ability box, to the left of that **Hero**'s **faction** symbol.

***Remark.** If a player does not have a **Hero**, the default **reserve limit** is 2 (see Rule 3.2.10.b).*

2.2.13 Landmark Limit

2.2.13.a The **landmark limit** is a number.

2.2.13.b Only **Heroes** have a **landmark limit**.

2.2.13.c The **landmark limit** of a **Hero** is represented by a number of rectangles on a line below the illustration and above the ability box, to the right of that **Hero**'s **faction** symbol.



***Remark.** If a player does not have a **Hero**, the default **landmark limit** is 2 (see Rule 3.2.7.b).*

2.2.14 Duration

2.2.14.a A **duration** is either “this **turn**”, “this **Afternoon**”, or “this **Day**”.

2.2.14.b Only **Ongoing Emblems** have a **duration**.

2.2.14.c The **duration** of an **Ongoing Emblem** is defined by the **event** that created it.

Example.  *Twinkle Twinkle*  has the *support ability* “**X**: The next *card* you play this turn costs **1** less”. When its *effect* resolves, its *controller* creates an *Ongoing Emblem* in *Limbo* with the *passive ability* “The next *card* you play costs **1** less” and the duration “this *turn*”. When the current *turn* ends, this *Ongoing Emblem* ceases to exist, whether its *controller* has played a *card* or not.

2.2.14.d An *Emblem* with a duration of “this *turn*” can only be created during a *turn*.

2.2.14.e An *Emblem* with a duration of “this *Afternoon*” can only be created during *Morning*, *Noon*, or *Afternoon*. If it is created during *Morning* or *Noon*, it will expire at the end of that *day*’s *Afternoon*.

2.2.15 Timestamp

2.2.15.a A *timestamp* is a number.

2.2.15.b Whenever an *object* enters a new *zone* or is created in a *zone*, it receives a new *timestamp*.

2.2.15.c Each *timestamp* is greater than all previous *timestamps*.

2.2.15.d If multiple *objects* would receive *timestamps* at the same time, the first player in *initiative order* first chooses the relative order of the *timestamps* for their *objects*, then their opponent does the same.

2.3 Applying Passive Abilities

2.3.1 Base Characteristics

2.3.1.a A card object represented by a card has the base characteristics written on the card. Some cards may have received errata since their publication.

2.3.1.b An object represented by a token has the base characteristics described by the event that created the token.

2.3.1.c An object may be missing one or more characteristics.

2.3.1.d If an object does not have a characteristic, this characteristic cannot be modified.

2.3.1.e If an object does not have a characteristic, this characteristic can be gained.

2.3.1.f If an event looks for the value of an absent characteristic, it uses zero for numeric characteristics and the empty set for other characteristics.

2.3.1.g Some [passive abilities](#) modify the characteristics of objects.

2.3.1.h These abilities only affect [objects in play](#).





2.3.1.i [Passive abilities](#) apply continuously.

2.3.1.j An object's characteristics are its *base characteristics*, modified by all applicable [passive abilities](#).

2.3.1.k What [passive abilities](#) do and what they apply to are re-evaluated after each [event](#).

2.3.1.l When (re-)evaluating what [passive abilities](#) do, we consider that none of them apply and (re-)apply them [Passive abilities](#) one at a time.

Remark. *Considering that [passive abilities](#) do not apply during re-evaluation is limited to this process. Outside of the re-evaluation process, only the final result, once all [passive abilities](#) have been re-evaluated in order, should be considered.*

Example.  Atlas , which has the passive ability “**Gigantic**”, is in the **Hero Expedition** of a player.  Amarok , which has the reaction ability “When another Character joins my Expedition – Sacrifice it” is in the **Companion Expedition** of that player. During the re-evaluation of passive abilities, we consider for a moment that “**Gigantic**” does not apply anymore. However, because at the end of the re-evaluation process “**Gigantic**” applies again, Atlas has not left nor joined again the **companion Expedition** and must therefore not be sacrificed.

2.3.1.m In order to determine the order in which **passive abilities** are applied, Altered uses **timestamps** and dependency.

2.3.2 Dependency

2.3.2.a Dependency is a relation between two **passive abilities**.

2.3.2.b Dependency is defined through the notion of direct dependency.

2.3.2.c A **passive ability** [A] directly depends on another **passive ability** [B] if either:

2.3.2.d Applying [B] would remove the existence of [A].

Example. Character [B] has “all other characters loses their abilities”. Character [A] has “All **regions** are Forests”. Applying B removes [A]’s ability. Therefore, [A] directly depends on [B].

2.3.2.e Applying [B] changes what [A] applies to.

Example. Character A has “All Elementals have **Gigantic**”. Character B has “All Characters are Elementals”. Character C is not a Elemental. Applying [B] makes [A] apply to [C]. Therefore [A] directly depends on [B]

2.3.2.f Applying [B] changes what [A] does.

***Example.** Character [A] has "If I am in [Forest](#), I am [Gigantic](#) " Character [B] has "All regions are [Forests](#) ". Therefore, [A] directly depends on [B]*

2.3.2.g Dependency is the transitive closure of direct dependency:

- if [A] depends directly on [B], then [A] depends on [B];
- if [A] depends on [B] and [B] depends on [C], then [A] depends on [C].

2.3.3 Order of Application

2.3.3.a An ability [A] is free from dependency if either:

- there is no unapplied ability [B] such that [A] depends on [B]; or
- for each unapplied ability [B], if [A] depends on [B], then [B] depends on [A].

2.3.3.b The next ability that is applied is the one with the smallest [times-tamp](#) that is free from dependency.

2.3.3.c Once an altering ability has been applied, dependencies are re-evaluated to determine the next ability to apply.

2.4 Statuses

2.4.1 General

2.4.1.a A [status](#) is one of the following: [Anchored](#), [Asleep](#), [Boosted](#), [exhausted](#), [Fleeting](#).

2.4.1.b Objects in [Adventure](#), [Expedition zone](#), [Hero zone](#), [Landmark zone](#), [Limbo](#), [Mana zone](#), and [Reserve](#) may have one or several [statuses](#).







2.4.1.c Objects in Discard pile and cards in Deck or Hand cannot have or gain statuses.

2.4.1.d An object entering a new zone has no status until specified otherwise.

2.4.1.e An object's statuses do not change unless an effect causes them to change.

2.4.1.f An object that already has a status cannot gain that status.

2.4.1.g Some objects have passive abilities that states that they can gain a status that it already has. This is an exception to Rule 2.4.1.f. If an effect grants a status to an object that already has that status, nothing happens, but that effect can be modified and it can trigger Reactions.

Remark. Ninette has  Arcolano Milk  (“When a Character joins my Expedition— It gains 1 boost and Fleeting”) and  Technical Boots  (“When my Expedition moves forward— Target Character in my Expedition loses Fleeting”) in her Hero Expedition and she plays  Gericht, Revered Duelist  from her Reserve in her Hero Expedition. Gericht's Reaction activates twice: one from it entering Fleeting, and once from Arcolano Milk's Reaction giving it Fleeting again. If Gericht's Expedition progresses and Ninette uses the Reaction from Technical Boots to have Gericht lose Fleeting, Gericht does not keep an “instance” of Fleeting: it will go to Reserve during Rest.

2.4.1.h An object that does not have a status cannot lose that status.

2.4.2 Anchored

- During Rest, an Anchored Character is not sent to Reserve.
- During Rest, an Anchored object loses Anchored.

2.4.3 Asleep

- During **Progress**, an **Asleep** Character's **statistics** are not counted in their expedition's **statistics**.
- During **Rest**, an **Asleep** Character is not sent to **Reserve**.
- During **Rest**, an **Asleep** object loses **Asleep**.

Remark. If a *Character* is both **Anchored** and **Asleep** at **Rest**, it loses both statuses.

2.4.4 Boosted


2.4.4.a An **object** is **Boosted** if it has at least one **boost** on it.

2.4.4.b **Objects** never directly gain or lose **Boosted**. This status changes when **boosts** are added or removed from an **object**.

Remark. *Characters* keep their **boost** when they change **zones**, except when they leave the **Expedition** or join the **Discard pile**, so if a player plays a **Boosted** *Character* card from their **Reserve**, that *Character* enters the **Expedition zone** **Boosted**.

2.4.5 Exhausted

2.4.5.a Some **costs** and **effects** make an **object** exhausted.

Remark. The symbol  in the cost of an **quick action** means “*exhaust me*” (see Rule 7.1.4.a). That **cost** cannot be paid if the object bearing that **quick action** is already **exhausted**.

2.4.5.b An **object** that is not **exhausted** is ready.

2.4.5.c Exhausted cards in Reserve cannot be played.

2.4.5.d Some passive abilities state that a player may play Exhausted cards in Reserve. This passive ability is an exception to rule 2.4.5.c. It does not circumvent other restrictions.

2.4.5.e Exhausted cards in Reserve have no support abilities.

2.4.6 Fleeting

2.4.6.a When a card is played from Reserve, it gains Fleeting as it enters Limbo.

2.4.6.b Some spells have Fleeting as a passive ability. When such a spell is played from anywhere, it gains the status Fleeting as it enters Limbo.

***Remark.** Landmark Permanents cannot have or gain Fleeting in any zone.*

2.4.6.c When a Fleeting Character or Expedition Permanent in Limbo resolves, it gains Fleeting as it enters the Expedition zone.

2.4.6.d If a Fleeting Character or Expedition Permanent would go to the Reserve from the Expedition zone, it is discarded instead.

2.4.6.e When a Fleeting Spell in Limbo is done resolving, it is discarded instead of going to Reserve.

2.5 Counters

2.5.a Objects in Adventure, Expedition zone, Hero zone, Landmark zone, Limbo, Mana zone, and Reserve may have counters on them.

2.5.b Objects in Discard pile and cards in Deck or Hand cannot have or gain counters.

2.5.c Counters have names.

2.5.d Counters with the same name on the same object are indistinguishable.

2.5.e Some Heroes start the game with counters. Such counters are on the Hero from the moment it is revealed and placed in the Hero zone.

2.5.f Some steps have an object “gain [X] [name] counters”. After the resolution of such a step, that object has [X] more [name] counters than before.

2.5.g Some steps “remove [X] [name] counters” from an object. After the resolution of such a step, if that object had [X] or less [name] counters, it has now zero [name] counters; if it had more than [X] [name] counters, that object has now [X] less [name] counters than before.

2.5.h Some objects have quick actions whose costs include “spending [X] of their [name] counters”. In order to pay such costs, the object in question must have at least [X] [name] counters. Once the cost is paid, it has [X] less [name] counters.

2.5.i Most counters have no intrinsic impact on the game.

2.5.j When an object moves from the Expedition zone or the Landmark zone to another zone, it loses all its counters.

2.5.k When an object moves from the Reserve or the Limbo to another visible zone, it keeps its counters (except if it goes to the Discard pile, in which case it loses all its counters).

2.5.1 Boost Counters

2.5.1.a Boost counters, also called +1/+1/+1 counters are a specific type of counters.

2.5.1.b If a Character has boost counters, each of them adds 1 to each of its statistics.

3 Zones

3.1 Zone Properties

3.1.1 General

3.1.1.a A **zone** is a set of objects or cards.

3.1.1.b **Zones** always exist, even if they are empty.

3.1.1.c There are ten kind of **zones**: **Adventure**, **Deck**, **Discard pile**, **Expedition zone**, **Hand**, **Hero zone**, **Landmark zone**, **Limbo**, **Mana zone**, and **Reserve**.

***Remark.** At the beginning of the game, all **zones** are empty, except from the **Adventure**, the **Hero zones**, and the **Decks**.*

3.1.2 Shared or Personal

3.1.2.a Some **zones** are **shared**: there is only one instance of each **shared zone** in the game.

***Remark.** **Expedition zone**, **Adventure** and **Limbo** are **shared zones**.*

3.1.2.b Some **zones** are **personal**: each player has one instance of each **personal zone**.

***Remark.** **Deck**, **Hand**, **Hero zone**, **Landmark zone**, **Mana zone**, **Reserve** and **Discard pile** are **personal zones**.*

3.1.2.c If a **card** or an **object** would go to a **personal zone** that does not belong to its **owner**, it goes to the corresponding zone of its **owner** instead.

3.1.3 Visible or Hidden

3.1.3.a Some **zones** are **visible**: they contain **objects**.

***Remark.** **Adventure**, **Discard pile**, **Expedition zone**, **Hero zone**, **Landmark zone**, **Limbo**, **Mana zone** and **Reserve** are **visible zones**.*

3.1.3.b All **players** know the number and **characteristics** of **objects** in all **visible zones**.

3.1.3.c Some **objects** in **visible zones** are represented by face-down **cards**. These objects have no base **characteristics**, except for those in the **Mana zone** which are of type **Mana Orb**.

3.1.3.d Some **zones** are **hidden**: they contain **cards**.

***Remark.** **Deck** and **Hand** are **hidden zones**.*

3.1.3.e All **players** know the number of **cards** in all **hidden zones**.

