

1: Objective of the Game

The Lightseekers card game can be played with two or more players.

Each player takes control of a hero, attempting to take down their opponents with the aid of magical spells, strategic locations, allies, and mystical items. The objective of each player is to reduce their opponent heroes' health to zero to win the game.

2: Game Components

2.1: Equipment Needed

Each player needs to bring a total of 36 cards, which must consist of the following:

- 1 hero card.
 - This is kept separate from the other cards.
- 5 combo cards.
 - A deck may not contain any duplicates (i.e. it must contain five *different* combo cards).
- 30 action cards.
 - A deck may include up to 3 copies of any given action card, but no more.
 - Action cards are all cards that aren't heroes or combos.

Each player also needs a way to track their hero's health. If you're using the Lightseekers playmat, this can be done by placing a figure or token on the health tracker that wraps around the sheet. The maximum health possible is 35.

2.1.1: Changes to Deck Size

If a hero card says that their deck should contain fewer or more of a specific card type, this does not affect the other types of cards. For example, if a hero can only have 4 combos in their deck, they can still only have 30 action cards (the lost combo card does not allow for additional action card to be added).

2.2: Golden Rules

If the description of a card contradicts the rules, the card takes precedence.

The effects of a card are *not optional*, unless a card says they are.

2.3: Orders and Elements

There are six Orders in this game, each of which contains three Elements. Many cards require specific Elements or Orders on a hero in order to be played. Each hero has access to three different Elements, and also the Orders those Elements belong to (for example, if a hero has the Fire Element, they also have the Mountain Order as Fire is part of Mountain).

A card without an Element or Order icon is considered **Unaligned**. **Unaligned** cards are grey.

2.4: Card Type Overviews

2.4.1: Hero Cards

These cards represent the heroes that the players take on their roles as. They are kept separate from the other cards and always displayed face-up on the table.

A hero comes with a starting health value, three Elements and/or Orders (sometimes referred to as the hero's *stats*), a special hero trait, and the ability to carry 2 points of items (see 2.5.4: Item Cards). The hero trait can either be a passive benefit or an **Ability** the player can choose to use as an action in a turn (see 4.3.2).

2.4.2: Action Cards

Action cards represent other characters, locations, or artefacts that a player can make use of in order to defeat their opponents.

Most action cards require an Element in order to play, but some action cards are **Unaligned** (grey), which means they can be played by any hero.

2.4.3: Combo Cards

Combo cards represent impactful spells the hero can cast. Each combo requires one or more Elements (or Orders) to play. Not only does a hero need to have those Elements available, but they also need to use other cards from the *hand* to pay for it (cards already in play can't be used). Any cards used as payment are returned to the owner's deck after the card has been played out. The cards used as payment must match the Elements (or Orders) displayed on the combo (for example, a combo that requires Fire, Fire, Earth takes two Fire cards and one Earth card as payment). If a player can't pay for a combo, they can't play it.

If another combo is used as payment, it pays for all of the overlapping Elements between the two. Item cards in the hand can be used to pay for the Element they grant if equipped. A combo card can be used as payment even if the player doesn't have access to all the Elements on that combo.

A player can't use more cards than necessary to cover a combo's cost.

If a combo's cost has been reduced, it means it requires less cards to play. The player who plays the combo gets to choose which Element(s) they wish to skip (but their hero must still have access to those Elements in order to play it; reducing the cost does *not* remove the Element requirements). If the cost has been *increased*, they need to discard an additional card in order to play it; this can be *any* card of the Order(s) the combo belongs to, as long as their hero has access to that card's Element.

If a combo requires an Order, as opposed to an Element, any Element from that Order can be used as payment, as long as the player's hero has access to the appropriate Element.

2.5: Card Category Overviews

2.5.1: Attack Cards

Attack cards are directed at *any other hero* (a player can't play an Attack card against themselves) and the text on the card, unless otherwise specified, applies to the hero it was played against.

2.5.2: Defend Cards

Defend cards are always played on the acting player, and the effect of the card, unless otherwise specified, applies to that player's hero.

2.5.3: Buff Cards

Buff cards remain in play when played, and are placed face-up in front of the acting player for all players to see. Buffs are always placed in an upright position (the bottom of the card facing its owner).

There are two primary types of buff cards; rotating buffs and permanent buffs. Rotating buffs have a rotation symbol in one or more of its corners. Permanent buffs have no rotation symbols (all of their corners are 'empty').

