Altered

Comprehensive Rules

Contents

About This File

This document is the reference for the rules of the Altered Trading Card Game, which is edited by Equinox. It is not meant as a way to learn playing. Newer player should look for the "Quick Rules" at https://www.altered.gg/downloads. New editions of the Comprehensive Rules are released on a regular basis. You can find the latest version at https://www.altered.gg/downloads

1 Overview

1.1 General

1.1.1 This document

1.1.1.a   The Altered Comprehensive Rules is an expert document meant to resolve the thornier cases that can occur when cards interact in unexpected ways. They are not meant to learn the rules of Altered.

1.1.1.b   It is not expected that players know the content of this document. However, reading the first section and particularly Subsection 1.4 "Golden Rules" should help solve most questions

1.1.1.c   Each numbered paragraph from Section 2 "Objects" onwards is a rule.

1.1.1.d   Remarks and examples, written *in italics* are not rules. They are meant to clarify the meaning of the rules.

1.1.2 Scope

1.1.2.a   These rules apply to any two-player game of Altered.

1.1.2.b   If other official documents contradict these rules, the other documents take precedence.

1.1.3 Collectible card Game

1.1.3.a   Altered is a collectible card game: players do not play with cards from a common pool, but from their own collection.

1.1.3.b   In order to play a game of Altered, each player needs a deck of Altered cards (not to be confused with the Deck zone during play).

1.1.3.c   For the purpose of the rules, a player is the owner of the cards in their deck, regardless of legal ownership. Nothing in the game can change the owner of a card.

1.1.4   Constructed play

1.1.4.a   In constructed play, a player may use any card from their collection to build their deck.

1.1.4.b   A constructed deck must include exactly 1 Hero.

1.1.4.c   A constructed deck must include at least 39 other cards.

1.1.4.d   A constructed deck can only include cards of the same faction as its Hero.

1.1.4.e   A constructed deck can include at most 3 cards with the same name.

> ***Remark.***   *In Altered, contrary to many other collectible card games, cards with the same name may have different characteristics, rarity, and faction. A player in a constructed event should make clear which version of a card they play. See Figure 1 for an example*

1.1.4.f   A constructed deck can include at most 15 rare (◆) cards.

1.1.4.g   A constructed deck can include at most 3 unique (◆) cards.

1.1.5   Limited play

1.1.5.a   In limited play, players must build their deck from a restricted pool of cards provided to them for a specific event, plus any number of Mana Convergence.

1.1.5.b   A limited deck can include at most 1 Hero.

Sneezer Shroom · Sneezer Shroom · Sneezer Shroom
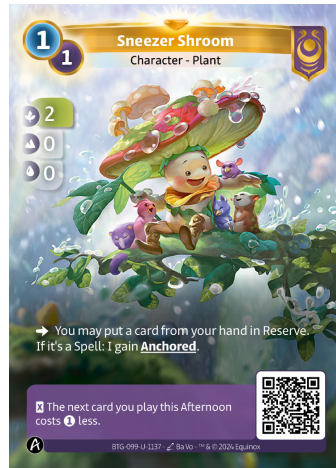
$\overline{KS-1137}$ Sneezer Shroom $\overline{KS-2640}$ Sneezer Shroom

Figure 1: Five flavours of Sneezer Shroom

1.1.5.c   A limited deck must include at least 29 other cards.

1.1.5.d   A limited deck can include cards from at most 3 factions; if that deck include a Hero, that Hero's faction counts as one of the three.

> **Remark.**   *Limited decks have no restrictions in terms of name or rarity.*

1.1.6   Numbers and symbols

1.1.6.a   When the game uses a number, it is always an integer.

1.1.6.b   If an event requires a division, it will precise whether to round up or down.

1.1.6.c   If an event would need to divide a number by 0, that event cannot happen.

1.1.6.d   If a calculation uses a missing number (e.g. the statistics of a non-Character card), it uses zero instead.

1.1.6.e   The symbol ➜ means "When I join the Expedition zone–".

1.1.6.f   The symbol ✋ means "When I am played from Hand–".

1.1.6.g   The symbol 🎇 means "When I am played from Reserve–".

1.1.6.h   The symbol 🏷 means "exhaust me"

1.1.6.i   The symbol ☒ means "Discard me from Reserve"

1.1.6.j   A white [number] in a black or yellow circle (❶, ❷, …) in a cost means "Pay [that number] mana".

1.1.7 Material

1.1.7.a Each player start the game with a deck of Altered cards. They should be officially printed Altered cards with a valid QR code pointing to `https://www.altered.gg`. For the purpose of the rules, the text of a card is the English text appearing on the Altered website. Note that the text appearing on the physical card may differ, if the card is printed in a different language or without text. It may also have received errata since it first printing.

1.1.7.b Tokens are used to represent Characters which are created by the game rather than represented by Cards. Players must have a way of representing the tokens that their deck can create in a way that makes clear their characteristics and status. It is possible, but not mandatory, to use the official tokens published by Equinox.

1.1.7.c Counters are markers put on cards by events in the game. Players should have a way of representing counters which make clear which counters are on which objects. Counters with the same name are indistinguishable.

1.1.7.d If a player's deck has cards that ask them to "roll a die", they should have fair six-sided dice numbered from 1 to 6.

1.1.7.e Players should have a way to represent the status of their objects in all visible zones. The Exhausted status is usually represented by laying the object in a vertical or horizontal direction. Other statuses may be represented by printed or coloured markers.

1.1.7.f Between the two of them, players need a Hero Region Card, a Companion Region Card, and three different Tumult cards (one ♣ |▲▲◆, one ▲ |♣◆, and one ◆ |♣▲) to represent the Adventure.

1.2 Game concepts

1.2.1 Players

1.2.1.a A player is a participant in a game of Altered.

1.2.1.b In a two-player game, each player is the other's opponent.

1.2.1.c   Each player in a game of Altered needs to have their own deck.

1.2.1.d   Each player has a number of private zones in the game: Deck, Discard pile, Hand, Hero zone, Landmark zone, Mana zone, and Reserve.

1.2.2   Objects

1.2.2.a   Objects are the game pieces of Altered.

1.2.2.b   Most things in a game of Altered are either objects, properties of objects or sets of objects.

1.2.2.c   Objects have characteristics:

- Type (Character, Emblem, Hero, Permanent, Region, Spell)

- Sub-type

- Name

- Rarity (common ⬧, rare ⬧, unique ⬧)

- Version

- Hand Cost

- Reserve cost

- Faction (Axiom ⬧, Bravos ⬧, Lyra ⬧, Muna ⬧, Ordis ⬧, Yzmir ⬧)

- Statistics (one number for each of ⬧, ⬧, ⬧)

- Abilities

- Reserve limit (only for Heroes)

- Landmark limit (only for Heroes)

- Duration (only for Emblems)

1.2.2.d   An object may lack some of these characteristics.

1.2.3   Zones

1.2.3.a   Zones are the game board of Altered. They are sets of cards or objects.

1.2.3.b   There are ten kind of zones (Adventure, Deck, Discard pile, Expedition zone, Hand, Hero zone, Landmark zone, Limbo, Mana zone, Reserve)

1.2.3.c   Three zones are shared: Adventure, Expedition zone, Limbo. There is only one of each in a game of Altered.

1.2.3.d   The seven other zones are private. Each player has their own Deck, Discard pile, Hand, Hero zone, Landmark zone, Mana zone, and Reserve.

1.2.3.e   Seven zones are visible: Adventure, Discard pile, Expedition zone, Hero zone, Landmark zone, Limbo and Reserve. They contain objects; players can know the number and characteristics of all objects in these zones at all times.

1.2.3.f   Three zones are hidden: Deck, Hand, and Mana zone. They contain cards; players can know the number of cards in each of these zones at all times.

1.2.4   Abilities

1.2.4.a   Each line in the textbox of an object is a separate ability.

1.2.4.b   Some abilities are represented by keywords. Several keywords, representing different abilities, may appear the same line.

1.2.4.c   There are four types of abilities:

- Quick actions are written "Cost: Effect". Players may play any number of quick actions in their turn before playing a card or passing.

- Reactions are written "Trigger − Effect" or "Effect after trigger". When an event matches the trigger, the Effect resolves.

- Passive abilities are written as statements. Passive abilities may modify rules, events, or the characteristics of objects.

- Effects are written as changes to the game state. When an effect resolves, these changes are applied.

1.2.4.d   Abilities only work when the object is in play (i.e. in the Expedition zone, the Hero zone, or the Landmark zone) unless it specifies that it works in another zone. Furthermore:

- Support abilities only work in Reserve;

- Abilities of Emblems only work in Limbo;

- Abilities of an object that say that it can be played from a specific zone work in that zone.

- Abilities of an object that change the way it may be played, including its cost, work in any zone from which that object can be played.

1.2.5   Costs

1.2.5.a   A cost is a change in the game state that a player can do in order to do something, e.g. playing a card or a quick action.

1.2.5.b   A player is never forced to pay a cost. Not paying a cost may preclude certain game actions, such as playing a card, or have some things happen or not happen.

1.2.5.c   Costs must always be paid in full. If a player cannot pay part of a cost, they cannot pay the cost at all.

1.2.5.d   All parts in a single cost are always paid simultaneously.

1.2.5.e   A mana cost is payed by exhausting that many Mana Orbs.

1.2.6   Effects

1.2.6.a   An effect is a change in the game state that happens during the resolution of a spell, a quick action, a reaction, or a daily effect.

1.2.6.b   Effects may have several steps. There is usually one step for each verb in an effect, unless these verbs are said to happen simultaneously.

1.2.6.c   Effects are usually mandatory. Optional steps use the word "may".

1.2.6.d   Some steps are conditional. They are written "If [condition], do [step]". Conditional steps whose condition is not met are ignored.

1.2.6.e   Some steps contain internal actions which can be played if the controller of the effect wishes to pay their cost. They are written "You may [pay cost] to [do effect]". Internal actions whose cost is not paid are ignored.

1.2.6.f   If part of an effect cannot happen, that part is ignored, but the rest of the effect happens normally.

1.2.7   Events

1.2.7.a   An event is a change from one game state to the next.

1.2.7.b   Paying a cost is always a single event.

1.2.7.c   There is a different event for each step in the resolution of an effect.

1.2.7.d   Some events involve no change in the game state, for example if they act on an empty set of objects or if they only provide information to one player.

1.3   Game Progress

1.3.1   Starting the game

1.3.1.a   The players build a common Adventure with the Hero Region card on one end, the Companion Region card on the other, and three face-down Tumult cards in random positions and orientations between the Hero Region and the Companion Region.

1.3.1.b   Each player's hero expedition counter is put on the Hero Region, and each player's companion expedition counter is put on the Companion Region.

1.3.1.c   Each player puts their Hero (if they have one) in their Hero zone, shuffles the rest of their cards and puts it in their Deck.

1.3.1.d   In the Morning of the first day, instead of the normal daily effects, players draw six cards and put three of them in their Mana zone.

1.3.2 Day progress

1.3.2.a   Each day is divided in five phases.

1.3.2.b   In the Morning phase, the opponent of the first player becomes the first player (Succeed), players ready their Characters, Permanents, and Mana Orbs (Prepare), draw two cards (Draw) and may put one card from their Hand in their Mana zone.

1.3.2.c   In the Noon phase, nothing happens unless one or more reactions trigger "At Noon".

1.3.2.d   In the Afternoon phase, starting with the first player, players alternate taking turns until both have passed; during their turn, a player may play any number of quick actions and then either play a card or pass; once a player has passed, they cannot take more turns this day.

1.3.2.e   In the Dusk phase, players sum up the statistics of all the characters in each of their expeditions. An expedition moves forward if one of its statistics is:

- one of its Region's types;

- (strictly) greater than the opposing expedition's corresponding statistic;

- (strictly) greater than zero.

1.3.3 Ending the game

1.3.3.a   The game continues until one player's hero expedition and companion expedition meet or cross each other.

1.3.3.b   At that point, count the distance between each expedition and its starting Region. If the total distance of one player's expeditions is greater than its opponent's, that player wins the game.

15

1.3.3.c   Otherwise, tiebreakers start: all regions in the Adventure are immediately replaced by the Arena (on the back of the Companion card).

1.3.3.d   During tiebreakers, all Expeditions are in the Arena, and the statistics of all Characters are summed up during Dusk.