3.1.3.f **Players** cannot look at cards in **hidden zones** unless a **rule**, **effect**, or **passive ability** allows them to do so.

***Remark.** **Costs** and **effects** that use the **characteristics** of a **card** in a **hidden zone** reveal that card beforehand.*

3.1.4 In Play

3.1.4.a An **object** is “**in play**” if it is in the **Expedition zone** or the **Landmark zone**.

3.2 Zone-specific Rules

3.2.1 Adventure

3.2.1.a The [Adventure](#) is a [shared, visible zone](#).

***Remark.** The [Adventure](#) is a [visible zone](#) which contains [face-down cards](#). Players may not look at the face of [face-down cards](#) in the [Adventure](#).*

3.2.1.b During regular play, the [Adventure](#) contains eight [regions](#) in a row: the [Hero region](#) on one side, six [regions](#) represented by three [Tumult cards](#), and the [Companion region](#) on the other side.

3.2.1.c During [tiebreakers](#), all [regions](#) are replaced by a single [region](#) called the [Arena](#).

***Remark.** At the beginning of the game, the three [Tumult cards](#) are face-down. The six [objects](#) they represent have the type [Region](#) due to Rule 2.2.1.e and no other [characteristics](#).*

3.2.2 Deck

3.2.2.a The [Deck](#) is a [personal hidden zone](#).

3.2.2.b The [cards](#) in the [Deck](#) are ordered in a pile: the first [card](#) is called the top card, the last [card](#) is called the bottom card, and other cards are designated by their position relative to one of these [cards](#).

3.2.2.c If a [step](#) affects a [card](#) or a set of [cards](#) in a [Deck](#), it specifies the position of the affected [card\(s\)](#), relative to the top or the bottom of the [Deck](#).

3.2.2.d If an [atomic action](#) would affect a [card](#) at a specific position and the [Deck](#) does not contain enough cards for that position to exist, shuffle [cards](#) in the [Discard pile](#) and put them at the bottom of the [Deck](#) as part of the [step](#) containing that [atomic action](#). This is an additive event-modifying [rule](#).

3.2.2.e If that position still does not exist after shuffling the **Discard pile** at the bottom of the **Deck**, any **atomic action** affecting that position does nothing.

3.2.2.f If a **step** moves a **card** or a set of **cards** at a specific position and the **Deck** does not contain enough cards, that **card** or set of **cards** is moved to the top or to the bottom, respectively, if they were sent “X cards from the bottom” or “X cards from the top”.

3.2.3 Discard Pile

3.2.3.a The **Discard pile** is a **personal, visible zone**.

3.2.4 Expedition Zone

3.2.4.a The **Expedition zone** is a **shared, visible zone**.

3.2.4.b The **Expedition zone** is divided into **sub-zones** called **Expeditions**: each player has a **Hero Expedition** and a **Companion Expedition**.

3.2.4.c **Expeditions** always exist, even if they are empty.

3.2.4.d An **object** that moves from one **Expedition** to another does not change **zones**.

3.2.4.e Each player knows in which **Expedition** every **object** in the **Expedition zone** is at all time.

3.2.5 Hand

3.2.5.a The **Hand** is a **personal, hidden zone**.

3.2.5.b Each player can look at and reorder their own **Hand** at any time.

3.2.5.c If an **effect** or a **cost** acts on a **card** in a **Hand**, it either chooses a **card** at random or it reveals that **Hand** to the player who chooses which **card** is affected.

3.2.6 Hero Zone

3.2.6.a The **Hero zone** is a **personal, visible zone**.

3.2.6.b Each **Hero zone** contain up to one **Hero**.

3.2.7 Landmark Zone

3.2.7.a The **Landmark zone** is a **personal, visible zone**.

3.2.7.b The **landmark limit** of a player is the **landmark limit** of their **Hero**. If they have no **Hero** (which may happen in limited formats), their **landmark limit** is 2.

***Remark.** Players may have more **objects** in their **Landmark zone** than their **landmark limit**. They only need to sacrifice excess **objects** during the **Night phase**.*

3.2.8 Limbo

3.2.8.a **Limbo** is a **shared, visible zone**.

***Remark.** **Limbo** is usually not represented as a specific physical space in a game: it is a transitory zone, which only contains **cards** when they are played and short-lived **Emblems**.*

3.2.9 Mana Zone

3.2.9.a The **Mana zone** is a **personal, visible zone**.

***Remark.** The **Mana zone** is a **visible zone** which contains face-down **cards**. Players may not look at the face of face-down **cards** in other players' **Mana zone**.*

3.2.9.b When a **player** puts a **card** in the **Mana zone**, it enters the **Mana zone** face-down and **exhausted** unless specified otherwise.

***Remark.** If that **card** was in a **hidden** zone prior to the move, that **card** is not revealed as it changes **zones**.*

3.2.9.c **Objects** in the **Mana zone** have the type **Mana Orb**.

3.2.9.d **Players** can look at the **cards** in their **Mana zone** at any time.

3.2.9.e **Players** can **exhaust** a **Mana Orb** to **ready** another **exhausted Mana Orb** in their **Mana zone** before any **step** that ask them to choose one of their **Mana Orbs**.

3.2.9.f A mana cost **ⓧ** can be paid by exhausting [X] **Mana Orbs**.

3.2.10 Reserve

3.2.10.a The **Reserve** is a **personal, visible zone**.

3.2.10.b The **reserve limit** of a player is the **reserve limit** of their **Hero**. If they have no **Hero** (which may happen in limited formats), their **reserve limit** is 2.

***Remark.** **Players** may have more **objects** in their **Reserve** than their **reserve limit**. They only need to discard excess objects during the **Night phase**.*

4 Game Progression

4.1 Beginning of the Game




- 4.1.a As the game starts, all [zones](#) are empty.
- 4.1.b Place the two [Adventure cards](#) representing the [Hero region](#) and the [Companion region](#) on either end of the [Adventure](#).
- 4.1.c Shuffle three different [Tumult cards](#) (position and orientation) and place them face-down in the [Adventure](#), between the [Hero region](#) and the [Companion region](#).
- 4.1.d Each player put their [hero Expedition counter](#) in the [Hero region](#) and their [companion Expedition counter](#) in the [Companion region](#).
- 4.1.e Each player presents their deck and their [Hero](#), face-down.
- 4.1.f If a player has no [Hero](#), they may present a face-down card from outside the game (not from their deck) to disguise this fact until 4.1.h .
- 4.1.g Determine the first player at random.
- 4.1.h Each player reveals their [Hero](#) and place it in their [Hero zone](#). If a player had a non-[Hero](#) card face-down, it is removed from the game.
- 4.1.i Each player shuffles their deck and puts it in their [Deck](#) zone.
- 4.1.j Each player draws six [cards](#).
- 4.1.k Each player puts three [cards](#) in their [Mana zone](#) as [ready Mana Orbs](#).
- 4.1.l Start the first [day](#); the first [Morning](#) is skipped.

4.2 Day Structure

4.2.a A **day** contains five **phases**: **Morning**, **Noon**, **Afternoon**, **Dusk**, and **Night**.

4.2.b At the beginning of each **phase**, an event activates “at [that phase]” **Reactions**, then **Reactions** are checked.

***Remark.** Only **Reactions** that trigger “at [that phase]” should exist in **Limbo** at that moment. Also, if a new **Reaction ability** appears after that activation event (including while resolving the **Reactions** triggered by that activation event), they are not triggered.*

***Example.** Subhash & Marmo  has a “At **Noon**” **Reaction ability** that allows their controller to put a card from their **Hand** in **Reserve**. If they put  Dredger Drone  in **Reserve**, which has a “At **Noon**” support **Reaction ability** that allows it to gain one or two **boosts**, this **ability** will not trigger this **day** and Dredger Drone does not gain any **boosts**.*

4.2.c During **Morning**, **Dusk**, and **Night**, some **daily effects** resolve.

4.2.d After each **daily effect**, **Reactions** are checked.

***Remark.** After a **daily effect**, **Reactions** that triggered during this **effect** and **Reactions** that trigger “after [that daily effect]” exist in **Limbo**. They can be played in any order, as described in Section 4.4.*

4.2.e Once there are no more **Reactions** in **Limbo**, the next **daily effect** is resolved; if there are no more **daily effects** in this **phase**, the next **phase** starts.

4.2.f During **Afternoon**, the **players** take **turns** in succession, until all **players** have passed.

4.2.g After each [turn effect](#), [Reactions](#) are checked.

4.2.1 Morning

4.2.1.a There are four [daily effects](#) during [Morning](#).

4.2.1.b **Succeed** The player to the left of the [first player](#) becomes the [first player](#).

4.2.1.c **Prepare** Each player readies all the [exhausted](#) cards and objects in their [personal zones](#) and in their [Expeditions](#) ([Heroes](#), [Characters](#), [Permanents](#), [Mana Orbs](#) and other [objects](#)).

4.2.1.d **Draw** Each player draws two cards.

4.2.1.e **Expand** Each player may put one [card](#) from their [Hand](#) face-down and [ready](#) in their [Mana zone](#).

***Remark.** The players choose whether to put one or not in turn order.*

4.2.2 Noon

4.2.2.a There are no daily effects during [Noon](#).

***Remark.** Nothing happens during [Noon](#) unless an “At [Noon](#) –” reaction is activated.*

4.2.3 Afternoon

4.2.3.a There are no daily effects during the [Afternoon](#).

4.2.3.b During [Afternoon](#), [players](#) alternate taking [turns](#) until all [players](#) have passed.

4.2.3.c The **first player** takes the first **turn**.

4.2.3.d When a **player** takes a **turn**, they choose one of the three following **turn effect**: playing a **card**, playing a **quick action**, or passing.

4.2.3.e After that **turn effect** and the resulting **Reactions**:

1. If the **player** played a **quick action**, the **turn** continues; the player must choose a new **turn effect** (they may choose to play another **quick action**).
2. If the **player** played a **card** or passed, the **turn** ends:
 - *if at least one player has not yet passed*: the next player in turn order who has not yet passed starts a new turn;
 - *if all players have passed*: **Afternoon** ends and **Dusk** starts.

Remark. A player may take several **turns** in a row, if all other players have passed.

4.2.4 Dusk

4.2.4.a There is one **daily effect** during **Dusk**.

4.2.4.b **Progress** Determine the **statistics** of each **Expedition** by adding, for each **terrain**, the **statistics** of each **Character** in that **Expedition**. If an **Expedition** has a greater positive **statistic** in a **terrain** of its **region** than the corresponding statistic of the **Expedition** facing it, it moves forward.

4.2.4.c If an **Expedition** cannot move forward due to [terrain], [terrain] is ignored when determining whether it moves forward.

4.2.4.d If an **Expedition** can only move forward due to [terrain], the other **terrains** are ignored when determining if it moves forward. Moreover, it cannot move forward for other reasons than **Progress**.

4.2.4.e A tie is not sufficient to move forward.

4.2.4.f A [statistic](#) of 0 is not sufficient to move forward, even if the corresponding statistic of the [Expedition](#) facing it is negative.

4.2.4.g An expedition moves forward only once, even if they win in more than one [statistic](#).

4.2.4.h All successful expeditions move forward simultaneously.

4.2.4.i An expedition “fails to move forward” if it does not move forward during [Progress](#), unless [tiebreakers](#) have started.

***Remark.** An expedition never “fails to move forward” outside of [Progress](#). An expedition that moved forward during a [day](#) can still “fail to move forward” if it does not move forward during [Progress](#).*

4.2.4.j An expedition “moves forward due to [terrain]” if the four following conditions are true during the [Progress step](#):

- it moves forward;
- it was in a region with type [terrain];
- no effect prevented it from moving forward due to [terrain];
- it had a greater [terrain] statistic than the [Expedition](#) facing it.

***Remark.** An expedition may move forward due to more than one statistic at the same time.*

4.2.5 Night

4.2.5.a There are three [daily effects](#) during [Night](#).

4.2.5.b Rest Characters in the Expedition zone and Gears that belonged in an Expedition that moved forward this day are sent to Reserve.

***Remark.** A number of statuses (Asleep, Anchored, Fleeting) and abilities (Eternal) modify the Rest effect.*

4.2.5.c Clean-up Each player chooses as many objects in their Reserve as their Hero's reserve limit and as many objects in their landmarks as their Hero's landmark limit. All non-selected objects in Reserve are discarded and all non-selected objects in landmarks are sacrificed, simultaneously.

***Remark.** The first player must make their choice known before the second player makes their selection, and so on, in initiative order (see Rule 6.1.h).*

4.2.5.d Check Victory Each player sums the distance of their Expeditions to their starting positions.

- If all players have a sum of 6 or less (their Expeditions have neither met nor crossed), nothing happens, and we move to playing the next day.
- If one player has a sum equal to 7 (their Expeditions are on the same region) or more (their Expeditions have crossed), and that sum is (strictly) greater than the sum of all other opponents, they win the game.
- Otherwise, multiple players are tied with the highest sum (with expeditions that have all met or that have crossed by the same amount of regions). In that case, tiebreakers start (see Section 4.3).

