IMMORTAL

A Game of Mythic Strategy from GAME·O·GAMI

IMMORTAL

Rule Book - Beta v4.0

Contents

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A Strategy Game of Warring Mythologies by David Luis Sanhueza

Introduction

The war of the gods has begun... Born from the dreams and nightmares of mankind, legendary beings are gathering forces to crush their enemies. They have put their fate in the hands of mere mortals like yourself, granting you the power to lead them to victory. Capture your opponents' forces, turn their powers against them, and forge your own legend!

In **Immortal**, ancient gods, heroes, and monsters battle for control over mythic realms. 2 to 4 players assume command of powerful pantheons summoned from various world mythologies - *Master Set One* features the Norse, Greek, Japanese, Celtic, Egyptian, and Native American pantheons. Each pantheon of character cards offers unique abilities and strategies to be mastered. This conflict takes place on a battlefield of modular boards, representing the nexus of mythical realms. The goal of the game is to control the most cards on the battlefield by capturing your opponents' cards and defending your own.

During the game, players take turns placing their character cards on the spaces of the battlefield. Each card has a distinct combination of battle strengths, represented by numbers on its four edges. When a card is placed on a space adjacent to the north, south, east, or west edge of an opponent's card, an attack begins and the strengths on the cards' touching edges are compared. If the attacker's strength is greater, then the defending card is successfully captured, giving the attacking player more control on the battlefield. Special abilities can influence the results of an attack, and set the battlefield up for future combos by strengthening allies, weakening enemies, and bending the normal rules of the game.

After the first battle, players upgrade their pantheon decks with more powerful cards, and expand the battlefield with additional modular boards. Victory goes to the player who controls the most cards at the end of two battles. Game variants allow players to form teams, change the rules of engagement, or play faster matches. Once players have mastered the basic strategies of the game, they can mix and match characters from different pantheons to build their own custom decks.

As **Immortal** evolves, more pantheons will be added from the myths and legends of distinct cultures. These expansions will introduce new abilities and playing styles to the game. With an expanding list of legendary characters and modular boards to choose from, an endless variety of strategies and combinations will emerge... limited only by your imagination!

Section I: The Game Components

Game Contents
108 Character Cards (6 complete pantheons, 18 cards per pantheon)
9 double-sided Board Fragments
4 sets of Control Tokens
Bonus / Penalty Markers
Ability Markers
Mimic Markers
Dominion Markers
4 Player Reference Sheets
Rule Book

Chapter 1: The Character Cards

Each card in *Immortal* represents a different mythological being. Some are gods of creation, others are masters of destruction. Some are terrifying monsters, others are legendary heroes. All of these beings are yours to command in battle. Every character card has the following set of attributes, represented by numbers and symbols:
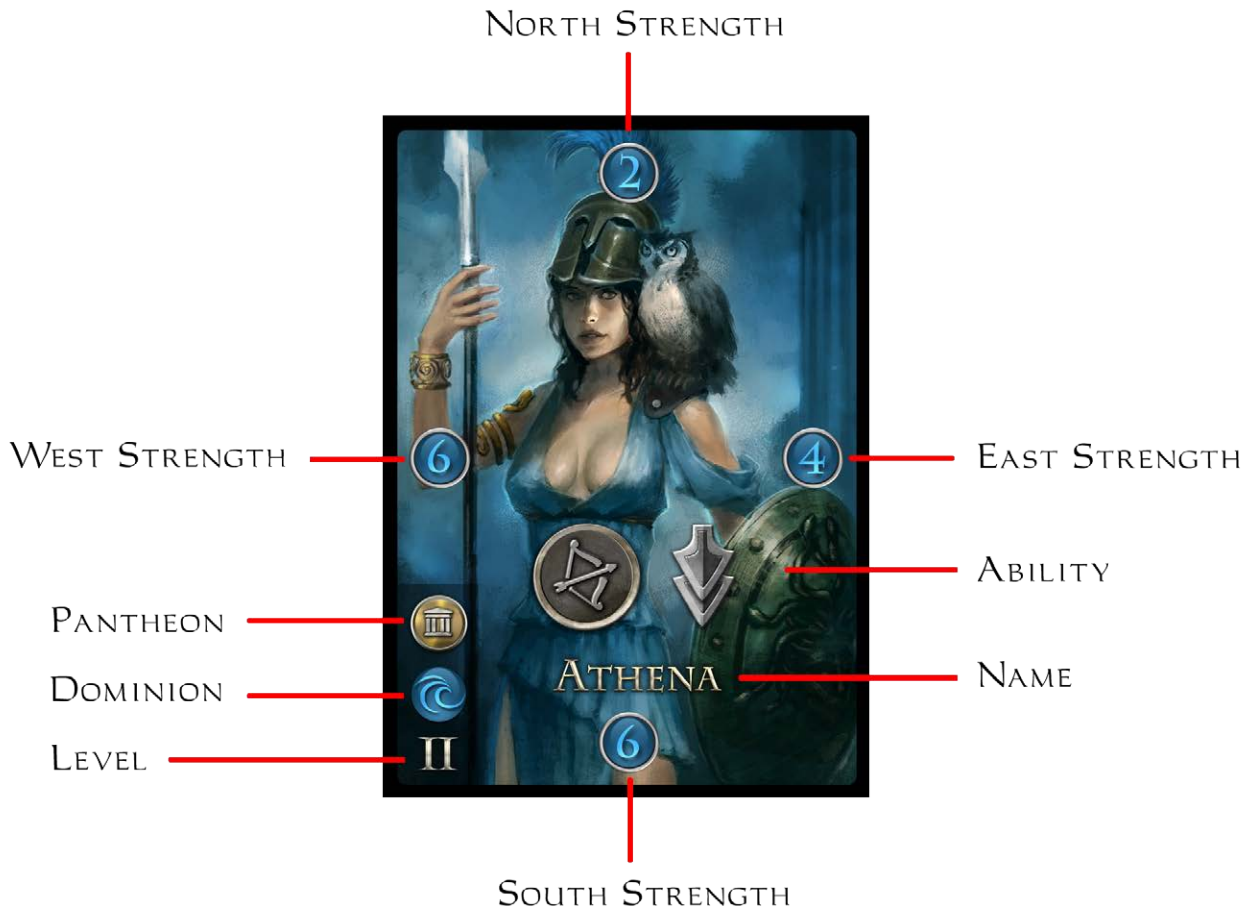
North Strength – When resolving an attack, this strength is compared to the South Strength of the adjacent card to the north.

East Strength – When resolving an attack, this strength is compared to the West Strength of the adjacent card to the east.

South Strength – When resolving an attack, this strength is compared to the North Strength of the adjacent card to the south.

West Strength – When resolving an attack, this strength is compared to the East Strength of the adjacent card to the west.

Ability – Most cards have one of many special abilities. A card's ability is depicted as an icon, sometimes accompanied by arrows which represent the ability's area of effect. (see *Chapter 6: Abilities*)

Pantheon – Cards belong to one of several pantheons. In this Master Set, the pantheons are Greek, Norse, American, Japanese, Celtic, and Egyptian. Each pantheon has a tendency towards different abilities and strengths. At the beginning of the game, each player chooses a pantheon deck to lead into battle. (see *Chapter 8: Pantheons*)

Dominion – Cards belong to one of three dominions: Earth, Sea, or Sky. Each has a tendency towards different abilities and strengths, and a card's dominion may affect its interaction with some abilities and board spaces. (see *Chapter 7: Dominions*)

Level – A card's level is an indication of its power relative to other cards, and it determines during which act of the game that the card will enter into play. There are three levels, with I being the weakest, and III being the most powerful.

Name – A card's name is found near the bottom. Each character card is unique, and a deck may not contain multiple copies of any card.

Chapter 2: The Boards

Immortal is played on a grid of spaces, onto which the character cards are placed. Players create this grid by combining modular **board fragments**. Once combined, the various board fragments are collectively referred to as "**the battlefield**."

The battlefield has north, south, east, and west directions, just as the cards do. The "north" direction for a match is chosen by the player who goes first, when he plays his first card.

Every board fragment is double-sided, and each side has a unique name which represents a different mythical realm. Each one is composed of six spaces arranged in different shapes. During the game, a space that does not have a card on it is considered an "open space", while a space with a card on it is called an "occupied space."

Sacred Spaces
Each side of a board fragment has two "**sacred spaces**", marked with symbols and colored borders. Sacred spaces affect the cards that are placed on them. There are two types of sacred spaces: "ability spaces" and "dominion spaces".