If a rotating buff's symbol is circular, it rotates automatically. If it's an irregular shape (sometimes referred to as 'clunky'), it only rotates when its effect triggers (unless the card contains specific instructions for when it rotates) *after* the effect of the action has fully played out. If the 'clunky' buff describes when it rotates, that is the only time it rotates (if the rotation condition is described with an "if", this is only checked during the 'buff rotation' phase; see section 4.2.2). If it doesn't explicitly call out when it rotates but *contains an ability*, it rotates when the ability is used. 'Clunky' rotating buffs can still be rotated by the effects on other cards.

Permanent buffs stay in play until a card effect removes them. Rotating buffs rotate 90 degrees anticlockwise (the direction the arrow in the corner is pointing) during the buff phase of their owner's turn (see section 4.2) until the *top left* corner is either empty (has no rotation symbol in it) or it has returned to its original upright position, at which point it has **Expired** and is placed on the top of the discard pile.

The description of a buff targets its owner, unless otherwise specified. They take effect as soon as they come into play, unless it's stated that the card is only in effect during a particular phase or if its top-left rotation symbol has a cross in it.

Note that none of the card effects are active while the *current* (relative to its current orientation) top left corner has a cross in it, or when the buff is about to **Expire** (with the exception of effects that state that they trigger something when they **Expire**).

2.5.4: Item Cards

Item cards are slightly different from other action cards. They never *require* an Element, but instead have the ability to grant the hero additional Elements, or increase the strength of an Element.

When played, item cards are **Equipped** to the hero. Each hero can only wield 2 points worth of items at a time and can't wield multiples of the same item. Each item takes up either 1 or 2 points. If an item pushes its heroes' carrying capacity above their limit, they must immediately remove items (they are **Discarded**) until they are within the limit.

Note that items aren't buffs, so cannot be removed by "Remove buff" effects.


Most items grant the hero an Element when equipped. This Element also comes in basic (silver frame) or superior (golden frame). If the hero wielding the item already has the Element in question, this could potentially *upgrade* it to superior (if the item in question is superior), but it never downgrades to basic.

Some cards make items **Dormant**. While **Dormant**, items don't provide any benefits, so any Elements gained by the items are temporarily removed. This may mean that the hero is now unable to play some cards. If the hero has any buffs in play that required the item to play them, they become **Dormant**.

Lots of items will also provide the hero with passive effects or **Abilities** they can use (see section 4.3.2). The effects of items *don't* get increased by other effects unless otherwise specified.

2.6: Evaluating Cards' Power

This section describes how to evaluate the **power** of a card. **Power** refers to the value a card applies as an effect. For example, a card that deals 4 damage has a **power** of 4. This value can also be modified by other cards.

If the card is a buff, its **power** may include . If this is the case, we need to add the number shown in the card's top left corner (relative to its current orientation).

If the **power** of a card is modified via any effects, this value is added or subtracted to the *final sum* of any affected values at the end of the card's own calculation. **Power** modifiers only affect *numbers* on a card. **Power** modifiers cannot be increased or reduced by other effects.

3: Getting Started

3.1: Order of Play

For each game, randomly decide who gets to go first and what the seating order is. This can be done through a variety of means, but we recommend putting all of the competing players' hero cards face down in a pile. Then shuffle them and draw them face up to determine who is first and the subsequent order of play.

In order to make up for the players who aren't going first, the hand size is increased based on which player they are in the turn-order:

- The first player to act has 4 cards in their starting hand.
- Each subsequent player increases their starting hand size by 1, up to a maximum of 7.

3.2: Prepare Cards

Each player places their hero face-up in front of them for all to see. Each player then shuffles all of their action and combo cards and place them face down in a pile in front of them; this is referred to as the **deck**. Note that all players' cards are kept separate throughout the game.

Each player then draws 4 cards to their hand, plus any turn-order bonus cards (see 3.1: Order of Play); this is referred to as a **hand**.

The game is now ready to begin!

3.3: Who is Who?

The player on your *left* is your **target**.

The player on your *right* is your **enemy**.

The player whose turn it currently is is referred to as the **acting hero**.

If you direct an action at another hero, that hero is referred to as the **recipient**.

If you get **attacked** by another hero, that hero is referred to as the **attacker**.

Another hero refers to any hero other than yourself.

Any hero refers to any hero, including yourself.