***Remark.** A player may have excess objects in their Reserve and or Landmark zone at the end of the day, if the Clean-up effect has been modified, the limits have changed, or a Reaction triggered off Clean-up and put some objects in one of these zones.*

4.3 Tiebreakers

4.3.a When **tiebreakers** start during **Check Victory**, turn the **Companion region** card face-down and put all **Expedition** markers on it. Discard all other **regions**.

4.3.b The new **region** is called the **Arena**.

4.3.c The **Arena** has the **terrains** ♣, ▲, and ♠.

4.3.d Once **tiebreakers** have started, **Expeditions** cannot move forward or backward.

4.3.e The “**Progress**” **daily effect** of **Dusk** is modified as follows:

1. Determine the **statistics** of each **Expeditions** by adding, for each **terrain**, the **statistics** of all **Character** in that **Expedition**.
2. Each **player** determines a single set of **statistics** by adding, for each **terrain**, the **statistics** of all their **Expeditions**.
3. Compare each **statistic** individually.
4. If a player has more of the **Arena**’s **terrains** with a greater (positive) **statistic** than their opponent, they win the game. Otherwise, the game continues.

4.3.f The “**Check Victory**” **daily effect** of **Night** has no effect during **tiebreakers**.

Remark. ***Tiebreakers** may last for several **days**.*

4.4 Checking Reactions

4.4.a At several points during the **day**, players are instructed to “check **Reactions**”:

1. at the beginning of each **phase**;
2. after each **daily effect**;

3. after each **turn effect**;
4. after a player plays a **Reaction**.

Remark. Some **effects** allow **players** to play a **card** during their resolution. In these cases, **Reactions** are not checked until the end of the resolution of the whole **daily effect**, **turn effect**, or **Reaction**.

4.4.b When that happens, if there is an **Emblem-Reaction** in **Limbo**, the first player in **initiative** order who controls a **Reaction** in **Limbo** chooses one of them and plays it.

4.4.c Once that **Reaction** has been played, **Reactions** are checked again.

Remark. If more than one **player** has **Reactions** to play in **Limbo**, the **player** with **initiative** plays all their **Reaction** before the next players play their own. If new **Reactions** are created during this process, they may be chosen by their **controller** just like already existing **Reactions**.

4.4.d Once there are no more playable **Emblem-Reactions** remaining in **Limbo**, the game progresses to the next **turn**, **daily effect**, **phase**, or **day**.

5 Playing cards and objects

5.1 General

5.1.1 Timing

5.1.1.a At certain times, [players](#) have the possibility to “play” a [card](#), a [quick action](#), or a [Reaction](#).

5.1.1.b During their [turn](#), a [player](#) may play a [card](#) or a [quick action](#) as a [turn effect](#).

5.1.1.c Whenever [Reactions](#) are checked, the first player in [initiative order](#) who owns a [Reaction](#) in [Limbo](#) must play a [Reaction](#).

5.1.1.d Some [effects](#) instruct a player to play a card.

5.1.2 Playing process

5.1.2.a The process of playing a [card](#) has four parts: declare intent, move to [Limbo](#), pay costs, and resolution.

5.1.2.b The process of playing a [quick action](#) or [Reaction](#) has three parts: declare intent, pay costs, and resolution.

5.1.2.c In the declaration of intent, a player must:



1. Reveal the [card](#) or the [quick action](#) being played, if it is currently in a [hidden zone](#);
2. Choose modes and alternative or optional costs;
3. Declare how [costs](#) will be paid.



5.1.2.d Playing a [card](#) always has a [mana](#) cost. It is the [Hand Cost](#) when it is played from the [Hand](#) and the [Reserve Cost](#) when it is played from the [Reserve](#).

5.1.2.e When a **player** plays a card and **cost** alterations apply, to determine the final **cost**, the **player** must, in the following order:

1. Apply all cost increases in any order;
2. Apply all cost decreases in any order;
3. Apply all restrictions on the final cost, in order of **timestamp**.

This is an exception to Rule 2.3.3.b (about ordering **passive abilities** with **timestamps**).

Example. Marcus has  Robin Hood  in one of his **Expeditions**, which has the **passive ability** “Cards your opponents play can’t cost less than **2**”. When his opponent plays a card, they apply all cost increases first, in the order of their choice, then all cost decreases, in the order of their choice. Finally, Robin Hood’s ability applies, and if the card would cost less than **2**, it costs **2** instead.

Remark. Some cards specify restrictions on an increase or decrease in cost. These restrictions only apply to this specific increase or decrease and are not restrictions on the final cost.
An example of such a card is  Ebenezer Scrooge , which has the ability: “Cards played from Reserve cost **1** less, down to a minimum of **1**”.

Remark. When playing a card for free, payment of **costs** is skipped, regardless of the cost alterations.

5.1.2.f The game state should not change during the declaration of intent. Once all these decisions have been taken, check whether the declaration is legal. If it is not, the **player** must take different decisions (including the decision to play that particular **card**, **quick action**, or **Reaction**).

5.1.2.g Once a **player** has declared how they intend to play a **card**, they move it to **Limbo** unless it was already there.

5.1.2.h In the payment of **costs**, all **costs** must be paid simultaneously, as described in 6.4.

5.1.2.i During resolution:

- a **Character** or an **Expedition Permanent** joins the **Expedition** that was chosen when it was played;
- a **Landmark Permanent card** joins the **Landmark zone**;
- a **Spell** performs its effect, then joins the **Reserve**;
- a **quick action** performs its effect;
- a **Reaction** performs its **effect**, then ceases to exist.





5.1.2.j Some **Reactions**' triggers read "when a **card** is played". These **Reactions** are activated by the **step** where the **card** leaves **Limbo** at the end of its resolution:

- to the **Expedition zone** for **Characters** and **Expedition Permanents**;
- to the **Landmark zone** for **Landmark Permanents**;
- to the **Reserve** or the **Discard pile** for **Spells**.

5.2 Playing a Card

5.2.a When a **rule** or **effect** allows a player to play a **card**, they may play a **card** from their **Hand** or their **Reserve** unless specified otherwise.

5.2.b When playing a card other than a **Spell**, if a **passive ability** (including an **Emblem-Ongoing**) states that the **card** being played should gain or lose a **counter** (including **boosts**) or a **status**, an **Emblem-Reaction** with that **effect** is created in **Limbo** during the resolution of that **card**.

Example. Nate uses the *support ability* of  Lady of the Lake  which states “The next *Character* you play this *turn* loses *Fleeting*”. He then plays  Bravos Tracer  which has the *Reaction* “➡ I gain *Fleeting*”. When he does, two *Emblem-Reactions* are created in *Limbo*: one to make Bravos Tracer gain *Fleeting*, and one to make it lose *Fleeting*. Nate can resolve them in the order of his choice, and therefore make it not have *Fleeting*. This is also the case if it was played from *Reserve*.

5.2.1 Playing a Character

5.2.1.a During the declaration of intent, the *player* must choose in which of their *Expedition* they play their *Character card*.

5.2.1.b When a *Character card* is moved to *Limbo*, if it was played from *Reserve*, it gains *Fleeting*.

5.2.1.c During the resolution of a *Character card*, that *Character* enters the chosen *Expedition*. If it had *Fleeting* in *Limbo*, it gains *Fleeting*.

5.2.2 Playing an Expedition Permanent

5.2.2.a During the declaration of intent, the *player* must choose in which of their *Expedition* they play their *Expedition Permanent card*.

5.2.2.b When an *Expedition Permanent* is moved to *Limbo*, if it was played from *Reserve*, it gains *Fleeting*.

5.2.2.c During the resolution of an *Expedition Permanent card*, that *Permanent* enters the chosen *Expedition*. If it had *Fleeting* in *Limbo*, it gains *Fleeting*.

5.2.3 Playing a Landmark Permanent

5.2.3.a During the resolution of a **Landmark Permanent card**, that **Permanent** enters its **controller's Landmark zone**.

***Remark.** **Landmark Permanents** cannot have the status **Fleeting**, even if they were played from **Reserve**.*

5.2.4 Playing a Spell Card

5.2.4.a When a **Spell card** is moved to **Limbo**, in the following order:

1. If it was played from **Reserve**, it gains **Fleeting**.
2. If it has **Fleeting** as a **passive ability** in its text box, it gains **Fleeting**.
3. If a **passive ability** (including an **Emblem-Ongoing**) states that the **Spell card** being played should gain or lose **Fleeting**, it gains or loses it.


5.2.4.b When a non-**Fleeting Spell's** resolution is done, that **Spell** moves to **Reserve**; if that **Spell** had **Cooldown**, it becomes **Exhausted**. When a **Fleeting Spell's** resolution is done, that **Spell** moves to the **Discard pile**.

5.3 Playing a Quick Action

5.3.a Playing a **quick action** follows the same process as playing a **Spell**, with the following differences:

5.3.b A player may only play a **quick action** of a **Character** or **Permanent** they control, their **Hero**, or a support **quick action** of a **card** in their **Reserve**.

5.3.c As **quick actions** are not **objects**, they do not change **zones**.

5.3.d Some **quick actions** have the symbol  in their cost. That **cost** is paid by exhausting the **object** bearing that **quick action**.

5.3.e A given **quick action** may not be played more than a hundred times in a single **day**.

5.4 Playing Reactions

5.4.a Playing a [Reaction](#) follows the same process as playing a [Spell](#), with the following differences:

5.4.b As [Reactions](#) are played from [Limbo](#), they do not change [zones](#).

5.4.c [Reactions](#) do not have [costs](#).

5.4.d When a [Reaction](#)'s resolution is done, that [Reaction](#) ceases to exist.



6 From Costs and Effects to Events

6.1 General


6.1.a **Costs** and **effect** are sequences of instructions that affect the game state. Paying a **cost** or resolving an **effect** consist in following these instructions.

6.1.b An **effect** may involve multiple **steps**.



6.1.c There is a separate **step** for each verb in an **effect** description, unless these verbs are said to happen “simultaneously”

***Example.**  Spy Craft  has the **effect** “**Sabotage**, then **Resupply**”. The resolution of Spy Craft involves two **steps**. In the first **step**, the **controller** of Spy Craft performs **Sabotage**. In the second **step**, they perform **Resupply**.*

6.1.d **Costs** always have a single **step**.



***Example.** Subhash & Marmo  have the **Reaction** “At Noon – You may pay **1** and put a card from your Hand in Reserve to create a **Brassbug 2/2/2 Robot token in target Expedition**”. Paying **1** and putting a card from Hand to Reserve happen in the same **step**.*

6.1.e A single **step** may involve multiple **objects**. In this case, there is a separate **atomic action** for each affected **object**.







***Example.**  Open the Gates  has the **effect** “Create two **Ordis Recruit 1/1/1 Soldier tokens** in each of your **Expeditions**”. There is only one **step** in the resolution of Open the Gates. It has four **atomic actions**, one for each **token**.*

6.1.f **Atomic actions** in a single **step** happen simultaneously.

6.1.g Some **steps** require decisions. Unless specified otherwise, these decisions are made by the **controller** of the **effect** containing that **step**. They are made immediately before the **step** would occur; they do not constitute a **step** in themselves. If one of the options is impossible, it cannot be chosen. If all the options are impossible, the corresponding **atomic actions** do not happen.

Remark. A choice that would result in an effect having no consequence on the game state is not considered impossible for this reason alone. For example,  Beauty Sleep  has the ability “Target **Character** gains Asleep”. Its **controller** may **target** a **Character** which is already Asleep, even if it cannot gain Asleep again.

6.1.h Some **steps** require decisions by more than one **player**. Such choices are made in **initiative order**. If that choice involves an **object** from a **visible zone**, other **players** know which **object** has been chosen. If the choice involves a **card** from a **hidden zone**, they must make their choice explicit, but they do not need to reveal the chosen **card**.

Example. Ninette plays a game against Lithium. During her **turn**, Ninette plays  Kitsune  from her **Hand**. Kitsune has the **Reaction** “ Each player may **Resupply**”. She must let Lithium know whether or not she chooses to **Resupply** before he takes his decision. However, if she chooses to **Resupply**, Lithium will not see Ninette’s top **card** until after he decides whether to **Resupply** or not. In his **turn**, Lithium plays  Anubis , which has the **Reaction** “ Each player sacrifices a **Character**”. Lithium must choose which **Character** to sacrifice before Ninette, and Ninette knows which **Character** he chose to sacrifice when she makes her choice. Both **Characters** are sacrificed simultaneously.

6.2 Modifiers





6.2.a Some rules and **passive abilities** are **modifiers**, which change the way a **step** affects the game state.

6.2.b Some **modifiers** change what a **step** or an **atomic action** does. These **modifiers** are called *replacing modifiers*; they are usually written with the word “instead”.

6.2.c Some modifiers add **atomic actions** to a **step**. These modifiers are called *additive modifiers*; they are usually written with the word “also”.

6.2.d Some replacing **modifiers** are optional; they are usually written with the words “you may”. When this **modifier** is about to be applied, the controller of object with the ability containing it must state whether or not it should be applied.