Ability spaces have black-colored borders, and an ability symbol depicted on them. When a card is placed
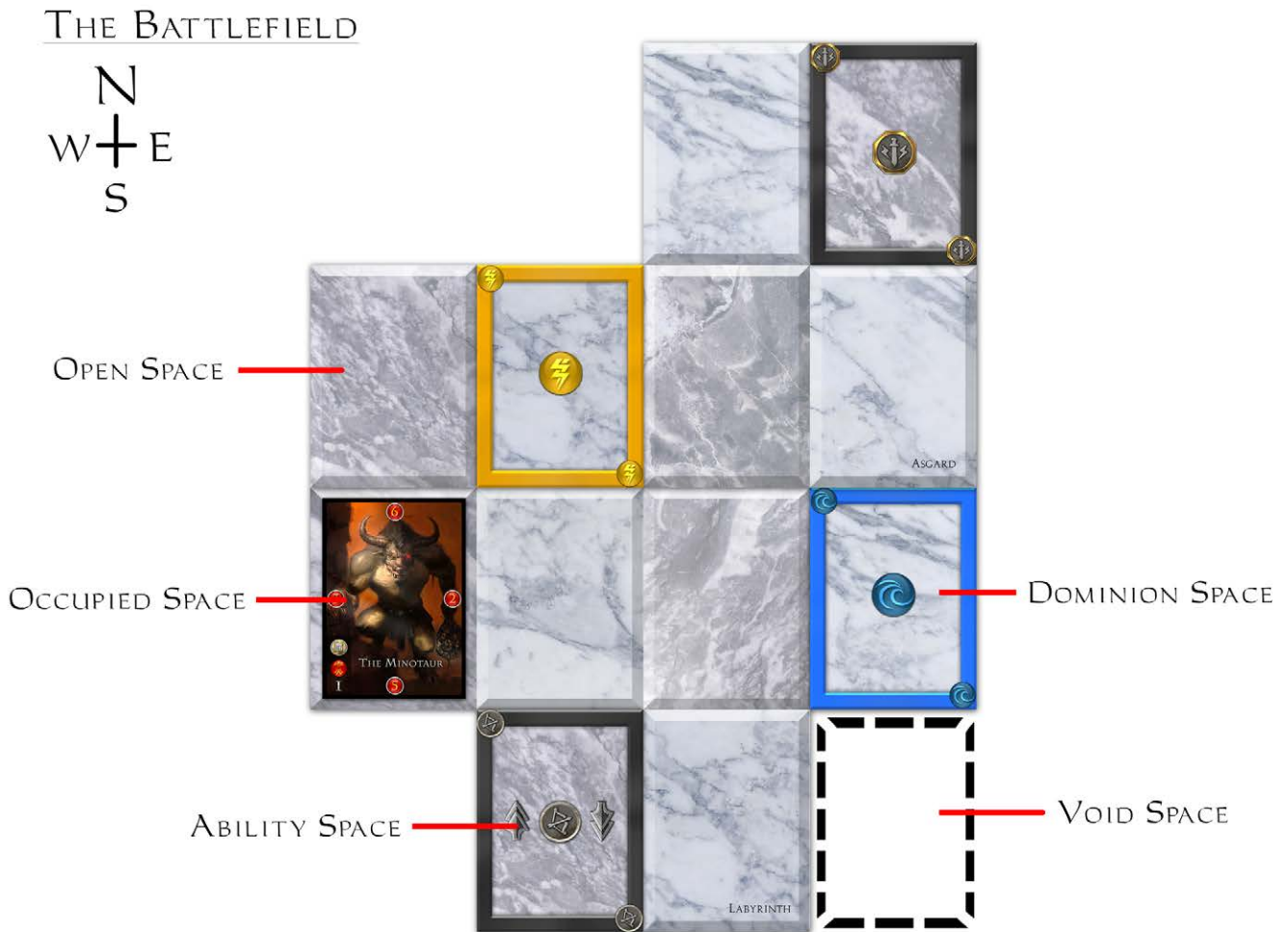
on an ability space, it gains the ability from that space, in addition to whichever ability the card already has.

Dominion spaces have one of three dominion symbols (Earth, Sea, or Sky) depicted on them, and a corresponding colored border (red, blue, or yellow, respectively.) When a card is placed on a dominion space that matches its dominion symbol, the card gains a +1 bonus to all strengths. If the card's dominion does not match the dominion symbol on the space, it gets a -1 penalty to all strengths.

See *Chapter 6: Abilities* for more information on sacred spaces.

Void Spaces

"Void spaces" are not actual spaces on the battlefield. Instead, they are imaginary spaces created by the gaps between, and open areas surrounding, the real board spaces. Cards cannot normally be placed on void spaces, unless an ability states otherwise. Some abilities can extend across void space gaps, if their area of effect covers two or more spaces away from their card's space. (see *Chapter 6: Abilities*)

THE BATTLEFIELD

OPEN SPACE

OCCUPIED SPACE

THE MINOTAUR

ABILITY SPACE

ASGARD

DOMINION SPACE

VOID SPACE

LABYRINTH

Chapter 3: Tokens and Markers

In addition to the cards and modular board fragments, *Immortal* is played with a variety of tokens and markers. There is no limit to the number of tokens and markers that can be in play at one time. If for some reason, the quantity of tokens or markers provided with this game is insufficient, you should use a suitable substitute for these components. Tokens from other games will work nicely, as will coins.

Control Tokens – Every player is provided with a set of control tokens, with different colors distinguishing one player from another. Control tokens are used to mark which cards each player controls on the battlefield. When a player places a card onto the battlefield, he puts one of his control tokens on it. If that card gets captured, the control token is replaced with one belonging to the player who captured it. If the card is removed from the battlefield, remove the control token.

Bonus Markers – These markers are used to show when a card has a permanent strength bonus gained from an ability. For each of these markers on the card, all of its strengths (North, South, East, and West) are increased by 1. When the card is removed from the battlefield, remove the marker.

Penalty Markers – These markers are used to show when a card has a permanent strength penalty imposed by an ability. For each of these markers on the card, all of its strengths (North, South, East, and West) are decreased by 1. When the card is removed from the battlefield, remove the marker.

Conditional Bonus / Penalty Markers – These markers are used to show when a card has a conditional strength bonus or penalty, due to the effects of an ability or a dominion space. If a bonus becomes a penalty (or vice versa), flip the marker over to show this change. When the card no longer has the bonus or penalty, or is removed from the battlefield, remove the marker.

Ability Markers – These markers are used to show when a card has gained an vigilant ability from a sacred space, or due to the card's own Mimic ability. Place an ability marker on the card corresponding to the ability that was gained. When the card no longer has the ability, or is removed from the battlefield, remove the marker.

Mimic Markers – These markers are used to show when cards have been affected by a Mimic ability. Place a mimic marker on the target of the Mimic ability, to signify that the card's ability has been stolen. If the card is removed from the battlefield, remove the marker.

Dominion Markers – These markers are used to show when cards have been affected by a Trickster ability. The dominion of the affected card permanently changes to the dominion (Earth, Sea, or Sky) of the marker placed on it. When the affected card is removed from the battlefield, or becomes affected by another Trickster ability, remove the marker.

Chapter 4: Decks, Hands, and the Underworld

Each player chooses a **pantheon** consisting of 18 character cards. At the start of the game, each player's pantheon is divided into two small **decks** based on the levels of the cards: level I cards are sorted into a deck for play during Act One of the game, while level II and level III cards are set aside as a deck for play during Act Two. Decks are shuffled at the beginning of the act during which they are played, and kept face down.

During the game, players draw cards from the tops of their decks to their **hands**, choosing cards to play from their hands to the battlefield. The contents of a player's deck and hand are always hidden from his opponents.

The Underworld is where cards are sent when they have been removed from the game. The Underworld is a single pile off to the side of the play space, away from the players' decks and the battlefield. A card in the Underworld remains there until the end of the game, unless an ability states otherwise. Cards in the Underworld are kept face up at all times.

<u>Section **II**: The Rules</u>

How To Play

Below are the rules for the Standard game of *Immortal*. For more ways to play, see *Chapter 10: Game Variants*.

Chapter 5: Standard Game

In the Standard game, 2 to 4 players lead their chosen pantheons into battle against each other. Play is divided into two rounds, called "acts." **The goal of the game is to control the most cards on the battlefield at the end of Act Two.** A typical game lasts 20 minutes per player.

Setting Up

At the start of a match, sort the character cards into distinct piles based on their pantheon symbols. Each complete pantheon consists of 18 cards: 9 level I cards, 6 level II cards, and 3 level III cards. One complete pantheon is needed per player in the match.

