

Lightseekers Trading Card Game Rules

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1: Objective of the Game

1.1: Winning the Game

1.1.1: One on One

- 1.1.1.1:** Each players' goal is the removal of their opponent whilst ensuring that they themselves remain in the game.
- 1.1.1.2:** This can be done either through the reduction of their opponent's life total to 0 or the opponent being removed from the game, through the Empty Deck Check rule (**4.1.5.5**).
- 1.1.1.3:** See **5.2** for more information on winning a One on One game.

1.1.2: Multiplayer

- 1.1.2.1:** Each players' goal is to be the player with the most victory points (VP) at the end of the game.
- 1.1.2.2:** See **5.3** for more information on VP and winning a Multiplayer game.

2: Game Concepts

2.1: Equipment Needed

2.1.1: Constructed Deck Format

In Constructed Deck format, players use a deck that they have built before the game.

- 2.1.1.1:** A Constructed Deck for Lightseekers contains 36 cards which is broken down as follows:
- 1 Hero card. (See **2.4.1**)
 - This is kept separate from the other cards.
 - 5 Combo cards. (See **2.4.2**)
 - A deck may not contain any duplicates (i.e. it must contain five *different* combo cards).
 - 30 Action cards. (See **2.4.3**)
 - A deck may include up to 3 copies of any given action card, but no more.

- 2.1.1.2:** Each player in a Lightseekers game requires their own deck.
- 2.1.1.3:** If a hero card says that their deck should contain fewer or more of a specific card type, this does not affect the quantities included of other card types.

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 an additional action card to be added)

2.1.2: Draft Deck Format

In Draft Deck format, players are given boosters which they then use to assemble a deck from.

- 2.1.2.1:** A Draft Deck for Lightseekers contains between 30 and 32 cards which is broken down as follows:
- Up to 2 Hero cards.
 - These are kept separate from the other cards.
 - 30 Action/Combo cards.
 - You can only use up to 5 combo cards.
 - Your deck may contain any number of duplicate combo and action cards.
- 2.1.2.2:** See **Tournament Procedures** document for more information on the Draft Deck format.

2.1.3: Life Tracking

- 2.1.3.1:** Regardless of the Deck Format, all players must have a way to track their life.
- 2.1.3.2:** Each player is responsible for tracking their own life total.
- 2.1.3.3:** The maximum health possible is 35 (**2.10.2**).

2.2: Golden Rules

- 2.2.1:** If the description of a card contradicts the rules, the card takes precedence.
- 2.2.2:** The effects of a card are **not** optional, unless a card says they are.

Example: If the card text features the word 'may'.

- 2.2.3:** If a card says that something *can't* happen it takes priority over a card that says something *can* happen.

Example: Chilling Curse only allows a hero to only take 1 action per turn. Even if they play a card that allows an extra action to be taken they can still only take 1 action per Turn.

- 2.2.4:** Lightseekers tournaments run according to the rules present in the **Tournament Procedures** document. Where that document contradicts the rules present here, that document takes precedence.

2.3: Orders, Elements & Families

2.3.1: Orders

- 2.3.1.1:** There are 6 Orders in Lightseekers. These are **Astral**, **Dread**, **Mountain**, **Nature**, **Storm**, and **Tech**.
- 2.3.1.2:** Each Order contains 3 different Elements. See **2.3.2.1** for more details on which Element corresponds to each Order.
- 2.3.1.3:** A card is considered part of an Order if it has the symbol of that Order on it.
- 2.3.1.4:** A card is also considered part of an Order if it has 1 or more Elements belonging to that Order on it.
- 2.3.1.5:** A card can have multiple Orders, in which case it is referred to as a Cross-Order card.
- 2.3.1.6:** A card can have no Order, in which case it is referred to as Unaligned. See **2.3.3** for more details on Unaligned cards.

2.3.2: Elements

- 2.3.2.1:** There are 18 Elements in Lightseekers. They are as follows:

Astral	Dread	Mountain
- Solar	- Poison	- Fire
- Lunar	- Death	- Earth
- Gravity	- Shadow	- Crystal
Nature	Storm	Tech
- Animal	- Lightning	- Explosives
- Forest	- Water	- Mechanical
- Soul	- Air	- Time

2.3.2.2: When a card requires you to choose an Element, it must be 1 of the above Elements.

2.3.2.4: Basic and Superior Element Access

2.3.2.4a: If a hero (see **2.4.1**) or Item (see **2.5.4**) has an Element symbol on it, it is said to have access to that Element.

2.3.2.4b: If the Element symbol has a gold ring around it, then that represents Superior access to that Element.

2.3.2.4c: If an Element symbol has a silver ring around it, then that represents Basic access to that Element.

2.3.2.4d: A hero cannot use the effects of cards with an Element that they do not have access to.

2.3.2.4e: If a hero loses access to an Element any cards that they have in play or on their Discard Pile that require that Element become **Dormant**.