3.4: Play Area

The play area for each player consists of six parts:

- **Hand**; any cards held in that player's hand
- **Deck**; placed face down on the playing surface
- **Buff area**; where that player's in-play buffs are lined up
- **Discard pile**; where discarded cards are stored
- **Hero**; the player's hero card, placed face-up on the table
- **Wielded items**; where items wielded by the hero are stored

For the sake of clarity, please note that 'face-up' means that the front of the card must be visible to all players, and anyone is allowed to look at the card. 'Face-down' means that the card is placed with its back facing up, and no player is allowed to look at it unless instructed by a card.

3.4.1: Hand

There is no upper limit to a player's hand size. Each player is allowed to look at their own hand. Other players are not allowed to look at other players' hands and they are not allowed to reveal the cards in their own hand to anyone else. They are allowed to *tell* other players what cards they are holding, but they can't *show* them (unless required for a card effect).

3.4.2: Deck

The deck is kept face-down in a pile in front of each player. Whenever a card is drawn, it is done from the top of the deck. If any card tells a player to either look through their deck for another card or if they are told to put a card back into the deck, it must be reshuffled afterwards (unless otherwise specified by the card).

If the deck is empty, any effect to draw a card is ignored while this is the case.

No one is allowed to look through their own or anyone else's decks, unless instructed by a card. If a card instructs them to look through it, they aren't allowed to show the cards to anyone else.

3.4.3: Buff Area

When a buff enters play, it is put into the buff area. The buffs should be lined up from left to right in the order they were played.

3.4.4: Discard Pile

All cards in the discard pile are placed face-up. The top card of the discard pile is public knowledge to all players. Any player is allowed to request to be reminded of all cards that were discarded during a player's last turn (even if they discarded multiple cards), but no further back.

No player is allowed to go through anyone else's discard pile, outside of the 'cards discarded during their last turn'.

Players are not allowed to rearrange the order of the cards in a discard pile. This includes times when a player may be told to move cards out of it; those cards are simply moved out and any remaining cards are left in the order they were already in. When cards are moved out of the discard pile, all players must be informed of *which* cards are being moved, except if they were moved as part of defeating an opponent (see section 5).

3.4.5: Hero

This part of the play area is primarily where the hero card is kept, face-up.

3.4.6: Wielded Items

This part of the player area is where a player places items that are wielded by their hero. It should be kept clear from the buff area to avoid confusion regarding what's what. All wielded items should be placed face up for all to see.

4: Playing the Game

Each player takes a full turn each. Each such turn consists of five phases. When all five phases have been acted out, the turn passes over to the next player on the left. This continues until the game is over.

The five phases in a turn always act out in the same order, and are as follows:

1. Start of turn
2. Buff phase
3. Action phase
4. Draw cards
5. End of turn

4.1: Start of Turn

At the start of every player's turn, a "pre buff phase" acts out. During this phase, apply the effect of any heroes, items, or buffs that are stated to take effect "at the start of your turn". Note that any such effects do *not* activate during the buff phase or when the buff or item is put into play. This also means that any such effects do *not* trigger during the 'action phase' if any effects cause all buffs to trigger their current effects (for example, with cards such as *'Mimicking Horror'*).

If the player has multiple cards that apply effects at the start of their turn, the order in which they activate are as follows: discard pile, hero, items, and finally buffs. If multiple of the same type of card trigger, they activate left to right.

4.2: Buff Phase

The buff phase is divided into five discrete steps, in order to properly solve any potentially overlapping effects. These steps are as follows:

1. Handle any discard pile, hero, and item effects
2. **Rotate** buffs
3. Apply any new lingering effects
4. Handle **Expired** buffs
5. Trigger instant effects

4.2.1: Items and Hero Effects

If the top card of the discard pile happens to have an effect that triggers while that card is on top of the discard pile, that card is handled first. Second, if the hero has an effect that triggers each turn, that is handled next. Then we step through any relevant effects from wielded items in the order they were equipped.

4.2.2: Rotate Buffs

If a buff card has an *orb rotation symbol* in its top left corner, **Rotate** it 90 degrees *anticlockwise*. This happens regardless of what number or icon is in the rotation symbol. If a buff has an *irregular rotation symbol*, it doesn't rotate automatically; see section 2.5.3 for more details.


If a buff *doesn't* have a rotation symbol in its top left corner, nothing happens to it in this step.

4.2.3: Apply Lingering Effects

Lingering effects refers to all passive effects that last while the buff is active. This includes, but is not restricted to, effects such as "increased damage done", "increased damage received", effects that trigger off other effects, etc.