Each player is assigned a distinct color for their control tokens. Choose the board fragments you wish to play with, or simply gather a random selection. Two board fragments are needed per player in the match.

Determine who goes first. You can do this using any random method, or by letting an experienced player go first. The turn order begins with this player, and then continues going clockwise.

Going in turn order, each player chooses a pantheon to play, taking all 18 cards from that set. (If the players have more than one copy of the character cards available to them, multiple players are permitted to select the same pantheon. When opponents play the same pantheons against each other, it is called a "mirror match.") After all players have selected their pantheons, any remaining pantheons are set aside.

All players sort the 9 level I cards from their chosen pantheons into their Act One decks, and set the remaining cards aside for their Act Two decks. When all players have finished sorting their decks, Act One begins.

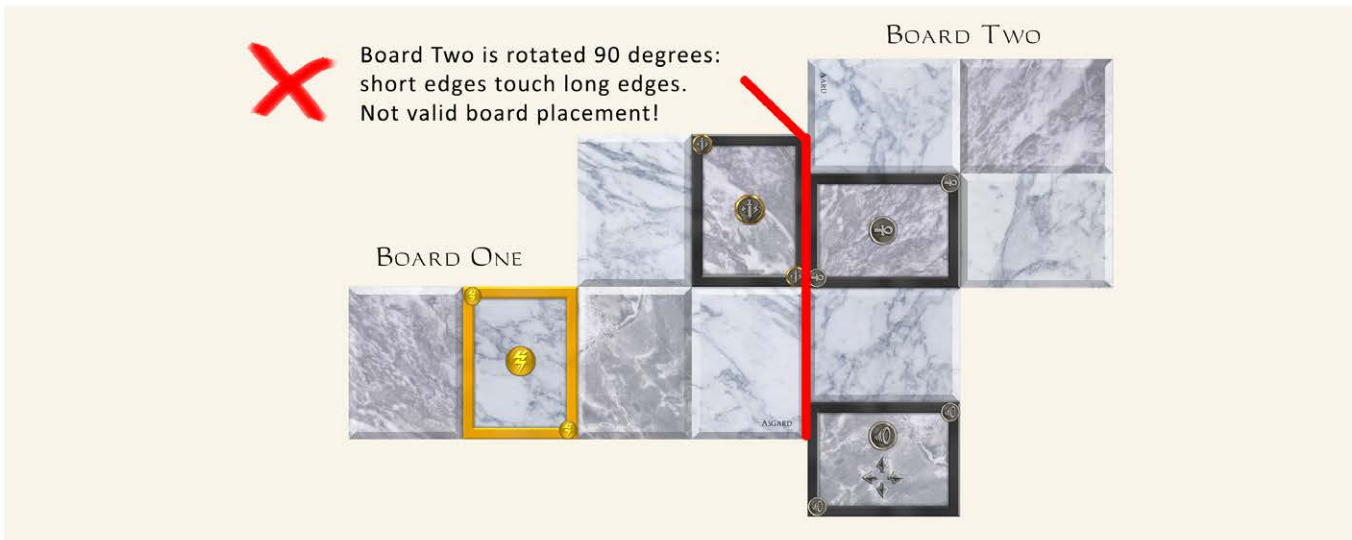### ACT ONE: Genesis

Board Phase

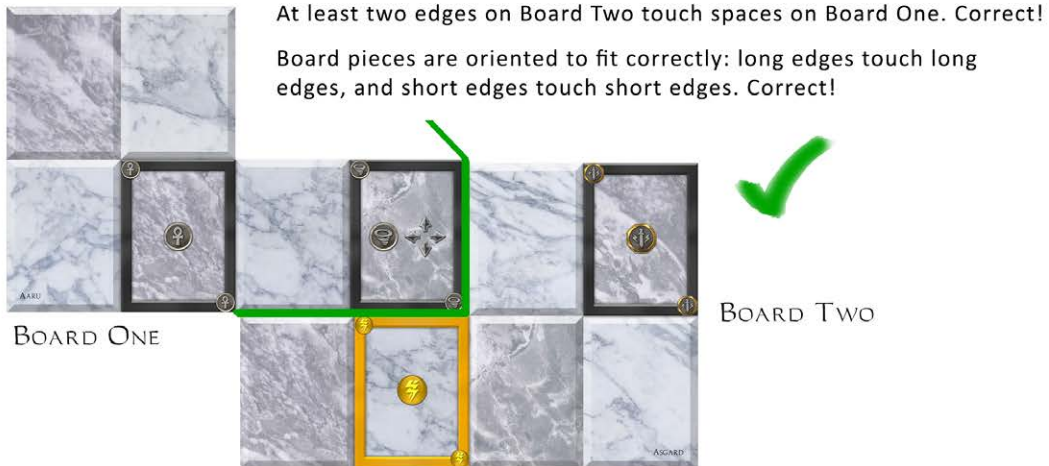Going in turn order, each player selects one board fragment and lays it down to create the combined battlefield. The first player places his board fragment down in whichever orientation he chooses. Subsequent players place their board fragments where they wish, so that at least two space edges on their board fragment touch the edges of spaces already part of the battlefield. When a player places a board

fragment, he chooses which side to lay face up.

When a new board fragment is placed, it may be rotated 180 degrees as the player desires, but may not be rotated 90 degrees. In other words, the short edges of spaces cannot be placed against the long edges of other spaces. Long edges must touch long edges, and short edges must touch short edges. See the *Board Placement Diagram* for a visual depiction of how the board fragments are placed together. When all players have finished placing their board fragments, the Battle Phase begins.

BOARD PLACEMENT DIAGRAM

At least two edges on Board Two touch spaces on Board One. Correct!

Board pieces are oriented to fit correctly: long edges touch long edges, and short edges touch short edges. Correct!

BOARD ONE

BOARD TWO

Board Two is rotated 90 degrees: short edges touch long edges. Not valid board placement!

BOARD TWO

BOARD ONE

Only one edge on Board Two touches spaces on Board One. Not valid board placement!

BOARD ONE

BOARD TWO

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Battle Phase

During the Battle Phase, players place their cards on open battlefield spaces and attempt to capture their opponents' cards. Any cards controlled by the same player are "**allied**" to each other. Any cards which are not controlled by the same player are **"enemy"** cards.

All players shuffle their Act One decks, then draw 5 cards from the tops of their decks to their hands. At the beginning of Act One's battle, the first player plays 1 card from his hand, face down onto any space on the battlefield. After placing his card, the player puts one of his control tokens on it, signifying that he controls it. He then draws 1 card from the top of his deck to his hand.

The battlefield has north, south, east, and west directions, just as the cards do. When placing his card, the first player decides which direction on the battlefield is "north." He does this by how he orients his card: the direction which the north strength (top edge) of his card is facing becomes north on the board. For the remainder of the game, all cards must be placed according to that orientation, with the north strength of a card always facing north on the battlefield (on the back of a card, the *Immortal* logo's feathered wing points towards north.)

Going in turn order, the other players each play 1 card from their hands onto the battlefield, face down, placing their control tokens on the cards they played. They may play their cards onto any open space, with one important exception: a card that is played face down cannot be played adjacent to another face down card. "Adjacent" means on any of the spaces that touch the north, south, east or west edges of the card, which would normally trigger an attack. Each player, after playing his card, draws 1 card from the top of his deck to his hand.

After all players have played their face down cards, flip those cards over so that they are face up, maintaining the same orientation towards north as they were placed. The abilities of those cards are then applied, along with the abilities of any sacred spaces on which they were placed. Some abilities do not take effect if the card that they originate from was played face down: all Skinwalker, Voidwalker, Ranged Attack, Combo Attack, Sandstorm, Fanatic, and Swift abilities are negated when their card is played face down. Cards that are played face down do not attack each other.

Cards are only played face down at the beginning of Act One. For the remainder of the match, all cards will be played face up, including the first cards played in Act Two.

Turns

For the remainder of the battle, players take turns playing their cards to the battlefield. Every turn has the following steps, performed in this order:

1) Play a Card
2) Pre-Attack Abilities
3) Resolve Attacks
4) Post-Attack Abilities
5) Reaction Abilities
6) Draw a Card

Step 1) Play a Card - The player plays a card from his hand to an open space on the battlefield. An "open space" is a space which does not have a card on it. All cards must orient in the same direction, towards north on the battlefield. When playing a card, the player places a control token on it to mark that he controls it.

Step 2) Pre-Attack Abilities - Any Pre-Attack abilities belonging to the card that was played take effect. If the card that was played triggers any other cards' vigilant Pre-Attack abilities, then those abilities also take effect. The effects of all of these abilities are applied simultaneously.