6.2.e Some optional replacing **modifiers** also state an alternative if the controller of the effect that contains them decides to not apply them. They are written “If you don’t, [effect]”. When a player decides to not apply an optional replacing **modifier** with an alternative, a new **step** to resolve [effect] of the alternative is added to the **effect** currently being resolved, right after the current **step** and the other **steps** that were added this way during the resolution of the current **step**.

Example. *Ninette plays a game against Lithium. During her **turn**, Ninette plays  Paint Prison  from her **Hand**, targeting Lithium’s  Mighty Jinn  to return it to the top of Lithium’s **Deck**. Mighty Jinn has the ability “If I would leave the **Expedition zone**, you may put me in my owner’s **Mana zone** instead. If you don’t, draw a card.”. Lithium decides to not put Mighty Jinn in his **Mana zone**, so a new **step** is added after the resolution of the current (and only) **step** of Paint Prison. Mighty Jinn is sent to the top of the **Deck**, then the added **step** is resolved, making Lithium draw Mighty Jinn.*

6.2.f **Modifiers** may apply to **steps**, or **atomic actions**.

6.2.g When a **step** is about to happen, check whether a **modifier** would apply to that **step** or an **atomic action** in that step. If one does, the **controller** of that **step** chooses one of them and applies it:

1. Replacing **modifiers** that apply to the whole **step** must be applied first;
2. Replacing **modifiers** that apply to an **atomic action** must be applied next;

3. Additive **modifiers** must be applied last.

6.2.h If there are multiple applicable **modifiers**, the **controller** of the **step**, or the first player in **initiative order** if that **step** has no **controller**, chooses which one is applied first.

6.2.i Once a **modifier** has been applied, check whether another **modifier** applies to the modified **step**.

6.2.j Once a **modifier** has been applied to a whole **step**, it cannot apply again to that **step**.

6.2.k Once a **modifier** applies to an **atomic action**, it cannot apply again to that **atomic action**.

6.2.l **Modifiers** have to exist before the **step** they try to modify, unless they are a **passive ability** of an object which modifies specifically how that **object** enters a **zone**.

6.2.m Once no more **modifiers** apply to a **step**, it happens and becomes an **event**. **Reactions** are then tested for activation by this event (see Rule 6.3.g).

6.3 Reactions

6.3.a Some **abilities** are **Reactions**. They are written “**Trigger – Effect**”.






6.3.b A **trigger** specifies what must happen in an **event** to activate its **Reaction**. It may also specify an additional condition for the **Reaction** to be activated. This condition is written after a comma.




6.3.c **Reactions** whose **trigger** mentions the pronoun “I” entering a **visible zone** (including by “being played”, entering a subset of the **Expedition zone** or moving to a **visible zone**) are called *self-move Reactions*.

Remark. ➡, 🖐 and 🏹 abilities are self-move **Reactions**.

6.3.d A self-move **Reaction** is activated by an **event** if:





- it exists in the game state *after* the **event**;
- its **trigger** matches the **event**.

Example. Régis plays  *Mind Apotheosis*  and puts  *Asmodeus*  in play while resolving *Mind Apotheosis*' effect. Because it is a self-move **Reaction**, the  **Reaction** of *Asmodeus* is activated, even though it did not exist before the event that triggered it.

Remark. Contrary to other **Reactions** (see Rule 6.3.e), self-move **Reactions** do not need to “work” (be *in play*) in order to be activated, only their condition is taken into account. For example,  *The Machine in the Ice*  has the following **Reaction**: “When I go to **Reserve** from anywhere – **Exhaust** me ()”. This reaction is activated when *The Machine in the Ice* arrives in **Reserve** from any other **zone**, even if it is not *in play*.

6.3.e A **Reaction** other than a self-move **Reaction** is activated by an **event** if:





- it exists and works in the game state *before* the **event**;
- its **trigger** matches the **event**.

Example. Bob plays  *Mana Reaping*  on Alice's  *Armored Jammer* . *Armored Jammer* has the following **Reaction**: “When I leave your **Landmark zone** – **Sabotage**”. As *Mana Reaping* resolves, because *Armored Jammer*'s **Reaction** is not a self-move **Reaction**, it is activated, even though it does not exist anymore after the event.

6.3.f A **Reaction** may be activated multiple times by a single **event** if its **trigger** matches distinct **atomic actions** of that event.

6.3.g After a regular [step](#) happens and becomes an event, a single [Reaction-activating step](#) is performed. This step contains, for each time a [Reaction](#) is activated by that regular [step](#), an [atomic action](#) which creates an [Emblem-Reaction](#) in [Limbo](#) with the [effect](#) of that [Reaction](#).

6.3.h The [effect](#) of a [Reaction](#) might reference [objects](#) determined by the [trigger](#). In that case, the [effect](#) of the [Emblem-Reaction](#) is bound to these [objects](#).



***Example.** Léa has  The Monolith, Ordis Bastion  in her [Landmark zone](#), which has the [Reaction](#) “When a [Character](#) joins your [Expeditions](#) – It gains 1 boost”. On her turn, she plays  Open the Gates  which creates two [Character tokens](#) in each of her [Expeditions](#). The [Reaction](#) of The Monolith, Ordis Bastion is activated four times, one for each new [Character token](#), creating each time an [Emblem-Reaction](#) in [Limbo](#) with the word “it” of the [Reaction](#)’s [effect](#) bound to a distinct [Character token](#).*

6.3.i If the [effect](#) of a [Reaction](#) refers to the pronoun “I”, it is bound to the object from which that [Reaction](#) originates.

6.3.j An [effect](#) of a [Reaction](#) might be bound to an [object](#) that does not exist anymore (usually because it has been moved to another [zone](#)). Even though such an [object](#) cannot be altered (for example, it cannot gain a [status](#) or be moved), it is possible to use its [characteristics](#) and location to resolve an [effect](#): they are the [characteristics](#) and location it had when it stopped existing.

***Example.** If a [Character](#) has a [Reaction](#) “When I go to [Reserve](#) from the [Expedition zone](#) – Create an Ordis Recruit 1/1/1 Soldier [token](#) in my [Expedition](#)”, “my” is a reference to the object of the [Expedition zone](#) that was moved to [Reserve](#). Therefore, the [token](#) is created in the [Expedition](#) it was in before being moved.*

6.3.k If a [trigger](#) specifies an additional condition, that condition can reference the game state before the [event](#) is applied (using the past tense) or the game state after the [event](#) is applied (using the present tense).

Example.  Haven Seiringar  has the following **Reaction**: “When I leave the **Expedition zone**, if I was **Fleeting** – Draw a card”. When this card leaves the **Expedition zone**, the condition checks if Haven Seiringar was fleeing before it left the **Expedition zone**, as the past tense is used in the **trigger**.

6.3.1 A given **Reaction** cannot be activated more than 100 times in a single **day**. If a **Reaction** would be activated a 101st time, it is not activated and no **atomic action** is created for that **Reaction** during the **Reaction-activating step**.

6.4 Costs

6.4.a **Costs** always have a single **step**, even if their description involves multiple verbs.

6.4.b A player may always decline to pay a **cost**.

6.4.c If a player chooses to pay a **cost**, they must be able to pay it in full.

6.4.d If a player declines to pay the **cost** of a **card**, they may not play that **card**. The game goes back to the point where the player was offered the possibility of playing that **card**.

6.4.e If a player declines to pay the **cost** of a **quick action**, they may not play that **quick action**. The game goes back to the point where the player was offered the possibility of playing that **quick action**.

6.5 Effects

6.5.a **Effects** are usually mandatory.

6.5.b Some **effects** have **steps** which require **targets**. Before resolving such a **step**, the **controller** of the **effect** must choose a suitable **object**, **Expedition zone**, or **player** for each **target** in the step. Each **object**, **Expedition zone**, or **player** may only be chosen once per **step** as a **target**. If a subsequent **step** requires a **target**,

it can be chosen again as a **target**. If there are no suitable **targets**, any associated **atomic action** does nothing.

6.5.c Some **effects** have optional **steps**. They are written “You may [do **step**]”. The **controller** of the **effect** chooses whether to do [step] or not just before that **step** would happen. If they choose not to, the **step** is ignored and the **effect** continues resolving.




6.5.d Some **effects** have conditional **steps**. They are written “If [condition], [do **step**]” or “[Do **step**] unless [condition]”. The condition is evaluated just before that **step** would happen. If it is false in the first case, or true in the second, the **step** is ignored and the **effect** continues resolving.

6.5.e Some **effect** have two successive conditional **steps** written “If [condition], [do **step** one]. Otherwise [do **step** two]”. While resolving such an **effect**, the condition is only evaluated once, after which either [step one] or [step two] is performed. In particular, if [step one] changes the condition from true to false, [step two] is not performed.





6.5.f Some conditional **effects** are written “[Do X]; if you did, [do Y]” or “[You may do X]; if you did, [do Y]”. The condition is true if the player started do [do X], even if that event was modified.

6.5.g Some **effects** are modal: they contain a **step** that says “Choose [a number X]”, followed by a series of lines starting with •, called *modes*. When resolving the choosing **step**, the **controller** of the **effect** must choose X modes in the order of their choice. The chosen modes are then resolved in that order. The non-chosen modes are ignored. Each mode may be chosen at most once, unless the effect specifies that the same mode may be chosen more than once.

6.5.h If part of an effect cannot be performed, it is ignored; the remainder of the effect happens as normal.

***Example.**  Anubis  has the **Reaction** “ Each player sacrifices a Character”. If a player controls no **Character** and thus cannot sacrifice a **Character**, the other players still have to sacrifice a **Character**.*

6.5.i Some **effects** have **steps** that happen multiple times. They are written “[Do **step**] [X] times”, or “[Do **step**] for each [quantity]”. Such **steps** are performed X times, one after the other. In particular, if performing one of these steps involves a choice, that choice can be different in two successive instances of that **step**.

***Example.** Lithium plays  The Snow Maiden , whose  **ability** is “Target opponent may **Exhausted Resupply** twice”, and chooses Ninette as **target opponent** when he resolves its  **ability**. Ninette can perform **Exhausted Resupply** once, twice, or not at all, and she can choose whether to do it a second time after she resolved it a first time. In a multiplayer game, Lithium could choose two different **target opponents**.*

7 Vocabulary

7.1 Symbols

7.1.1 Trigger Symbols

7.1.1.a The symbol ➡ means “When I join the Expedition zone or the Landmark zone —”.

7.1.1.b The symbol 🖐 means “When I am played from Hand —”.

7.1.1.c The symbol 🗨 means “When I am played from Reserve —”.

***Remark.** If an object enters play without being played (either because it is a token or as a result of an effect), its ➡ abilities are activated, but not its 🖐 abilities, nor 🗨 abilities.*

7.1.2 Terrains and Statistics

7.1.2.a A terrain is a sub-type of a region.

***Remark.** In previous versions of this document, as well as on older printings of some cards, terrains are called “region types”.*

7.1.2.b A statistic is the influence of a Character in a given terrain.

7.1.2.c The symbol 🌲 represents the Forest terrain and statistic.

7.1.2.d The symbol 🏔 represents the Mountain terrain and statistic.

7.1.2.e The symbol 💧 represents the Water terrain and statistic.

7.1.3 Faction Symbol

7.1.3.a The symbol  represents the [Axiom faction](#).

7.1.3.b The symbol  represents the [Bravos faction](#).

7.1.3.c The symbol  represents the [Lyra faction](#).


7.1.3.d The symbol  represents the [Muna faction](#).

7.1.3.e The symbol  represents the [Ordis faction](#).

7.1.3.f The symbol  represents the [Yzmir faction](#).


7.1.4 Cost Symbols

7.1.4.a The symbol  means “Exhaust me”.

7.1.4.b The symbol  means “Discard me from the [Reserve](#)”.

7.1.4.c The symbols , , ...,  mean “Pay 1, 2, ..., X mana”, respectively.

7.1.5 Clarification Symbols

7.1.5.a The symbol  is used to clarify that a [support ability](#) is not a [quick action](#) but either a [Reaction ability](#) or a [passive ability](#).

7.2 Pronouns




7.2.1 I

7.2.1.a When an [ability](#) uses the first person, it refers to the [object](#) bearing it.

7.2.1.b When a [Spell](#)’s [effect](#) uses the first person, it usually refers to the [Spell](#) in [Limbo](#) that is currently resolving. It may also refer to the [object](#) that [Spell card](#) becomes once it moves to the [Reserve](#) or the [Discard pile](#) after its resolution.




7.2.1.c When a **quick action**'s **effect** uses the first person, it refers to the **object** bearing that **quick action**. If that **object** changes zones during that **effect**, the first person may also refer to the new **object** represented by the same **card** through the moves.

7.2.1.d When an **emblem** uses the first person, it refers to the **object** which created that **emblem**.

***Example.**  Ratatoskr  has the ability “ I gain 2 **boosts**”. When that **Reaction** resolves, Ratatoskr gains 2 **boosts**.*

7.2.2 You

7.2.2.a When an ability uses the second person, it refers to its **controller**.