1.3.3.e   If one player wins on more Region types than their opponent, that player wins the game.

1.3.3.f   Tiebreakers may last for several days.

1.4   Golden rules

1.4.1   Can't beats can

1.4.1.a   If a rule or a passive ability says that it is impossible to do something, and a cost or an effect tries to do that thing, then the thing cannot be done.

1.4.1.b   An impossible cost cannot be paid.

1.4.1.c   An impossible effect cannot be performed. If other parts of the effect can happen, the rest of the effect resolves normally.

1.4.1.d   If it impossible to modify an impossible event, even if the modified event would itself be possible.

1.4.2   Specific beats general

1.4.2.a   If a card allows a player to do something that they cannot normally do, or to do it in a different way, the card takes priority.

1.4.3   My **cards**, my **zones**

1.4.3.a   If a card owned by a player would move to a zone belonging to another player, it goes to its owner's corresponding zone instead.

1.4.4   New **zone**, new **object**

1.4.4.a   Objects do not change Zones, the items that represent them does. Most effects that relate to an object in a zone will not be able to follow it to another zone, a common exception being the event which moves an object.

1.4.5   Initiative order

1.4.5.a   If both players need to take decisions simultaneously, the player with initiative (the player who is currently taking their turn, or the first player during non-Afternoon phases) must decide first. If that choice involves an object from a visible zone, their opponent knows which object they have chosen. If the choice involves a card from a hidden zone, they must make their choice explicit, but they do not need to reveal the chosen card.

> ***Example.***   *Ninette plays a game against Lithium. During her turn, Ninette plays ▽ Kitsune ⑥ from her Hand. Kitsune has the reaction "✋ Each player may **Resupply**". She must let Lithium know whether or not she chooses to **Resupply** before he takes his decision. However, if she chooses to **Resupply**, Lithium will not see Ninette's top card until after he decides whether to **Resupply** or not.*
> *In his turn, Lithium plays ◇ Anubis ◈ , which has the reaction "➡ Each player sacrifices a Character". Lithium must choose which Character to sacrifice before Ninette, and Ninette knows which Character he chose to sacrifice when she makes her choice. Both Characters are sacrificed simultaneously.*

1.4.6   Nothing is forever

1.4.6.a   The interaction of some cards may lead to seemingly endless loops. In order to resolve these situations, there are limits to the number of times things can happen in a single day.

1.4.6.b   A given quick action may only be played a hundred times per day.

1.4.6.c   A given reaction may only activate a hundred times per day.

2 Objects

2.1 General

2.1.a Objects exist in every visible zone. Each object belongs to a single zone at any given time.

2.1.b Objects can be represented in different ways: Altered cards, tokens, Adventure cards, halves of Tumult cards, and emblems.

2.1.c Objects never change zones. When a cost or an effect "moves" an object, it moves the item representing that object, which becomes a new object with a new timestamp if it ends up in a visible zone. Effects relating to the old object do not apply to the new one (see Rule 2.1.e).

> **Example.** Lithium has ⬢ Haven, Bravos Bastion 🅶 and plays ⬇ Kuwat, the Dissenter ◉ from Reserve. This triggers the two reactions of Kuwat, its native "➜ Sacrifice a Character" and the one granted by Haven "⚡ I gain 1 boost". If Lithium decide to play the ➜ reaction first and to sacrifice Kuwat, then the ⚡ reaction will not boost Kuwat in the Discard pile as it is not the same object as Kuwat in the Expedition zone which triggered the ⚡ reaction.

2.1.d If a token would leave the Expedition zone, it ceases to exist immediately after joining its new zone. This is an additive event-modifying rule.

2.1.e If an ability refers to a card or an object moving from any zone to a visible zone (as part of a cost, a trigger, or an effect), that ability can find the new object in its destination zone. This is an exception to Rule 2.1.c .

> **Example.** 🔹 *Moonlight Jellyfish* ◎ *has the* reaction *"When I'm sacrificed, if I'm not Fleeting — Put me in Reserve".*
>
> - *If Moonlight Jellyfish is sacrificed, its reaction triggers and is able to find it in the* Discard pile *even though it is a different* object *than the one whose* reaction *just triggered.*

2.1.f   Rule 2.1.e can apply through more than one zone change, as long as they all come from the ability itself.

> **Example.** 🔹 *Coppélia* 🪙 *has the* reaction *"When I go to* Reserve *from your* Hand– *You may play me for free and I gain* Asleep*". Coppélia in* Reserve*, Coppélia in* Limbo*, and Coppélia in the* Expedition zone *are three different* objects*, but the effect of Coppélia's reaction in* Reserve *can act on the two other Coppélias as it is that effect that moved the* card *from* Reserve *to* Limbo *and to the* Expedition zone*.*

2.1.g   Cards in hidden zones are not objects.

2.1.h   Zones are not objects: they are sets of objects or cards.

2.1.i   Counters are not objects: they are markers placed on objects.

2.2   Characteristics

2.2.1   Type

2.2.1.a   A type is one of the following: Character, Emblem, Hero, Permanent, Region, Spell.

2.2.1.b   Each object has a single type.

2.2.1.c   The type of a card is written on the type line, just below the name of the card. It is the first word of the type line, before the dash.

2.2.1.d   The type of a token is Character.

> **Remark.**   *The tokens printed by Equinox have the word "Token" in their type line. This is for clarity and has no rules implications.*

2.2.1.e   The type of an object represented by an Adventure card or half a Tumult card is Region.

2.2.1.f   The type of an object represented by a face-down card in the Mana zone is Mana Orb.

2.2.1.g   The type of an emblem is Emblem.

> **Remark.**   *The type Emblem does not appear on cards. It is reserved for temporary objects in Limbo created by reactions or effects whose impact on the game lasts longer than their own resolution.*

2.2.1.h   When a cost or an effect refers to "a [type]", it refers to an object in play with the appropriate type, unless it specifies a specific zone.

> **Example.**   ⬥ *Banishing Gate* ◎ *has the effect "Discard target Character or Permanent". When that Spell is played, its controller must choose a Character or Permanent in play. They cannot choose a Character or Permanent from another zone, such as the Reserve.*

2.2.1.i   When a cost or an effect checks whether a specific card or object is "a [type]", it checks whether that card or that object has the appropriate type, regardless of its location.

> **Example.** 🔘 *Ada Lovelace* 🔘 *has the reaction "⚡ You may put a card from your hand in Reserve. If it's a Permanent, draw a card". If a player choses to put a Permanent card in Reserve during the resolution of this reaction, they draw a card.*

2.2.2 Subtypes

2.2.2.a   Characters, Spells, Permanents, Regions, and Emblems may have sub-types.

2.2.2.b   Heroes have no sub-types.

2.2.2.c   An object may have any number of sub-types.

2.2.2.d   The list of character sub-types is: Adventurer, Animal, Apprentice, Artist, Bureaucrat, Citizen, Companion, Deity, Dragon, Druid, Elemental, Engineer, Fairy, Leviathan, Mage, Messenger, Noble, Plant, Robot, Soldier, Scholar, Spirit, Titan, Trainer.

2.2.2.e   The list of permanent sub-types is: Landmark.

2.2.2.f   The list of region sub-types is: Forest (🍀), Mountain (⛰), Water (💧).

2.2.2.g   The list of spell sub-types is: Boon, Conjuration, Disruption, Maneuver, Song.

2.2.2.h   The list of emblem sub-types is: Reaction, Ongoing.

2.2.2.i   The sub-types of a card are written on the type line, just below the name of the card. They are to the right of the dash; if there is more than one sub-type, they are separated by commas.

2.2.2.j   The sub-types of a token are defined by the effect that creates it. They are written after the statistics of the token, separated by commas.

> **Example.**   *Foundry Armorer has the reaction "⚒ Create a **Brassbug** 2/2/2 Robot token in target Expedition". The sub-type of the token created when this reaction resolves is "Robot".*

2.2.2.k   The sub-types of the hero region, companion region, and the arena are Forest (🍀), Mountain (⛰), and Water (💧).

> **Remark.**   *Regions represented by face-down Tumult cards have no sub-types.*

2.2.2.l   The sub-types of regions represented face-up Tumult cards are described by symbols on the side of the regions.

2.2.2.m   The sub-type of an emblem created as a reaction triggers is Reaction. The sub-type of an emblem created by an effect that lasts longer than its own resolution is Ongoing.

> **Example.**   ◈ *Aloe Vera ⊛ has the reaction "At Noon– **Resupply**". As the Noon phase begins, Aloe Vera's controller creates an Emblem-Reaction in Limbo with the text "**Resupply**". When that Reaction is played, its effect resolves, then it ceases to exist.*

> **Example.**   ◈ *Celebration Day ◈ has the effect "Expeditions can´t move forward this Day". When that effect resolves, an Emblem-Ongoing is created in Limbo with the passive ability "Expeditions can't move forward" and the duration "this Day".*

2.2.2.n   When a cost or an effect refers to "a sub-type", it refers to an object in play with the appropriate sub-type.

> ***Example.***   🔹 *Three Little Pigs* 🔵 *has the reaction "➡ If you control two or more Landmarks, I gain 1 boost". When that Reaction resolves, it only counts the Landmarks in the Landmark zone, not those in Reserve or in the Discard pile.*

2.2.2.o   When a cost or an effect checks whether a specific card or object is "a [sub-type]", it checks whether that card or that object has the appropriate sub-type, regardless of its location.

2.2.2.p   Some effects have objects gain or lose types. These effects actually mean gaining or losing sub-types.

> ***Example.***   🔹 *The Kraken* 🟣 *has the ability "All regions are* 💧 *and lose their other types". When the Kraken is in play, regions keep the type Region and lose the* 🍃 *and* ⛰ *sub-types.*

2.2.3   Name

2.2.3.a   The name of an object is a series of words and symbols.

2.2.3.b   An object has only one name, even if it contains several words.

2.2.3.c   The name of an object is its English name, even if it is represented by a card printed in a different language.

> ***Example.***   🔹 *Fée Clochette* 🔴 *is the French version of* 🔹 Tinker Bell 🔴*. The name of an object represented by that card is* Tinker Bell.

2.2.3.d   The name of an object represented by a Permanent card is written in the middle of the card, below the rarity gem and above the type line.

2.2.3.e   The name of an object represented by a non-Permanent card is written on the top of the card, below the rarity gem.

> **Remark.** *Cards with the same name may have different characteristics, if they have different raritys, different factions, or they are unique.*

2.2.3.f   The name of a token is defined by the effect that creates it. It is composed of the words written before its statistics.

> **Example.** ◆ *Ordis Cadets* ◈ *has the reaction "➜ Create an **Ordis Recruit 1/1/1** Soldier token in my Expedition". The name of the token created when this Reaction resolves is "**Ordis Recruit**".*

2.2.3.g   Emblems have no name.

2.2.4 Rarity

2.2.4.a   The rarity of an object is one of the following: common, rare, or unique.

2.2.4.b   The rarity of a card is indicated by a gem just above the card's name. A gray gem ◆ indicates a common card; a blue gem ◆ indicates a rare card; an orange gem ◆ indicates a unique card. It is also written as a letter (C, R, or U) on the legal line at the bottom of the card.

2.2.4.c   Heroes, regions, tokens, and emblems have no rarity.

2.2.5 Version

2.2.5.a   The version of an object is a code of the form: LLL-NNN-L(-NNNN), where the L's are letters and the N's are numbers.

2.2.5.b   The first three letter correspond to the set release. The list of sets and their code is: Beyond the Gates (BTG).

2.2.5.c   The next three numbers are the number of the card in the set.

2.2.5.d   The single letter is the rarity of the card, which can be C for commom
(⬙), R for rare (⬙), F for faction-shifted (⬙), or U for unique (⬙).

2.2.5.e   Unique cards have four extra numbers.

2.2.5.f   Each unique card has a different version number.

2.2.5.g   In the Beyond the Gates set, different cards may share the same
number if one comes from the Kickstarter release and the other one from the
Retail release. They may be distinguished by a stylized A on the bottom left of
the card.

2.2.6 Hand Cost

2.2.6.a   The Hand Cost of an object is a number.

2.2.6.b   The Hand Cost of a card is written as a number in a circle on the
top left of the card, just above and to the left of the Reserve cost.