A buff is considered active if it *doesn't Rotate* (it has no rotation symbol in its top left corner) or has a rotation symbol in its top left corner (relative to its current rotation) *without a cross* in it. One exception to the latter is if the buff has just rotated back to its *original rotation* (and is hence about to **Expire**; see 4.2.4).

If a buff wasn't active until it **Rotated** on this turn, its effect now comes into action. If this applies to multiple buffs, apply their effects in the order they were played.

Note that some rotation symbols in the corner of buffs won't have anything at all in them (no cross or a number). This simply means that the effect is active, but it doesn't scale by a  value.

4.2.4: Handle Expired Buffs

If any of the **Rotated** buffs no longer have a rotation symbol in their upper left corners *or* have returned to their original upright position, move them to the discard pile in the order they were played. If the buff has

any effects that trigger when the buff **Expires**, they trigger *while the buff is in transition* (the buff is neither in play nor on the discard pile).

Expired buffs are handled in the order they were played. If multiple buffs **Expire** on the same turn, each buff is fully handled (e.g. moved to the discard pile) before the next buff is handled (i.e. the previous buff will be at the top of the discard pile when the next buff is handled).

4.2.5: Trigger Instant Effects

Now it's time to trigger any one-off effects. Each such effect triggers once, unless otherwise specified.

These effects trigger if the buff is still considered active. To see if a buff is considered active, see 4.2.3.

Instant effects refer to effects that don't linger throughout the game, such as "deal damage", "heal", "**Remove** buffs", etc.

Instant effects on buffs are triggered in the order they were played.

Effects that are said to trigger "at the start of your turn" triggered in step 4.1 and are ignored in this step.

4.2.5.1: Abilities

Some heroes, items, and buffs contain **Abilities**. An **Ability** doesn't trigger automatically but requires the player to take an action to perform its effect (see section 4.3.2).

4.3: Action Phase

Now the acting player gets to either perform up to **two actions** or play **one combo**. Each of the following options constitute one action:

- **Play** an action card (any card that isn't a combo)
- Use an **Ability** on one of their cards in play (including the hero)

Turn Summary

In the action phase, with 2 actions, you can do one of the following:

- **Play** 1 combo, **Draw** 1 card (and all actions are lost)
- **Play** 2 action cards
- **Play** 1 action card, use 1 **Ability**
- Use 1 **Ability**, **Play** 1 action card
- **Play** 1 action card, **Draw** 1 card
- Use 1 **Ability**, **Draw** 1 card
- **Draw** 2 cards

In order to play a card of a specific Element or use an **Ability** on a card with a specific Element, the acting player's hero must be able to use that Element. If they have the *basic* level (silver frame), they can only perform *one* action that requires that Element per turn (i.e. play one card or use one **Ability** of that Element). If they instead have the *superior* level (gold frame), this restriction does not apply. Similarly, in order to pay for a combo card, the player must have access to all the Elements required by the combo

(but it doesn't matter if they have basic or superior access, regardless of how many times the Elements appear on the combo card).

If a buff **Expires** during the action phase, it is immediately removed (as opposed to sitting around until the next buff phase).

4.3.1: Play a Card

Cards played can be an action or a combo card, but not both. Playing a combo card requires and consumes all actions for a turn, even if effects in play grant you additional actions. If a combo grants additional actions, they can be spent on using actions to play action cards or using **Abilities**, but they *can't* be used to play more combos.

The same card can't be used multiple times in one turn, even if the active player has multiple *different* copies of that card. This also counts for using an **Ability** on a card. For example, a buff with an **Ability** can't be played and then have its **Ability** activated in the same turn, even if you have two copies of that card.

4.3.2: Use an Ability on a Card

Some buffs, items, and heroes have **Abilities** on them. The effect described as an **Ability** does *not* happen automatically. In order to trigger this effect, the player needs to perform its **Ability**, which requires an action. Any effects listed after an **Ability** *only* trigger when the **Ability** is activated, even if there is a line-break. The only exception to this is if there are two **Abilities** on the same card, in which case the first **Ability's** list of effects end when the next **Ability** begins.

Abilities usually belong to a category, so can also be considered **Attacks** or **Defends**, and apply the same side effects (e.g. triggering certain card effects) that playing attack or defend cards would do. If it *doesn't* belong to a category, no **Attack** or **Defend** side effects are triggered. It also means that if a card prevents the hero from, say, **Attacking**, they also can't use an **Attack Ability**.