2.3.2.4f: See **4.1.3.2** for more information on the usage of Basic and Superior Element access.

2.3.3: Unaligned

2.3.3.1: If a card has no Element or Order it is referred to as Unaligned.

2.3.3.2: Unaligned cards do not require access to a specific Element to be played. See **2.3.2.4** for more information on Element access.

2.3.3.3: When a card requires you to choose an Element or Order, you cannot choose to pick Unaligned.

2.3.4: Families

2.3.4.1: There are 10 Families in Lightseekers. They are as follows:

Beast

Kreebal

Robot

Chimchu

Location

Umbron

Elemental

Machine

Undead

Insectoid

- 2.3.4.2:** A card's Family is determined by the symbol on the left of the card portrait. A card can only have a single Family.
- 2.3.4.3:** Cards do not need to have a Family.
- 2.3.4.4:** When a card requires you to choose an Family, it must be 1 of the above Families.

2.4: Card Types

2.4.1: Hero Cards

These cards represent the heroes that the players take on the role of during a game of Lightseekers.

2.4.1.1: Parts of a Hero Card

A hero card contains the following information:

- a. The hero's name
 - b. The hero's starting health total
 - c. 3 different Elements
 - d. A hero trait
- 2.4.1.1a:** Each hero has a name along the top of the card.
- 2.4.1.1b:** Each hero has a starting health total; this being the number in the bottom right of the card. See **2.10** for more information on health.
- 2.4.1.1c:** Each hero has 3 different Elements along the centre of the card. These Elements determine the Order(s) that the hero belongs to and also whether or not a hero has Basic or Superior access to an Element. See **2.3.2.4** for more information on Basic and Superior Element access.
- 2.4.1.1d:** 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 **2.7** for more information on **abilities**.
- 2.4.1.2:** They are kept separate from the rest of the deck and are always displayed *face-up* (**3.2.1**) on the table. See **3.2.3.5** for Hero Area.
- 2.4.1.3:** In addition to the above, each hero can inherently hold 2 points worth of Items. See **2.5.4** for more information on Items.

2.4.2: Combo Cards

Combo cards represent impactful spells the hero can cast.

2.4.2.1: Parts of a Combo Card

A combo card contains the following information:

- a. The combo's name
- b. The combo's cost requirements
- c. The combo's effect (including corners if relevant)
- d. The combo's category

- 2.4.2.1a:** Each combo has a name along the centre of the card. In Constructed Deck Lightseekers only a single copy of a specific combo can be played. See **2.1.1.1** for more information on Constructed Deck requirements.
- 2.4.2.1b:** Each combo has a cost along the top of the card. See **2.4.2.2** for more information on combo costs and payments.
- 2.4.2.1c:** Each combo has an effect in its text box that takes effect when played. If it is a Buff it may also have corners that have effects. See **2.5.3** for more information on Buffs and corners.
- 2.4.2.1d:** Each combo has a category along the bottom of the card. See **2.5** for more information on card categories.

2.4.2.2: Combo Payment

- 2.4.2.2a:** Each combo requires 1 or more Elements or 1 or more Orders to play. The hero must have access to these Elements/Orders to play the combo.
- 2.4.2.2b:** The Elements/Orders that a combo requires to be played are shown along the top of the combo.
- 2.4.2.2c:** Cards in hand are used as payment for combo cards. The cards used as payment must match the Elements/Orders displayed on the combo card.

Example: A combo that requires Fire, Fire, Earth takes two Fire cards and one Earth card as payment.

- 2.4.2.2d:** If a player doesn't have access (either Basic or Superior) to the Elements/Orders for a combo or can't pay the costs for a combo, they can't play it.
- 2.4.2.2e:** A player can't use more cards than necessary to cover a combo's cost.

2.4.2.2f: Any cards used as payment are kept in 'Limbo' (see **3.2.3.7**) until the combo has been resolved, after which they are moved to the owner's deck.

2.4.2.2g: If another combo is used as payment, it pays for all of the overlapping Elements between the two.

Example: A combo that requires Fire, Earth, Crystal is used to pay for a combo that requires Fire, Fire, Earth. Because the two combos share Fire and Earth as Elements then the payment covers those two Elements and only a single additional Fire Element is required.

2.4.2.2h: A combo card can be used as payment even if the player doesn't have access to all the Elements on the payment combo. They must still have access to at least 1 of the Elements on the combo to use it as payment.

2.4.2.2i: If a combo's cost has been reduced, it means it requires fewer cards to play. The player who plays the combo gets to choose which Element(s) they wish to reduce the cost by (but their hero must still have access to those Elements in order to play it; reducing the cost does not remove the Element requirements).

2.4.2.2j: If a combo's cost has been increased, it means it requires more Elements to play. The player who plays the combo needs to use a additional Element symbols in order to play it. This additional card(s) can be any card of the Order(s) the combo belongs to, as long as their hero has access to that payment card's Element.