2.2.6.c   Tokens have a hand cost of 0.

2.2.6.d   Emblems have no hand cost.

2.2.7 Reserve Cost

2.2.7.a   The Reserve cost of an object is a number.

2.2.7.b   The Reserve cost of a card is written as a number in a circle on the
top left of the card, just below and to the right of the Hand cost.

2.2.7.c   Tokens have a reserve cost of 0.

2.2.7.d   Emblems have no reserve cost.

25

2.2.8 Faction

2.2.8.a A faction is one of the following: Axiom, Bravos, Lyra, Muna, Ordis, Yzmir.

2.2.8.b Some objects have no faction. They are called neutral.

2.2.8.c The faction of an object represented by a card is defined by its faction symbol and its background color.

- Axiom: ⓧ, brown
- Bravos: ⓑ, red
- Lyra: ⓛ, pink
- Muna: ⓜ, green
- Ordis: ⓞ, blue
- Yzmir: ⓨ, purple

2.2.8.d Tokens, reactions, and emblems have no faction.

> **Remark.** *The tokens printed by Equinox have a background color and a faction symbol. This is purely for aesthetic reasons and has no rules implications.*

2.2.9 Statistics

2.2.9.a Statistics are numbers.

2.2.9.b There are three statistics: Forest (🌿), Mountain (⛰), and Water (💧).

2.2.9.c Only Characters have statistics.

2.2.9.d   The statistics of a Character card are represented on the left of the card, with 🍂 on top and in green, 🔺 in the middle and in orange, and 💧 on the bottom and in blue.

2.2.9.e   The statistics of a token are defined by the effect that creates it. They are written between the name and the sub-types of the token, separated by forward slashes, with the 🍂 statistic first, the 🔺 statistic second, and the 💧 statistic third.

> **Example.**   *Kojo & Booda has the reaction "At Noon, if you are the first player − Create a* **Booda 2/2/2** *Companion token in your companion Expedition". The statistics of this token are 2, 2, and 2.*

2.2.10   Abilities

2.2.10.a   Abilities are either quick actions, reactions, passive abilities, or effects.

2.2.10.b   The abilities of an object represented by a card are written in the ability box, below the illustration.

2.2.10.c   Text *in italics* in the ability box has no existence rules-wise.

2.2.10.d   Some abilities are written in a box inside the ability box with a coloured background and white or yellow text. Such abilities are support abilitys.

> **Example.** *The textbox of* ⬙ *Haven Trainee* ⊘ *has the following text:*
> ⚡ I gain two boosts.
> *"All right, lad, show me what you've learned."*
> ⊠: The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*
> *Haven Trainee (rare) has a two abilities:* "⚡ I gain two boosts." *and* "⊠: The next Character you play this turn gains 1 boost.". *The first one is an* in play *ability and the second one is a* support ability. *"All right, lad, show me what you've learned." is flavour text and "(Discard me from Reserve to do this.)" is reminder text.*

2.2.10.e The abilities of a Character represented by a token are defined by the effect that creates it. They are written between quotation marks and preceded by "with", after the location in which the token is created.

> **Example.** *Lindiwe & Maw has the* quick action "🖺: *Create a* **Maw 0/0/0** *Companion token in your companion Expedition with "When you sacrifice a Character − I gain two boosts". This action costs* 1 *more if you are not the first player". The token created by this* quick action *has the* reaction *"When you sacrifice a Character − I gain two boosts".*

2.2.10.f Unless otherwise specified, the abilities of an object only work while this object is in play.

2.2.10.g Support abilities only work while the object is in the Reserve.

2.2.10.h Quick actions are written "Cost: Effect".

> **Remark.** *Some* quick actions *use symbols as part of their* costs: 🖺 *means "Exhaust me" and* ⊠ *means "Discard me from* Reserve". *See* 7.1.4 *"Cost symbols".*

2.2.10.i   Reactions are written "Trigger– Effect".

> **Remark.**   *Some reactions use symbols as triggers:* ➡ *means "When I enter play from anywhere −";* ✋ *means "When I am played from Hand−";* 🗇 *means "When I am played from Reserve−". See 7.1.1 "Trigger symbols"*

2.2.10.j   Passive abilities are written as statements. They may create or alter rules, change the characteristics of objects, or modify the way costs and effects affect the game.

2.2.10.k   Effects are written as instructions to change to the game state.

2.2.11   Reserve limit

2.2.11.a   The reserve limit is a number.

2.2.11.b   Only Heroes have a reserve limit.

2.2.11.c   The reserve limit of a Hero is represented by a number of rectangles on a line below the illustration and above the ability box, to the left of that Hero's faction symbol.

> **Remark.**   *If a player does not have a Hero, the default reserve limit is 2 (see Rule 4.2.5.d)*

2.2.12   Landmark limit

2.2.12.a   The landmark limit is a number.

2.2.12.b   Only Heroes have a landmark limit.

2.2.12.c The landmark limit of a Hero is represented by a number of rect-angles on a line below the illustration and above the ability box, to the right of that Hero's faction symbol.

> **Remark.** *If a player does not have a Hero, the default landmark limit is 2 (see Rule 4.2.5.d)*

2.2.13 Duration

2.2.13.a A duration is either "this Turn", "this Afternoon", or "this Day".

2.2.13.b Only Ongoing Emblems have a duration.

2.2.13.c The duration of an Ongoing Emblem is defined by the event that created it.

> **Example.** ⬦ *Twinkle Twinkle* 🔴 *has the support ability "*🅇*: The next card you play this turn costs* ❶ *less". When its effect resolves, its controller creates an Ongoing Emblem in Limbo with the passive ability "The next card you play costs* ❶ *less" and the duration "this turn". When the current turn ends, this Ongoing Emblem ceases to exist, whether its controller has played a card or not.*

2.2.14 Timestamp

2.2.14.a A timestamp is a number.

2.2.14.b Whenever an object enters a new zone or is created in a zone, it receives a new timestamp.

2.2.14.c Each timestamp is greater than all previous timestamps.

2.2.14.d If multiple objects would receive timestamps at the same time, the first player in initiative order first chooses the relative order of the timestamps for their objects, then their opponent does the same.

2.3 Applying passive abilities

2.3.1 Base Characteristics

2.3.1.a   A card object represented by a card has the base characteristics written on the card. Some cards may have received errata since their publication.

2.3.1.b   An object represented by a token has the base characteristics described by the event that created the token.

2.3.1.c   An object may be missing one or more characteristics.

2.3.1.d   If an object does not have a characteristic, this characteristic cannot be modified.

2.3.1.e   If an object does not have a characteristic, this characteristic can be gained.

2.3.1.f   If an event looks for the value of an absent characteristic, it uses zero for numeric characteristics and the empty set for other characteristics.

2.3.1.g   Some passive abilities modify the characteristics of objects.

2.3.1.h   These abilities only affect objects in play.

2.3.1.i   Passive abilities apply continuously.

2.3.1.j   An object's characteristics are its *base characteristics*, modified by all applicable passive abilities.

2.3.1.k   What a passive ability does and what it applies to is re-evaluated after each event.

2.3.1.l   Passive abilities are applied one at a time.

2.3.1.m   In order to determine the order in which passive abilities are applied, Altered uses timestamps and dependency.

2.3.2 Dependency

2.3.2.a   Dependency is a relation between two passive abilities.

2.3.2.b   Dependency is defined through the notion of direct dependency.

2.3.2.c   A passive ability [A] directly depends on another passive ability [B] if either:

2.3.2.d   Applying [B] would remove the existence of [A].

> ***Example.*** *Character [B] has "all other characters loses their abilities". Character [A] has "All regions are Forests". Applying B removes [A]'s ability. Therefore, [A] directly depends on [B].*

2.3.2.e   Applying [B] changes what [A] applies to.

> ***Example.*** *Character A has "All Elementals have Gigantic ". Character B has "All Characters are Elementals". Character C is not a Elemental. Applying [B] makes [A] apply to [C]. Therefore [A] directly depends on [B]*

2.3.2.f   Applying [B] changes what [A] does.

> ***Example.*** *Character [A] has "If I am in Forest, I am Gigantic" Character [B] has "All regions are Forests ". Therefore, [A] directly depends on [B]*

2.3.2.g   Dependency is the transitive closure of direct dependency:

- if [A] depends directly on [B], then [A] depends on [B];

- if [A] depends on [B] and [B] depends on [C], then [A] depends on [C].

2.3.3 Order of application

2.3.3.a   An ability [A] is free from dependency if either:

- there is no unapplied ability [B] such that [A] depends on [B]; or

- for each unapplied ability [B], if [A] depends on [B], then [B] depends on [A].

2.3.3.b   The next ability that is applied is the one with the smallest timestamp that is free from dependency.

2.3.3.c   Once an altering ability has been applied, dependencies are re-evaluated to determine the next ability to apply.

2.4 Statuses

2.4.1 General

2.4.1.a   Objects may have one or several statuses.

2.4.1.b   An object entering a new zone has no status until specified otherwise.

2.4.1.c   An object's statuses do not change unless an effect causes them to change.

2.4.1.d   An object that already has a status cannot gain that status.

2.4.1.e   An object that does not have a status cannot lose that status.

2.4.1.f   Statuses are written as a single, underlined <u>word</u>.

2.4.1.g   Cards in hidden zones do not have statuses.

2.4.2 Anchored

- During Rest, an Anchored character is not sent to Reserve.

- During Rest, an Anchored object loses Anchored.

2.4.3 Asleep

- During Progress, an Asleep character's statistics are not counted in their expedition's statistics.

- During Rest, an Asleep character is not sent to Reserve.

- During Rest, an Asleep object loses Asleep.

2.4.4 Boosted

2.4.4.a An object is Boosted if it has at least one boost on it.

2.4.4.b Objects never directly gain or lose Boosted. This status changes when boosts are added or removed from an object.

> **Remark.** *Characters keep their boost when they change zones, except when they leave the Expedition, so if a player plays a Boosted Character card from their Reserve, that Character enters the Expedition zone Boosted.*

2.4.5 Exhausted

2.4.5.a Some costs and effects make an object Exhausted.

> **Remark.** *The symbol ▣ in the cost of an quick action means "exhaust me" (see Rule 7.1.4.a). That cost cannot be paid if the object bearing that quick action is already Exhausted.*

2.4.5.b An object that is not Exhausted is ready.

2.4.6 Fleeting

2.4.6.a When a Character is played from Reserve, it gains Fleeting as it enters Limbo.

2.4.6.b　　　When a Fleeting Character in Limbo resolves, it gains Fleeting as it enters the Expedition zone.

2.4.6.c　　　If a Fleeting Character would go to the Reserve from the Expedition zone, it goes to the Discard pile instead.

2.4.6.d　　　When a Spell is played from Reserve, it gains Fleeting as it enters Limbo.

2.4.6.e　　　Some spells have Fleeting as an ability. When such a spell is played from anywhere, it gains the status Fleeting as it enters Limbo.

2.4.6.f　　　When a Fleeting Spell in Limbo is done resolving, it goes to the Discard pile instead of the Reserve.

2.5　Counters

2.5.a　　　Objects may have counters on them.

2.5.b　　　Counters have names.

2.5.c　　　Counters with the same name on the same object are indistinguishable.

2.5.d　　　Some Heroes start the game with counters. Such counters are on the Hero from the moment it is revealed and placed in the Hero zone.

2.5.e　　　Some steps have an object "gain [X] [name] counters". After the resolution of such a step, that object has [X] more [name] counters than before.

2.5.f　　　Some steps "remove [X] [name] counters". After the resolution of such a step, if that object had [X] or less [name] counters, it has now zero [name] counters; if it had more than [X] [name] counters, that object has now [X] less [name] counters than before.

2.5.g   Some objects have quick actions whose costs include "spending [X] of their [name] counters". In order to pay such costs, the object in question must have at least [X] [name] counters. Once the cost is paid, it has [X] less [name] counters.

2.5.h   Most counters have no intrinsic impact on the game.

2.5.i   When an object leaves the Expedition zone or the Landmark zone, it loses all its counters.

2.5.j   When an object leaves the Discard pile, the Reserve, or the Limbo, it keeps its counters.

2.5.1   Boost coounters

2.5.1.a   Boost counters, also called +1/+1/+1 counters are a specific type of counters.

