



◆ GOAL OF THE GAME

Keep at least one Summoner alive. If both your Summoners die, you lose.

◆ SETUP

- A 50 card deck per player.
- Two Summoners, face up in front of you.
- The first player is drawn at random.

FIRST PLAYER

6 cards, 2 coins, starts at phase 3

SECOND PLAYER

4 cards, 1 coin

◆ COMBAT, IN 3 STEPS

ATTACK

Each declared attacker **MUST** be tapped. Tapped, it cannot block until it untaps.

BLOCK

The opponent **MAY** declare one blocker per attacker, stating who blocks whom. Terrestrial and celestial planes determine who can block whom.

RESOLVE

The opponent chooses the order in which combats resolve, one by one.

◆ THE COIN TOSS

TOSS

Some active Abilities are decided by a coin toss: Success or Fail. The active player tosses the coin in full view, the result is final.

◆ THE 9 CARD TYPES

The logo at the top of the card says when it can be played, whether it stays in play and whether it untaps at Awakening.



LEVEL

Once per turn, during your turn. Untaps.



CREATURE

During your turn. Stays in play. Untaps.



IMMINENT CREATURE

During both turns. Stays in play. Untaps.



INCANTATION

During your turn. Stays in play.



IMMINENT INCANTATION

During both turns. Stays in play.



DOOR

During your turn. Stays in play. Does NOT untap.



DOOR CREATURE

During your turn. Stays in play. Untaps.



IMMINENT DOOR

During both turns. Stays in play. Does NOT untap.



IMMINENT

During both turns. Goes to the Cemetery once resolved.

◆ THE TURN, 7 PHASES IN THIS ORDER

1

AWAKENING

Untap all your cards, except Doors.

2

RESTORATION

Draw 2 cards and gain 1 coin, OR draw 1 card and gain 2 coins.

3

FIRST INVOCATION

Constant effects. Play 1 Level on the Summoner of your choice (during your turn only). ALWAYS tap your Summoner first to summon or use a skill, then spend your Levels for the rest.

4

ATTACK DECLARATION

You announce to your opponent that you are entering the attack phase.

5

COMBAT

You may declare your attacking creatures. See combat below.

6

SECOND INVOCATION

Same as phase 3: Summoner tapped first, then Levels.

7

END OF TURN

You announce the end of your turn.

A creature summoned this turn cannot attack (invocation sickness), BUT it can block, use its actions once per turn and use its effects.

◆ PRIORITY AND THE STACK

1

Every effect, action or skill you activate opens a response: your opponent may play Imminent cards, actions or Summoner skills.

2

If they respond, you may respond in the same way. At the 4th level of response, the opponent can only answer with Imminent cards.

3

When nobody responds any more, the stack resolves from most recent to oldest, with no further exchange.



◆ PASSIVE ABILITIES

Apply on their own, no activation needed. Shown in blue on the official sheets.



ADVANTAGE

If it would deal combat damage to a Summoner, its controller chooses which Summoner takes it.



CANDY

This card is also of the Candy type.



CONSTANCY

Cannot receive -X/-X Charges.



RANGE

Can only be blocked by a Creature with Range or a Door on the same plane, or through Reach.



DRAIN

Blocked and survives: gains a +1/+1 Charge after Combat.



ELECTRIC

This card is also of the Electric type.



TOGETHER

Costs 2 invocation points, 1 from each Summoner.



EQUIPMENT

Linked to the equipped card: follows it to hand, Cemetery or Exclusion.



FIRE

This card is also of the Fire type.



HORDE

On defence, blocks one more attacker as long as the combined attack of attackers already blocked stays below its defence.



IMMUNITY

Cannot be infected by a disease.



DISEASE

Its Effects are diseases.



MORPH

On arrival, copies the target named in the Effect.



MULTITARGET

Its Actions can be reactivated at will by paying the cost again, target may change. Fixed Cost.



FOOD

This card is of the Food type.



WALLPASS

Cannot be blocked or affected by a Door.



IRON SKIN

When it blocks, gains a +1/+1 Charge after Combat.



PIERCE

Blocked attacker: deals the blocker's controller the difference attack minus defence.



POISON

Food only. At the start of its controller's Invocation phase, one of their Summoners loses 1 HP per poisoned card.



REACH

Can block any card that is not Unblockable.



FIXED COST

The cost of its Actions cannot be modified.



RIPOSTE

When it blocks, its base attack is doubled for that combat.



BLEED

Blocked and survives: the blocker gains a -1/-1 Charge after Combat.



VELOCITY

Can attack the turn it arrives, but its printed attack drops to 0 (+1/+1 Charges still count).



FLIGHT

Is on the Celestial plane.

◆ ACTIVE ABILITIES

Need an activation, usually decided by a coin toss. Shown in red on the official sheets.



CLONING

Success: duplicate this creature. Fail: destroy it. Your turn only.



DIVERSION

Success: the targeted Creature cannot defend this turn. Before Combat only.



EXHUMATION

Success: one of your creatures gains +1/+1 (+2/+2 if Zombie). When this creature is Destroyed.



POSSESSION

Success: after Combat, take control of an opposing Creature that took part in it until its owner's next turn. When it attacks or has blocked.



RAGE

Success: +1/+1, and toss again as long as you succeed, +1/+1 per Success. Removed at end of turn.



REVIVAL

Success: stays in play, Reset, +1/+1. Destroyed again: Excluded. When it is Destroyed.



RETURN

The card in question returns to its owner's hand.

◆ MINIMAL GLOSSARY

Tap turn a card: it has acted.

Untap set it upright again, at Awakening.

+1/+1 Charge counter that raises attack and defence.

-1/-1 Charge counter that lowers them.

Cemetery resolved or destroyed cards.

Unblockable cannot be blocked.

Exclude remove permanently from the game.

Ether the resource of the multiverse.