2.4.2.2k: The above modifications to a combo's cost only apply if the final modifier is not equal to the combo's original cost.

Example: The user plays a combo that requires Lightning and Air. Their cost is reduced by 1 as well as increased by 1. The final change to the cost is +/- 0, so the original payment is still required.

2.4.2.2l: If a combo requires an Order, as opposed to an Element, as a cost, a card with any Element from that Order can be used as payment, as long as the player's hero has access to the payment card's Element.

2.4.3: Action Cards

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

2.4.3.1: An action card is any card that is not a hero or combo card.

2.4.3.2: Parts of an Action Card

An action card contains the following information:

- a. The action card's name
- b. The action card's Element requirement (if any)
- c. The action card's effect (including corners if relevant)
- d. The action card's category

- 2.4.3.2a:** Each action card has a name along the centre of the card. In Constructed Deck Lightseekers up to 3 copies of a specific action card can be played. See **2.1.1.1** for more information on Constructed Deck requirements.
- 2.4.3.2b:** Some action cards have an Element/Order requirement along the top of the card; if it does not then it is an Unaligned card (see **2.3.3** for more information on Unaligned cards). An action card can only be played if the hero has access to that Element; see **4.1.3.3** for more information on playing action cards.
- 2.4.3.2c:** Each action card has an effect in its text box that takes effect when played. If it is a Buff it may also have corners that have effects. See **2.5.3** for more information on Buffs and corners.
- 2.4.3.2d:** Each action card has a category along the bottom of the card. See **2.5** for more Information on card categories.
- 2.4.3.3:** Action cards, unlike combo cards, do not require a payment to be played. They instead consume an action. See **4.1.3.3** for more information on playing action cards.
- 2.4.3.4:** Item cards, whilst action cards, have many exceptions to the rules in this section. See **2.5.4** for more information on Item cards.

2.5: Card Categories

2.5.1: Attack Cards

- 2.5.1.1:** An Attack card is any card with the category Attack along the bottom of the card.
- 2.5.1.2:** Attack cards are resolved immediately when played and then placed on top of the Discard Pile once their effect is complete.
- 2.5.1.3:** Attack cards are always resolved against any *other* hero (a player cannot play an Attack card against themselves) who is then referred to as the *Recipient*.
- 2.5.1.4:** Unless otherwise stated, the effects of an Attack card only affect the *Recipient*.

2.5.2: Defend Cards

- 2.5.2.1: A Defend card is any card with the category Defend along the bottom of the card.
- 2.5.2.2: Defend cards are resolved immediately when played and then placed on top of the Discard Pile once their effect is complete.
- 2.5.2.3: Unless otherwise stated, the effects of a Defend card only affect the player that played it.

2.5.3: Buff Cards

- 2.5.3.1: A Buff card is any card with the category Buff along the bottom of the card.
- 2.5.3.2: Buff cards remain in play when played, and are placed face-up in front of the acting player for all players to see.
- 2.5.3.3: Buffs are always placed in an upright position (the bottom of the card facing its owner) and to the right of any buffs already in play.
- 2.5.3.4: The effects of a Buff affect its owner, unless otherwise specified.
- 2.5.3.5: A Buff's *current* corner is the corner that is, relative to its current orientation, in the top left corner
- 2.5.3.6: Buffs 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 *current* corner has an X in it.
- 2.5.3.7: None of a Buff's effects are active while the *current* corner has an X in it, or when the Buff is about to **Expire** (see 2.5.3.8g for **Expiry**). Even if the rotation symbol is empty, the Buff is still active.
- 2.5.3.8: There are two primary types of Buff cards; rotating Buffs and permanent Buffs.
- 2.5.3.9: Rotating Buffs have a *rotation symbol* in one or more of its corners.
- 2.5.3.10: Permanent Buffs have no *rotation symbols* (all of their corners are 'empty').

2.5.3.9: Rotating Buffs

- 2.5.3.9a: There are 2 types of rotating Buffs. Those are Regular and Clunky.
- 2.5.3.9b: A rotating Buff is Regular if the *rotation symbol* in its corner is *circular*.
- 2.5.3.9c: Regular Buffs **Rotate** automatically during the Buff phase (see 4.1.2.1).
- 2.5.3.9d: A rotating Buff is Clunky if the *rotation symbol* in its corner is an *irregular* shape.