2.5.1.b   If a Character has boost counters, each of them adds 1 to each of its statistics.

3 Zones

3.1 Zone properties

3.1.1 General

3.1.1.a A zone is a set of objects or cards.

3.1.1.b Zones always exist, even if they are empty.

3.1.1.c There are ten kind of zones: Adventure, Deck, Discard pile, Expedition zone, Hand, Hero zone, Landmark zone, Limbo, Mana zone, and Reserve.

> **Remark.** *At the beginning of the game, all zones are empty, except from the Adventure, the Hero zones, and the Decks.*

3.1.2 Shared or private

3.1.2.a Some zones are shared: there is only one instance of each shared zone in the game.

> **Remark.** *Expedition zone, Adventure and Limbo are shared zones.*

3.1.2.b Some zones are private: each player has one instance of each private zone.

> **Remark.** *Deck, Hand, Hero zone, Landmark zone, Mana zone, Reserve and Discard pile are private zones.*

3.1.2.c If a card or an object would go to a private zone that does not belong to its owner, it goes to the corresponding zone of its owner instead.

3.1.3 Visible or hidden

3.1.3.a   Some zones are visible: they contain objects.

> **Remark.**   *Adventure, Discard pile, Expedition zone, Hero zone, Landmark zone, Limbo, Reserve are visible zones.*

3.1.3.b   All players know the number and characteristics of objects in all visible zones.

3.1.3.c   Some objects in visible zones are represented by face-down cards. These objects have no base characteristics.

3.1.3.d   Some zones are hidden: they contain cards.

> **Remark.**   *Deck, Hand, and Mana zone are hidden zones.*

3.1.3.e   All players know the number of cards in all hidden zones.

3.1.3.f   Players cannot look at cards in hidden zones unless a rule, effect, or passive ability allows them to do so.

> **Remark.**   *Costs and effects that use the characteristics of a card in a hidden zone reveal that card beforehand.*

3.1.4 In play

3.1.4.a   An object is "in play" if it is in the Hero zone, the Expedition zone, or the Landmark zone.

3.2 Zone-specific rules

3.2.1 Adventure

3.2.1.a   The Adventure is a shared, visible zone.

> **Remark.**   *The Adventure is a visible zone which contains face-down cards. Players may not look at the face of face-down cards in the Adventure.*

3.2.1.b   During regular play, the Adventure contains eight regions in a row: the hero region on one side, six regions represented by three Tumult cards, and the companion region on the other side.

3.2.1.c   During tiebreakers, all regions are replaced by a single region called the Arena.

> **Remark.**   *At the beginning of the game, the three Tumult cards are face-down. The six objects they represent have the type Region due to Rule 2.2.1.e and no other characteristics.*

3.2.2   Deck

3.2.2.a   The Deck is a private hidden zone.

3.2.2.b   The cards in the Deck are ordered in a pile: the first card is called the top card, the last card is called the bottom card, and other cards are designated by their position relative to one of these cards.

3.2.2.c   If a step affects a card or a set of cards in a Deck, it specifies the position of the affected card (s), relative to the top or the bottom of the Deck.

3.2.2.d   If an atomic action would affect a card at a specific position and the Deck does not contain enough cards for that position to exist, shuffle cards in the Discard pile and put them at the bottom of the Deck as part of the step containing that atomic action. This is an additive event-modifying rule.

3.2.2.e   If that position still does not exist after shuffling the Discard pile at the bottom of the Deck, any atomic action affecting that position does nothing.

39

3.2.2.f If a step moves a card or a set of cards at a specific position and the Deck does not contain enough cards, that card or set of cards is moved to the top or to the bottom, respectively, if they were sent "X cards from the bottom" or "X cards from the top".

3.2.3 Discard pile

3.2.3.a The Discard pile is a private, visible zone.

3.2.4 Expedition zone

3.2.4.a The Expedition zone is a shared, visible zone.

3.2.4.b The Expedition zone is divided in sub-zones called expeditions: each player has a hero expedition and a companion expedition.

3.2.4.c Expeditions always exist, even if they are empty.

3.2.4.d An object that moves from one expedition to another does not change zones.

3.2.4.e Each player knows in which expedition every object in the Expedition zone is at all time.

3.2.5 Hand

3.2.5.a The Hand is a private, hidden zone.

3.2.5.b Each player can look at and reorder their own Hand at any time.

3.2.5.c If an effect or a cost acts on a card in a Hand, it either chooses a card at random or it reveals that Hand to the player who chooses which card is affected.

3.2.6 Hero zone

3.2.6.a The Hero zone is a private, visible zone.

3.2.6.b Each Hero zone contain up to one Hero.

3.2.7 Landmark zone

3.2.7.a The Landmark zone is a private, visible zone.

> ***Remark.*** *Players may have more objects in their Landmark zone than their landmark limit. They need only to discard excess objects during Night.*

3.2.8 Limbo

3.2.8.a Limbo is a shared, visible zone.

> ***Remark.*** *Limbo is usually not represented as a specific physical space in a game: it is a transitory zone, which only contains cards when they are played and short-lived Emblems.*

3.2.9 Mana zone

3.2.9.a The Mana zone is a private, visible zone.

> ***Remark.*** *The Mana zone is a visible zone which contains face-down cards. Players may not look at the face of face-down cards in other players' Mana zone.*

3.2.9.b When a player puts a card in the Mana zone, it enters the Mana zone face-down and Exhausted unless specified otherwise.

> ***Remark.*** *If that card was in a hidden zone prior to the move, that card is not revealed as it changes zones.*

3.2.9.c   Objects in the Mana zone have the type Mana Orbs.

3.2.9.d   Players can look at the cards in their Mana zone at any time.

3.2.9.e   Players can exhaust a Mana Orb to ready another <u>Exhausted</u> Mana Orb at any time.

3.2.9.f   A mana cost ✖ can be paid by exhausting [X] Mana Orbs.

3.2.10   Reserve

3.2.10.a   The Reserve is a private, visible zone.

> ***Remark.***   *Players may have more objects in their Reserve than their reserve limit. They only need to discard excess objects during Night.*

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4 Game progression

4.1 Beginning of the game

4.1.a   As the game starts, all zones are empty.

4.1.b   Place the two Adventure cards representing the Hero region and the Companion region on either end of the Adventure.

4.1.c   Shuffle three different Tumult cards (position and orientation) and place them face-down in the Adventure, between the Hero region and the Companion region.

4.1.d   Each player put their hero expedition counter in the hero region and their companion expedition counter in the companion region.

4.1.e   Each player present their deck and their Hero, face-down.

4.1.f   If a player has no Hero, they may present a face-down card from outside the game (not from their deck) to disguise this fact until 4.1.h .

4.1.g   Determine the first player at random.

4.1.h   Each player reveals their Hero and place it in their Hero zone. If a player had a non-Hero card face-down, it is removed from the game.

4.1.i   Each player shuffles their deck and puts it in their Deck zone.

4.1.j   Start the first day at Noon, replacing the first Morning with the following setup:

- each player draws six cards
- each player **must** put three cards in their Mana zone.

4.2   Day structure

4.2.a   A day contains five phases: Morning, Noon, Afternoon, Dusk, and Night.

4.2.b   At the beginning of each phase, Reactions are checked.

> **Remark.**   *Only reactions that trigger "at [that phase]" should exist in Limbo at that moment.*

4.2.c   During Morning, Dusk, and Night, some daily effects resolve.

4.2.d   After each daily effect, Reactions are checked.

> **Remark.**   *After a daily effect, both reactions that triggered during this effect and reactions that trigger "after [that daily effect]" exist in Limbo. They can be played in any order, as described in Section 4.4.*

4.2.e   Once there are no more Reactions in Limbo, the next daily effect is resolved; if there are no more daily effects in this phase, the next phase starts.

4.2.f   During Afternoon, the players take turns in succession, until all players have passed.

4.2.1   Morning

4.2.1.a   There are four daily effects during Morning.

4.2.1.b   **Succeed**   The player to the left of the first player becomes the first player.

4.2.1.c   **Prepare**   Each player readies all their Characters and Permanents.

4.2.1.d   **Draw**   Each player draws two cards.

4.2.1.e   **Expand**   Each player may put one card from their Hand face-down and ready in the Mana zone.

4.2.2 Noon

4.2.2.a   There are no daily effect during Noon.

> **Remark.**   *Nothing happens during Noon unless an "At Noon" reaction triggers.*

4.2.3 Afternoon

4.2.3.a   During Afternoon, players alternate taking turns until all players have passed.

4.2.3.b   The first player takes the first turn.

4.2.3.c Turn **structure**

1. The player whose turn it is plays a quick action from an object they control, plays a card from their Hand or Reserve, or passes;

2. Check Reactions;

3. If a quick action was played, the turn continues and goes back to 1;

4. If the player played a card or passed, the turn ends:

   - *if at least one player has not yet passed:* the next player in turn order who has not yet passed starts a new turn;
   - *if all players have passed:* Afternoon ends and Dusk starts.

> **Remark.**   *A player may take several turns in a row, if all other players have passed.*

4.2.4 Dusk

4.2.4.a   There is one daily effect during dusk.

4.2.4.b   **Progress**   Determine the statistics of each expedition by summing the statistics of each character in that expedition. If an expedition has a greater positive statistic in a region type of its region than the corresponding statistic of its opposing expedition, it moves forward.

4.2.4.c   A tie is not sufficient to advance.

4.2.4.d   A statistic of 0 is not sufficient to advance, even if the opposing expedition's statistic is negative.

4.2.4.e   An expedition advances only once, even if they win in more than one statistic.

4.2.4.f   All successful expeditions move forward simultaneously.

4.2.4.g   An expedition "fails to move forward" if it does not move forward during progress, unless tiebreakers have started.

> ***Remark.***   *An expedition never "fails to move forward" outside of Progress. An expedition that moved forward during a day can still "fail to move forward" if it does not move forward during Progress.*

4.2.4.h   An expedition "moves forward due to [statistic]" if the three following conditions are true:

- it moves forwards;
- it was in a [statistic] region;
- it had a greater [statistic] than all opposing expeditions.

> ***Remark.***   *An expedition may move forward due to more than one statistic at the same time.*

46

4.2.5 Night

4.2.5.a   There are two daily effects during night.

4.2.5.b   Rest   Characters in the Expedition zone are sent to Reserve.

> **Remark.**   *A number of statuses (Asleep, Anchored, Fleeting) and abilities (Eternal) modify the Rest effect.*

4.2.5.c   Clean-up   Each player chooses as many objects in their Reserve as their Hero's reserve limit and as many objects in their Landmark zone as their Hero's landmark limit. All non-selected objects are discarded simultaneously.

> **Remark.**   *The first player must make their choice known before the second player chooses which objects to discard, and so on, in initiative order (see Rule 6.1.g).*

4.2.5.d   If a player has no Hero, their reserve limit and landmark limit are equal to 2.

> **Remark.**   *A player may have excess objects in their Reserve and or Landmark zone at the end of the day, if the clean-up effect has been modified, the limits have changed, or a reaction triggered off clean-up and put some objects in one of these zones.*

4.3   Ending the game

4.3.a   If a single player's expeditions meet on the same region, they win. This is an additive event modifier.

4.3.b   If a single player's expeditions cross each other, they win. This is an additive event modifier.

4.3.c   If both players' expeditions meet at the same time, or both players' expeditions cross each other at the same time, tiebreakers start.

4.3.d   When tiebreakers start, turn the companion region card face-down and put all expedition markers on it. Discard all other regions.

4.3.e   The new region is called the Arena.

4.3.f   The Arena has the region types ✿, ▲, and ◗.

4.3.g   Once tiebreakers have started, expeditions cannot move forward or backward.

4.3.h   The Progress daily effect of Dusk is modified as follows:

1. Each player determine a single set of statistics by adding up the statistics of each characters in both of their expeditions.

2. Compare each statistic individually.

3. If a player wins on more statistics than their opponent, they win. Otherwise, the game continues.

> **Remark.**   *Tiebreakers may last for several days.*

4.4   Checking reactions

4.4.a   At several points during the day, players are instructed to "check reactions":

1. at the beginning of each phase;

2. after each step;

3. after a player plays a card, a quick action, or passes.

4. after a player plays a Reaction.

