Overview

Players: 2
Duration: 45-75 min
Category: Strategy

Players each control two creatures on the board and take turns performing actions with creatures by playing cards.

Cards allow creatures to move to new tiles, attack enemy creatures, capture generator tiles, and much more.

Creatures have a limited amount of *Energy* and *Mana* to play cards with each turn.

Gain *Points* by killing enemy creatures and capturing pairs of generator tiles. The first player to reach 9 *Points* wins.

The Board
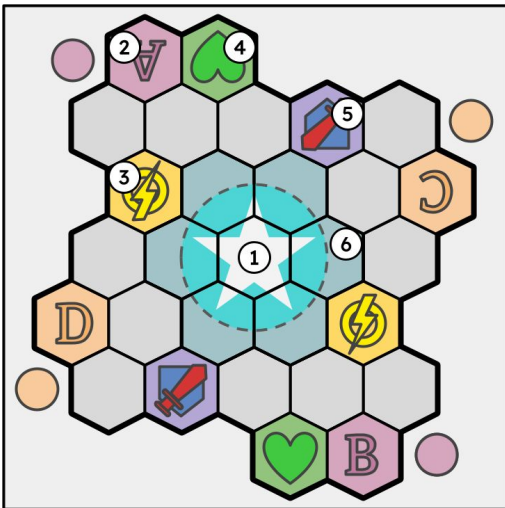
The Board contains 24 tiles.

Each tile can only be occupied by one creature at a time.

Tiles touching each other have a distance of 1 and are said to be adjacent.

The Board (cont.)

1: *Star Tile* – You may only telegraph 'Starlight' from here.

2: *Generator Tile* – *Interact* with 'Interact' to neutralize the tile if owned by the opponent or capture if owned by you.
Gain 3 *Points* (start phase) or 1 *Point* (end phase) per Generator pair captured (A & B or C & D).

3: *Energy Tile* – Gain 1 *Energy* upon moving to and while occupying during your start and end phase.

4: *Health Tile* – Gain 2 *Health* upon moving to and while occupying during your start and end phase. Starting and respawn location.

5: *Strength Tile* – Gain 1 *ATK* and 1 *DEF* upon moving to and during your start and end phase.

6: *Center Tile* – You may only play 'Starlight' from any Center Tile or Star Tile.

The Creatures

Vampire	*Creature*
Death & Life	19 ♥

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Morbi euismod leo ullamcorper ex eleifend, quis sodales orci lobortis.
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European F

← Creature Card

Scorecard →

Passive Card →

Hunger	*Passive*

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When you lose *Health*, gain 1 *ATK* and 1 *DEF* per 4 *Health* lost.
Gain an additional 1 *ATK* and 1 *DEF* if you now have ≤ 7 *Health*.

Vampire

	Creature		Passive		
Telegraph	+15	–	0		Aura
	1	2	3		
	4	5	6		Aura
Telegraph	7	8	9		
	10	11	12		Aura
	13	14	15		

Each creature has a unique alignment with two factions and offers 12 cards: 3 per faction and 6 unique to the creature. When the game starts, create your deck of cards by choosing 8 cards from each of your creatures.

Creatures have the following 5 stats:

Health: Min 0. Max 19. Lose *Health* when taking damage. Die at 0 *Health* and the opponent gains 2 *Points*.
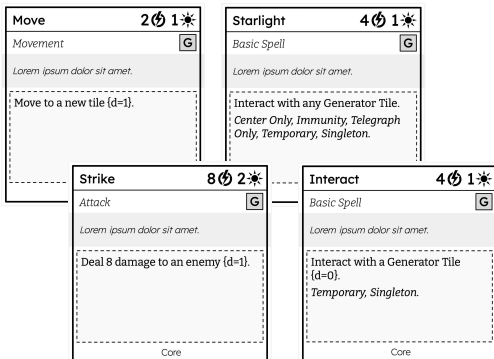
Energy: Min 0. Max 13. Spend *Energy* to play cards. Gain 7 *Energy* during your start phase.

Mana: Min 0. Max 3. Spend *Mana* to play cards. Gain 3 *Mana* during your end phase.

ATK: Min -8. Max 8. Deal extra (+) or fewer (-) damage with your next Attack card, then lose all *ATK*.

DEF: Min -8. Max 8. Take fewer (+) or extra (-) damage from the next incoming Attack card, then lose all *DEF*.

The Cards

Move	2🜚 1☀
Movement	G
Lorem ipsum dolor sit amet.	
Move to a new tile {d=1}.	

Starlight	4🜚 1☀
Basic Spell	G
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Interact with any Generator Tile. *Center Only, Immunity, Telegraph Only, Temporary, Singleton.*	

Strike	8🜚 2☀
Attack	G
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Deal 8 damage to an enemy {d=1}.	
Core	

Interact	4🜚 1☀
Basic Spell	G
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Interact with a Generator Tile {d=0}. *Temporary, Singleton.*	
Core	

Card Class

Attack: Begin Combat against an enemy creature, then deal damage when Combat resolves. Invoked outside of Combat.

