

PRODUCTS

6

You may play any number of product cards from your hand by paying the talent and resource costs indicated at the top of the effect. A product cannot be pivoted as the condition of an activated ability (its own or another card's) until its controller's first turn after it was played.

CLASH

8

You may play any number of clash cards from your hand by paying the talent and resource costs indicated at the top of the effect. Many clash cards have no cost. Unless a card effect says otherwise, the clash card takes effect immediately and after the effect has been resolved, it is removed from play.

ENVIRONMENT

7

You may play environment cards from your hand only during your turn. A new environment replaces any card that was already here.



CHARACTERS

1

Put up to two character cards in play before the game begins.

4

You may play up to one character card from your hand per turn. In addition to any written abilities, a character may be pivoted for 1 of the talents whose symbols appear in the upper corners of the card.

LIBRARY

3

Shuffle your deck and place it here. Draw a hand of seven cards. You may shuffle your hand in and draw a new one up to two times. With the exception of the first turn of the first player, draw two cards at the beginning of each turn.

RESOURCES

2

Put up to two resource cards in play before the game begins.

5

You may play up to one resource card from your hand per turn. Resources generated by resource cards or otherwise disappear at the end of each turn.

REMOVED FROM PLAY

9

If an effect says to remove something from play, it goes here. The Removed From Play pile may be inspected by any player at any time. Effects that activate when a card is removed from play are also activated when a card returns to the Hand or the Library.

Setup:

- You and at least one opponent prepare a deck of 40 to 100 cards, inclusive.
- Place up to 2 characters and up to 2 resources in play, then shuffle your deck.
- Draw a hand of 7 cards. If you don't like it, you may shuffle those cards into your deck and draw a new hand up to 2 times.
- Decide who goes first. Play continues clockwise.

Order of a Turn:

- Unpivot all cards.
- Draw 2 cards.
- Play cards from your hand and use activated abilities of cards in play.

During Opponents' Turns:

You may play clash cards or activated abilities of cards in play when:

- An opponent unpivots their cards.
- An opponent draws cards at the beginning of their turn.
- An opponent plays a card or activates an ability.
- An opponent ends their turn.

You Win if:

- At any time you control cards whose total victory points are at least 20.
- An opponent loses.

You lose if:

- You are supposed to draw a card, but have none to draw.
- An opponent at any time controls cards whose total victory points are at least 20.
- An opponent wins.