Remark. *Reactions are not checked after an internal action is played. Reactions created by an internal action will only be played after the end of the effect containing that internal action.*

4.4.b When that happens, if there is an Emblem-Reaction in Limbo, the first player in initiative order who controls a reaction in Limbo chooses one of them and plays it.

4.4.c Once that Reaction has been played, Reactions are checked again.

Remark. *If more than one player has Reactions to play in Limbo, the player with initiative plays all their Reaction before the next players play their own. If new Reactions are created during this process, they may be chosen by their controller just like already existing Reactions.*

5 Playing cards and objects

5.1 General

5.1.1 Timing

5.1.1.a   At certain times during the day, players have the possibility to "play" cards, quick actions, internal actions, or reactions.

5.1.1.b   During their turn, a player may play a card or a quick action.

5.1.1.c   When a player resolves an effect containing a internal action, they can play that internal action.

5.1.1.d   When Reactions are checked, the first player in initiative order who owns a Reaction in Limbo must play a Reaction.

5.1.2 Playing process

5.1.2.a   The process of playing a card, quick action, reaction, or internal action has three parts: declare intent, pay costs, and resolution.

5.1.2.b   In the declaration of intent, a player must, in no particular order:

1. Reveal the card being played, if it is in a hidden zone (usually, the Hand);

2. Choose modes, targets, and optional costs;

3. Declare how costs will be paid.

5.1.2.c   The game state should not change during the declaration of intent. Once all these decisions have been taken, check whether the declaration is legal. If it is, proceed to the payment of costs. If it is not, the player must take different decisions (including the decision to play that particular card, quick action, reaction, or internal action).

5.1.2.d   In the payment of costs, all costs must be paid simultaneously, as described in 6.4.

5.1.2.e   During resolution, a Character card joins an Expedition, a Permanent card joins the Landmark zone, and a Spell, quick action, reaction or internal action performs its effect, as described in 6.5.

5.2   Playing a card

5.2.1   Playing a Character

5.2.1.a   During the declaration of intent, the player must choose in which of their Expedition they play their Character card.

5.2.1.b   When a Character card is moved to Limbo, if it was played from Reserve, it gains Fleeting.

5.2.1.c   During the resolution of a Character card, the Character enters the chosen Expedition. If it had Fleeting in Limbo, it gains Fleeting.

5.2.2   Playing a Permanent

5.2.2.a   During the resolution of a Permanent card, that Permanent enters its controller's Landmark zone.

> **Remark.**   *Permanents cannot have the status Fleeting, even if they were played from Reserve.*

5.2.3   Playing a Spell card

5.2.3.a   Depending on its effect, playing a Spell card may require choices during the declaration of intent.

5.2.3.b   Some effects have targets. During the declaration of intent, a suitable object, zone, or player must be chosen for each target in the effect. Each object, zone, or player may only be chosen once for each occurrence of the word "target" in the effect. If there are several occurrences of the word "target" in the effect, the same object, zone, or player may be chosen for more than one occurrence.

5.2.3.c   Some Spells are modal: their effect contain the words "Choose one" followed by several lines starting with •. This choice is made during the declaration of intent.

5.2.3.d   When choosing targets for a modal Spell, consider only the chosen mode.

5.2.3.e   Some Spells have optional steps: they contain a sentence of the form "You may do [step]". The choice is made during resolution. If the step has a target, that target must be chosen during the declaration of the Spell, even if player does not intend to do that optional step.

5.2.3.f   Some Spells have conditional steps: they contain a sentence of the form "If [condition] do [step]" or "Do [step] unless [condition]". The condition is evaluated during resolution. In particular, if the step has a target, that target must be chosen during the declaration of the Spell, even if the condition is not currently met.

5.2.3.g   Some Spells have internal actions: they contain a sentence of the form "You may pay [cost] to do [effect]". The internal action is played during the resolution of the Spell. If the internal action's effect has a target, that target is not chosen until the Spell resolves. Note that internal actions are always optional.

5.2.3.h   When a Spell card is moved to Limbo, if it was played from Reserve, it gains Fleeting.

5.2.3.i   Some Spells have Fleeting as a passive ability in their text box. When such a Spell is played from anywhere, it gains the status Fleeting.

5.2.3.j   When a non-Fleeting Spell's resolution is done, that Spell moves to Reserve. When a Fleeting Spell's resolution is done, that Spell moves to the Discard pile.

5.3   Playing quick actions

5.3.a   Playing a quick action follows the same process as playing a Spell, with the following differences:

5.3.b   As internal actions are not objects, they do not change zones.

5.3.c   Some quick actions have the symbol 💾 in their cost. That cost is paid by exhausting the object bearing that quick action.

5.3.d   A given quick action may not be played more than 100 times in a single day.

5.4   Playing internal actions

5.4.a   Playing an internal action follows the same process as playing a Spell, with the following differences:

5.4.b   As internal actions are not objects, they do not change zones.

Remark.   *Effects of the form "Do [step A]. If you do, do [step B]" are not internal actions. Step A is mandatory, and the condition for step B is that the player was able to do step A.*

5.5   Playing Reactions

5.5.a   Playing a Reaction follows the same process as playing a Spell, with the following differences:

5.5.b   Reactions do not change zones during the declaration of intent.

5.5.c   Reaction usually do not have costs, but they may get extra cost due to some passive abilities such as **Tough**.

5.5.d   If a Reaction has a cost, its controller may chose to play it wihout paying its cost. In this case, the Reaction has no effect.

5.5.e   When a Reaction's resolution is done, that Reaction ceases to exist.

6 From costs and effects to events

6.1 General

6.1.a Costs and effect are sequences of instructions that affect the game state. Paying a cost or resolving an effect consist in following these instructions.

6.1.b An effect may involve multiple steps.

6.1.c There is a separate step for each verb in an effect description, unless these verbs are said to happen "simultaneously"

> *Example.* ◥ *Spy Craft* ◉ *has the effect "**Sabotage**, then **Resupply**". The resolution of Spy Craft involves two steps. In the first step, the controller of Spy Craft performs **Sabotage**. In the second step, they perform **Resupply**.*

**6.1.d** Costs always have a single step.

> *Example. Subhash & Marmo* ⓟ *have the Reaction "At Noon − You may pay* ❶ *and put a card from your Hand in Reserve to create a **Brassbug 2/2/2** Robot token in target Expedition". Paying* ❶ *and putting a card from Hand to to Reserve happen in the same step.*

6.1.e A single step may involve multiple objects. In this case, there is a separate atomic action for each affected object.

> *Example.* ◢ *Open the Gates* ◈ *has the effect "Create two **Ordis Recruit 1/1/1** Soldier tokens in each of you Expeditions". There is only one step in the resolution of Open the Gates. It has four atomic actions, one for each token.*

6.1.f Atomic actions in a single Step happen simultaneously.

6.1.g   Some steps require decisions by more than one player. Such choices are made in initiative order. If that choice involves an object from a visible zone, other players know which object has been chosen. If the choice involves a card from a hidden zone, they must make their choice explicit, but they do not need to reveal the chosen card.

Example.   *Ninette plays a game against Lithium. During her turn, Ninette plays* 🔷 *Kitsune* 🌀 *from her Hand. Kitsune has the reaction "✋ Each player may **Resupply**". She must let Lithium know whether or not she chooses to **Resupply** before he takes his decision. However, if she chooses to **Resupply**, Lithium will not see Ninette's top card until after he decides whether to **Resupply** or not.*

In his turn, Lithium plays 🔶 *Anubis* ◈ *, which has the reaction "➜ Each player sacrifices a Character". Lithium must choose which Character to sacrifice before Ninette, and Ninette knows which Character he chose to sacrifice when she makes her choice. Both Characters are sacrificed simultaneously.*

6.2   Modifiers

6.2.a   Some rules and passive abilities are modifiers, which change the way a step affects the game state.

6.2.b   Some modifiers change what a step or an atomic action does. These modifiers are called *replacing* modifiers and use the word "instead".

6.2.c   Some modifiers add atomic actions to a step. This modifiers are called *additive* modifiers and use the word "also".

6.2.d   Modifiers may apply to steps, or atomic actions:

6.2.e   When a step is about to happen, check whether a modifier would apply to that step or an atomic action in that step. If one does, the controller of that step chooses one of them and applies it:

1. Replacing modifiers that apply to the whole step must be applied first;

2. Replacing modifiers that apply to an atomic action must be applied next;

3. Additive modifiers are applied last.

6.2.f   If there are multiple applicable modifiers, the controller of the step, or the first player in initiative order if that step has no controller, chooses which one is applied first.

6.2.g   Once a modifier has been applied, check whether another modifier applies to the modified step.

6.2.h   Once a modifier has been applied to a whole step, it cannot apply again to that step.

6.2.i   Once a modifier applies to a atomic action, it cannot apply again to that atomic action.

6.2.j   Modifiers have to exist before the step they try to modify, unless they are a passive ability of an object which modifies specifically how that object enters a zone.

6.2.k   Once no more modifiers apply to a step, it happens and becomes an event.

## 6.3   Reactions

**6.3.a**   Some abilities are Reactions. They are written "Trigger− Effect".

6.3.b   Reactions are additive modifiers which apply to events matching their trigger and add the atomic action "Create an Emblem-Reaction in Limbo with the effect of that reaction".

6.3.c   A Reaction that modified an event has been "activated" by that event.

6.3.d   A reaction has to exist before the event that triggers it, except if it is a reaction of an object that triggers specifically on that object entering a visible zone.

> **Example.**   *Régis plays* 🔹 *Mind Apotheosis* 🔴 *and puts* 🔹 *Asmodeus* 🔴 *in play while resolving Mind Apotheosis' effect. The* ➜ *reaction of Asmodeus triggers, even though it did not exist before the event that triggered it.*

6.3.e   A reaction does not need to exist after the event that triggers it.

> **Example.**   *Bob plays* 🔹 *Mana Reaping* 🟢 *on Alice's* 🔷 *Armored Jammer* 🔵 *. As Mana Reaping resolves, Armored Jammer's reaction "When I leave your Landmark zone– **Sabotage**" triggers, even though it does not exist anymore after the event.*

6.3.f   A given Reaction cannot be activated more than 100 times in a single day. If a Reaction would be activated a 101st time, the event that would activate it stays unmodified.

6.4   Costs

6.4.a   Costs always have a single step, even if their description involves multiple verbs.

6.4.b   A player may always decline to pay a cost.

6.4.c   If a player chooses to pay a cost, they must be able to pay it in full.

6.4.d   If a player declines to pay the cost of a card, they may not play that card. The game goes back to the point where the player was offered the possibility of playing that card.

6.4.e   If a player declines to pay the cost of a quick action, they may not play that quick action. The game goes back to the point where the player was offered the possibility of playing that quick action.

6.4.f   If a player declines to pay the cost of an internal action, that internal action is ignored and the effect that contains it continues to resolve.

6.4.g   If a player declines to pay the cost of an Emblem-Reaction, that Emblem ceases to exist. Reactions are checked again.

> ***Remark.***   *Reactions do not have base costs, but they may have extra costs, for example if they target an opposing Character with **Tough**.*

6.5 Effects

6.5.a   Effects are usually mandatory.

6.5.b   Some effects have optional steps. They are written "You may [do step]". The controller of the effect chooses whether to do [step] or not just before that step would happen. If they choose not to, the step is ignored and the effect continues resolving.

6.5.c   Some effects have conditional steps. They are written "If [condition], [do step]" or "[Do Step] unless [condition]". The condition is evaluated just before that step would happen. If it is false in the first case, or true in the second, the step is ignored and the effect continues resolving.

6.5.d   Some conditional effects are written "[Do X]; if you did, [do Y]" or "[You may do X]; if you did, [do Y]". The condition is true if the player started do [do X], even if that event was modified.

6.5.e   Some effects are modal. They are written "Choose on" followed by multiple lines starting with •. The choice of mode is done when the spell, quick action, Reaction or internal action is declared, before its resolution. Modes that were not chosen are ignored.

6.5.f   If part of an effect cannot be performed, it is ignored; the remainder of the effect happens as normal.

> **Example.** ⬗ *Anubis* ◈ *has the* reaction *"➜ Each player sacrifices a Character". If a player controls no* Character *and thus cannot sacrifice a* Character*, the other players still have to sacrifice a* Character*.*

6.5.g Some effects include an internal action. They are written "You may [pay cost] to [do effect]". Paying the cost of an internal action is optional; if the player declines to pay the cost, the internal action is ignored and the resolution of the effect resumes.