- 2.5.3.9e:** A Clunky Buff **Rotates** only after its effect triggers and is resolved, when its **ability** is used and is resolved, or when specified on the card.
- 2.5.3.9f:** If a Clunky Buff specifies when it **Rotates**, that is the only way it can do so. If it does *not* specify when, but has an **ability**, using the **ability** is the only way for it to **Rotate**. Effects from *other* cards can still **Rotate** a Clunky Buff.
- 2.5.3.9g:** If the rotation condition for a Clunky Buff is described with an “if”, this is only checked during the Buff phase (see **4.1.2**).
- 2.5.3.9h:** A Rotating Buff is placed on the Discard Pile when it **Rotates** to have no *rotation symbol* in the *current* corner, or if it **Rotates** around to its original orientation. This is referred to as the Buff having **Expired**.
- 2.5.3.9i:** If an acting buff leaves its active corner or leaves play, any subsequent effects on that card are cancelled. It does *not* cancel an effect that is already in progress of being resolved.

2.5.3.10: Permanent Buffs

- 2.5.3.10a:** Permanent Buffs stay in play until a card effect removes them.
- 2.5.3.10b:** Permanent Buffs do not rotate during the Buff Phase. See **4.1.2.1**.
- 2.5.3.10c:** Permanent Buffs are always considered active for the purposes of applying Lingering Effects. See **4.1.2.2**.

2.5.4: Item Cards

- 2.5.4.1:** An Item card is any card with the category Item along the bottom of the card.
- 2.5.4.2:** Item cards do not require an element to play (unlike other action cards).
- 2.5.4.3:** When played, an Item card is **Equipped** to the hero and placed to the right of any Item(s) already in play.
- 2.5.4.4:** An Item card has a worth shown in its bottom left corner. This will be a value of either 1 or 2.
- 2.5.4.5:** Each hero can carry 2 points worth of Item cards at a time as mentioned in **2.4.1.3**
- 2.5.4.6:** If a hero exceeds the Item limit (2 points), they must immediately move equipped Items to the discard pile until they are back under it.
- 2.5.4.7:** Heroes can never have multiples of the same Item card **Equipped**. If a second copy of an already **Equipped** Item enters play through any means, the previous

one is moved to the discard pile. This is dealt with before any Item point limit checks.

- 2.5.4.8:** Items can grant a hero access to an Element while they are **Equipped**. The Element is in the centre of the card and may be Basic or Superior. See **4.1.3.2** for more information on Basic and Superior Element usage.
- 2.5.4.9:** While playing an Item card does not require access to its Element, it still counts as playing a card of that Element. Items never consume an Element use when played.
- 2.5.4.10:** Items are not Buffs, so are unaffected by cards that would affect Buffs.
- 2.5.4.11:** Items can have additional effects or **abilities**. These effects don't get *increased* by other card effects unless specifically stated.

2.6: Order of Events

- 2.6.1:** The effects on a card are always resolved in the order in which they are written on the card.
- 2.6.2:** Card effects do not resolve immediately; before they do, any effects that may trigger are checked in Standard Order (**2.6.3**).

2.6.3: Standard Order

- 2.6.3.1:** Standard Order refers to the order in which cards in play apply their effects.
- 2.6.3.2:** Starting with the player that owns the card that is applying its effect, effects are checked in the following order:
 - a. Discard Pile (in case they have a card on top of their Discard Pile that specifically says it has an effect while on the Discard Pile)
 - b. Hero
 - c. Items in order from left to right
 - d. Buffs in order from left to right
 - e. Effects from cards in Limbo
- 2.6.3.3:** The above process (**2.6.3.1**) is then repeated for each player around the table, in a clockwise direction until all players' cards have been looked at and, as necessary, dealt with.
- 2.6.3.4:** If another effect triggers as a response to another card, the above process is immediately interjected, starting with the player controlling the card that just

triggered. After such an interjected response has been dealt with, the card that triggered it resumes.

- 2.6.4:** If a card **Cancels** (see **6.1** for **Cancel Keyword**) 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**, **Equip**, or **Ability**) so it can still trigger effects relying on those.
- 2.6.5:** The same applies if a buff that was in the middle of resolving leaves play or is **Rotated** before its effect or effects were fully resolved (it is interrupted).
- 2.6.6:** Once all buffs have been resolved, the card's own effects are dealt with, and any Lingered Effects (e.g. increased damage done from a Buff in play) are then applied.
- 2.6.7:** 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.
- 2.6.8:** While a played card is being handled, it is in Limbo; it is neither in its owner's Hand, nor is it in Play, nor in the Discard Pile. It is not discarded until after its effects have been handled. This means that, for example, a card that moves cards from the Discard Pile to the Hand can't move itself.

2.7: Abilities

- 2.7.1:** **Abilities** are effects on cards that require an action to be used.
- 2.7.2:** Any effects listed after an **ability** only trigger when the **ability** is activated, even if there is a line-break. The exception to this is if there are 2 **abilities** on the same card, in which case the first **ability's** effects end when the next **ability** begins.
- 2.7.3:** **Abilities** can belong to a category, so can also be considered **Attacks** or **Defends**.
- 2.7.4:** Using an **ability** on an action Buff or Item also counts as using the Element of that card. This does not apply for using an **ability** on a Hero or Combo Buff See **4.1.3.2** for more information on Basic and Superior Element access usage.
- 2.7.5:** Effects from **abilities** on combo Buffs and action Buffs, are affected by Lingered Effects that trigger off that card's Element(s).