Step 3) Resolve Attacks - The card played on this turn will attack all enemy cards that are within its "attack range." A card's attack range consists of the four spaces adjacent to it: north, south, east, and west. If a card has the Ranged Attack ability, its attack range will include additional spaces.

When an attack occurs, compare the values of the strengths on the touching edges of the attacking and defending cards. For example, if the attack is coming from the north, then the attacker's south strength will be compared to the defender's north strength. If the attack is coming from the west, then the attacker's east strength will be compared to the defender's west strength, etc…

If the attacker's strength is greater than the defender's strength, then the attack is successful and the defending card is captured. The attacker places his control token on the newly captured card, replacing the previous control token. If the defender's strength is greater than or equal to the attacker's strength, then the attack fails and the defending player maintains control of the defending card.

Attacking an enemy card within attack range is automatic – players cannot choose to not attack enemy cards. If multiple enemy cards are within the attacking card's attack range, then all of those cards are attacked simultaneously. Defending cards do not normally counter-attack, therefore only the card played on the current turn can capture other cards.

Step 4) Post-Attack Abilities - After attacks are resolved, any Post-Attack abilities belonging to the card that was played take effect. If the card that was played triggers any other cards' vigilant Post-Attack abilities, those abilities also take effect. The effects of all of these abilities are applied simultaneously.

Step 5) Reaction Abilities - All Reaction abilities triggered by the events of this turn have their effects applied during this step. These effects are applied in reverse order, beginning with the most recently played card, and ending with the card that has been on the battlefield the longest.

Step 6) Draw a Card - The player draws 1 card from the top of his deck to his hand. His turn ends, and the next player in clockwise order begins his turn.

When a player runs out of cards to draw from his Act One deck, he does not draw new cards from his Act Two deck.

Battle's End
The Battle Phase ends when either there are no more open spaces on the battlefield, or when any player has no cards remaining in his hand at the start of his turn.

End of Act One
The winner of this act is the player with the most control tokens on the battlefield. In the case of a tie, see *Resolving Ties*. All cards on the battlefield remain there for the next act, with their vigilant abilities still in effect, and players still in control of cards with their control tokens on them. Any cards remaining in players' hands are discarded to the Underworld.

ACT TWO: Ragnarok

Act Two begins with the winner of Act One going first, and the turn order continuing clockwise from him.

Board Phase
During Act Two's Board Phase, the players will add more board fragments to the existing battlefield. Going in the new turn order, each player selects a board fragment and connects it to the battlefield. The same rules apply as during Act One for connecting board fragments. When all players have finished connecting their

new board fragments to the battlefield, the Battle Phase begins.

Battle Phase

At the start of the battle, all players take the cards which were set aside for their Act Two decks. Each player shuffles his 3 level III cards, and places them face down. Each player then shuffles his 6 level II cards, and places them face down on top of his level III cards. This is the player's deck for Act Two. All players draw 5 cards from the tops of their decks to their hands.

Another battle proceeds as described previously, but with the following changes:

> In Act Two, all cards will be played face up, including the first cards played by each player.

> The first player to play a card during this Act does not choose a new direction for "north" on the battlefield. The north orientation remains the same as it was during Act One.

Cards on the battlefield that were played during Act One have their vigilant abilities still in effect, and can be captured by the attacks of newly-played cards. The battle ends when either there are no more open spaces on the battlefield, or when any player has no cards remaining in his hand at the start of his turn.

End of Act Two

The end of Act Two is the end of the match. Any cards remaining in players' hands are discarded to the Underworld. The player with the most control tokens on the battlefield wins the game. In the case of a tie, see *Resolving Ties* to determine the winner.

Resolving Ties

A tie happens when more than one player has the highest number of control tokens on the battlefield at the end of a battle. To determine the winner when this happens, each player in the tie adds up the total levels (I, II, and III) of the cards he controls on the battlefield. The tied player with the highest level count wins that battle.

If the level count also results in a tie, then it is a "complete tie." All players in the complete tie are considered to have won the battle. If a complete tie occurs at the end of Act One, then the player in the tie who is furthest (in clockwise order) from the player who went first, will go first during the next act. If a complete tie occurs at the end of a match, then all players tied for the level count win the match.
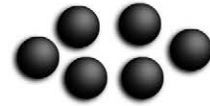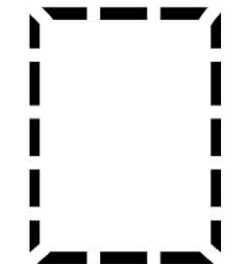
PLAYER 1

DECK

HAND

CARDS FOR ACT TWO

CONTROL TOKENS

THE BATTLEFIELD
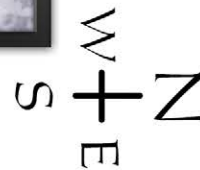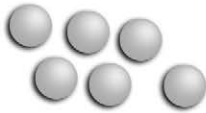
UNDERWORLD

CONTROL TOKENS

CARDS FOR ACT TWO

HAND

DECK

PLAYER 2

Player 1

Deck

Hand

Control Tokens

The Battlefield

Underworld
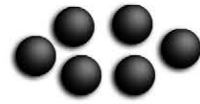
Hand

Control Tokens

Deck

Player 2

Chapter 6: Abilities

Most cards have one of many special abilities. These abilities provide strategic advantages, such as improving a card's chances of capturing enemies, strengthening allies, or twisting the normal rules of the game. Some abilities are more powerful than others, but that power comes with a price – cards with powerful abilities have lower strength values. Some cards have no ability at all, therefore their strength values are higher to compensate.

Abilities are depicted as icons in the lower-center of the cards. The Player Reference Sheets list the various abilities with their associated icons, and provide a brief description of how each ability works. A more thorough description of these abilities, including special situations, is included below.

Whenever an ability's description refers to "you", it refers to the player who controls the card with that ability. If an ability's description uses the word "may", then the player who controls that card has the choice of whether or not to apply those effects. Otherwise, the ability takes effect automatically.

Some abilities grant bonuses or penalties to a card's strengths. There is no limit to the amount by which strengths can be increased or decreased due to ability effects. It is possible for penalties to reduce a strength's value below 0, into negative numbers. In such cases, the greater number still wins when resolving attacks (Example: a -1 north strength wins versus a -2 south strength.)

Areas of Effect

Some abilities have an "area of effect", which is depicted on the cards as one or more arrows next to the ability icon. These arrows point to spaces on the battlefield in relation to the card's position, and any cards on those spaces are within the ability's area of effect. Cards within an ability's area of effect can be affected by that ability, if they fit the criteria of the ability's description (such as affecting only allied or enemy cards.)

For example, an ability with one arrow pointing north and one arrow pointing south has an area of effect of one space north and one space south of that card. An ability with four arrows pointing east has an area of effect of four spaces east of that card. Gaps in the battlefield (void spaces) do not alter an area of effect, therefore abilities can extend across gaps if their area of effect covers two or more spaces away from their card's space.

Targeting

Some abilities are "self-targeting", meaning that they only affect the card which they belong to. Other abilities "target" cards within their area of effect, sometimes depending on whether or not those cards are controlled by opponents. Any cards controlled by the same player are "allied" to each other. Any cards which are not controlled by the same player are "enemy" cards. Abilites which "target enemy cards" will affect enemy cards. Abilities which "target allied cards" will affect allied cards. Abilities which "target allied and enemy cards" may have variable effects depending on whether the targeted cards are allies or enemies.

Instant and Vigilant Abilities

"Instant" abilities take effect only once, on the turn that their card is played. "Vigilant" abilities may take effect multiple times during the game, depending on the actions and attributes of other cards played on each turn. For example, an ability which takes effect every time its card is attacked, or whenever a card with certain attributes is played adjacent to its card, is a vigilant ability. An icon with a golden frame around it signifies a vigilant ability, while an icon without the golden frame signifies an instant ability.

Instant Ability   Vigilant Ability

Permanent and Conditional Effects

Some abilities grant bonuses or penalties which last as long as the affected card is on the battlefield. The effects of these abilities are called "Permanent." Other abilities grant bonuses or penalties that may increase or decrease depending on the actions and attributes of cards played on each turn. These effects are called "Conditional," because they change based on the conditions around them on the battlefield. For example, the Conditional bonus granted to a card by a Sky Champion ability will increase if additional Sky-dominion cards are played adjacent to that card, and will decrease if any adjacent Sky-dominion cards are removed from the battlefield or moved to non-adjacent spaces.