# 7 Vocabulary

7.1 Symbols

7.1.1 Trigger symbols

7.1.1.a   The symbol ➤ means "When I enter play −".

7.1.1.b   The symbol ✋ means "When I am played from Hand−".

7.1.1.c   The symbol ⚚ means "When I am played from Reserve−".

> ***Remark.*** *If an object enters play without being played (either because it is a token or as the result of an effect), its ➤ reaction triggers, but not its ✋ or ⚚.*

7.1.2 Region types and statistics

7.1.2.a   The symbol ♣ represents the Forest sub-type and statistic.

7.1.2.b   The symbol ▲ represents the Mountain sub-type and statistic.

7.1.2.c   The symbol ◊ represents the Water sub-type and statistic.

7.1.3 Faction symbol

7.1.3.a   The symbol ⊕ represents the Axiom faction.

7.1.3.b   The symbol ✪ represents the Bravos faction.

7.1.3.c   The symbol ♛ represents the Lyra faction.

7.1.3.d   The symbol ✪ represents the Muna faction.

7.1.3.e   The symbol ⬣ represents the [Ordis faction].

7.1.3.f   The symbol ⬤ represents the [Yzmir faction].

7.1.4 Cost symbols

7.1.4.a   The symbol 🅑 means "Exhaust me".

7.1.4.b   The symbol 🅧 means "Discard me from the [Reserve]"

7.1.4.c   The symbols ❶, ❷, …, ⓧ mean "Pay 1, 2, …, X mana", respectively

7.2   Pronouns

7.2.1 I

7.2.1.a   When an [ability] uses the first person, it refers to the object that is bearing it.

7.2.1.b   When an [emblem] or a [reaction] uses the first person, it refers to the [object] which created that [emblem] or [reaction].

> **Example.** ◆ *Ratatoskr* ⬤ *has the ability "⚡ I gain 2 [boosts]". When that reaction resolves, the object only the Ratatoskr bearing that abthe object bearing itns 2 [boosts].*

7.2.2 You

7.2.2.a   When an ability uses the second person, it refers to its controller.

> **Example.**   *Charge! has the effect "➜ Characters you control gain 1 [boost]". When Charge! resolves, the [Characters] controlled by Charge!'s controller gain 1 [boost].*

7.2.3 They

7.2.3.a   Altered uses the singular "they" for players.

7.2.4 It

7.2.4.a   Altered uses the neutral third person for objects and cards.

7.3 Keywords actions

7.3.1 Activates

7.3.1.a   An "event activates [a reaction]" means that that event has been modified by that reaction (by creating an Emblem- Reaction) with that Reaction's effect.

7.3.1.b   Some steps say "Activate [a reaction]". When that step occurs, it is modified by that reaction.

7.3.1.c   Some earlier printings have effects that say "Activate [a trigger]" instead of a

7.3.1.d   If an ability of an object activates a trigger of another object, the reaction that triggers is created by the second object, not the first.

> **Example.**   *Brassbug Hub has the reaction "➔ I gain three Kelon counters" and Dr. Frankenstein has the reaction "⚰ You may activate the ➔ triggers of target Permanent you control". If Brassbug Hub is chosen as the target Dr. Frankenstein's reaction, Brassbug Hub gains three Kelon counters, not Dr. Frankenstein.*

7.3.1.e   Some abilities say that [a trigger] "cannot activate". Reactions containing this trigger cannot trigger, whether naturally or through another effect that would activate them.

> **Example.** *The Council has the [ability] "The ➜, 🤚, and 🗲 triggers of [Characters] facing me don't activate and Hua Mulan has the ability "🗲 I lose [Fleeting].". If Hua Mulan is played from [Reserve] in the [expedition] facing The Council, it does not loose [Fleeting].*

7.3.2 After you

7.3.2.a "After you" means "End the turn once there are no [Reactions] in [Limbo]".

7.3.2.b "After you" is not passing.

> **Example.** *[Alice] have the support ability "⊠ : **After You**". If a player plays this action, the next player in initiative order gets the initiative as soon as there are no [reactions] in [Limbo]. Alice's owner has not passed, and they will be able to play actions and cards in this [afternoon].*

7.3.3 Create

7.3.3.a To create a token is to put a new [character token] in the [Expedition zone].

7.3.3.b [Costs] and [effects] that create [tokens] use the following template: "create a **[name]** **[x/y/z]** [sub-types] [token] with [abilities] in [expedition]".

> **Example.** *Open the Gates (common) has the effect "Create two **Ordis Recruit 1/1/1** Soldier token in each of your Expeditions". When Open the Games resolves, four tokens are created. They all have the name "Ordis Recruit", the type "Character", the [sub-type] "Soldier", all three statistics equal to 1, and no [abilities].*

7.3.4 Discard

7.3.4.a   To "discard" an [object or card] is to move this object or that card from its current zone to the Discard pile.

7.3.5 Draw

7.3.5.a   To "draw X cards" is to move the top X cards of one's Deck to their Hand.

7.3.5.b   "Draw a card" means "draw 1 card".

7.3.6 Exhaust

7.3.6.a   To "exhaust" an object means have it gain the status Exhausted.

7.3.6.b   The symbol � in the cost of a quick action means "exhaust me".

7.3.7 Gain (counters)

7.3.7.a   When an object "gains X [name] counters", X [name] counters are put on that object.

7.3.7.b   Counters with the same name on the same object are fungible: they do not need to be distinguished from one another.

7.3.8 Gain (status)

7.3.8.a   When an object "gains a status", it has that status from that point onwards.

7.3.8.b   An object with a given status cannot gain that status again. In particular, it is impossible to exhaust an Exhausted object.

7.3.9 Lose (status)

7.3.9.a   When an object "loses a status", it ceases to have status from that point onwards.

7.3.9.b   An object without a given status cannot lose that status.

7.3.10   Move backward

7.3.10.a   To move [an expedition] backward means "to move the corresponding counter from its current region to the next region in the direction whence it came (towards the hero region for the hero expedition and towards the companion region for the the companion expedition).

7.3.10.b   If an expedition in its region of origin would move backwards, nothing happens.

7.3.10.c   If an expedition in the Arena would move backward, nothing happens.

7.3.11   Move forward

7.3.11.a   To move [an expedition] forward means "to move the corresponding counter from its current region to the next region in the direction it is going (towards the companion region for the hero expedition and towards the hero region for the the companion expedition).

7.3.11.b   If an expedition would move into a region represented by half a face-down Tumult card, instead this Tumult card is revealed and the expedition moves into it.

7.3.11.c   If an expedition in the region opposite to its region of origin would move forward, nothing happens.

7.3.11.d   If an expedition in the Arena would move forward, nothing happens.

7.3.12   Ready

7.3.12.a   To ready [an object] means that [that object] loses the status Exhausted.

7.3.12.b An object that does not ready object cannot be readied.

7.3.13 Roll a die

7.3.13.a To "roll a die" is to roll a fair six-sided die and to note the result.

7.3.13.b Effects that have "roll a die" as one of their steps have a subsequent step that uses the result of that roll.

7.3.13.c Some passive abilities allow a player to roll multiple dice and choose one of them or give them the option to modify a roll. A player who benefits from one of these abilities may look at the result of the rolled dice before deciding which die and which modifiers to use.

7.3.14 Play for free

7.3.14.a To "play [a card] for free" to play that card while skipping the steps "determine costs" and "pay mana".

7.3.15 Put

7.3.15.a To put [an object] or [a card] in [a zone] means "to move [that object or that card] to [that zone]".

7.3.15.b "Put", "return", and "send" are synonyms rules-wise.

7.3.16 Resupply

7.3.16.a To "resupply" is to put the top card of one's Deck into one's Reserve.

7.3.16.b If a player with an empty Deck would resupply, they shuffle their Discard pile into their Deck before putting the top card into the Reserve. If the Deck is still empty at that point, Resupply does nothing.

7.3.17 Return

7.3.17.a   To return [an object] to [a zone] means "to move [that object] to [that zone]".

7.3.17.b   It does not matter whether the object ever was on that zone earlier.

7.3.17.c   "Put", "return", and "send" are synonyms rules-wise.

7.3.18   Sabotage

7.3.18.a   To "sabotage" means to discard up to one target card in a Reserve.

> ***Remark.***   *A player may Sabotage a card from their own Reserve.*

7.3.19   Sacrifice   When a player has to "sacrifice" [an object], they have to discard an object in play they control.

7.3.20   Send

7.3.20.a   To send [an object] to [a zone] means "to move [that object] to [that zone]".

7.3.20.b   "Put", "return", and "send" are synonyms rules-wise.

7.3.21   Spend (counters)

7.3.21.a   When an object "spends X of its [name] counters", X [name] counters that were on that object are removed from it.

7.3.21.b   An object cannot spend more counters with a given name that it has on it.

7.3.22   Switch expeditions

7.3.22.a   To "switch expeditions" means to send an object from one expedition to the other.

7.3.22.b A Character that switches expeditions leaves its former expedition and joins its new expedition. It neither leaves not joins the Expedition zone.

7.4   Keyword abilities

7.4.1   Defender

7.4.1.a Defender is a passive ability that appears on Characters.

7.4.1.b An expedition containing a character with Defender cannot move forward during Dusk.

7.4.1.c An expedition containing a Character with Defender always "fails to move forward".

7.4.1.d Defender applies to any reason why an expedition might advance during Dusk, not just the Progress daily effect.

7.4.2   Eternal

7.4.2.a Eternal is a passive ability that appears on Characters.

7.4.2.b An Eternal character is not sent to the Reserve during rest.

7.4.3   Gigantic

7.4.3.a Gigantic is a passive ability that appears on Characters.

7.4.3.b A Gigantic object is present in both expeditions of its controller.

7.4.3.c When a player plays a card with Gigantic or creates a token with Gigantic, they play it or create it in a specific Expedition. They do not put two cards or two tokens in play.

7.4.3.d When a Gigantic object enters the Expedition zone, its ➡, 🖐, and ⚡ trigger only once.

7.4.3.e   A gigantic character's statistics are counted in each of its controller's expeditions.

7.4.3.f   If an effect refers to a gigantic character's expedition, it refers to each of its controller's expeditions.

7.4.3.g   If an effect refers to the other expedition of a gigantic character's controller, it refers to no expeditions.

7.4.3.h   If an effect refers to the expedition facing a gigantic character, it refers to the expeditions facing each of its controller's expeditions.

7.4.3.i   During tiebreakers, a gigantic character's statistics are counted twice for their controllers total statistics.

7.4.3.j   If a Gigantic Character would switch Expeditions, the card or token representing it switches Expeditions. The Character itself does not leave nor join either Expedition.

7.4.3.k   If a Gigantic Character would lose Gigantic, it remains in the Expedition containing the card or token that represents it and leaves the other Expedition of its controller.

7.4.4   Seasoned

7.4.4.a   **Seasoned** is a passive ability that appears on Characters.

7.4.4.b   If an object with **Seasoned** would move from the Expedition zone to the Reserve, it keeps its boosts as it moves.

> **Remark.**   *In order to keep its boosts, the former object in the Expedition zone needs to have **Seasoned**; the new object in Reserve does not need to have it.*

7.4.4.c   **Seasoned** applies to any move from the Expedition zone to the Reserve, including but not limited to the Rest daily effect at Dusk.

7.4.5 Tough

7.4.5.a   **Tough** is a passive ability that appears on Characters and Permanents.

7.4.5.b   **Tough** is always followed by a number.

7.4.5.c   Spells, quick actions, reactions, and internal actions targeting an opposing object with **Tough** X cost ⓧ more.

> **Remark.**   *If a Spell is played "for free", the extra cost from **Tough** X is also waived.*

7.5   Keyword descriptors

7.5.1   ➡, ✋, ♻ abilities

7.5.1.a   A "➡ ability" (resp. "✋ ability", "♻ ability") is a reaction whose trigger includes the symbol ➡ (resp. ✋, ♻).

7.5.1.b   Earlier printings refer to "➡, ✋, ♻ triggers" instead of ➡, ✋, ♻ abilities.