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.

2.7.6: Only 1 **ability** can be used each turn (from any source).

2.8: Moving Cards

2.8.1: Moving Cards to the Discard Pile

2.8.1.1: When an Attack or Defend card is played, it normally moves to the Discard Pile (**3.2.3.4**).

2.8.1.2: If the card also moves other cards to the Discard Pile, the other cards are put onto the discard pile first (when the appropriate effect is dealt with), so the played card always ends up on top.

2.8.1.3: 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 order from left to right.

2.8.1.4: If a player causes another player to **Discard** cards from their hand, the recipient gets to choose which order they are put onto the Discard Pile.

2.8.2: Moving Cards from the Hand

2.8.2.1: If a card effect instructs a player to move cards from their Hand, the owner of the cards being moved gets to select the cards, within the boundaries of the effect.

2.8.2.2: Cards that are being moved from the Hand that have restrictions as to what is being moved are always shown to all players.

2.8.2.3: If a card being moved from the Hand to the Deck (or vice versa), does not have a restriction on what it is, then it does not need to be shown.

Example: A player activates the Ability of Tempuz, so they move a card from their hand to the bottom of the deck; because there is no restriction on what that card can be, it does not need to be shown.

2.8.2.4: If a player cannot move all the required cards from their hand, they must move as many cards as they can. To prove that they cannot move any more cards, they must then show the relevant parts of their remaining cards to the other players.

Example: A player has been affected by Blinding Beetle, and is required to move 2 Attack cards from their hand to their deck. They have no Attack cards in hand. To prove this, they show their opponent the bottom of all their cards in hand, while covering up the rest of the cards, to show that none of their categories say 'Attack' or 'Combo Attack'.

- 2.8.2.5:** If a player can move all the required cards from their hand, they do not need to show the remaining cards.

2.8.3: Moving Specific Cards Between Play Areas

- 2.8.3.1:** If a card effect instructs a player to move a specific kind of card (e.g. an 'Item card') from one play area to another (or to another part of the same play area; e.g. to the top of the deck), the moved card must be revealed to all other players to prove that it matches the effects.
- 2.8.3.2:** If a card does not specify what card is being moved (e.g. move the 'top card of the deck') it does not need to be revealed to all other players.

2.8.4: Stored Cards

- 2.8.4.1:** Some cards "store" other cards underneath themselves. These are referred to as *storage cards*.
- 2.8.4.2:** Any stored cards are placed underneath the *storage card* and are kept there until the *storage card* leaves play, or until otherwise instructed.
- 2.8.4.3:** New stored cards are stored at the bottom of cards that are already stored.
- 2.8.4.4:** Stored cards may not be rearranged.
- 2.8.4.5:** Stored cards are not considered as being 'in play' and so are unaffected by effects that affect cards in play.
- 2.8.4.6:** If a *storage card* is **Removed** or **Returned**, the cards underneath move to the Discard Pile

Example: A Storage Card with 4 cards stored under it is removed, the 4 cards underneath are placed in the discard first, in the same order they were stored, with the Storage Card placed on top. If the Storage Card was returned to hand, the 4 cards underneath would be placed in the discard, in the same order they were stored.

2.9: Increasing and Reducing Effects

- 2.9.1:** Cards that 'increase' or 'reduce' values do so additively.

- 2.9.2: 'Increase' and 'reduce' effects are dealt with in Standard Order (2.6.3)
- 2.9.3: A value modified by 'increase' and 'reduce' effects can never be below 0.
- 2.9.4: An effect is not applied until after all modifiers have been resolved.

Example: An effect that says, "when you're about to take damage" or "when you would take damage", these are resolved after damage modifiers have been applied.

2.10: Health

- 2.10.1: Each hero has a starting health total (2.4.1.1b).
- 2.10.2: The maximum health possible is 35.
- 2.10.3: If an effect deals damage, adjust the health down accordingly. If an effect provides healing, adjust the health up accordingly.
- 2.10.4: If an effect provides healing while the player is at 35 health, it does nothing. It does not count as healing provided.
- 2.10.5: If an effect deals damage to a player who is at 0 health, or the damage in question is reduced to 0, it does nothing. It does not count as damage dealt.

3: Start of Game

3.1: Who is Who?

- 3.1.1: The player seated to your left is your **target**. The player seated to your right is your **enemy**. In a One-on-One game your opponent is both your **target** and your **enemy**.
- 3.1.2: The player whose turn it currently is is referred to as the **acting hero**.
- 3.1.3: If you direct an action at another hero, that hero is referred to as the **recipient**.
- 3.1.4: If you get **attacked** by another hero, that hero is referred to as the **attacker**.
- 3.1.5: **Another hero** refers to any one hero other than yourself.
- 3.1.6: **Any hero** refers to any one hero (it could be yourself).
- 3.1.7: **All heroes** refers to all heroes currently in the game, including yourself.