Using an **Ability** on a buff or item also counts as using the Element of that card, but this is *not* the case when using **Abilities** on combo or hero cards. Note that using an **Ability** on a combo card also does *not* count as using a combo; it just requires an action. **Abilities** on combo cards are still affected by any modifiers that would affect any of the Elements required to play the combo in the first place (for example, if the combo required Shadow to play and its **Ability** deals damage, any buffs that modifies damage dealt by Shadow cards would affect the outcome of the ability); this is *not* the case for **Abilities** on hero cards.

Only one **Ability** can be used per turn.

4.3.3: Order of Events

Each effect on a card is performed in the order they are written (including any conditional modifiers that are listed with the effect). The calculations for a given effect takes place the moment the card is played or used, alongside any choices the card requires. However, the effects of these are *not* immediately played out. First, we handle all hero, items, and buff effects that trigger as a result of this card before the card's own effects are handled. They are treated in the following order:

- Start with the acting player's discard pile (some cards trigger effects while on the discard pile), hero, then items, and finally buffs, and handle them in the order they were put into play

- Go through every other player's cards in the same order, clockwise around the table

If a buff **Cancels** the card, ignore all subsequent **Cancels** (a card can only be cancelled once), and the card's effects will not play out, but it is still considered an act of its category (i.e. an **Attack**, **Buff**, **Defend**, or **Equip**) so it can still trigger effects relying on those.

Once all buffs have been handled, the card's own effects are dealt with, and any outside modifiers (e.g. increased damage done from a buff in play) are then applied.

If a card affects *multiple* heroes, each hero is affected clockwise around the table (starting with the acting player, if applicable), and the effect against each recipient is played out in full before moving on to the next.

While a played card is being handled, it is effectively in a state of limbo; it is neither in its owner's hand nor in the discard pile. It is not discarded until *after* its effect has been handled. This means that, for example, a card that moves cards from the discard pile to the hand can't move itself.

4.3.4: Moving Cards to the Discard Pile

When a card is played, it normally moves to the discard pile. If the card also moves *other* cards to the discard pile, the *other* cards are put onto the discard pile *first*, so the played card always ends up on top.

The order in which any other cards are placed on the discard pile is sometimes handled automatically and sometimes up to the acting player;

- If a player **Removes** another player's buffs, the player doing the removing gets to choose which buffs are **Removed** but they are placed on the discard pile in the order they *entered play*.
- If a player causes another player to **Discard** cards from their hand, the recipient gets to choose which order they are discarded in (as they are in control of which specific cards are being discarded, following the criteria of the discard action; see section 6).

4.3.5: Moving Cards from the Hand

If a card effect instructs a player to move cards from their hand (whether this is to **Discard**, move back to deck, or something else), the owner of the card gets to select the cards, within the boundaries of the effect. The moved cards are revealed for all other players to see. If the player doesn't have the required number of cards in their hand, the group may decide whether to play on trust or if they should quickly show their card types to the other players to prove this, covering the other aspects of the card to avoid revealing additional information.

For example, if a card instructs the player to move 2 Attack cards back to deck, but the player only has 1 Attack card, they should quickly reveal the categories of the other cards in their hand to prove that this is the case. If they did have 2 Attack cards to move, they don't need to reveal anything else.

4.3.6: Buffs Entering Play or Rotating During the Action Phase

Whenever a buff enters play and has a valid effect (e.g. it has no corners but an effect such as '**Draw 1 card**' or its top left corner does not have an X in it), that effect immediately triggers. This happens

regardless of whether the buff entered play as part of an effect during the buff phase or if it was played (or entered through an effect) during the action phase.

If a buff **Rotates** (or **Restarts**) during the action phase, the behaviour is a little bit different to what happens during the buff phase. In this case, each buff triggers any corner it **Rotates** over or lands on immediately, as opposed to waiting for all affected buffs to first rotate. If a card effect causes two or more buffs to **Rotate**, the order in which they are chosen may affect the outcome of the action (for example, **Rotating** away a damage reduction effect *before* applying damage or vice versa).

4.4: Draw Phase

In this phase, for every unspent action from the previous phase, the acting player *must* **Draw** one card from the deck to their hand (assuming they aren't being prevented from drawing cards by the effect of a card in play). This card should not be shown to the other players, unless another card has instructed the acting player to draw it face up, in which case all other players are allowed to see what the card is before it's put in their hand.

