

# BASICS

## ● **May I use an Action during my opponent's turn?**

- No, never. However, if they happen to be applicable, your Passives will trigger automatically.

## ● **Black & White tiles: how do they work?**

- They give a +1 strength bonus to the cards of the same color which are currently visiting them. This is a temporary bonus, it applies only WHILE these cards are visiting.
  - Ex. If 2 Black cards meet on a Black tile, they both get +1.
- Ex. If 1 Black card and 1 White card meet on a Black tile, only the Black card gets +1.

## ● **If I'm forced to discard, while having no card left in my deck or hand, what happens?**

- You'll have to pick and destroy one of your cards on the field.  
There is no immunity to this. Even for cards which have absorbed up to 3 other cards.

## ● **If I move on my opponent's backline, does it always trigger a discard?**

- Yes, even if the tile you come from was already part of your opponent's backline.  
Warning: Teleports and Swaps do not qualify as a Move. They won't trigger a discard.

## ● **Can a game result in a draw?**

- Yes. If all the remaining cards are destroyed (or discarded) simultaneously.  
Or, if both players repeat the same events in their turn, three times in a row.

## ● **What does it mean to have "unlimited Summon Actions"?**

- This happens while there is a recto card on the Blue tile. Both players have "unlimited Summon Actions". The first counts as the 1 regular Summon Action you have each turn.  
After that, you're free to summon again and again, unlimitedly.

# ATTACKS

## ● **May I attack my own cards?**

- Yes. Your opponent can also force you to attack your own cards, using a Teleport. Or you can even willingly attack your own cards.

## ● **May I use an Active during an Attack?**

- No. An Attack resolves itself automatically. See page 4 of the Guidebook.

## ● **May I attack with my verso card?**

- Yes. You may move your card while it's verso. Therefore, you can move onto another card's tile, thus triggering an Attack situation.

## ● **What happens if my card absorbs an enemy?**

- Absorbed enemies are stacked underneath your own card. They are attached to it.
- All the absorbed enemies' Actives now belong to your card, all available for you to use.
  - If 1 enemy is absorbed, your card becomes immune to control swaps.
- If 2 enemies are absorbed, your card also becomes immune to destruction from Passives.
- If 3 enemies are absorbed, your card also becomes immune to destruction from Actives.
  - If 4 enemies are absorbed, you immediately win the game!

## ● **May a card absorb its own ally?**

- No, never. You can attack your own ally, or your opponent may force you to do so, but no card will be absorbed.

## ● **If I absorb an enemy which had already absorbed other cards, what happens?**

- Absorb this enemy, and exclude all the cards it had already absorbed.

# ABILITIES

## ● **Can a card destroy itself?**

- Yes. For example, if a card's Active is "Destroy all recto cards on your field", and you use it while it's located on your field, it will destroy itself. It will also destroy all recto allies located on your field.

## ● **Do my Passives apply during my opponent's turn?**

- Yes. Their effects are automatic and immediate, anytime they happen to be applicable.

## ● **Between 2 given Passives, which one applies first?**

- All Passives, if enabled, and anytime they're applicable, will apply immediately. If the conditions of multiple Passives are met simultaneously, they will apply simultaneously.

## ● **Between a Passive and a Tile strength bonus, which one applies first?**

- They apply immediately, and simultaneously.

## ● **Can a card teleport itself?**

- Yes. If it meets the conditions of its own Active.

## ● **My card is immune to control swaps. Does it also apply if I'm the one willing to swap it?**

- Yes. Your card is immune to control swaps from all players, including yourself.