3.2: Play Area

- 3.2.1:** If a card is *face-up* it means that the front of the card must be visible to all players, and anyone is allowed to look at the card (see **3.2.3.4b** for the exception to this rule).
- 3.2.2:** If a card is *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.
- 3.2.3:** The play area for each player consists of 6 parts:
- 3.2.3.1: Hand;** any cards held in that player's hand
 - 3.2.3.2: Deck;** placed face-down on the playing surface
 - 3.2.3.3: Buff Area;** where that player's in-play Buffs are placed
 - 3.2.3.4: Discard Pile;** where discarded cards are placed
 - 3.2.3.5: Hero;** the player's hero card, placed face-up on the table
 - 3.2.3.6: Equipped Items;** where Items **Equipped** by the hero are placed

3.2.3.1: Hand

- 3.2.3.1a:** Each player is allowed to look at their own hand only, at any time. Players may not *show* their hand to other players unless specifically required to for a card effect. *Telling* other players the cards in their hand is permitted so long as they do not *show* any cards.
- 3.2.3.1b:** There is no upper limit to the number of cards a player may have in hand.

3.2.3.2: Deck

- 3.2.3.2a:** Each player's deck is kept *face-down* in a pile in front of them.
- 3.2.3.2b:** Whenever a card is drawn, it is done from the top of the deck.
- 3.2.3.2c:** If any card tells a player to look through their deck for another card or if they are told to put a card back into the deck, they *must* shuffle it afterwards. Exceptions to this is if a card specifies that it's optional, if the effect explicitly states to put the cards back *in the same order*, or if the effect states *where* to put the card(s) back.
- 3.2.3.2d:** If the deck is empty, any effect to draw a card is ignored. It will not count as drawing cards.
- 3.2.3.2e:** 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.

3.2.3.3: Buff Area

- 3.2.3.3a: This is the area in which Buffs are placed *face-up* when they are played.
- 3.2.3.3b: Newly played Buffs are placed to the right of the right-most Buff; see **2.5.3.3**.

3.2.3.4: Discard Pile

- 3.2.3.4a: All cards in the discard pile are placed face-up.
- 3.2.3.4b: Players are allowed to look through any Discard Pile at any time.
- 3.2.3.4c: Players are not allowed to rearrange the order of the cards in a discard pile. This applies even when cards are being moved out of the Discard Pile (only the cards being moved change).

3.2.3.5: Hero

- 3.2.3.5: This is where the player's hero card is placed *face-up*.

3.2.3.6: Equipped items

- 3.2.3.6a: This is the area in which **Equipped** Items are placed *face-up* when they are played.
- 3.2.3.6b: Newly **Equipped** Items are placed to the right of the right-most **Equipped** item; see **2.5.4.3**.

3.2.3.7: Limbo Area

- 3.2.3.7a: This is the area where cards reside while they are being moved from one area to another. It is also where Attack and Defend cards go while they are being played.
- 3.2.3.7b: If a card effect calls out an 'Enters Play' or 'Leaves Play' effect, it triggers while the card is in the Limbo Area (and not yet "in play").

3.3: Order of Play

- 3.3.1: Before a game begins, randomly determine which player will go first.
- 3.3.2: Before a game begins, randomly determine the seating order of the players. This is not necessary in a One-on-One game.

3.3.3: Opening Hand Size

- 3.3.3.1: The player that takes the first turn starts with a hand of 4 cards.

3.3.3.2: Each subsequent player in the turn order starts with an additional card in hand.

Example: In a One-on-One game, the first player gets 4 cards, and their opponent, going second, gets 5 cards.

3.3.3.3: The maximum starting hand size is 7 cards.

Example: In a 5-player multiplayer game, the first player gets 4 cards, the second player gets 5 cards, the third player gets 6 cards, the fourth and fifth players each get 7 cards.

3.4: Prepare Cards

3.4.1: Beginning of Game Procedure

3.4.1.1: At the beginning of the game, players go through the following steps in order:

- a. The players complete the steps in **3.3.1** and **3.3.2**.
- b. Each player places their hero *face-up* on the table (see **3.2.3.5**).
- c. Each player shuffles their deck and places it *face-down* on the table (see **3.2.3.2**).
- d. Each player then draws their opening hands as in **3.3.3**.
- e. The game begins with the player that is taking the first turn.

4: Playing the Game

4.1: Phases of the Turn

Each such turn consists of 5 phases. When all 5 phases have been acted out, the turn passes over to the next player on the left. This continues until the game is over.