If the acting player spent their action phase to play a combo, they must now **Draw** one card (despite the combo using up all actions).

4.5: End of Turn

After the draw phase, the player's turn ends. At this point, any cards in play that trigger at the 'end of the turn' take effect. If this applies to multiple cards, they are dealt with in the normal order (hero, item, and buffs, in the order they were played out).

Finally, after any card effects are dealt with, we need to perform an 'Empty Deck Check' (see section 4.5.1).

4.5.1: Empty Deck Check

The 'Empty Deck Check' is a check that happens at the end of each player's turn in order to prevent stalemates, and it *only takes place if the acting player has **no cards left in their deck***. If this is the case, go through the following steps:

- Did any card leave the acting player's hand without being immediately returned again?
 - If yes, skip the remaining steps and continue the game
- If no, the player must do *one* of the following:
 - Move one of their buffs or equipped items to the discard pile (this doesn't count as a **Remove** effect)
 - Move one of the cards from their hand to the discard pile (this doesn't count as a **Discard** effect)
- If the player has no buffs in play or cards in their hand to move, they are removed from the game

5: Ending the Game

Every time a player is removed from the game, the player on their right (their **enemy**) receives 1 **victory point** (VP). This happens regardless of *how* the player was removed (even if another player removed their last remaining health).

Additionally, if a player is the last man standing, they receive 1 additional VP.

When only one (or none) player is left standing in the game, it is time to tally up the results and determine a winner and any runner-ups. This is done by adding together VP. Whoever has the most VP is the winner, and any runner ups are sorted in order of most to least VP after the winner.

There are a few other benefits for a player eliminating their target:

- They immediately heal for 5
- They get to select 5 cards from their discard pile, and shuffle them back into the deck
 - This can be *any* card, including combos and cards that are tagged as **Burn**
 - These cards don't need to be shown to the other players

5.1: Handling the Removal of a Player

If a player's health is reduced to 0 or they fail the 'Empty Deck Check' (see section 4.5.1), they are *immediately* removed from the game (with one exception, detailed below). This may happen mid-action. If there are additional effects to play out *against the recipient* from the card that removed them from the game, those effects are ignored. The enemy of the removed player immediately has their target updated to the next player on the left.

The exception to the rule above is if a player is reduced to 0 health as a result of a card they played (even if it was just responsible for triggering a buff that then reduced them to 0 health). In this case, that player's card is fully played out *before* they are removed.

Additionally, a player on 0 health can't receive any healing (unless a card specifies that you do heal while on 0 health).

6: Keywords

Some words on the cards are printed in white text on a black background; these are *keywords*. This chapter covers a breakdown of what all of these terms mean:

- **Ability** - The collective term for all **Abilities**, including **Attack Abilities** and **Defend Abilities**. These do not trigger automatically during the buff phase. Effects that are triggered from **Abilities** *don't* trigger if the **Ability** was **Cancelled**.
- **Attack** - The act of playing an attack card or performing an **Attack Ability**.
- **Attack Ability** - A term used on cards that allow the user to take an action to trigger the effect of that **Ability**. It is considered an **Attack** to perform this **Ability**.
- **Buff** - Refers to the act of **Playing** a buff card. Note that this does not trigger if a buff is "moved into play" as the result of another card.
- **Burn** - Cards labelled with this keyword cannot be moved out of the discard pile. If a card attempts to move a card labelled as **Burn** out of the discard pile, this action fails.
- **Cancel** - This keyword is used in combination with an explanation of *what* the card **Cancels**. A **Cancelled** card does *not* apply any of its effects, but it still gets discarded as normal and *does* count as an action of its category (e.g. **Attack**).
- **Clunky** - Refers to an irregular rotation symbol in the corner if a buff (i.e. not round).
- **Defend** - The act of **Playing** a defend card or performing a **Defend Ability**.