If a card is removed from the battlefield, all ability effects on that card are removed from it, along with any markers and control tokens.

Ability Descriptions

Attack Bonus – This card has +2 to all strengths for attacking cards whose dominion matches the dominion symbol linked to this ability.

Attack Bonus targets enemy cards, and is a vigilant ability which takes effect during the Resolve Attacks step (Step 3.)

Defense Bonus – This card has +3 to all strengths for defending against cards whose dominion matches the dominion symbol linked to this ability.

Defense Bonus targets enemy cards, and is a vigilant ability which takes effect during the Resolve Attacks step (Step 3.)

Attack / Defense Bonus – This card has +1 to all strengths for attacking and defending against cards whose dominion matches the dominion symbol linked to this ability.

Attack/Defense Bonus targets enemy cards, and is a vigilant ability which takes effect during the Resolve Attacks step (Step 3.)

Champion – For each adjacent card matching this card's Champion type, this card gains a +1 bonus to all strengths. This card's "Champion type" is determined by the dominion or pantheon symbol that is linked to its Champion icon. If a dominion symbol is linked to this ability, then the dominion of adjacent cards is checked to see if any bonuses are gained by this card. If a pantheon symbol is linked to this ability, then the pantheon of adjacent cards is checked to see if any bonuses are gained by this card.

Bonuses may be gained from both allied and enemy cards. The bonus gained by this ability is conditional: when adjacent matching cards are removed from the battlefield, are moved to spaces not adjacent to this card, or if their dominion changes, then the bonus decreases accordingly. When matching cards are played or moved onto spaces adjacent to this card, or the dominion of adjacent cards changes to match the Champion type, the bonus increases accordingly. Place conditional bonus markers on this card, as needed, to mark the effects of this ability.

Champion is self-targeting, and is a vigilant ability which takes effect during the Pre-Attack step (Step 2) and Post-Attack step (Step 4.)

Changeling – When you would play a card, you may play your card on top of this one. If you do, this card is discarded to the Underworld. Place an extra control token on the new card (total of 2). This extra token is counted for control of the battlefield. The turn then continues as normal, including resolving attacks.

Any permanent effects are transfered from the card with Changeling to the new card played on

top of it. If the new card gets captured, both control tokens on the card are replaced with an equal number of control tokens by the player who captured it.

A card with Changeling cannot be placed on top of another card which has the Changeling ability. Changeling negates the Skinwalker ability, so a card with Changeling is discarded to the Underworld when a card with Skinwalker is placed on top of it. Changeling is self-targeting, and is a vigilant ability which takes effect during the Play a Card step (Step 1.)

Combo Attack – When this card is played, after its attacks are resolved, you may target one allied card within this ability's area of effect. The targeted card will then attack enemy cards within its attack range, during the Reaction step. The targeted card's instant abilities do not take effect.

A new series of Resolve Attacks, Post-Attack, and Reaction steps occurs from this new attack. This ability is negated if this card was played face down. Combo Attack targets allied cards, and is an instant ability which takes effect during the Reaction step (Step 5.)

Counter-Attack – When an attack against this card fails to capture it, the card which attacked it is automatically captured by this card. The counter-attack attack occurs after the initial attacks are resolved, during the Reaction step.

Counter-Attack has no effect on cards with the Shaman ability. Counter-Attack has no effect on a card with Indomitable, if the card with Counter-Attack has any strength equal to or less than the number linked to that Indomitable ability. Counter-Attack is not a normal attack, and will not activate attack-triggered abilities like Scar.

After a card is captured by Counter-Attack, another Post-Attack step and Reaction step will occur. Counter-Attack targets enemy cards, and is a vigilant ability which takes effect during the Reaction step (Step 5.)

Dominate – This card automatically captures cards it attacks which have any strength equal to or less than the number linked to this ability. This includes any of the defending card's four strengths (north, south, east, and west edges), not just the strength on the defending edge.

Dominate has no effect on cards with the Indomitable or Shaman abilities. Dominate targets enemy cards, and is an instant ability which takes effect during the Resolve Attacks step (Step 3.)

Indomitable – This card cannot be captured by cards which have any strength equal to or less than the number linked to this ability. This includes any of the attacking card's four strengths (north, south, east, and west edges), not just the strength on the attacking edge.

Indomitable has no effect on cards with the Shaman ability. The Dominate ability has no effect on cards with Indomitable. Counter-Attack has no effect on a card with Indomitable, if the card with Counter-Attack has any strength equal to or less than the number linked to the Indomitable ability. Indomitable targets enemy cards, and is a vigilant ability which takes effect during the Resolve Attacks step (Step 3.)

Fanatic – When this card is played, after its attacks are resolved, you may discard this card to the Underworld. If you do, take another turn immediately after this turn ends.

This ability is negated if this card was played face down. If you use Fanatic to take another turn, you cannot use another Fanatic ability on that second turn. Fanatic is self-targeting, and is an instant ability which takes effect during the Reaction step (Step 5.)

Maelstrom – When this card is played, you may rotate any cards within this ability's area of effect 180 degrees, so that their north edge now orients towards south on the battlefield.

Maelstrom targets allied and enemy cards, and is an instant ability which takes effect during the Pre-Attack step (Step 2.)

Mimic – When this card is played, you may target one card within this ability's area of effect. The targeted card permanently loses all abilities it has, and this card permanently gains them. This includes any abilities granted to the card by ability spaces, but does not include the effects of dominion spaces.

Place a mimic marker on the target of this ability, to signify that the target's abilities have been stolen. If one or more vigilant abilities are being mimicked, place corresponding ability markers on this card. Mimic steals vigilant abilities from their cards before they can take effect. An ability gained from Mimic will take effect for this card during the step in the ability's description.

If the target of this Mimic ability is removed from the battlefield, this card retains any abilities which were mimicked. If this card is removed from the battlefield, the target does not regain any abilities which were stolen. A card cannot be targeted by more than one Mimic ability. Cards with the Shaman or Mimic abilities cannot be targeted by Mimic. Mimic targets allied and enemy cards, and is an instant ability which takes effect during the Pre-Attack step (Step 2.)

Mirage – When any card is played on a space adjacent to this card, you may swap this card's position with an adjacent allied card, including an allied card which was just played.

The swap with an adjacent card takes place after all other Pre-Attack abilities are resolved. A card with Mirage cannot swap positions with a card which has the Shaman ability.

If a card is moved by the Swift ability to a space adjacent to a card with Mirage, the Mirage ability is triggered. If multiple Mirage abilities are triggered at the same time, their effects are resolved by the players who control those cards, in clockwise turn order, beginning with the current turn's player. Mirage targets allied cards, and is a vigilant ability which takes effect during the Pre-Attack step (Step 2.)

Phalanx – When this card is played, all allied cards within this ability's area of effect gain a permanent +1 bonus to all strengths. All enemy cards within the area of effect get a permanent -1 penalty to all strengths. Each open space within the area of effect gets a permanent -1 penalty marker, which is transfered to the first card placed or moved onto that space.

Place permanent bonus or penalty markers on any affected cards and open spaces to mark the effects of this ability. Phalanx targets allied and enemy cards, and is an instant ability which takes effect during the Pre-Attack step (Step 2.)

Ranged Attack – The spaces within this ability's area of effect are added to this card's attack range. When resolving an attack, compare the strengths based on the direction of the attack, just as if the attacking and defending cards were adjacent to each other.

This ability is negated if this card was played face down. Ranged Attack targets enemy cards, and is an instant ability which takes effect during the Resolve Attacks step (Step 3.)

Resurrection – When this card captures other cards, you may take one card of your choice from the Underworld and place it into your hand.

Resurrection is self-targeting, and is an instant ability which takes effect during the Post-Attack step (Step 4.)

Sandstorm – When this card is played, you may swap the positions of any cards within this ability's area of effect, or move them to open spaces within the area of effect.

This ability is negated if this card is played face down. Cards with Voidwalker cannot be moved to void spaces by the Sandstorm ability. Cards affected by Sandstorm may be moved to open void spaces which are adjacent to allied cards with Voidlink. Sandstorm targets allied and enemy cards, and is an instant ability which takes effect during the Pre-Attack step (Step 2.)

Scar – When this card is attacked, the card which attacked it gets a permanent -2 penalty to all strengths, after attacks are resolved.

Scar targets enemy cards, but will also affect an allied card, if that allied card was the one which attacked and captured this card on this turn. Place permanent penalty markers on any affected card to mark the effects of this ability. This is a vigilant ability which takes effect during the Post-Attack step (Step 4.)