7.5.2   Becomes

7.5.2.a   An object "becomes" a status if it did not have that status before the event and it has the status after the event.

> **Remark.**   *If an object moved to a new zone with a status, or was created with a status, it "became" that status.*

7.5.3   Fails to move forward

7.5.3.a   An expedition "fails to move forward", if it does not move forward during Progress and if tiebreakers have not started.

7.5.4   Join

7.5.4.a   An object "joins" a zone or an expedition during an event if it was not in that zone or expedition before the event and is in that zone or expedition after the event.

7.5.4.b   A token created in the Expedition zone joins the Expedition zone and the expedition in which it was created.

7.5.4.c   A Character that switches expeditions joins its new expedition, but not the Expedition zone.

7.5.4.d   A token that moves from the Expedition zone to another zone joins the new zone before it ceases to exist.

7.5.5   Leave

7.5.5.a   An object "leaves" a zone or expedition during an event if it was in that zone or expedition before the event and is somewhere else after.

7.5.5.b   A token that ceases to exist because it moved to a zone other than the Expedition zone does not leave the new zone (it does leave the Expedition zone).

7.5.5.c   A Character that switches expeditions leaves its former expedition, but not the Expedition zone.

Glossary

Ability Object properties described in the text box; abilities are either quick actions, reactions, modifiers, or effects. 0.0.0, 1.2.2, 1.2.4, 2.1.0, 2.2.10, 2.4.6, 6.3.0, 7.2.1, 7.3.1, 7.3.3, 7.5.1, 7.5.5

Adventure A public, shared zone which contains the hero region, six regions represented by three Tumult cards, and the companion region. 0.0.0, 1.1.7, 1.2.3, 1.3.1, 1.3.3, 3.1.1–3.1.3, 3.2.1, 4.1.0, 7.5.5

Adventure card A card representing one of the extremities of the Adventure, hero region and the companion region. 2.1.0, 2.2.1, 4.1.0

Afternoon The third phase of the day, in which players alternate turns. 0.0.0, 1.3.2, 1.4.5, 2.2.13, 4.2.0, 4.2.3, 7.3.2, 7.5.5

Altered The best TCG in the world. 1.1.1–1.1.4, 1.1.7, 1.2.1–1.2.3, 2.1.0, 7.2.3, 7.2.4

Anchored A status; an Anchored character does not go to the Reserve at night. 0.0.0, 2.4.2, 4.2.5, 7.5.5

Arena A special region, on the back of the companion expedition card, where expeditions go during tiebreakers. 1.3.3, 2.2.2, 3.2.1, 4.3.0, 7.3.10, 7.3.11

Asleep A status; an Asleep character's statistics are not counted at dusk. 0.0.0, 2.1.0, 2.4.3, 4.2.5, 7.5.5

Atomic action Part of a step; an atomic action does a single thing to a single object or card. 3.2.2, 6.1.0, 6.2.0, 6.3.0

Axiom One of the factions. Its icon is ⊕ . 1.2.2, 2.2.8, 7.1.3 vying for control of the world of hero region;

Boost A type of counter which increase each character's statistic by 1. 2.1.0, 2.2.2, 2.4.4, 2.5.1, 7.2.1, 7.2.2, 7.4.4, 7.5.5

Boosted A status; a character is boosted if it has at least one boost. 0.0.0, 2.4.4, 7.5.5

Bravos One of the factions. Its icon is ◉. 1.2.2, 2.2.8, 7.1.3

Defender A keyword; an expedition containing a character with defender cannot move forward during dusk. 0.0.0, 7.4.1

Discard pile An exclusive zone where Fleeting spells and characters are sent. 0.0.0, 1.2.1, 1.2.3, 2.1.0, 2.2.2, 2.4.6, 2.5.0, 3.1.1–3.1.3, 3.2.2, 3.2.3, 5.2.3, 7.3.4, 7.3.16, 7.5.5

Draw The second step in the morning, in which each player draws two cards. 1.3.2, 4.1.0, 4.2.1, 7.5.5

Duration A characteristic of Ongoing Emblems; the period of time an Ongoing Emblem is active. 0.0.0, 1.2.2, 2.2.13, 7.5.5

Dusk The fourth phase of the ; it contains one daily effect: progress. 0.0.0, 1.3.2, 1.3.3, 4.2.0, 4.2.3, 4.2.4, 4.3.0, 7.4.1, 7.4.4, 7.5.5

Effect A sequence of steps to perform during the resolution of a spell, reaction, or phase. 0.0.0, 1.2.4, 1.2.6, 1.2.7, 1.4.1, 2.1.0, 2.2.1–2.2.3, 2.2.10, 2.2.13, 2.4.5, 3.1.3, 3.2.5, 4.2.0, 4.4.0, 5.1.1, 5.2.3, 5.4.0, 5.5.0, 6.0.0, 6.1.0, 6.3.0, 6.4.0, 6.5.0, 7.3.1, 7.3.3, 7.4.3, 7.5.5

Emblem A type of object that exist only in Limbo; there are no cards with the type emblem. 1.2.2, 1.2.4, 2.1.0, 2.2.1–2.2.4, 2.2.6–2.2.8, 2.2.13, 3.2.8, 4.4.0, 6.3.0, 6.4.0, 7.2.1, 7.3.1, 7.5.5

Eternal A rules-changing keyword ability; an eternal character is not sent to the Reserve during rest. 0.0.0, 4.2.5, 7.4.2

Event A transition between one game state and the next. 0.0.0, 1.1.7, 1.2.4, 1.2.7, 1.4.1, 1.4.4, 2.1.0, 2.2.13, 2.3.1, 6.0.0, 6.2.0, 6.3.0, 7.3.1, 7.5.2, 7.5.4, 7.5.5

Exhaust A keyword action; Exhausting an object means giving it the status Exhausted. 1.1.6, 2.4.5, 3.2.9

Exhausted A status; Exhausted objects are usually turned sideways. 0.0.0, 1.1.7, 2.4.5, 3.2.9, 7.3.6, 7.3.8, 7.3.12, 7.5.5

Expand The fourth and last step of the morning, in which each player may put a card face-down from their hand into their Mana zone and ready it. 4.1.0, 4.2.1, 7.5.5

Expedition A part of the Expedition zone; each player has a hero expedition and a companion expedition. 1.3.1–1.3.3, 2.2.2, 2.2.3, 2.4.4, 3.2.4, 4.1.0, 4.2.4, 4.3.0, 5.1.2, 5.2.1, 6.1.0, 7.3.1, 7.3.10, 7.3.11, 7.3.22, 7.4.1, 7.4.3, 7.5.3–7.5.5

Expedition zone A shared zone where characters are played. 0.0.0, 1.1.6, 1.2.3, 1.2.4, 2.1.0, 2.4.4, 2.4.6, 2.5.0, 3.1.1–3.1.4, 3.2.4, 4.2.5, 7.3.3, 7.3.22, 7.4.3, 7.4.4, 7.5.4, 7.5.5

Faction A characteristic; in constructed play, all cards in a deck must belong to the same faction; in limited play, all cards in a deck must belong to a maximum of three different factions. 0.0.0, 1.1.4, 1.1.5, 1.2.2, 2.2.3, 2.2.8, 2.2.11, 2.2.12, 7.1.3, 7.5.5

First player The player who acts first during a ; each morning, during the succeed step, the player to the left of the first player becomes the new first player. 1.3.2, 1.4.5, 4.2.1, 4.2.3, 4.2.5, 7.5.5

Fleeting A status; Fleeting characters and spells go to the Discard pile instead of the Reserve. 0.0.0, 2.4.6, 4.2.5, 5.2.1–5.2.3, 7.3.1, 7.5.5

Forest A region type and a statistic represented by the symbol ♣. 2.2.2, 2.2.9, 2.3.2, 7.1.2, 7.5.5

Gigantic A keyword; a gigantic character is present in both expeditions. 0.0.0, 2.3.2, 7.4.3

Hand An exclusive zone; each player can look at their own Hand. 0.0.0, 1.1.6, 1.2.1, 1.2.3, 1.3.2, 1.4.5, 2.1.0, 2.2.10, 3.1.1–3.1.3, 3.2.5, 4.2.1, 4.2.3, 5.1.2, 6.1.0, 7.1.1, 7.3.5, 7.5.5

Hand cost A numeric characteristic of objects; the amount of mana needed to be paid to play this object from Hand. 0.0.0, 1.2.2, 2.2.6, 2.2.7, 7.5.5

Hero A card type. 1.1.4, 1.1.5, 1.1.7, 1.2.2, 1.3.1, 1.3.3, 2.2.1, 2.2.2, 2.2.4, 2.2.11, 2.2.12, 2.5.0, 3.2.6, 4.1.0, 4.2.5, 7.3.10, 7.3.11, 7.5.5

Hero expedition A sub-zone of the expedition zone. 3.2.4, 7.5.5

Hero region A region on one end of the Adventure. 2.2.2, 3.2.1, 4.1.0, 7.3.10, 7.3.11, 7.5.5

Hero zone An exclusive zone containing each player's hero. 0.0.0, 1.2.1, 1.2.3, 1.2.4, 1.3.1, 2.5.0, 3.1.1–3.1.4, 3.2.6, 4.1.0, 7.5.5

Hidden A characteristic of zones; Deck, Hand and Discard pile are hidden zones. 0.0.0, 1.2.3, 1.4.5, 3.1.3, 3.2.2, 3.2.5, 3.2.9, 5.1.2, 6.1.0, 7.5.5

Initiative During afternoon, the player whose turn it is has initiative; during other phases, the first player has initiative. 1.4.5, 4.4.0, 7.5.5

Initiative order The game order for whenever multiple players could take actions of make decisions at the same time; the player with initiative is the first in initiative order, then the player to their left, and so on. 2.2.14, 4.2.5, 5.1.1, 6.1.0, 6.2.0

Internal action An action played as part of the resolution of an effect; internal actions are written "you may pay [cost] to do [effect]". 0.0.0, 1.2.6, 4.4.0, 5.1.1, 5.1.2, 5.2.3, 5.3.0, 5.4.0, 6.4.0, 6.5.0, 7.4.5

In play An object is in play if it is in the Expedition zone, the Landmark zone, or the Hero zone. It is not in play if it is in the Reserve or the Discard pile. 0.0.0, 1.2.4, 2.2.1, 2.2.2, 2.2.10, 2.3.1, 3.1.4, 7.3.19

Keyword A noun or verb with a specific meaning in Altered, which might differ from its usual English definition. 1.2.4

Landmark A permanent type. 2.2.2, 7.5.5

Landmark limit A numeric characteristic of heroes, represented by a number of rectangles to the right of their faction symbol. During night, if a player has more landmarks than this number, they must discard the excess. 1.2.2, 2.2.12, 3.2.7, 4.2.5, 7.5.5

Landmark zone An exclusive zone in which landmarks are played. 0.0.0, 1.2.1, 1.2.3, 1.2.4, 2.2.2, 2.5.0, 3.1.1–3.1.4, 3.2.7, 4.2.5, 5.1.2, 5.2.2, 6.3.0, 7.5.5

Limbo A shared zone, which contain cards during their resolution, reactions between their creation and their resolution, and emblems. 0.0.0, 1.2.3, 1.2.4, 2.1.0, 2.2.1, 2.2.2, 2.2.13, 2.4.6, 2.5.0, 3.1.1–3.1.3, 3.2.8, 4.2.0, 4.4.0, 5.1.1, 5.2.1, 5.2.3, 6.3.0, 7.3.2, 7.5.5

Lyra One of the factions. Its icon is 🐃. 1.2.2, 2.2.8, 7.1.3

Mana The primary resource of the game, represented by a number in a circle: ❶, ❷, ❸ and so on. 2.2.10, 7.5.5

Mana Orb A face-down card in the Mana zone. 1.2.5, 1.3.2, 2.2.1, 3.2.9, 7.5.5

Mana zone A hidden zone containing Mana Orbs. 0.0.0, 1.2.1, 1.2.3, 1.3.1, 1.3.2, 2.1.0, 2.2.1, 3.1.1–3.1.3, 3.2.9, 4.1.0, 4.2.1, 7.5.5

modifier A rule or a passive ability which changes the way that a sequence affects the game state.. 0.0.0, 6.2.0, 6.3.0, 7.5.5

morning The first phase of a Day; it contain four daily effect: prepare, succeed, draw, and expand. 0.0.0, 1.3.1, 1.3.2, 4.1.0, 4.2.0, 4.2.1, 7.5.5

mountain A region type and a statistic represented by the symbol ▲. 2.2.2, 2.2.9, 7.1.2, 7.5.5

Muna One of the factions; its icon is ⊚. 1.2.2, 2.2.8, 7.1.3

Name A characteristic of objects. The name of an object is a series of letters and symbols. 0.0.0, 1.1.4, 1.1.5, 1.2.2, 2.2.3, 7.5.5

neutral An object without a faction. 2.2.8

night The fifth and last phase of a ; it contains two daily effects: rest and clean-up. 0.0.0, 3.2.7, 3.2.10, 4.2.0, 4.2.5, 7.5.5

Noon The second phase of a day; when "at noon" reactions trigger. 0.0.0, 1.3.2, 2.2.2, 2.2.9, 4.2.0, 4.2.2, 7.5.5

object A game piece in a visible zone; a card, a token, a reaction, or an emblem.