Movement: Move to a new tile. nvoked outside of Combat.

Aura: Add to a creature's Aura Pile for a lasting effect. If indicated by a number, add counters to the Aura. Remove 1 counter per turn. Remove the card at 0 counters. Invoked outside of Combat.

Enchantment: Invoke with another card to amplify its effect. Invoked at any time.

Spell: Has an effect not listed above. Invoked at any time.

Basic Spell: Invoked during Combat.

Combat Spell: Invoked outside of Combat.

Playing a Card

Creatures may telegraph or invoke a card when playing it.

Telegraphing:

1. Spend 4 *Energy* or 1 *Mana*.
2. Move a card to your Telegraph Pile.
3. The card cannot be invoked this turn. Only this creature may invoke the card.

Invoke:

1. Validate the card is *Soulbound (S)* and supplied by this creature or the card is *Global (G)*.
2. Spend *Energy* and *Mana* as written on the card.
   a. Spend -4 *Energy* or -1 *Mana* if telegraphed.
3. Resolve the card, performing its effects.
4. Discard the card.

Card Locations

Draw Pile: 1 per player. Max 16 cards. Face down.

Hand: 1 per player. Max 7 cards. Cards hidden from opponent.

Discard Pile: 1 per player. Face up. Discard cards here. Reshuffle into your Draw Pile when your Draw Pile is empty.

Telegraph Pile: 1 per creature. Max 2 cards. Face up. Telegraph cards here.

Aura Pile: 1 per creature. Max 3 cards. Contains Aura cards.

Core Pile: 1 per player. Face up. Max 8 cards. Contains Core cards, which are played from and discarded back here.

Combat

Attack cards trigger Combat between the attacking and defending creatures before resolving. Steps of Combat:

1. Attacker: Invoke 1 Attack card. It does not resolve until Combat ends.
2. Defender: Invoke as many Spells or Combat Spells as you would like or "pass". These resolve immediately, if possible, but are not discarded yet.
3. Attacker: Same as step 2. If a card was invoked during this step, continue taking turns with Spells and Combat Spells until one player "passes".
4. Resolve the Attack card. Perform *Knockback* if the attacker and defender are adjacent to each other:
   a. If the tile behind the defender is unoccupied, push the defender to that tile.
   b. If occupied, do nothing.
   c. If non-existent, the attack deals +2 damage ("wall slam").

Playing the Game

Steps of a Turn

Players alternate taking turns with one creature at a time:

Start Phase

1. Trigger certain card effects.
2. Gain 3 *Points* per Generator pair you control.
3. Gain 3 *Health* if occupying a Health Tile.
4. Gain 1 *ATK* and 1 *DEF* if occupying a Strength Tile.
5. Gain 1 *Energy* if occupying an Energy Tile.

Main Phase

1. Play cards until you are done.

End Phase

1. Trigger certain card effects.
2. Gain 1 *Point* per Generator pair you control.
3. Gain 3 *Health* if occupying a Health Tile.
4. Gain 1 *ATK* and 1 *DEF* if occupying a Strength Tile.
5. Gain 1 *Energy* if occupying an Energy Tile.
6. Modify *ATK* and *DEF*:
   a. Lose 0 *ATK/DEF* if 0-2 *ATK/DEF*. Gain if negative.
   b. Lose 1 *ATK/DEF* if 3-5 *ATK/DEF*. Gain if negative.
   c. Lose 2 *ATK/DEF* if 6-8 *ATK/DEF*. Gain if negative.
7. Remove 1 counter from cards in your Aura Pile, if applicable. Remove at 0 counters.
8. Draw 2 cards. If you have more than 7 cards in your hand, discard down to 7 cards.

Starting the Game

For each player–

1. Alternate choosing creatures so both players have 2.
2. Choose 8 cards per creature.
3. Creatures begin with 19 *Health, 13 Energy,* 3 *Mana*, 0 *ATK*, and 0 *DEF*.
4. Shuffle all 16 cards into your Draw Pile.
5. Draw 6 cards, then discard down to 4.
6. Determine play order by the order creatures were chosen in.
7. The first creature only begins with 2 *Mana*.
8. Capture the Generator Tile on your side of the board.
9. Capture the Generator Tile on your side of the board.
10. The first time a creature takes a turn, place it on the Health Tile next to the Generator Tile you control.
    a. It must move off this tile this turn.

Creature Death

Upon reaching 0 *Health*:

1. Remove the creature from the board.
2. Remove all cards in its Aura and Telegraph Piles.
3. The opponent gains 1 *Point*.
4. During the first step of your start phase, return the creature to the Health Tile on your side of the board with 19 *Health, 6 Energy,* 2 *Mana*, 0 *ATK*, and 0 *DEF*.
    a. You may place it on any gray tile {d≤2 to the Health Tile} for 3 *Energy* and 1 *Mana*.