Shaman – This card is immune to the effects of all abilities which target it, including abilities from both enemy and allied cards. Some abilities which target this card have their effects reflected back at the cards which those abilities originated from. Abilities which are reflected back at an originating card by the Shaman ability are: Maelstrom, Sandstorm, Phalanx, Trickster, Scar, and Slayer.

A reflected ability's area of effect does not change, and other cards targeted by that ability are affected by it as normal. If there is any choice of how or if the reflected ability effects are applied, the player who controls the card with Shaman makes that choice.

Cards with the Shaman ability are unaffected by any sacred spaces they are on, and therefore do not gain abilities, bonuses, or penalties from them. Cards with Shaman are immune to Ranged Attacks from non-adjacent cards, and are unaffected by the Counter-Attack ability. Cards with Shaman cannot be played on void spaces adjacent to allied cards with Voidlink. However, cards with Shaman can be replaced by allied cards with Skinwalker, and can be played on top of allied cards with Changeling.

Shaman is self-targeting, and is a vigilant ability which takes effect during the Play a Card step (Step 1.)

Skinwalker – This card may be played on top of an allied card, replacing it. The card being replaced goes to the top of your deck. Any permanent effects are transfered from the original card to the card with Skinwalker.

This ability is negated if this card was played face down. A card with Skinwalker cannot be played on top of another card which has the Skinwalker ability. Skinwalker is self-targeting, and is an instant ability which takes effect during the Play a Card step (Step 1.)

Slayer – When this card captures other cards, the captured cards are discarded to the Underworld.

Slayer negates the Traitor ability, sending captured cards with Traitor to the Underworld. If a card with Slayer captures a card with the Shaman ability, the card with Slayer is discarded to the Underworld, but not the card with Shaman. Slayer targets enemy cards, and is an instant ability which takes effect during the Post-Attack step (Step 4.)

Swift – On the turn that this card is played, during the Reaction step, you may move it to an open space within this ability's area of effect. After the card is moved, the turn's steps begin all over again with the Pre-Attack step, including new attacks by this card against enemy cards within its attack range.

There must be an unbroken path of open spaces in order to move this card more than one space away from its original position, if the ability's area of effect allows it. If this card moves to a sacred space, it is affected by that space as if it had been played on it.

When a card is moved by Swift, it can trigger other abilities as if it had been played on the new space. A card moved by Swift to a space adjacent to a card with the Mirage ability triggers that ability. A card with Swift may be moved on top of an allied card with Changeling, or to a void space adjacent to an allied card with Voidlink, triggering those abilities.

If a card with Swift also has the Skinwalker ability, it may be moved on top of an allied card, triggering the Skinwalker ability. If a card with Swift also has the Voidwalker ability, it may be moved to a void space, triggering the Voidwalker ability.

If a card has two Swift abilities (having gained one from a sacred space it is on), then each of these abilities may be used, causing the card to move and attack again a second time in the same turn. In this case, if the card's original Swift ability has not yet been used, then the Swift ability gained from the sacred space must be used first, if at all.

This ability is negated if this card was played face down. Swift is self-targeting, and is an instant ability which takes effect during the Reaction step (Step 5.)

Traitor – When this card gets captured, it is removed from the battlefield and goes into the hand of the player who captured it.

The Slayer ability negates Traitor, sending captured cards with Traitor to the Underworld. A card which has both Venom and Traitor is discarded to the Underworld when captured. Traitor is self-targeting, and is a vigilant ability which takes effect during the Post-Attack step (Step 4.)

Trickster – When this card is played, you may permanently change the dominions of up to four cards of your choice within this ability's area of effect. Place permanent dominion markers on any cards affected by this ability, to mark what their dominions have changed to: Earth, Sea, or Sky.

The change of dominion may be different for each affected card. Trickster targets allied and enemy cards, and is an instant ability which takes effect during the Pre-Attack step (Step 2.)

Venom – When this card gets captured, both it and the card which captured it are discarded to the Underworld.

A card which has both the Venom and Traitor abilities is discarded to the Underworld when captured. Venom targets enemy cards, and is a vigilant ability which takes effect during the Post-Attack step (Step 4.)

Voidlink – When you would play a card, you may play your card on any open void space adjacent to this card. Cards played on void spaces in this manner remain on the battlefield as if they were played on real spaces, even if the card with Voidlink is moved to another space, removed from the battlefield, or loses the Voidlink ability.

Cards with Shaman cannot be played on void spaces in this manner. If a card with Voidwalker is played on a void space adjacent to an allied card with Voidlink, the Voidwalker ability is not triggered, and that card will not be discarded to the Underworld.

When there are no more real spaces open on the battlefield, the battle ends as normal, even if

there are void spaces adjacent to cards with Voidlink. Voidlink targets allied cards, and is a vigilant ability which takes effect during the Play a Card step (Step 1.)

Voidwalker – This card may be played on any void space that is adjacent to at least one real space on the battlefield. If this card is played or moved onto a void space, discard it to the Underworld during the Post-Attack step.

This ability is negated if this card was played face down. When there are no more real spaces open on the battlefield, the battle ends as normal, even if there are open void spaces where this card could be played. Voidwalker is self-targeting, and is an instant ability which takes effect during the Play a Card step (Step 1.)

Sacred Spaces

Sacred spaces on the battlefield will affect the cards that are placed on them. There are two types of sacred spaces: ability spaces and dominion spaces.

When a card is placed on an **ability space**, it gains the ability depicted on that space, in addition to whichever ability the card already has. If a vigilant ability is gained from an ability space, place a corresponding ability marker on the card.

The ability gained from the space will take effect during the step in its description (see *Ability Descriptions* above.) If the ability gained from a space has an area of effect depicted, that area of effect does not apply to any other abilities that the card may have. The area of effect of any other ability belonging to the card also does not apply to the ability gained from the space.

When a card is placed on a **dominion space** that matches its dominion symbol, that card gains a +1 bonus to all strengths. If the card's dominion does not match the dominion symbol on the space, it gets a -1 penalty to all strengths.

> **Example #1**: a Sky card is placed on a Sky dominion space. That card gains a +1 bonus to all strengths.

> **Example #2**: an Earth card is placed on a Sky dominion space. That card gets a -1 penalty to all strengths.

This bonus or penalty is conditional, and will change if the card's dominion changes, or if the card is moved to another space on the battlefield. Place conditional bonus or penalty markers on the card, as needed, to mark the effects of the dominion space. Because they are conditional, dominion spaces are treated as vigilant abilities which take effect during the Pre-Attack and Post-Attack steps of a turn.

If a card is played face down on a sacred space, then the effects of the space on the card are applied when the card is flipped over. If a card on a sacred space is moved to another space, it loses any vigilant abilities or conditional effects it gained from the sacred space. If a card on a sacred space is removed from the battlefield or moved to another space, then any other card placed on that sacred space afterwards will be affected by it.

Chapter 7: Dominions

All cards are divided amongst three dominions: Earth, Sea, and Sky. A dominion signifies the forces of nature over which a legendary character holds sway. The middle of the three symbols in the lower-left is a card's dominion symbol, represented by a colored jewel.

Cards have different tendencies towards abilities and strengths, depending on their dominion. Paying attention to these tendencies can help you build your strategy for playing them. Some abilities make a card more or less effective depending on the dominions of adjacent cards.

Earth cards tend towards aggression. Most of their abilities focus on weakening other cards, or utterly destroying them. Their strengths tend towards having higher numbers in the north. The strength frames of Earth cards, and the borders of Earth dominion spaces, are colored red.

Sea cards focus on tricks and strategy. Their abilities allow them to cover more ground, launch surprise attacks, and play cards in other unorthodox ways. Their strengths tend towards having higher numbers in the east or west, or both. The strength frames of Sea cards, and the borders of Sea dominion spaces, are colored blue.

Sky cards excel in support and protection. Many of their abilities focus on strengthening allied cards, and defending against enemy attacks. Their strengths tend towards having higher numbers in the south. The strength frames of Sky cards, and the borders of Sky dominion spaces, are colored yellow.

Chapter 8: Pantheons

Each card belongs to one of several pantheons. A card's pantheon signifies which group of mythologies the character originates from. The top-most of the three symbols in the lower-left is a card's pantheon symbol, represented by a shield.

A pantheon consists of 18 cards, 6 from each dominion. Each pantheon tends towards different abilities and strengths, and understanding these traits is the key to playing them effectively. In this *Master Set*, there are 6 pantheons: Greek, Norse, American, Japanese, Celtic, and Egyptian. As *Immortal* evolves, more pantheons will be added from the myths and legends of distinct cultures. These expansions will introduce new abilities and playing styles to the game.