0.0.0, 1.1.7, 1.2.2–1.2.4, 1.2.7, 1.4.4, 1.4.5, 2.1.0, 2.2.1–2.2.8, 2.2.10, 2.2.14, 2.3.1, 2.4.1, 2.4.4, 2.4.5, 2.5.0, 3.1.2–3.1.4, 3.2.1, 3.2.4, 3.2.7, 3.2.9, 3.2.10, 4.2.3, 4.2.5, 5.2.3, 5.3.0, 5.4.0, 6.1.0, 6.2.0, 6.3.0, 7.2.1, 7.2.4, 7.3.1, 7.3.12, 7.3.19, 7.3.21, 7.4.3–7.4.5, 7.5.2, 7.5.4, 7.5.5

Ongoing An Emblem sub-type; Ongoing Emblems have passive abilities and a duration. 2.2.2, 2.2.13, 7.5.5

Opponent In a two-player game, each player is the other's opponent. 1.2.1, 1.3.3

Ordis One of the factions; its icon is ◈ 1.2.2, 2.2.8, 7.1.3

Owner The owner of a card is the player in who brought it to the game as part of their deck.. 1.1.3, 3.1.2, 7.5.5

player A participant in a game of Altered. 0.0.0, 1.1.3, 1.1.7, 1.2.1, 1.2.5, 1.3.1, 1.3.3, 1.4.5, 3.1.3, 3.2.9, 3.2.10, 4.2.0, 4.2.3, 4.2.5, 4.3.0, 4.4.0, 5.2.3, 6.1.0, 7.5.5

progress The daily effect of dusk, in which expeditions move forward. 2.4.3, 4.2.4, 4.3.0, 7.4.1, 7.5.3, 7.5.5

passive ability An ability that modifies rules, characteristics, or events. 0.0.0, 1.2.4, 1.4.1, 2.2.2, 2.2.10, 2.2.13, 2.3.0–2.3.2, 3.1.3, 5.2.3, 5.5.0, 6.2.0, 7.3.13, 7.4.1–7.4.5, 7.5.5

permanent An object type. 0.0.0, 1.2.2, 1.3.2, 2.2.1–2.2.3, 4.2.1, 5.1.2, 5.2.2, 7.4.5, 7.5.5

phase Part of a Day; there are five phases each day: Morning, Noon, Afternoon, Dusk, Night. 1.3.2, 1.4.5, 2.2.2, 4.2.0, 4.4.0, 7.5.5

prepare The second daily effect of the morning, in which each player readies their characters, permanents, and Mana Orbs. 1.3.2, 4.2.1, 7.5.5.

Private A characteristic of zones; Deck, Discard pile, Hand, Hero zone, Landmark zone, Mana zone and Reserve are private zones. 0.0.0, 1.2.3, 3.1.2, 3.2.2, 3.2.3, 3.2.5–3.2.7, 3.2.9, 3.2.10, 7.5.5

quick action A kind of ability; players can play any number of quick actions in a turn before playing a card or passing. 0.0.0, 1.2.4–1.2.6, 1.3.2, 1.4.6, 2.2.10, 2.4.5, 2.5.0, 4.2.3, 4.4.0, 5.1.1, 5.1.2, 5.3.0, 6.4.0, 6.5.0, 7.3.6, 7.4.5, 7.5.5

Rarity A characteristic of objects, with three possible values: common (⬇), rare (⬇), and unique (⬇). 0.0.0, 1.1.4, 1.1.5, 1.2.2, 2.2.3, 2.2.4, 7.5.5

reaction An ability on an object, written as "Trigger − effect"; the type of an Emblem created by such an ability. 0.0.0, 1.2.4, 1.2.6, 1.3.2, 1.4.5, 1.4.6, 2.1.0, 2.2.1–2.2.3, 2.2.8, 2.2.10, 4.2.0, 4.2.3, 4.2.5, 4.4.0, 5.1.1, 5.1.2, 5.5.0, 6.1.0, 6.3.0, 6.4.0, 6.5.0, 7.2.1, 7.3.1, 7.3.2, 7.4.5, 7.5.1, 7.5.5

ready adjective: not Exhausted; verb: to lose the Exhausted status. 3.2.9, 4.1.0, 4.2.1, 7.3.12

region A step in the Adventure, represented by the hero region card, half a Tumult card, or the companion region card. 1.1.7, 1.2.2, 1.3.1–1.3.3, 2.2.1, 2.2.2, 2.2.4, 2.3.2, 3.2.1, 4.2.4, 4.3.0, 7.3.10, 7.3.11, 7.5.5

region type A sub-type of regions; there are three region types: forest♣, mountain▲, and water◗. 4.2.4, 4.3.0, 7.5.5

Reserve An exclusive zone in which spell go after their resolution and character go during rest. 0.0.0, 1.1.6, 1.2.1, 1.2.3, 1.2.4, 2.1.0, 2.2.1, 2.2.2, 2.2.10, 2.4.2–2.4.4, 2.4.6, 2.5.0, 3.1.1–3.1.3, 3.2.10, 4.2.3, 4.2.5, 5.2.1–5.2.3, 7.1.1, 7.1.4, 7.3.1, 7.3.16, 7.3.18, 7.4.2, 7.4.4, 7.5.5

78

Reserve cost A numeric characteristic of objects; the amount of mana needed to be paid to play this object from Reserve. 0.0.0, 1.2.2, 2.2.6, 2.2.7, 7.5.5

reserve limit A numeric characteristic of heroes, represented by a number of rectangles on the left of their faction symbol; during clean-up, if a player has more cards in Reserve than this number, they must discard the excess. 1.2.2, 2.2.11, 3.2.10, 4.2.5, 7.5.5

rest The first step of the night, during which characters are sent to the Reserve. 2.4.2, 2.4.3, 4.2.5, 7.4.2, 7.4.4, 7.5.5

resupply A keyword action which means "put the top card of your Deck in your Reserve. 1.4.5, 6.1.0

Rule A numbered paragraph in this document. 1.1.1–1.1.3, 1.2.4, 2.1.0, 2.2.8, 3.1.3, 3.2.2, 7.5.5

sabotage A keyword action which means "discard target card from a Reserve". 6.1.0, 6.3.0

seasoned A keyword; a seasoned character keeps its boosts as it moves from the Expedition zone to the Reserve. 0.0.0, 7.4.4

sequence A series of steps as in the description of an effect or a cost. 7.5.5

Shared A characteristic of zones; Adventure, Expedition zone, and Limbo and Reserve are shared zones. 0.0.0, 1.2.3, 3.1.2, 3.2.1, 3.2.4, 3.2.8, 7.5.5

spell A card type; when a spell resolves, follow the instructions of its effect. 0.0.0, 1.2.2, 1.2.6, 2.2.1, 2.2.2, 2.4.6, 5.1.2, 5.2.3, 5.3.0, 5.4.0, 5.5.0, 6.5.0, 7.4.5, 7.5.5

statistic The influence of a character on a specific region type; each character have a 🍂, ⛰, and 💧 statistic. 1.1.6, 1.2.2, 1.3.2, 1.3.3, 2.2.2, 2.2.3, 2.2.9, 2.4.3, 2.5.1, 4.2.4, 4.3.0, 7.1.2, 7.4.3, 7.5.5

status The current state of an object; there are five statuses: Anchored, Asleep, Boosted, Exhausted, and Fleeting. 0.0.0, 1.1.7, 2.4.0, 2.4.1, 2.4.6, 4.2.5, 7.5.2, 7.5.5

step Part of a sequence; usually one verb in an effect. 1.2.6, 1.2.7, 2.5.0, 3.2.2, 4.4.0, 5.2.3, 5.4.0, 6.1.0, 6.2.0, 6.4.0, 6.5.0, 7.5.5

sub-type A characteristic of objects. 1.2.2, 2.2.2, 2.2.9, 7.1.2, 7.3.3, 7.5.5

succeed The first step of the morning, in which the player to the left of the first player becomes the new first player. 1.3.2, 4.1.0, 4.2.1, 7.5.5

support ability An ability written in the support box, which works only while the object bearing it is in Reserve. 1.2.4, 2.2.10, 2.2.13

target An object, expedition, zone or player that is specifically affected by an effect. 5.2.3

tiebreakers A state of the game which happens when both players' expeditions meet or cross each other at the same time. 1.3.3, 3.2.1, 4.2.4, 4.3.0, 7.4.3, 7.5.3, 7.5.5

timestamp A unique number assigned to an object when it is created or moves to a new zone; a new timestamp is always greater than all earler timestamps. 0.0.0, 2.1.0, 2.2.14, 2.3.1

token A way of representing objects which have no associated card; reactions and emblems are always tokens. 1.1.7, 2.1.0, 2.2.1–2.2.4, 2.2.6–2.2.10, 6.1.0, 7.1.1, 7.3.3, 7.4.3, 7.5.4, 7.5.5

tough A rules-changing keyword ability; an action or a spell targeting an opposing character with tough X costs X more. 0.0.0, 5.5.0, 6.4.0, 7.4.5

Trigger (noun) The part of a reaction that precedes −, or a symbol including − (➡, ✋, ✷⃝); a description of the events which trigger that reaction. 1.2.4, 2.2.10, 6.3.0, 7.3.1, 7.5.1

Tumult card A card representing two regions on the path between hero region and the companion region. 1.1.7, 1.3.1, 2.1.0, 2.2.1, 2.2.2, 3.2.1, 4.1.0, 7.3.11, 7.5.5

turn Part of the afternoon, typically composed of a series of quick actions followed by playing a card. 1.3.2, 1.4.5, 2.2.13, 4.2.0, 4.2.3, 5.1.1, 6.1.0, 7.5.5

type A characteristic of objects; there are five types: Character, Emblem, Hero, Permanent, Reaction, Region, and Spell. 1.2.2, 1.3.2, 1.3.3, 2.2.1–2.2.3, 7.5.5

Version A number distinguishing the different versions of a unique card. 0.0.0, 1.2.2, 2.2.5

Visible A characteristic of zones; Adventure, Discard pile, Expedition zone, Hero zone, Landmark zone, Limbo and Reserve are visible zones. 0.0.0, 1.1.7, 1.2.3, 1.4.5, 2.1.0, 3.1.3, 3.2.1, 3.2.3, 3.2.4, 3.2.6–3.2.10, 6.1.0, 7.5.5

water A region type and a statistic represented by the symbol 💧. 2.2.2, 2.2.9, 7.1.2, 7.5.5

Yzmir One of the factions; its icon is ◎.
1.2.2, 2.2.8, 7.1.3

zone A set of objects; there are ten types of zones: Adventure, Deck, Discard pile, Expedition zone, Hand, Hero zone, Landmark zone, Limbo, Mana zone, Reserve. 0.0.0, 1.1.3, 1.1.7, 1.2.1, 1.2.3, 1.2.4, 1.4.3–1.4.5, 2.1.0, 2.2.1, 2.2.14, 2.4.1, 2.4.4, 3.0.0, 3.1.1–3.1.3, 3.2.0–3.2.10, 4.1.0, 4.2.5, 5.1.2, 5.2.3, 5.3.0, 5.4.0, 5.5.0, 6.1.0, 6.2.0, 6.3.0, 7.5.2, 7.5.4, 7.5.5