The 5 phases occur in the order as follows:

- 4.1.1:** Start Phase
- 4.1.2:** Buff Phase
- 4.1.3:** Action Phase
- 4.1.4:** Draw Phase
- 4.1.5:** End Phase

4.1.1: Start Phase

4.1.1.1: Before any cards apply their effects, your actions per turn are reset (see **4.1.3**).

- 4.1.1.2: Apply the effect of any cards in play that are stated to take effect “at the start of your turn”.
- 4.1.1.3: These effects are resolved in Standard Order. See **2.6** for an explanation on Standard Order.
- 4.1.1.4: Effects that trigger in this phase, cannot trigger in any other phase of the turn.

Example: The combo card Duplication triggers the effects of all Buffs; this will not trigger the effects of any Buff effect that triggers, “at the start of your turn”.

4.1.2: Buff Phase

This phase is divided into 4 discrete steps, in order to properly solve any potentially overlapping effects.

These steps are as follows:

- 4.1.2.1: Rotate Buffs
- 4.1.2.2: Apply any New Lingering Effects
- 4.1.2.3: Handle **Expired** Buffs
- 4.1.2.4: Trigger Instant Effects

4.1.2.1: Rotate Buffs

- 4.1.2.1a: If a Regular Rotating Buff card has a *circular rotation symbol* in its *current* corner, **Rotate** it 90 degrees *anticlockwise*.
- 4.1.2.1b: This happens regardless of what number or icon is in the *circular* symbol.
- 4.1.2.1c: If a Clunky Rotating Buff has an *irregular rotation symbol* in its *current* corner, it doesn’t rotate automatically. See **2.5.3.9**.
- 4.1.2.1d: Permanent Buffs do not rotate during this step. See **2.5.3.10**.

4.1.2.2: Apply any New Lingering Effects

- 4.1.2.2a: Lingering Effects refers to all passive effects that last while a Buff is active, such as modifiers and pending triggers.

Example: This includes effects such as “increased damage done”, “reduced damage received,” and effects that trigger when or if another effect happens.

- 4.1.2.2b: If a Buff is inactive, its Lingering Effects do not apply. See **2.5.3.7**.
- 4.1.2.2c: 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 order left to right.

4.1.2.3: Handle Expired Buffs

- 4.1.2.3a:** If any Rotation Buffs no longer have a *rotation symbol* or have returned to their original upright position they are moved to the discard pile in order from left to right (they **Expire**).
- 4.1.2.3b:** If a Buff has any effects that trigger when the Buff **Expires**, they trigger while the Buff is in transition (the Buff is neither in the Buff Area nor in the Discard Pile; it is in the Limbo Area).
- 4.1.2.3c:** **Expired** Buffs are handled in order from left to right. 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). **Expired** Buffs that are waiting to have their effects handled are in the Limbo Area, and thus not in play.

4.1.2.4: Trigger Instant Effects

- 4.1.2.4a:** Any active Buffs that have Instant Effects trigger now, in order from left to right.
- 4.1.2.4b:** Instant Effects are any effects that are not Lingering Effects and take place immediately.

*Example: This includes effects such as “deal damage,” “heal,” and “**Remove** buffs”.*

- 4.1.2.4c:** Instant Effects only trigger if the buff is active. See **2.5.3.7**.
- 4.1.2.4d:** Any “Start of Turn” effects or **abilities** do not trigger in this step. See **2.7** for information on when **abilities** trigger.

4.1.3: Action Phase

The player whose turn it is may now either play a combo card (**4.1.3.1**) or take up to 2 actions (**4.1.3.2**).

4.1.3.1: Playing a Combo Card

- 4.1.3.1a:** To play a combo card, the player first shows the combo card that they wish to play.
- 4.1.3.1b:** The player then reveals the payment that they are using for the combo card. See **2.4.2.2** for more information on combo card payment.
- 4.1.3.1c:** If the combo card is a Buff it is then placed into play following the rules for Buff placement. See **2.5.3.3**.

- 4.1.3.1d:** The player then fully resolves the Instant Effects of the combo card and then, if the combo is an Attack or Defend, place the combo card on top of the discard pile.
- 4.1.3.1e:** The player then shuffles the payment for the combo card back into their deck.
- 4.1.3.1f:** Using a combo card consumes all available actions that a player would ordinarily have in this phase. The exception is if the combo card played provides additional actions; these can still be taken as normal. Combo cards do not ever consume Elemental access, no matter what Elements are in their cost.
- 4.1.3.1g:** If a combo card played provides additional actions; these cannot be spent on playing any further combo cards.

