Rule set 1

Zone based card game.

Example zone visualization for a 4 player game.

Rules as written apply at game start. Card game effect may override some rules.

A group of rectangular boxes with text

Description automatically generated

Information.

Public information: Information about the gamestate known to all players.

Player private information: information known only to a player.

Player unknown information: information not known to any player.

Cards that are played in field are public information.

Cards in hand are private information, known only to the player who has that hand.

Cards in the discard pile are public information.

Initial deck of cards goes in deck zone. Deck is private information.

Game Setup:

Deck is shuffled.

Each player is dealt 5 random cards from the deck.

Terminology key words:

Discard x cards : Send x cards from your hand to the graveyard.

Destroy: Send to the graveyard.

Game progression:

Players take turns until the deck runs out.

Then, score is counted and winner is determined.

Turn sequence:

Draw a card from the deck.

Play 1 new card. (Playing a card from your hand to your active field is a typical action).

Resolve the card and associated effects.