***Example.**  Charge!  has the effect “ Characters you control gain 1 **boost**”. When Charge! resolves, the **Characters** controlled by Charge!'s **controller** gain 1 **boost**.*

7.2.3 They

7.2.3.a **Altered** uses the singular “they” for players.

7.2.4 It

7.2.4.a **Altered** uses the neutral third person for **objects** and **cards**.

7.3 Keywords Actions

7.3.1 Activates

7.3.1.a An “**event** activates [a reaction]” if this **event** matches that **Reaction**'s trigger (resulting in the creation of an **Emblem** - **Reaction** with that **Reaction**'s effect). A **Reaction** must exist to be activated (either before or after the **event**, depending on the kind of **Reaction**, see Rules 6.3.d and 6.3.e).

7.3.1.b Some steps say “Activate [a reaction]”. When that step occurs, the resulting event activates the **Reaction**, even though it does not (usually) match the **trigger** of that **Reaction**. This is an exception to Rules 6.3.d and 6.3.e.

7.3.1.c Some earlier printings have effects that say “Activate [a trigger]” instead of “Activate [a reaction]”. This means “activate a **Reaction** with [that trigger]”.

7.3.1.d If an **ability** of an **object** activates a **Reaction** of another **object**, the **Reaction** is created by the second **object**, not the first.

***Example.** Brassbug Hub has the **Reaction** “➡ I gain three Kelon counters” and Dr. Frankenstein has the **Reaction** “👉 You may activate the ➡ abilities of target **Permanent** you control”. If Brassbug Hub is chosen as the target Dr. Frankenstein’s **Reaction**, Brassbug Hub gains three Kelon counters, not Dr. Frankenstein.*



7.3.1.e Some abilities say that [a **trigger**] “cannot activate”. **Reactions** containing this **trigger** cannot activate, either naturally or through another **effect** that would activate them.

***Example.** The Council has the **ability** “The ➡, 🖐, and 🗡 triggers of **Characters** facing me don’t activate and Hua Mulan has the **ability** “🗡 I lose **Fleeting**”. If Hua Mulan is played from **Reserve** in the **Expedition** facing The Council, it does not lose **Fleeting**.*

7.3.2 After You

7.3.2.a “After you” means “End the turn once there are no **Reactions** in **Limbo**”.

7.3.2.b “After you” is not passing.

Example.  Alice  has the support ability “**x**: **After You**”. If a player plays this action, the next player in initiative order gets the initiative as soon as there are no **Reactions** in **Limbo**. Alice’s owner has not passed, and they will be able to play actions and cards in this **Afternoon**.

7.3.3 Augment

7.3.3.a To “**augment**” a card or an object means having it gain one more of a (single) counter it already has.

Remark. **Boosts** are also **counters**.

7.3.4 Create

7.3.4.a To create a token is to put a new **Character token** in the **Expedition zone**.

7.3.4.b **Costs** and **effects** that create **tokens** use the following template: “create a **[name]** **[x/y/z]** **[sub-types]** **token** with **[abilities]** in **[expedition]**”.

Example. *Open the Gates (common) has the **ability** “Create two **Ordis Recruit 1/1/1 Soldier tokens** in each of your **Expeditions**”. When *Open the Games* resolves, four **tokens** are created. They all have the name “**Ordis Recruit**”, the **type** “**Character**”, the **sub-type** “**Soldier**”, all three **statistics** equal to 1, and no **abilities**.*

7.3.5 Discard

7.3.5.a To “discard” an **[object or card]** is to move this object or that card from its current zone to the **Discard pile**.

7.3.6 Double (counters)

7.3.6.a To “double the [name] counters” of an **object** means having that **object** gain the same number of that counter it already had.

7.3.6.b It is impossible to double 0 counters.

7.3.7 Draw

7.3.7.a To “draw X cards” is to move the top X cards of one’s **Deck** to their **Hand**.

7.3.7.b “Draw a card” means “draw 1 card”.

7.3.8 Exchange (boosts)



7.3.8.a To “exchange the boosts” of two **characters** means having each of them simultaneously gain or lose the difference in their number of boosts (the one with the most boosts loses it, the one with the least boosts gains it).

7.3.8.b If the two **characters** have the same number of boosts, nothing happens.

7.3.9 Exchange (objects or cards)

7.3.9.a To exchange two **objects** or **cards** is to move each of them to the other’s **zone**.

7.3.9.b If one or both of the **objects** cannot be determined, the exchange cannot happen.

Example. *Lithium plays  Sleight of Hand  , whose effect reads “Exchange target **card** in your **Reserve** with a **card** from your **Hand**”. If Lithium’s **Hand** and/or **Reserve** is empty, nothing happens as Sleight of Hand resolves.*

7.3.10 Exhaust

7.3.10.a To “exhaust” an object means have it gain the status **exhausted**.

7.3.10.b The symbol  in the cost of a **quick action** means “exhaust me”.

7.3.11 Exhausted Resupply

7.3.11.a When a **player** performs “Exhausted Resupply”, they Resupply, then they exhaust the resupplied card.

***Remark.** If a modifier affects **Resupply**, it also affects Exhausted **Resupply**. Likewise, if a **Reaction** triggers off **Resupply**, it also triggers off Exhausted **Resupply**; however, such a **Reaction** cannot be played before the resupplied card is exhausted.*

7.3.12 Gain (counters)

7.3.12.a When an object “gains X [name] counters”, X [name] counters are put on that object.

7.3.12.b Counters with the same name on the same object are fungible: they do not need to be distinguished from one another.

7.3.13 Gain (status)

7.3.13.a When an object “gains a status”, it has that status from that point onwards.

7.3.13.b An object with a given status cannot gain that status again. In particular, it is impossible to exhaust an **exhausted** object.

7.3.14 Ignore

7.3.14.a Some **passive abilities** state that some **abilities** should be ignored during a given period.

7.3.14.b During that period, these abilities exist, but they have no effect: **passive abilities** do not modify events, **quick actions** may not be played, and **Reactions** do not activate.

***Remark.** An ability that would ignore itself works normally.*

7.3.15 Lose (status)

7.3.15.a When an object “loses a status”, it ceases to have that status from that point onward.

7.3.15.b An object without a given status cannot lose that status.

7.3.16 Move Backward

7.3.16.a To move [an expedition] backward means “to move the corresponding counter from its current **region** to the next **region** in the direction whence it came (toward the **Hero region** for the **hero Expedition** and towards the **Companion region** for the the **companion Expedition**)”.

7.3.16.b If an **Expedition** in its region of origin would move backwards, nothing happens.

7.3.16.c If an **Expedition** in the **Arena** would move backward, nothing happens.

7.3.17 Move Forward

7.3.17.a To move [an expedition] forward means “to move the corresponding counter from its current **region** to the next **region** in the direction it is going (towards the **Companion region** for the **hero Expedition** and towards the **Hero region** for the the **companion Expedition**)”.

7.3.17.b If an **Expedition** would move into a **region** represented by half a face-down **Tumult card**, instead this **Tumult card** is revealed and the **Expedition** moves into it.

7.3.17.c If an [Expedition](#) in the region opposite to its region of origin would move forward, nothing happens.

7.3.17.d If an [Expedition](#) in the [Arena](#) would move forward, nothing happens.

7.3.18 Ready

7.3.18.a To ready [an [object](#)] means that [that [object](#)] loses the status [Exhausted](#).

7.3.18.b An [object](#) that is not [exhausted](#) cannot be readied.

7.3.19 Roll a Die

7.3.19.a To “roll a die” is to roll a fair six-sided die and to note the result.

7.3.19.b Effects that have “roll a die” as one of their steps have a subsequent step that uses the result of that roll.

7.3.19.c Some [passive abilities](#) allow a player to roll multiple dice and choose one of them or give them the option to modify a roll. A player who benefits from one of these abilities may look at the result of the rolled dice before deciding which die and which modifiers to use.

7.3.20 Play For Free

7.3.20.a To “play a [card](#) or [quick action](#) for free” means to play that [card](#) or [quick action](#) while skipping:

- the declaration of how costs will be paid during the declaration of intent (Rule [5.1.2.c](#));
- the payment of costs (Rules [5.1.2.a](#) and [5.1.2.b](#)).

7.3.21 Put

7.3.21.a To put [an [object](#)] or [a [card](#)] in [a [zone](#)] means “to move [that [object](#) or that [card](#)] to [that [zone](#)]”.

7.3.21.b “Put”, “return”, and “send” are synonyms rules-wise.

7.3.22 Resupply

7.3.22.a To “resupply” is to put the top card of one’s [Deck](#) into one’s [Reserve](#).

7.3.22.b If a player with an empty [Deck](#) would resupply, they shuffle their [Discard pile](#) into their [Deck](#) before putting the top card into the [Reserve](#). If the [Deck](#) is still empty at that point, Resupply does nothing.

7.3.23 Return

7.3.23.a To return [an object] to [a zone] means “to move [that object] to [that zone]”.

7.3.23.b It does not matter whether the object ever was on that zone earlier.

7.3.23.c “Put”, “return”, and “send” are synonyms rules-wise.

7.3.24 Sabotage

7.3.24.a To “sabotage” means to discard up to one target [card](#) in a [Reserve](#).

***Remark.** A player may Sabotage a [card](#) from their own [Reserve](#).*

7.3.25 Sacrifice

7.3.25.a When a player has to “sacrifice” [an [object](#)], they have to discard an [object in play](#) they control.

7.3.25.b Even if the discard [atomic action](#) is modified, it is still considered a sacrifice.

***Remark.** In particular, when sacrificing a [token](#), the discard [atomic action](#) is modified by Rule [2.1.e](#) but it is still considered a sacrifice.*

7.3.26 Send

7.3.26.a To send [an object] to [a zone] means “to move [that object] to [that zone]”.

7.3.26.b “Put”, “return”, and “send” are synonyms rules-wise.

7.3.27 Spend (counters)

7.3.27.a When an object “spends X of its [name] counters”, X [name] counters that were on that object are removed from it.

7.3.27.b An [object](#) cannot spend more counters with a given name that it has on it.

7.3.28 Switch Expeditions

7.3.28.a To “switch expeditions” means to send an object from one [Expedition](#) to the other of the same player.

7.3.28.b A [Character](#) that switches [Expeditions](#) leaves its former [Expedition](#) and joins its new [Expedition](#). It neither leaves nor joins the [Expedition zone](#).

7.4 Keyword Abilities

7.4.1 Cooldown

7.4.1.a [Cooldown](#) is a [passive ability](#) that appears on [Spells](#).

7.4.1.b A **Spell** with **Cooldown** that goes to the **Reserve** after its resolution becomes **exhausted**.

7.4.1.c In itself, **Cooldown** does nothing. Instead, **Rule 5.2.4.b** has an extra **step** for **Spells** with **Cooldown**.

7.4.2 Defender

7.4.2.a **Defender** is a **passive ability** that appears on **Characters**.

7.4.2.b An expedition containing a **Character** with **Defender** cannot move forward during **Dusk**.

7.4.2.c **Defender** applies to any reason why an **Expedition** might move forward during **Dusk**, not just the **Progress daily effect**.

7.4.3 Eternal

7.4.3.a **Eternal** is a **passive ability** that appears on **Characters**.

7.4.3.b An **Eternal Character** is not sent to the **Reserve** during **Rest**.

7.4.4 Gigantic

7.4.4.a **Gigantic** is a **passive ability** that appears on **Characters**.

7.4.4.b A **Gigantic object** is present in both **Expeditions** of its **controller**.

7.4.4.c When a player plays a **card** with **Gigantic** or creates a **token** with **Gigantic**, they play it or create it in a specific **Expedition**. They do not put two **cards** or two **tokens** in play. The **card** is played or the **token** created in a single **Expedition** but joins both **Expeditions**.

7.4.4.d When a **Gigantic object** enters the **Expedition zone**, its ➡, 🖐, and 🗑 trigger only once.

7.4.4.e A **Gigantic** Character's statistics are counted in each of its controller's Expeditions.






7.4.4.f If an effect refers to a **Gigantic** Character's Expedition, it refers to both of its controller's Expeditions.

Remark. On a Character that is **Gigantic** because of an effect, "my Expedition" can be understood as "your Expeditions".





7.4.4.g If an effect refers to the Expedition facing a **Gigantic** Character, it refers to the Expeditions facing each of its controller's Expeditions.

Remark. On a Character that is **Gigantic** because of an effect, "the Expedition facing me" can always be understood as "the Expeditions facing me". In a 2-player game only, it can be understood as "your opponent's Expeditions".



7.4.4.h If an effect originally refers to a single Expedition when stating where a Character should be played, a token should be created or an object or card should be moved, but refers to multiple Expeditions due to a **Gigantic** Character, these Expeditions are not considered separately but as a single subset of the Expedition zone. Therefore, for each object or card, the player performing the action must pick an Expedition where to place it.

Example. During limited play, Anna only has one card in her Hero Expedition:  Eat Me Energy Bars , which has the ability "If there is only one Character in my Expedition, it is **Gigantic**". She then plays  Ratatoskr  from Reserve, which has the ability " Create two Ordis Recruit 1/1/1 Soldier tokens in my Expedition", also in her Hero Expedition. Resolving the effect of Ratatoskr, which is **Gigantic** because of Eat Me Energy Bars, she creates two Character tokens. She may create them both in her Hero Expedition, both in her Companion Expedition, or one in each of them.