The **Greek** Pantheon's best defense is a good offense! Their abilities often have a longer range than most others, allowing them to hug the edges and corners of the battlefield and still cover much ground. The Ranged Attack ability allows the Greeks to capture enemy cards at range. Phalanx enhances allies while weakening enemies at the same time. Mimic allows them to steal abilities from other cards, even their own. Slayer banishes enemies to the Underworld - which is often a costly move, but can sometimes work in their favor. Greek cards often have an advantage when attacking or defending to the south. This pantheon's symbol is a temple.

The **Norse** Pantheon prefers to hold the center of the battlefield and say, "come and get me!" Their abilities tend to be passive-aggressive, punishing those foolish enough to attack them. Some abilities grant Attack or Defense Bonuses against cards of a particular dominion. Scar gives a permanent penalty to any enemies which attack it, regardless of whether or not that attack succeeds. Counter-Attack allows Norse players to take control of weaker cards played around them. Cards with the Traitor ability are powerful, but also very dangerous if enemies succeed in turning those cards against their former masters. Norse cards often have an advantage when attacking or defending to the north. This pantheon's symbol is the hammer of Thor.

The **American** Pantheon encourages creativity and finesse. Their abilities make them tricky to deal with, unraveling the plans of their foes. Though they may appear weak at first, many American cards have the Champion ability, allowing them to gain strength from the dominions of other cards around them. Shaman protects their cards from abilities which target them, reflecting those effects back at their originators. Trickster changes the dominion of other cards, which can be useful when coordinated with other abilities. Skinwalkers can take the place of other cards, allowing them to launch surprise attacks in areas of the battlefield which seemed securely defended. American cards often have an advantage when attacking or defending to the west. This pantheon's symbol is a thunderbird.

The **Japanese** Pantheon embodies agility and adaptability. Their stealthy powers make them well-equipped to capture multiple cards in a single turn. The Maelstrom ability rotates adjacent cards, opening up weak edges to attack. Swift can move a card after it has been placed, enabling it to attack twice on a single turn. Their enemies are never truly safe from the Voidwalkers, which can launch attacks from void spaces around the battlefield. These abilities can often be applied defensively as well, making the Japanese a versatile pantheon! Attack and Defense Bonuses against cards of particular dominions round out their options. Japanese cards often have an advantage when attacking or defending to the east. This pantheon's symbol is a mitsudomoe swirl.

The **Celtic** Pantheon excels at setting up combos with early cards that later-played cards can take advantage of. Their abilities focus on preparation and teamwork. The Voidlink ability creates a bridge onto void spaces, allowing allied cards to be played there. Changeling allows allied cards to replace it, gaining more control over the battlefield in the process. Domitable and Indomitable give their cards the advantage in attacking and defending against enemies with any weak edge, meaning only well-rounded cards can defeat them. Allied cards can attack a second time, with the help of the Combo Attack ability. Celtic cards have a well-rounded mix of strengths on all four edges. This pantheon's symbol is a triskelion.

The **Egyptian** Pantheon represents an eclectic and versatile mix of strategies, including manipulation and zone-control abilities. What makes the Egyptians truly unique is their ability to bring back cards from the Underworld, using the Resurrection ability. Cards with Venom sacrifice themselves when captured, taking their attackers to the Underworld along with them. This can be especially potent when combined with Mirage, which causes cards to exchange places. Fanatics also sacrifice themselves, in order to gain an extra turn. Finally, Sandstorm rearranges the placement of entire rows of cards, causing the battlefield to shift as they desire. Egyptian cards have a well-rounded mix of strengths on all four edges. This pantheon's symbol is the eye of Ra.

<u>Section III: Customization and Variants</u>

Experienced players can find new and exciting ways to play *Immortal*, by applying these rules for customized decks and game variants.

Chapter 9: Custom Decks

Players may create their own custom decks of hybrid pantheons. By mixing cards from 2 different pantheons, players can discover fun and clever card combinations to fit their personal strategies and playing styles. Custom decks are allowed in the Standard game, and in game variants.

Custom decks must conform to the following rules:

>They must consist of 18 cards: exactly 9 level I cards, 6 level II cards, and 3 level III cards.

>These cards may be selected from up to 2 different pantheons.

>A custom deck must have a minimum of 3 cards of each dominion.

>Every card in a custom deck must be unique, no duplicates.

Any combination of cards which fit within the above rules is permitted, with no restriction on how the different pantheons and dominions are divided among the required number of cards per level.

>**Example #1**: A player creates a custom deck, selecting 8 cards from the Norse pantheon and 10 cards from the American pantheon. 7 of these cards are Sky dominion cards, 6 are Sea cards, and 5 are Earth cards.

>**Example #2**: Another player creates a custom deck, selecting 12 cards from the Greek pantheon and 6 cards from the Japanese pantheon. 3 of these cards are Sky dominion cards, 3 are Sea cards, and 12 are Earth cards.

When players build their custom decks, they are not required to reveal any of the cards they select to their opponents. They may even have their decks prepared well in advance of the match, to pit against their opponents' own pre-built decks. If the players have more than one copy of the character cards available to them, they are permitted to have some or all of the same cards in their decks as their opponents or allies have.

Promo Cards
Promo Cards are special character cards, separate from this *Master Set*. They do not belong to any pantheon, and instead have an "X" pantheon symbol. Any number of Promo Cards may be included among a custom deck's 18 cards, as if they belonged to either of the deck's two chosen pantheons. The usual restrictions on levels, dominions, and duplicates in a custom deck still apply to the Promo Cards.

Chapter 10: Game Variants

Immortal has multiple variants which change how the game is played. Team Battle is a 2-vs-2 game, in which teammates ally their forces for battlefield control. The Chaos variant breaks the rule of always orienting cards towards North, allowing players more freedom in how they play their cards. The Skirmish variant is fast and furious, putting players' pre-customized mini-decks to the test during a single battle.

Variant #1: Team Battle

Team Battle is a variant of the Standard game, for 4 players competing in teams of 2. Teammates ally their cards and combine control tokens. The team with the most control on the battlefield when the game ends, wins.

In addition to being a variant of the Standard game, the Team Battle rules can also be applied to the Skirmish variant.

Setting Up

Setting up a Team Battle match is similar to the Standard game, yet is different in the following ways:

One complete 18-card pantheon or custom deck is needed per player, for a total of 4. Two board fragments are needed per player, for a total of 8. Each team is assigned two colors for its control tokens.

Decide the members of each team. Teammates must sit diagonally across from each other, so that the teams will take alternating turns in clockwise order. For example, during the game, Player 1 (Team A) will take his turn, followed by Player 2 (Team B), then Player 3 (Team A), and then Player 4 (Team B). Players take turns choosing and sorting their decks as usual.

If the players have more than one copy of the character cards available to them, they are permitted to select the same pantheon decks as other players, including their allies. If playing with custom decks, they may also have cards in their decks which are duplicates of cards in other players' decks. Therefore, it is possible that during a game, two copies of the same card may be played to the battlefield by different members of the same team. If appearing in the decks of opposing teams, then it is even possible for up to four copies of the same card to be on the battlefield during a game.

Board Phase

As usual, the players take turns selecting and placing down their board fragments to create the combined battlefield.

Battle Phase

In the Team Battle variant, the rules of battle change in the following ways:

Teammates share control tokens and control of cards on the battlefield. All cards with a particular team's control tokens on them are considered allied, regardless of which teammate played them or captured them. Allied cards do not attack each other.

During the match, teammates can communicate their plans publicly, but cannot physically reveal their hands to each other.

End of Act One

The winner of this act is the team with the most control tokens on the battlefield at the end of the battle. The team which won this act chooses which teammate will go first during Act Two, with the turn order continuing clockwise from him.

In the case of a tie, see *Resolving Ties*. In the case of a complete tie, neither team wins this act. The player sitting to the right of the player who went first during Act One will go first during the next act.

Act Two

Act Two continues as usual, with each team adding new board fragments to the battlefield and battling for control of the most cards. The team with the most control tokens on the battlefield at the end of Act Two wins the match. In the case of a tie, see *Resolving Ties* to determine the winner. In the case of a complete tie, the match is a draw.

Variant #2: Chaos

The rules of the Chaos variant can be applied to the Standard game, and to other game variants.

When using Chaos variant rules, players may choose to orient their cards towards north or south when they place them on the battlefield. In other words, instead of always requiring a card's north strength (top edge) to face north on the battlefield, the player chooses whether it faces north or south when he plays it. This orientation can vary from one card to the next, meaning that any card may be rotated 180 degrees when it is played to the battlefield.

