1. Turns are broken up into phases
   1. Draw Phase
      1. Players will draw one (1) card from the Deck
      2. If a Player’s hand ever exceeds seven (7) cards, the player must discard any cards of that Player’s choice until seven (7) remain
   2. Action Phase
      1. An Action Phase is broken up into possible Task(s), ranked by Priority in case a Task is not relevant for that Turn. Once a Player performs a Task, that Task’s Priority become the “Minimum Priority” of the Turn, and as such, no higher-Priority Task may be performed that turn (e.g. if a Player equips an Item (**Priority 2** Task), s/he can no longer use a Potion (**Priority 1** Task))
         1. **Priority 1:** Use a non-Equipment Item
            1. Unlimited Item cards may be used in a turn
         2. **Priority 2:** Perform Equipment modification(s)
            1. Equipment cards can be Equipped / Unequipped / Swapped

You can **only** Unequip or Swap a card if the card(s) has/have full Durability

Equipment can be discarded at any time to allow for a different piece of equipment to be used in that Slot

* + - 1. **Priority 3:** Entity Action
         1. Any Action card must be performed by an Entity card

Physical

Only one (1) Physical Action, per Entity, may take place in a given Turn, unless otherwise specified

Magical

Only one (1) Magical (Aggressive/Defensive—e.g. Fireball, Ward) Action, per Entity, may take place in a given Turn, unless otherwise specified and contingent on having enough Mana. Any Entity can continue to use mana in a non-combat (Support—e.g. Heal) capacity until it is out of mana.

Importantly, because casting a spell is a **Priority 3** Action, a Player is forbidden from drinking a Mana Potion *after* any spell has been cast

* + - * 1. An Entity can join the Playing Field and perform an Action in the same turn
  1. Tap Phase / State Phase / Swap Phase
     1. All cards’ States and Positions are readjusted to the Player’s liking
     2. This Phase will **always** signify the end of a Turn for that Player
     3. Players can “Tap (Activate)” or “Untap (Deactivate)” any card
        1. Untapped
           1. Place the card in a Portrait position
           2. This will remove or swap the Tap Bonus to the card
        2. Tapped
           1. Place the card in a Landscape position
           2. This will activate the Tap Bonus to the card

1. A Board is where all of cards will be placed
   1. A Board is broken into multiple Zones
      1. Draw Pile / Deck
         1. The Deck is placed here for the Player to draw cards for use
         2. If the Draw Pile ever has zero (0) cards in it, the Player must shuffle his or her Discard Pile and place all shuffled cards back into the Draw Pile
      2. Discard Pile
         1. The “default” location that a card will go to after it has been played, unless otherwise specified
      3. Graveyard
         1. The “default” location that a “permadeath” card will go after it has been played, discarded, or defeated. All Entities are placed into the Graveyard when removed from play or the Player’s hand for any reason, by default. Hero cards in the Graveyard can **never** be brought back under any circumstance.
            1. The Graveyard is a “permadeath” space for a Card, save a spell mechanic or gameplay addition, such as a Necromancy build or resurrection mechanic
         2. Importantly, if a Player discards or is forced to discard a Hero card, that Hero card would be placed in the Graveyard and *not* in the Discard Pile
      4. Playing Field
         1. A Playing Field consists of up to five (5) Entity cards at a time per Player, unless otherwise specified
         2. Each Entity card can
            1. Be (up to) fully equipped
            2. Have one (1) aura in place, unless otherwise specified
            3. Have either one (1) Pending Action (e.g. Block or Dodge) or one (1) Action in play

Importantly, a card with a Pending Action cannot perform an Action

* + - 1. A Playing Field has Entity-dependent De/Buffs that are based on whether or not an Entity is Un/Tapped and for how many consecutive turns
         1. By a default Buff Counter of 0, an Untapped Entity gains (+1 **ATK**, +0 **DEF**), while a Tapped Entity gains (+0 **ATK**, +1 **DEF**)

For each increment on the Buff Counter, an Untapped Entity’s Buff is (Buff Counter + 1 **ATK**, -Buff Counter **DEF**) while a Tapped Entity’s Buff is (-Buff Counter **ATK**, Buff Counter + 1 **DEF**)