7.4.4.i If a trigger originally refers to a single Expedition that a card must join or leave, but refers to multiple Expeditions due to a **Gigantic Character**, these Expeditions are not considered separately but as a single subset of the Expedition zone.

***Example.** A player has  Amarok  which has the ability “When another Character joins my Expedition – Sacrifice it” in their Hero Expedition. They also have  Eat Me Energy Bars , in their Hero Expedition, making Amarok **Gigantic**. If a Character is moved from their Companion Expedition to their Hero Expedition, it does not get sacrificed. This is not because Amarok loses **Gigantic**, as the Reaction ability only needs to exist before the event (see Rule 6.3.e), but because the Character did not join the subset of the Expedition zone consisting of “Amarok’s Expeditions”, as it was already in it.*

7.4.4.j If an effect or a trigger originally refers to a single Expedition when stating a condition that must be met by this Expedition for something to happen but refers to multiple Expeditions due to a **Gigantic Character**, these Expeditions must all satisfy that condition, and the effect is resolved only once.

***Example.** If  Ordis Overseer  is **Gigantic** when resolving her ability “➔ If my Expedition is behind, create an Ordis Recruit 1/1/1 Soldier token in my Expedition.”, both Expeditions must be behind and only one token is created.*

7.4.4.k If an effect refers to the other Expedition of a **Gigantic Character**’s controller, or the Expedition facing it, this effect refers to no Expeditions. If a step of such an effect would move a card or an object to or create a token in that Expedition, it is impossible and therefore does not happen.

7.4.4.l During tiebreakers, a **Gigantic Character**’s statistics are counted twice for their controller’s total statistics.

7.4.4.m If a **Gigantic Character** would switch Expeditions, the card representing it switches Expeditions. As long as it remains **Gigantic**, the Character itself does not leave nor join either Expedition.


7.4.4.n If a non-**Gigantic Character** would gain **Gigantic**, it remains in the **Expedition** containing the **card** that represents it and joins the other **Expedition** of its **controller**.

7.4.4.o If a **Gigantic Character** would lose **Gigantic**, it remains in the **Expedition** that contains the **card** that represents it and leaves the other **Expedition** of its **controller**.




7.4.5 Scout X

7.4.5.a **Scout** is a **passive ability** that appears on **Character** or **Permanent cards**.

7.4.5.b This **passive ability** works while the card is in **Hand**.

7.4.5.c When a **player** plays a card with “**Scout** X” from **Hand**, during the declaration of intent (Rule 5.1.2.c) they may decide to pay X as an alternative cost instead of the normal **Hand cost**. If they do, as the card enters the **Expedition zone** or the **Landmark zone**, it simultaneously gains the **ability**: “ Send me to **Reserve**”.



***Remark.** The ability sending the card to **Reserve** is a **Reaction** ability. Hence, as usual, other **Reactions** might be resolved before the card goes to **Reserve**. Also, other **Reactions** created as a result of the card entering play do not disappear when it goes to **Reserve**.*

***Example.** Max plays  Aby, Sap Courier , which is **Scout** 1. It also has the ability “ You may **Augment** target card **in play** or in **Reserve**”. Max may either start by augmenting a card or by sending Aby, Sap Courier to **Reserve**, but both effects will resolve in either case.*

7.4.5.d Cost alterations also apply when playing a **card** with a **Scout** ability.

Remark. While not a cost alteration, it is also possible to play a *card* “for free” with *Scout*. This is a direct consequence of Rule 7.3.20.a, which does not skip the choice of alternative costs in the declaration of intent (Rule 5.1.2.c).

7.4.5.e Reactions of a *Character* triggered by playing that *Character* from *Hand* with *Scout* can find the *Character* in *Reserve*, even if it is not the object from which the *Reaction* originates. This is an exception to Rule 6.3.j.

Example.  Daedalus  has “*Scout 1*” and the reaction ability “*➡ Target another Character in play or in Reserve. Then roll a die: On a 4+, we both gain 1 boost / On a 1-3, it gains 1 boost*”. If Daedalus is played with *Scout* and its owner decides to first move it to *Reserve* and then rolls a 4+, then Daedalus will get a boost, even if it is in *Reserve* and is therefore not the *object* from which the *Reaction* originates. However, note that if the player first rolls a 4+ and then moves Daedalus to *Reserve*, it will lose its boost as it is not *Seasoned*.

7.4.6 Seasoned

7.4.6.a *Seasoned* is a *passive ability* that appears on *Characters*.

7.4.6.b If an *object* with *Seasoned* would move from the *Expedition zone* to the *Reserve*, it keeps its *boosts* as it moves.

Remark. In order to keep its *boosts*, the former *object* in the *Expedition zone* needs to have *Seasoned*; the new *object* in *Reserve* does not need to have it.

7.4.6.c *Seasoned* applies to any move from the *Expedition zone* to the *Reserve*, including but not limited to the *Rest* daily effect at *Dusk*.

7.4.7 Tough

7.4.7.a **Tough** is a **passive ability** that appears on **Characters** and **Permanents**.

7.4.7.b **Tough** is always followed by a number.

7.4.7.c **Tough** X means “In order to choose me as a **target** of an **effect** they control, your opponent must also pay **X**”.

7.4.7.d A **player** is never forced to pay a **Tough cost**, even if all potential **targets** have **Tough**.

7.4.7.e The choice to pay **X** is part of the decisions a **player** makes before resolving a **step**.

7.4.7.f The **Tough cost** is paid only once per **effect**, regardless of how many times the **object** is chosen as **target**.

***Remark.** Previous versions of the rules stated that if a **Spell** or **quick action** was played for free, its **controller** could choose **Tough** targets without paying **Tough** costs while resolving that **Spell** or **quick action**. This is no longer the case as of version 2.0.*

7.5 Keyword Descriptors

7.5.1 ➡, 🖐, 🗡 Abilities

7.5.1.a A “➡ **ability**” (resp. “🖐 **ability**”, “🗡 **ability**”) is a **Reaction** whose **trigger** includes the symbol ➡ (resp. 🖐, 🗡).

7.5.1.b Earlier printings refer to “➡, 🖐, 🗡 **triggers**” instead of ➡, 🖐, 🗡 **abilities**.

7.5.2 Ahead, Behind, Tied

7.5.2.a An **Expedition** is ahead if it is further away from its starting **region** than the **Expedition** facing it.

7.5.2.b An **Expedition** is behind if it is closer to its starting **region** than the **Expedition** facing it.

7.5.2.c An **Expedition** is tied if it is at the same distance from its starting **region** as the **Expedition** facing it.

7.5.2.d During **tiebreakers**, all **Expeditions** are tied.

7.5.3 Becomes

7.5.3.a An **object** “becomes” a **status** if it did not have that **status** before the **event** and it has the **status** after the event.

***Remark.** If an **object** moved to a new **zone** with a **status**, or was created with a **status**, it “became” that **status**.*

7.5.4 Controls

7.5.4.a A **player** “controls” an **object** if that **object** is in their **Expeditions**, **Landmark zone**, or **Hero zone**.

7.5.5 Do

7.5.5.a Some **triggers** and **passive abilities** look at which **player** did a specific action. When that action happens as part of an **event**, look at the first matching criteria to determine who did that action:

7.5.5.b Some **effects** specify which **player** does the action.

7.5.5.c The **controller** of the **effect** is the one who does the action.

7.5.5.d The **controller** of the affected **object** is the one who does the action.

7.5.5.e Neither **player** did the action.

7.5.6 Fails to Move Forward

7.5.6.a An Expedition “fails to move forward”, if it does not move forward during Progress unless tiebreakers have started.

7.5.7 In

7.5.7.a An Expedition is in a [terrain] if its Expedition counter is on a region that has this [terrain].

7.5.7.b A Character or Gear is in a [terrain] if at least one of its Expeditions is in that [terrain].

7.5.8 Join

7.5.8.a An object “joins” a zone or an Expedition during an event if it was not in that zone or Expedition before the event and is in that zone or Expedition after the event.

7.5.8.b A token created in the Expedition zone joins the Expedition zone and the Expedition in which it was created.

7.5.8.c A Character that switches Expeditions joins its new Expedition, but not the Expedition zone.

7.5.9 Leave

7.5.9.a An object “leaves” a zone or Expedition during an event if it was in that zone or Expedition before the event and is somewhere else after.

7.5.9.b A token in the Expedition zone that ceases to exist because it would move to another zone leaves the Expedition zone.

7.5.9.c A Character that switches Expeditions leaves its former Expedition, but not the Expedition zone.

7.5.10 Play

7.5.10.a A [card](#) “is played” when it leaves [Limbo](#) after its resolution.

8 Changes From the Previous Version

In this section are detailed the main changes made to this document between the previous version, 2.1 (March 4, 2025), and the current version, 3.0 (June 6, 2025).

New Rules

- **Augment** is a new keyword. It has been added to the glossary and detailed in Section 7.3.3.
- **Scout X** is a new keyword. It has been added to the glossary and detailed in Section 7.4.5. Also, Rule 5.1.2.c now lists “alternative costs”.
- **Support abilities** can now be reactions or passive abilities (marked by the ∞ symbol), which is explained in the new Rule 2.2.11.e. It is also listed in the set of symbols (Rule 1.1.6.j and Section 7.1.5).
- The new keyword actions “double” (counters) and “exchange” (boosts) have been defined (in Sections 7.3.6 and 7.3.8 respectively).

Rule Changes

The timing to check whether a player wins (or if **tiebreakers** should start) has changed: instead of being continuously checked, it now is only checked at the end of **Night**, during a new daily effect called **Check Victory**. This has impacted several sections of the document:

- Rule 1.3.2.f has been modified to list **Check Victory**.
- Section 1.3.3 (Ending the Game) has been updated accordingly.
- Section 4.2.5 (Night) has been updated accordingly, in particular detailing the new **Check Victory** daily effect.
- Section 4.3 has been renamed from “Ending the Game” to “Tiebreakers”, as all points not related to tiebreakers were moved to the **Check Victory** daily effect. The rules it contains have been updated to take **Check Victory** into account.
- **Check Victory** has been added to the glossary.
- The glossary entries of **Clean-up**, **Daily effect**, **Night** and **Tiebreakers** have been updated.

Other rule changes:

- During the [Clean-up](#) daily effect, landmarks in excess are not discarded but sacrificed instead. Rules [1.3.2.f](#) and [4.2.5.c](#) have been modified accordingly.
- [Tokens](#) leaving the [Expedition zone](#) do not join their new [zone](#). Rules [2.1.e](#) and [7.5.9.b](#) were modified and former Rule 7.5.8.d was removed accordingly.
- Rule [7.3.25.b](#) was added to make it explicit that a sacrifice of which the discard [atomic action](#) has been modified is still a sacrifice.

Other Changes

- Rule [2.1.d](#) has been changed to clarify that it only applies when a [card](#) is moved to a new [zone](#).
- Rules [2.3.1.k](#) and [2.3.1.l](#) have been modified to clarify the re-evaluation process of [passive abilities](#). A remark and an example have also been added after Rule [2.3.1.l](#).
- The remark after Rule [4.2.b](#) is more detailed and an example was added.
- Rule [4.2.3.a](#), stating that there are no [daily effects](#) during the [Afternoon](#), has been added for consistency.
- Former Rule 4.2.5.d about reserve and landmark limits for a player with no Hero has been split into two rules: [3.2.7.b](#) and [3.2.10.b](#).
- Rules [5.1.2.d](#) and [5.1.2.e](#) have been moved up to be right after Rule [5.1.2.c](#) (declaration of intent), as they specify how to determine which [costs](#) should be paid, which should be done during the declaration of intent.
- A remark has been added after Rule [6.1.g](#) to clarify what constitutes an impossible option.
- Rule [6.3.i](#) has been added to explicitly state what the pronoun “I” refers to in the [effect](#) of a [Reaction](#).
- Rules [7.3.1.a](#) and [7.3.1.b](#) have been updated to reflect the changes made to [Reactions](#) in version 2.0 of this document.
- Rule [7.3.20.a](#) has been made more explicit and now includes all [cards](#).
- Rule [7.4.4.i](#) was added to clarify what joining or leaving a [Character](#)’s [Expedition](#) means when that [Character](#) is [Gigantic](#).
- The glossary entry of [Region](#) has been corrected, as it did not list the [Arena](#).