The area of effect of any card abilities will orient to the card they belong to, to match the visual indication of which spaces the area of effect arrows are pointing towards. In other words, if a card is rotated 180 degrees to orient towards south, then the area of effect also rotates 180 degrees. If a card gains an ability with an area of effect from a sacred space, that ability's area of effect does not change, even if the card is rotated. The area of effect of a sacred space ability always matches the area of effect arrows depicted on that space.

Variant #3: Skirmish

The Skirmish variant is a quick game, in which 2 to 4 players mix cards into custom mini-decks, fighting for supremacy over the course of one battle. A Skirmish game will usually last between 15 and 30 minutes. Multiple Skirmish games can be played back-to-back in "best of three" or "best of five" contests, to prove who has built and played the superior card combos.

Setting Up
Each player is assigned a distinct color for their control tokens. Choose the board fragments you wish to play with, or just gather a random selection. There needs to be at least one board fragment per player in the match.

Determine who goes first. The turn order begins with this player, and then continues in clockwise order.

Building Your Deck
In the Skirmish variant, each player begins by building a custom mini-deck of 6 cards. Players are free to add any combination of cards from up to 2 pantheons to their decks, with an additional limitation: a Skirmish deck must consist of 3 level I cards, 2 level II cards, and 1 level III card. There is no restriction on how many or how few cards from each dominion are permitted in a Skirmish deck. Promo Cards may also be included in a Skirmish deck.

Skirmish decks may be built at the beginning of a game, or prepared well in advance. When all players have finished building their decks, the remaining cards are set aside, and the Board Phase begins.

Board Phase
Going in turn order, each player selects one board fragment and lays it down to create the combined battlefield. The battlefield is created in the same manner as in the Standard game. See the *Board Placement Diagram* for a visual depiction of how the board fragments are placed together. When all players have finished placing their board fragments, the Battle Phase begins.

Battle Phase
At the start of the battle, players draw all 6 cards from their decks to their hands. The remainder of the Battle Phase is played the same as in the Standard game. Players may play any card from their hand to the battlefield on their turn, regardless of the level of that card.

Because players have their entire deck in hand from the beginning of the game, they usually will not draw new cards. However, if a card ends up in a player's deck for any reason (such as due to the effects of the Skinwalker ability), then that player will draw the top-most card from his deck to his hand during the Draw a Card step of his turn.

The battle ends when either no more open spaces remain on the battlefield, or when any player has no cards remaining in his hand at the start of his turn.

End of the Match

The winner of the match is the player with the most control tokens on the battlefield when the Battle Phase ends. In the case of a tie, see *Resolving Ties* to determine the winner.

Skirmish Variant Example
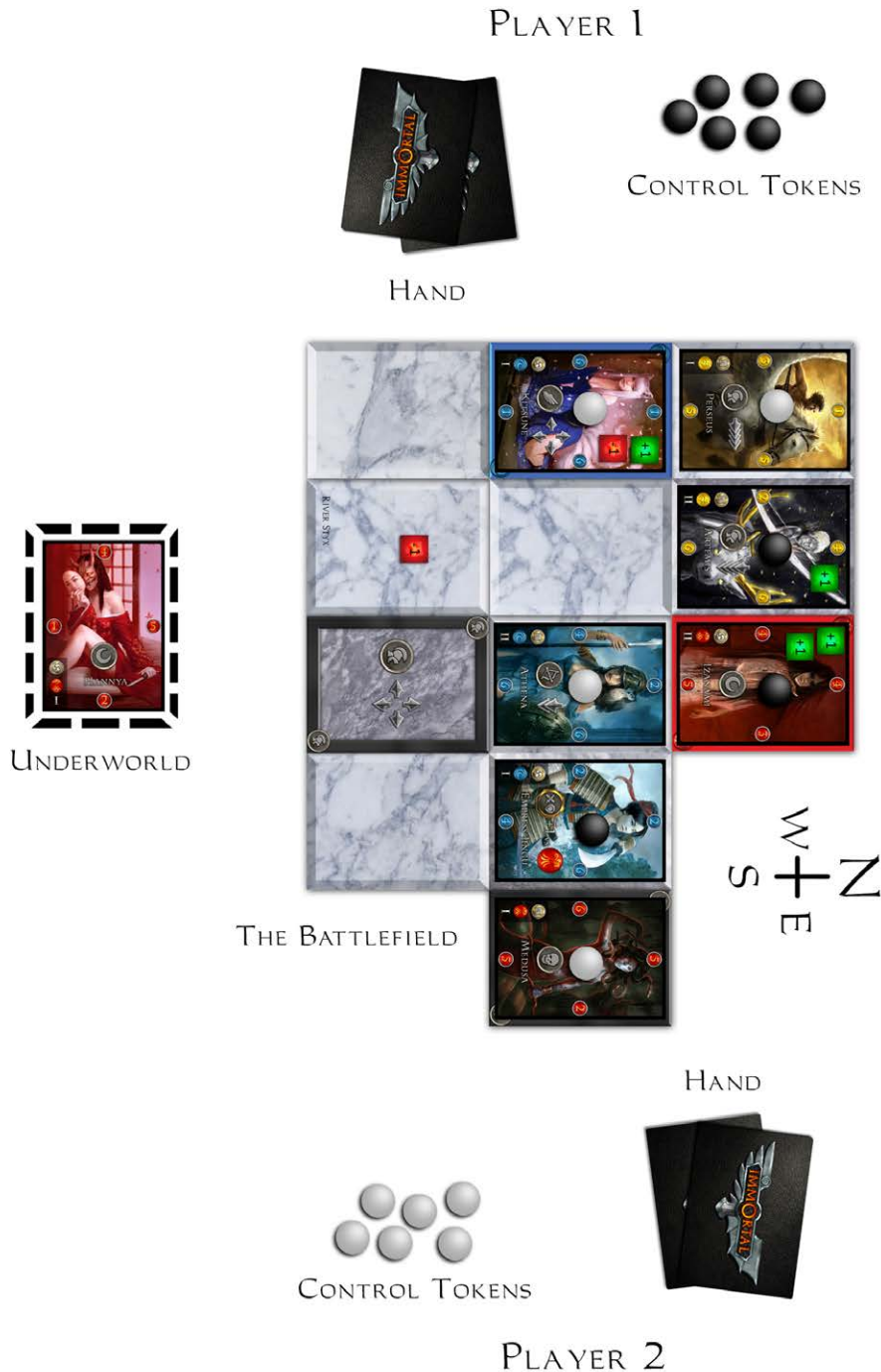
Quick Guide to Immortal

A quick overview of how to play *Immortal*:

Setup

- Determine who goes first. Turn order continues clockwise from that player.

- Each player chooses an 18-card pantheon deck, and control token color.

- Each player shuffles the level I cards of his chosen pantheon, setting them down as his Act One deck. Each player then sets aside the level II and level III cards for his Act Two deck.

Act One

- Each player adds a board fragment of his choice to the battlefield.

- Each player draws 5 cards from the top of his Act One deck.

- Players take turns playing cards from their hands to the battlefield, face down, placing their control tokens on their cards. After each player has played his first card, those cards are flipped over and their ability effects are applied.

- Players continue taking turns. On his turn, in this order, a player:

> **1)** Plays a card from his hand to the battlefield, face up, and places a control token on that card.

> **2)** Applies the effects of pre-attack abilities. Depending on the ability, the effect may target itself, adjacent cards, or cards within the depicted area of effect.

> **3)** Resolves attacks. The card played on this turn is the attacking card. The attacking card's strengths are compared against the strengths of adjacent enemy cards. If an attacking card's strength is greater than a defending card's strength, then the defending card is captured.

> **4)** Applies the effects of post-attack abilities.

> **5)** Applies the effects of reaction abilities.

> **6)** Draws a card from the top of his deck to his hand.

- When either no more open spaces remain on the battlefield, or when any player has no cards remaining in his hand at the start of his turn, Act One ends. The winner of this act is the player with the most control tokens on the battlefield.

Act Two

- Each player adds a new board fragment of his choice to the battlefield.

- Each player shuffles his level III cards, then their level II cards, placing the level II cards on top of the level III cards for his Act Two deck. Each player then draws 5 cards from the top of his Act Two deck.

- Players take turns playing cards from their hands to the battlefield, as in Act One. All cards are played face up during this act.

- When either no more open spaces remain on the battlefield, or when any player has no cards remaining in his hand at the start of his turn, the game ends. The winner of the game is the player with the most control tokens on the battlefield.