* + - * 1. At the end of every two (2) consecutive turns that a particular Entity has stated in the same State, the Buff Counter is incremented by 1

If an Entity card’s state is toggled for any reason, the Buff Counter is immediately reset to zero (0), unless otherwise specified

* 1. A Victory is had when the Opponent has zero (0) Entity cards on his or her Playing Field
     1. Exceptions could be had in Magic cards that have a “MM6 Guardian Angel” mechanic
  2. One (1) Hero card is placed on the Playing Field in the beginning of the game, and up to two (2) more Hero cards can be in the Deck to be added to the Playing Field by normal play
     1. All Hero cards follow normal Entity rules unless otherwise specified

1. A Deck contains thirty-one (31) cards
   1. One (1) of which is always the Captain (the main Hero card and 1st member of the Party)
   2. Thirty (30) support cards
      1. Up to two (2) of which can be Party Members
   3. A Party can never exceed three (3) Heroes between the thirty-one (31) cards
   4. Equipment cards can go into one (1) of three (3) slots for an Entity
      1. Equipment “Slot(s)” generically describe the places where one could equip an applicable Item
      2. Main Hand
         1. Only applicable in a Dual Wield situation
         2. Physical
            1. Sword
            2. Dagger
         3. Magical
            1. Wand
      3. Off Hand
         1. Only applicable in a Dual Wield situation
         2. Physical
            1. Shield
            2. Dagger
         3. Magical
            1. Book
      4. Two Hand
         1. This occupies the Main Hand and the Off Hand slot simultaneously
         2. Staff
      5. Armor
         1. These will primarily favor defensive Physical (Defense), but will also buff defensive Magical (Resistance)
   5. Aura Cards can be de/activated at the very end of a Player’s turn
      1. They all cost X Mana per turn to stay active, specified on the card
      2. If the Requirement(s) of the Aura Card are not met (i.e. Equipment and/or Mana), the Aura immediately becomes Deactivated and that card cannot be Reactivated that Turn, unless otherwise specified, but remains in play in a Deactivated state until conditions are met again.
      3. Once an Aura is placed, it is never removed—unless dictated by a card—and is only in an “Activated” or “Deactivated” state
      4. Auras, if ever removed, are discarded to the Graveyard (the permadeath place)
   6. By default, an Entity is placed into the Graveyard upon dying
2. Durability is lost by performing or intercepting an Action
   1. Actions, by default, *only* affect the Equipment involved in their Requirements / Prerequisites
   2. By default, broken Equipment is sent to the Discard Pile
   3. Main Hand Equipment loses one (1) durability point per Action
   4. Off Hand Equipment loses one (1) durability point per Action and/or one (1) durability point per Intercepting Action
      1. A Physical Action (that requires the Off Hand) will drop a Physical Off Hand by one (1) durability, but will **not** affect a Main Hand, unless otherwise specified
      2. A Magical Action (that requires the Off Hand) will drop a Magical Off Hand by one (1) durability, but will **not** affect a Main Hand, unless otherwise specified
      3. If performing an Action that involves the Off Hand and the Action invokes a Pending Action (such as Block—which affects the *next* attack to that Entity, but *not like* Heal—which heals an Entity immediately), the durability point is only lost *if* the card (now in a Pending Action state) gets invoked by an Action (e.g. if the Opponent attacks the Entity with a Pending Action [Block] in play)—if no Intercepting Action occurs, then no durability is lost
         1. This is in contrast to the Main Hand which will take durability loss regardless of the success of the Action, unless otherwise specified
         2. In short, Main Hand Actions always take durability loss, while Off Hand-invoked Pending Actions take durability only if the Pending Action is utilized
   5. If no Off Hand is present, then Armor will take a one (1) durability point loss
3. At the beginning of a new game, Players are assigned “Heads” or “Tails” and a d2 is rolled
   1. The Player that correctly calls the flip chooses whether s/he or Opponent goes first
   2. “Super Bowl Toss Rules”