Glossary

Ability Object properties described in the text box; abilities are either [quick actions](#), [Reactions](#), [modifiers](#), or [effects](#). [11–14](#), [21](#), [25](#), [31](#), [40](#), [49](#), [65](#), [70](#), [72](#), [74](#), [75](#), [77](#), [84](#), [85](#), [87](#), [94](#), [98](#), [99](#)

Adventure A [visible](#), [shared zone](#) which contains the [Hero region](#), six [regions](#) represented by three [Tumult cards](#), and the [Companion region](#). [11](#), [13](#), [16](#), [17](#), [37](#), [40](#), [42–44](#), [48](#), [93](#), [94](#), [97](#), [99](#), [100](#), [102](#)

Adventure card A card representing one of the extremities of the [Adventure](#), [Hero region](#) and the [Companion region](#). [21](#), [23](#), [48](#)

Afternoon The third [phase](#) of the day, in which [players](#) alternate [turns](#). [17](#), [19](#), [33](#), [34](#), [49–51](#), [75](#), [92](#), [95](#), [97](#), [99](#), [101](#)

Altered The best TCG in the world. [7](#), [8](#), [11–13](#), [21](#), [29](#), [31](#), [73](#)

Altered card An official non-[token card](#), printed by Equinox, with a valid QR code pointing to <https://www.altered.gg>. [7](#), [8](#), [11](#), [101](#)

Anchored A status; an [Anchored](#) character does not go to the [Reserve](#) at [Night](#). [37–39](#), [53](#), [93](#), [100](#)

Arena A special region, on the back of the [Companion Expedition](#) card, where expeditions go during [tiebreakers](#). [17](#), [25](#), [44](#), [54](#), [78](#), [79](#), [92](#), [99](#)

Asleep A status; an [Asleep](#) character's [statistics](#) are not counted at [Dusk](#). [22](#), [37](#), [39](#), [53](#), [63](#), [93](#), [100](#)

Atomic action Part of a step; an atomic action does a single thing to a single [object](#) or [card](#). [44](#), [45](#), [62–69](#), [81](#), [92](#)

Augment A keyword action; augmenting a card or an object means giving it one more of a [counter](#) it already has. [75](#), [85](#), [91](#)

Axiom One of the [factions](#); its icon is . [12](#), [29](#), [72](#)

Boost A type of counter which increase each [Character](#)'s [statistic](#) by 1. [21](#), [38](#), [39](#), [41](#), [49](#), [58](#), [73](#), [75](#), [86](#), [93](#), [100](#)

Boosted A status; a [Character](#) is boosted if it has at least one [boost](#). [37](#), [39](#), [100](#)

Bravos One of the [factions](#); its icon is . [12](#), [29](#), [72](#)

Card A physical card used to play the game of Altered, including [token](#) cards. [7](#), [8](#), [10](#), [11](#), [13](#), [14](#), [16–19](#), [21–31](#), [34](#), [38–40](#), [42–48](#), [50](#), [51](#), [55–60](#), [63](#), [68](#), [72](#), [73](#), [76](#), [79](#), [80](#), [82–86](#), [90](#), [92–95](#), [97–101](#)

Character A [card type](#). [10](#), [12](#), [16](#), [17](#), [19](#), [21–24](#), [30](#), [38–41](#), [50](#), [51](#), [53](#), [54](#), [58–60](#), [63](#), [67](#), [69](#), [71](#), [73–76](#), [81–87](#), [89](#), [92](#), [93](#), [95](#), [96](#), [99–101](#)

Characteristic A property of [objects](#); there are thirteen [characteristics](#): [type](#), [sub-type](#), [name](#), [rarity](#), collector number, [Hand Cost](#), [Reserve Cost](#), [faction](#), [statistics](#), [abilities](#), [reserve limit](#), [landmark limit](#), and [duration](#). [8](#), [11–14](#), [27](#), [32](#), [43](#), [44](#), [67](#), [94](#), [95](#), [97](#), [98](#), [100](#)

Check Victory The third and last [daily effect](#) of the [Night](#), in which [players](#) check if they meet the conditions to win the game. [17](#), [53](#), [54](#), [91](#), [95](#), [98](#), [101](#)

Clean-up The second [daily effect](#) of the [Night](#), in which [players](#) discard excess [cards](#) in [Reserve](#) and sacrifice excess [landmarks](#) in [Landmark zone](#). [17](#), [53](#), [91](#), [92](#), [95](#), [98](#), [100](#)

Companion The hero's companion. [11](#), [13](#), [16](#), [17](#), [36](#), [48](#), [78](#), [84](#), [99](#)

Companion Expedition A [sub-zone](#) of the [Expedition zone](#). [45](#), [83](#), [93](#), [96](#)

Companion region A [region](#) on one end of the [Adventure](#). [25](#), [44](#), [48](#), [54](#), [78](#), [93](#), [101](#)

Construction A [Permanent sub-type](#). [24](#)

Controller Each [player](#) controls the [objects](#) in their [Expeditions](#), in their [Landmark zone](#) and in their [Hero zone](#). [15](#), [20](#), [24–26](#), [34](#), [55](#), [60](#), [62–65](#), [68](#), [69](#), [73](#), [82–85](#), [87](#), [88](#), [94](#)

Cooldown A keyword appearing on [Spells](#); if a [Spell](#) with **Cooldown** goes to [Reserve](#) after its resolution, its [controller](#) exhausts it. [60](#), [81](#), [82](#), [94](#)

Cost A sequence of steps to perform in order to play a [spell](#), [quick action](#), or [Reaction](#), or as part of the resolution of a [spell](#), [Reaction](#), or [phase](#). [11](#), [14](#), [15](#), [18](#), [21](#), [23](#), [24](#), [26](#), [32](#), [39](#), [41](#), [43](#), [45](#), [56–58](#), [60–62](#), [68](#), [75](#), [85](#), [87](#), [92](#), [100](#)

Counter A marker that [objects](#) can gain or lose; counters with the same name on the same object do not need to be distinguished. [11](#), [16](#), [22](#), [40](#), [41](#), [48](#), [58](#), [75](#), [89](#), [93](#)

Daily effect An [effect](#) which happens every [day](#). There are eight daily effects: [Succeed](#), [Prepare](#), [Draw](#), [Expand](#) during the morning; [Progress](#) during [Dusk](#); [Rest](#), [Clean-up](#) and [Check Victory](#) during [Night](#). [15](#), [16](#), [49–52](#), [54](#), [55](#), [82](#), [86](#), [91](#), [92](#), [94](#), [95](#), [98](#), [99](#)

Day A cycle of play consisting of five [phases](#): [Morning](#), [Noon](#), [Afternoon](#), [Dusk](#), and [Night](#). [16–19](#), [26](#), [33](#), [34](#), [48](#), [49](#), [52–55](#), [60](#), [68](#), [95](#), [96](#), [98](#), [99](#)

Deck The set of [cards](#) a [player](#) uses in a game of [Altered](#); a [personal](#), [hidden zone](#) where all cards except [hero cards](#) start the game. [7](#), [12](#), [13](#), [16](#), [38](#), [40](#), [42–45](#), [48](#), [64](#), [76](#), [80](#), [97](#), [99](#), [100](#), [102](#)

Defender A keyword; an [Expedition](#) containing a [Character](#) with defender cannot move forward during [Dusk](#). [82](#)

Discard pile A [personal](#), [visible zone](#) where [Fleeting spells](#) and [characters](#) are sent. [12](#), [13](#), [21](#), [22](#), [38–45](#), [58](#), [60](#), [72](#), [75](#), [80](#), [96](#), [97](#), [99](#), [102](#)

Draw The second [step](#) in the [Morning](#), in which each [player](#) draws two cards. [16](#), [50](#), [95](#), [98](#)

Duration A [characteristic](#) of [Ongoing Emblems](#); the period of time an [Ongoing Emblem](#) is active. [13](#), [33](#), [94](#), [98](#)

Dusk The fourth [phase](#) of the [day](#); it contains one [daily effect](#): [Progress](#). [17](#), [49](#), [51](#), [54](#), [82](#), [86](#), [93](#), [95](#), [99](#)

Effect A sequence of steps to perform during the resolution of a [spell](#), [Reaction](#), or [phase](#). [14](#), [15](#), [18](#), [20–27](#), [31](#), [32](#), [34](#), [38](#), [39](#), [43](#), [45](#), [49](#), [55](#), [56](#), [58](#), [62–65](#), [67–70](#), [72–75](#), [83](#), [84](#), [87](#), [88](#), [92](#), [93](#), [95](#), [100](#), [101](#)


Emblem A type of object that exist only in [Limbo](#); there are no cards with the type emblem. [12–14](#), [21](#), [23–30](#), [33](#), [34](#), [46](#), [55](#), [58–60](#), [67](#), [73](#), [95](#), [97–99](#), [101](#)

Eternal A rules-changing keyword ability; an eternal [Character](#) is not sent to the [Reserve](#) during [Rest](#). [53](#), [82](#)

Event A transition between one game state and the next. [11](#), [14–16](#), [18](#), [19](#), [33](#), [35](#), [65–67](#), [73](#), [84](#), [88](#), [89](#), [98](#), [101](#)

Exhaust A keyword action; Exhausting an object means giving it the [status exhausted](#). [10](#), [39](#), [47](#), [66](#)

Exhausted A status; [exhausted objects](#) are usually turned sideways. [11](#), [32](#), [37](#), [39](#), [40](#), [47](#), [50](#), [60](#), [70](#), [77](#), [79](#), [82](#), [95](#), [99](#), [100](#)

- Expand** The fourth and last [step](#) of the [Morning](#), in which each [player](#) may put a card face-down from their hand into their [Mana zone](#) and ready it. [16, 50, 95, 98](#)
- Expedition** A part of the [Expedition zone](#); each player has a [Hero Expedition](#) and a [Companion Expedition](#). [13, 15–17, 22, 26, 27, 36, 38–40, 45, 48, 50–54, 57–59, 62, 67, 68, 74, 75, 78, 79, 81–85, 87–89, 92, 94–96, 99, 101, 102](#)
- Expedition zone** A [shared, visible zone](#) where [characters](#) are played. [10, 13, 14, 17, 21, 22, 32, 37, 39–43, 45, 53, 58, 64, 65, 67, 68, 71, 75, 81–86, 89, 92, 94, 96, 97, 100, 102](#)
- Faction** A characteristic; in constructed play, all cards in a deck must belong to the same faction; in limited play, all cards in a deck must belong to a maximum of three different factions. [8, 10, 12, 27, 29, 30, 33, 72, 93, 94, 97, 98, 100, 102](#)
- First player** The player who acts first during a [day](#); each [Morning](#), during the [Succeed step](#), the player to the left of the first player becomes the new first player. [16, 17, 19, 50, 51, 53, 97, 101](#)
- Fleeting** A [status](#); [Fleeting characters](#) and [spells](#) go to the [Discard pile](#) instead of the [Reserve](#). [22, 37, 38, 40, 53, 59, 60, 68, 74, 95, 96, 100](#)
- Forest** A [terrain](#) and a [statistic](#) represented by the symbol . [24, 25, 30, 37, 71, 101](#)
- Gear** A [Permanent](#) sub-type. [17, 24, 53, 89](#)
- Gigantic** A keyword; a Gigantic character is present in both [Expeditions](#). [36, 37, 82–85, 92](#)
- Hand** A [personal, hidden zone](#); each player can look at their own [Hand](#). [10, 12, 13, 16, 19, 22, 32, 38, 40, 42, 43, 45, 49, 50, 56, 58, 63, 64, 71, 76, 85, 86, 96, 97, 99, 100, 102](#)
- Hand Cost** A numeric characteristic of [objects](#); the amount of [mana](#) needed to be paid to play this [object](#) from [Hand](#). [12, 29, 56, 94](#)
- Hero** A card type. [8, 10–14, 16, 17, 23, 24, 28, 32, 33, 36, 41, 46–48, 50, 53, 60, 78, 84, 95, 97, 99–101](#)

Hero Expedition A sub-zone of the Expedition zone. 38, 45, 83, 96

Hero region A region on one end of the Adventure. 25, 44, 48, 78, 93, 101

Hero zone A personal, visible zone containing a player's hero. 12–14, 16, 32, 37, 40–43, 46, 48, 88, 94, 99, 102

Hidden A characteristic of zones; Deck, Hand and Discard pile are hidden zones. 13, 19, 43–45, 47, 56, 63, 95–97

In play An object is in play if it is in the Expedition zone or in the Landmark zone. Objects in the Reserve are not in play. 14, 23, 24, 26, 31, 32, 35, 43, 66, 80, 85, 86

Initiative During Afternoon, the player whose turn it is has initiative; during other phases, the first player has initiative. 19, 55, 97

Initiative order The game order for whenever multiple players could take actions of make decisions at the same time; the player with initiative is the first in initiative order, then the player to their left, and so on. 34, 53, 56, 63, 65


Keyword A noun or verb with a specific meaning in Altered, which might differ from its usual English definition. 14

Landmark A permanent type. 26, 40, 58, 60, 94, 97, 102

Landmark limit A numeric characteristic of heroes, represented by a number of rectangles to the right of their faction symbol. During Night, if a player has more landmarks than this number, they must discard the excess. 13, 33, 46, 53, 94

Landmark zone A personal, visible zone in which landmarks are played. 10, 12–14, 17, 26, 32, 37, 40–43, 46, 53, 58, 60, 66, 67, 71, 85, 88, 94, 97, 99, 102

Limbo A shared, visible zone which contain cards during their resolution and emblems. 13, 14, 22, 23, 25, 26, 34, 37, 40–43, 46, 49, 55–61, 67, 72, 74, 75, 90, 95, 100, 102