- **Defend Ability** - A term used on cards that allow the user to take an action to trigger the effect of that ability. It is considered a **Defend** to perform this ability.
- **Discard** - An instruction to move cards from the hand (or other location, if specified) to the discard pile, often with constraints on what may be moved. The player who is the target of the discard gets to choose the cards, as long as they conform to the criteria of the action.
- **Dormant** - A card in play that is considered **Dormant** no longer applies its effects and can't have its **Abilities** activated. A buff that is **Dormant** cannot be **Rotated** (automatically during the buff phase or by other cards or effects) or **Restarted**, but it *can* still be **Removed** or **Returned**. **Dormant** cards are still considered to be buffs in play. If a **Dormant** buff has a "when it leaves play" effect, that also wouldn't trigger.
- **Draw** - The act of drawing a card from the deck and placing it in the hand.
- **Equip** - The act of equipping an item to a hero.
- **Expire** - This is a keyword used for when a buff has **Rotated** to the point where it automatically gets discarded.
- **Immune** - The player cannot be affected by any effects which they are **Immune** against. Immunity does *not* count as a reduction (it's a cancellation).
- **Multiplayer** - If there are 3 or more players currently in the game, the card's effect changes to the **Multiplayer** effect, and its other effects are ignored (unless otherwise specified).
- **Next** - Buffs with this keyword only trigger on the **Next** occurrence of the described trigger. The buff is moved to the discard pile after this effect has triggered, treated as having **Expired**.
- **Play** or **Playing** - The act of taking an action to play a card from the hand. A card that is moved between play areas as part of another card's effect is *not* considered to have been **Played** in this sense.
- **Remove** - An instruction to remove a buff from play, and discard it.
- **Restart** - Turn a buff back to its original position (and trigger its original effect, if applicable). Corners that were "passed over" in order to get back to the original position do *not* apply their effects.
- **Return** - An instruction to move a buff in play back to its owner's hand.
- **Rotate** - Rotate a buff 90 degrees backwards or forwards (as instructed by the card). Rotating a buff also triggers any effects on the corners that were passed over, even if it is rotated multiple times. A buff *cannot* be rotated backwards past its first corner.
- **Unique** - If a player has multiple of the same buff in play, and that buff is tagged as 'Unique', all but the first one is considered **Dormant**.

Additionally, there are some commonly used terms that aren't keywords:

- **Action Card** - Any card that is not a combo or hero.
- **After Playing a Card** - Effects that trigger *after* **Playing** a card are dealt with after the played card has been resolved.
- **Move** - A card that is moved from one play area to another. Any such cards are not considered to have been **Played**, **Discarded**, **Removed**, or **Returned**. If a player moves a card into play, they must still have the Element(s) required for that card.
- **Since Your Last Turn** - Refers to the a window of time since the *end* of the player's previous turn (or the start of the game, if they haven't yet had a turn).
- **Swap** - Replaces a buff in play with a buff from another area (e.g. the hand or discard pile). If no valid buff exists in either of the involved areas, this effect fails and does not take effect. The location of the buffs also swap (for example, a buff swapped into play takes the place of the card that was swapped out).

- **Valid** - If the owner has access to all Elements a card requires, that card is considered 'valid'.

6.1: Other Important Terms

6.1.1: Corner

Refers to the corner of a buff. These are often labelled with a number, where, relative to its upright position, a card's 1st corner is the top left, and they continue to count clockwise around the card.

6.1.2: Increases and Reductions

Cards that 'increase' or 'reduce' values do so additively. All increases and reductions are added together; the final result of this cannot bring a value below 0.

6.1.3: Leaving Play

When a card is referred to as 'leaving play', it means that it has been **Removed**, **Returned**, **Expired**, or simply *moved* out of the active play area (to the hand, deck, or discard pile).

6.1.4: Stored Cards

Some buffs "store" cards under them. Any such cards are placed below or under the card and kept there until the card leaves play or otherwise instructed. The stored cards are *not* considered to be 'in play' while stored. New cards are stored at the bottom of any cards that may already be stored, and the player may not reorganise them.

If the card storing the cards is **Removed** or **Returned**, the same fate applies to the cards it stores.

6.1.5: Buffs to the Left and Right

Bufs are always placed in the order they are played (unless positions are swapped through card effects). So buffs "to the left" of another buff are buffs that were played earlier, while "to the right" refers to buffs that were played later. If you run out of horizontal space and need to move buffs to another row, they still count as being "to the right" of buffs that were played earlier and "to the left" of buffs that are played later.

6.1.6: Limited Actions per Turn

If a card specifies that a player can only take a certain number of actions per turn, they cannot exceed this number even with additional action effects. They also can't **Draw** cards with unspent actions outside of this limit during the Draw Phase. For example, if a hero is restricted to only 1 action per turn, they cannot play a card and then **Draw** a card. If the card that limits the number of available actions goes away during the affected player's turn, they get their previously restricted actions back.