Lyra One of the factions; its icon is . 12, 29, 72

Mana The primary resource of the game, represented by a number in a circle: ❶, ❷, ❸ and so on. 31, 56, 64, 96, 99

Mana Orb A face-down card in the Mana zone. 15, 16, 23, 43, 47, 48, 50, 98, 99, 101

Mana zone A personal, visible zone containing face-down Mana Orbs. 12, 13, 16, 23, 37, 40, 42, 43, 46–48, 50, 96, 98, 99, 102

modifier A rule or a passive ability which changes the way that a sequence affects the game state. 63–65, 93

Morning The first phase of a day; it contain four daily effect: Prepare, Succeed, Draw, and Expand. 16, 34, 48–50, 95, 96, 99, 101

Mountain A terrain and a statistic represented by the symbol ▲. 24, 25, 30, 71, 101

Muna One of the factions; its icon is ☸. 12, 29, 72

Name A characteristic of objects. The name of an object is a series of letters and symbols. 8, 10, 12, 23, 27, 94

Neutral An object without a faction. 29

Night The fifth and last phase of a day; it contains three daily effects: Rest, Clean-up and Check Victory. 17, 46, 47, 49, 52, 54, 91, 93–95, 97, 99, 100

Noon The second phase of a day; when “at noon” reactions trigger. 16, 25, 30, 34, 49, 50, 95, 99

Object A game piece in a visible zone; a card, a token, a Reaction, or an emblem. 11–16, 18–24, 26–29, 32, 34, 35, 37–47, 50, 53, 60, 62, 63, 65, 67, 68, 72–74, 76, 79–84, 86–89, 93–96, 98–102




Ongoing An Emblem sub-type; Ongoing Emblems have passive abilities and a duration. 25, 33, 34, 58, 60, 95, 98

Opponent In a two-player game, each player is the other’s opponent. 12, 17, 70

Ordis One of the factions; its icon is ♠. 12, 29, 30, 72

Owner The owner of a card is the player in who brought it to the game as part of their deck. 8, 42, 98

Passive ability An ability that modifies rules, characteristics, or events. 11, 14, 18, 19, 26, 31, 32, 34–36, 38, 40, 43, 57, 58, 60, 63, 65, 72, 77–79, 81, 82, 85–88, 92, 98

- Permanent** An [object](#) type. [12](#), [16](#), [23](#), [24](#), [26](#), [27](#), [40](#), [50](#), [58–60](#), [74](#), [85](#), [87](#), [94](#), [96](#), [99–102](#)
- Personal** A characteristic of [zones](#); [Deck](#), [Discard pile](#), [Hand](#), [Hero zone](#), [Landmark zone](#), [Mana zone](#) and [Reserve](#) are [personal zones](#). [12](#), [13](#), [42](#), [44–47](#), [50](#), [95–99](#)
- Phase** Part of a [day](#); there are five phases each day: [Morning](#), [Noon](#), [Afternoon](#), [Dusk](#), [Night](#). [16](#), [17](#), [19](#), [25](#), [46](#), [47](#), [49](#), [54](#), [55](#), [93–95](#), [97](#), [98](#)
- Player** A participant in a game of [Altered](#). [7](#), [8](#), [11–17](#), [19](#), [20](#), [43](#), [47](#), [49–51](#), [53–57](#), [59](#), [63](#), [68](#), [77](#), [83](#), [85](#), [87](#), [88](#), [93–96](#), [98](#), [99](#), [101](#)
- Prepare** The second [daily effect](#) of the [Morning](#), in which each [player](#) readies their [characters](#), [Permanents](#), and [Mana Orbs](#). [16](#), [50](#), [95](#), [98](#)
- Progress** The [daily effect](#) of [Dusk](#), in which [Expeditions](#) move forward. [39](#), [51](#), [52](#), [54](#), [82](#), [89](#), [95](#)
- Quick action** A kind of [ability](#); [players](#) can play any number of quick actions in a [turn](#) before playing a [card](#) or passing. [14](#), [15](#), [17](#), [19](#), [31](#), [32](#), [39](#), [41](#), [51](#), [56–58](#), [60](#), [68](#), [72](#), [73](#), [77–79](#), [87](#), [93](#), [94](#), [101](#)
- Rarity** A characteristic of [objects](#), with three possible values: common () , rare () , and unique () . [8](#), [10](#), [12](#), [27](#), [28](#), [94](#)
- Reaction** An [ability](#) on an [object](#), written as “Trigger – effect”; the [type](#) of an [Emblem](#) created by such an [ability](#). [11](#), [14–16](#), [19](#), [21–25](#), [27](#), [31](#), [32](#), [38](#), [49–51](#), [53–59](#), [61–63](#), [65–69](#), [72–75](#), [77](#), [78](#), [84–87](#), [92–95](#), [98](#), [100](#), [101](#)
- Ready** Adjective: not [exhausted](#); verb: to lose the [exhausted](#) status. [11](#), [14](#), [16](#), [47](#), [48](#), [50](#)
- Region** A step in the [Adventure](#), represented by the [hero](#) region card, the [companion](#) region card, half a [Tumult](#) card, or the [arena](#). [11](#), [12](#), [16](#), [17](#), [23–26](#), [28](#), [36](#), [44](#), [51](#), [53](#), [54](#), [71](#), [78](#), [87–89](#), [92–94](#), [97](#), [101](#)
- Reserve** A [personal](#), [visible zone](#) in which [spells](#) go after their resolution and [Characters](#) go during [Rest](#). [10–14](#), [16](#), [17](#), [21](#), [22](#), [24](#), [32](#), [37–43](#), [47](#), [49](#), [53](#), [56](#), [58–60](#), [66](#), [67](#), [71](#), [72](#), [74](#), [76](#), [80](#), [82](#), [83](#), [85](#), [86](#), [93–97](#), [99–102](#)
- Reserve Cost** A numeric characteristic of [objects](#); the amount of [mana](#) needed to be paid to play this [object](#) from [Reserve](#). [12](#), [29](#), [56](#), [94](#)

Reserve limit A numeric [characteristic](#) of [heroes](#), represented by a number of rectangles on the left of their [faction](#) symbol; during [Clean-up](#), if a player has more cards in [Reserve](#) than this number, they must discard the excess. [13](#), [32](#), [33](#), [47](#), [53](#), [94](#)

Rest The first [step](#) of the [Night](#), during which [characters](#) are sent to the [Reserve](#). [17](#), [38](#), [39](#), [53](#), [82](#), [86](#), [95](#), [98](#), [99](#)

Resupply A keyword action which means “put the top [card](#) of your [Deck](#) in your [Reserve](#). [19](#), [62](#), [63](#), [70](#), [77](#)

Rule A numbered paragraph in this document. [7](#), [8](#), [14](#), [21](#), [30](#), [43](#), [44](#), [58](#), [82](#), [98](#)

Sabotage A keyword action which means “discard target [card](#) from a [Reserve](#)”. [62](#), [66](#)

Scout X An ability allowing to play a [card](#) from [Hand](#) for an alternative cost X with a [Reaction](#) sending it to [Reserve](#). [85](#), [86](#), [91](#)




Seasoned A keyword; a seasoned [Character](#) keeps its [boosts](#) as it moves from the [Expedition zone](#) to the [Reserve](#). [86](#)

Sequence A series of [steps](#) as in the description of an [effect](#) or a [cost](#). [98](#), [100](#)

Shared A characteristic of [zones](#); [Adventure](#), [Expedition zone](#), and [Limbo](#) are [shared zones](#). [13](#), [42](#), [44–46](#), [93](#), [96](#), [97](#), [100](#)

Site A [Permanent](#) sub-type. [24](#)

Spell A card type; when a [spell](#) resolves, follow the instructions of its [effect](#). [12](#), [15](#), [23–25](#), [40](#), [58](#), [60](#), [61](#), [72](#), [81](#), [82](#), [87](#), [94–96](#), [99–101](#)








Statistic The influence of a character on a specific [terrain](#); each character has a , , and  [statistic](#). [10](#), [12](#), [17](#), [25](#), [27](#), [30](#), [39](#), [41](#), [51](#), [52](#), [54](#), [71](#), [75](#), [83](#), [84](#), [93](#), [94](#), [96](#), [98](#), [100](#), [102](#)



Status The current state of an object; there are five statuses: [Anchored](#), [Asleep](#), [Boosted](#), [exhausted](#), and [Fleeting](#). [11](#), [37](#), [38](#), [40](#), [53](#), [58](#), [67](#), [88](#), [95](#), [96](#)

Step Part of a [sequence](#); usually one verb in an effect. [15](#), [41](#), [44](#), [45](#), [47](#), [52](#), [58](#), [62–65](#), [67–70](#), [82](#), [84](#), [87](#), [95](#), [96](#), [100](#), [101](#)

Sub-type A [characteristic](#) of [objects](#). [12](#), [24–26](#), [30](#), [71](#), [75](#), [94](#), [96](#), [98](#), [100](#), [101](#)

Sub-zone A subset of a [zone](#). [13](#), [45](#), [94](#), [97](#)

- Succeed** The first [step](#) of the [Morning](#), in which the player to the left of the [first player](#) becomes the new [first player](#). [16](#), [50](#), [95](#), [96](#), [98](#)
- Support ability** An ability written in the support box, which works only while the object bearing it is in [Reserve](#). [11](#), [14](#), [31](#), [32](#), [34](#), [59](#), [72](#), [91](#)
- Target** An [object](#), [Expedition](#), [zone](#) or [player](#) that is specifically affected by an effect. [15](#), [38](#), [63](#), [68–70](#), [87](#), [101](#)
- Terrain** A [sub-type](#) of [regions](#); there are three terrains: [forest](#) () , [mountain](#) () , and [water](#) (). [17](#), [51](#), [54](#), [71](#), [96](#), [98](#), [100](#), [102](#)
- Tiebreakers** A state the game gets into when both players' expeditions have met or crossed by the same number of regions during [Check Victory](#). [17](#), [18](#), [44](#), [52–54](#), [84](#), [88](#), [89](#), [91](#), [93](#)
- Timestamp** A unique number assigned to an [object](#) when it is created or moves to a new [zone](#); a new timestamp is always greater than all earlier timestamps. [21](#), [34](#), [36](#), [37](#), [57](#)
- Token** A way of representing [objects](#) created by the game which have no associated [Altered card](#). [11](#), [21](#), [23](#), [25](#), [27–31](#), [62](#), [67](#), [71](#), [75](#), [81–84](#), [89](#), [92–94](#), [98](#)
- Tough** A rules-changing keyword ability; an opponent cannot choose a **Tough** X [object](#) as a [target](#) of an [effect](#) they control unless they pay . [87](#), [101](#)
- Trigger** The part of a [Reaction](#) that precedes –, or a symbol including – (, , ); a description of the [events](#) which trigger that [Reaction](#). [14](#), [19](#), [32](#), [65–68](#), [74](#), [84](#), [87](#), [88](#)
- Tumult card** A card representing two [regions](#) on the path between [Hero region](#) and the [Companion region](#). [11](#), [16](#), [21](#), [23](#), [25](#), [44](#), [48](#), [78](#), [93](#), [99](#)
- Turn** Part of the [Afternoon](#), typically composed of a series of [quick actions](#) followed by playing a [card](#). [17](#), [19](#), [33](#), [34](#), [49–51](#), [55](#), [56](#), [59](#), [63](#), [64](#), [93](#), [99](#), [101](#)
- Turn effect** An [effect](#) which happens as part of a [turn](#). There are three turn effects: playing a [quick action](#), playing a [card](#), and passing. [15](#), [50](#), [51](#), [55](#), [56](#)
- Type** A characteristic of objects; there are seven types: [Character](#), [Emblem](#), [Hero](#), [Mana Orb](#), [Permanent](#), [Region](#), and [Spell](#). [12](#), [23–27](#), [75](#), [94](#), [99](#), [101](#)

- Version** A number distinguishing the different versions of a unique card. 12
- Visible** A characteristic of [zones](#); [Adventure](#), [Discard pile](#), [Expedition zone](#), [Hero zone](#), [Landmark zone](#), [Limbo](#) and [Reserve](#) are visible zones. 11, 13, 19, 21, 41, 43–47, 63, 65, 93, 95–99, 102
- Water** A [terrain](#) and a [statistic](#) represented by the symbol . 24, 25, 30, 71, 101
- Yzmir** One of the [factions](#); its icon is . 12, 29, 30, 72
- Zone** A set of [objects](#); there are ten types of [zones](#): [Adventure](#), [Deck](#), [Discard pile](#), [Expedition zone](#), [Hand](#), [Hero zone](#), [Landmark zone](#), [Limbo](#), [Mana zone](#), [Reserve](#). 7, 11–15, 18, 19, 21, 22, 24, 34, 38–48, 50, 53, 56, 60, 61, 63–68, 76, 80, 88, 89, 92, 93, 95–102
- Zone type** A characteristic of [Permanents](#); there are two [zone types](#): [Expedition](#) and [Landmark](#). 26, 102