4.1.3.2: Actions

- 4.1.3.2a:** There are two different actions that a player can take during this phase. They are, to 'play a card' (**4.1.3.3**), or to 'activate an **ability**' (**4.1.3.4**). They may also 'pass' on using an action or actions (**4.1.3.5**).
- 4.1.3.2b:** The usage of these actions are governed by a hero's access to Elements. A player can only take actions that match Elements they have access to or are Unaligned. See **2.3.2.4** for more information on identifying Element access.
- 4.1.3.2c:** If a hero has Basic access to an Element, they may only take 1 action corresponding to that Element in a turn.
- 4.1.3.3d:** If a hero has Superior access to an Element, there is no limit to the number of actions they can take corresponding to that Element in a turn.
- 4.1.3.3e:** Some effects may grant a player additional actions. Unless otherwise noted, these additional actions are still governed by the hero's access to Elements. See **4.1.3.6** for more information on Element restrictions.

4.1.3.3: Play a Card

- 4.1.3.3a:** To play a card, the player first shows the action card that they wish to play. It must be either Unaligned or be of an Element that the hero has access to. See **4.1.3.2b**.
- 4.1.3.3b:** If the action card is a Buff or an Item it is placed into play following the normal placement rules. See **2.5.3.3** (Buff placement) and **2.5.4.3** (Item placement).
- 4.1.3.3c:** The player then resolves the Instant Effects of the card and then, if the action card is an Attack or Defend, place it on top of the Discard Pile.

4.1.3.3d: Cards of a specific name can only be played or have their **ability** used once per turn, even if the player has multiple copies of the card.

Example: A player cannot play 2 Swamp Creepers in a single turn. A player also cannot play a Swamp Creeper then use the ability of a Swamp Creeper in the same turn or vice versa.

4.1.3.4: Activate an Ability

4.1.3.4a: To activate an **ability** a player declares which card's **ability** they wish to use.

4.1.3.4b: The player then resolves the **ability** as in **2.7**.

4.1.3.4c: As in **2.7.6** only 1 **ability** may be used per turn. As in **4.1.3.3d** a card can only be used once per turn, whether that be to be played or use its **ability**.

4.1.3.5: Pass

4.1.3.5a: Players are not required to take an action. They may instead choose to pass.

4.1.3.5b: There is no limit to the number of actions that may be passed.

4.1.3.5c: As soon as a player chooses to pass on using an action, they automatically pass on all their remaining actions for the turn.

4.1.3.5d: Passing actions affects the number of cards that a player may draw during the Draw Phase. See **4.1.4** for more information on drawing cards.

4.1.3.6: Limited and Unrestricted Actions

4.1.3.6a: Some effects may restrict the number of actions that may be taken by a player.

4.1.3.6c: The actions in excess of the limitation are treated as though they do not exist. They do not count as being unspent for the purpose of drawing cards (**4.1.4.1**).

4.1.3.6c: A player cannot exceed this limit even if an effect grants them additional actions. These additional actions are treated as though they do not exist.

4.1.3.6d: If the effect that limits the number of available actions goes away during the affected player's turn, the previously restricted actions return to the player.

4.1.3.6e: Some effects may grant the player additional actions without *stat restrictions*. These are referred to as *unrestricted actions*.

4.1.3.6f: These *unrestricted actions* are not subject to the regular limitation that Basic Element access imposes.

- 4.1.3.6g:** The player must still have at least Basic access to the Element they wish to use these actions on. The only thing that does not apply is the limitation of a single action of the Basic Element.
- 4.1.3.6h:** *Unrestricted actions* are only consumed as necessary. Any regular, restricted actions are used up whenever possible.

Example: If a player with Basic access to Death gains an unrestricted action, they could use that action to use a second Death card or Death ability in the same turn (assuming they have already played one Death card or used a Death ability), but they could not use it to play a card of an Element they do not have access to.

4.1.3.7: Buffs Entering Play or Rotating During the Action Phase

- 4.1.3.7a:** Whenever a Buff enters play and has a valid effect 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 entered play during the Action Phase.
- 4.1.3.7b:** If a Buff **Rotates** during the Action Phase, the behaviour is 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**.
- 4.1.3.7c:** If a Buff **Restarts** during the action phase it does not trigger any corner it moves over, it only triggers the effect of its first corner if it is valid.
- 4.1.3.7d:** 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).

4.1.4: Draw Phase

- 4.1.4.1:** The player must now, for each action that was not used in the Action Phase, **Draw** a card from their deck.
- 4.1.4.2:** The cards drawn in this way should not be shown to other players.
- 4.1.4.3:** If a player played a combo card during the Action Phase they must also now **Draw** a card.

4.1.5: End Phase

- 4.1.5.1:** Now any effects that trigger at the 'end of the turn' take effect.
- 4.1.5.2:** These are resolved following the Standard Order (**2.6.3**)

- 4.1.5.3:** Finally the 'Empty Deck Check' (**4.1.5.5**) is performed.
- 4.1.5.4:** The player's turn then ends and the next player in the Order of Play begins their turn.

4.1.5.5: Empty Deck Check

- 4.1.5.5a:** The 'Empty Deck Check' is a check that happens at the end of a player's turn in order to prevent stalemates.
- 4.1.5.5b:** It only takes place if the player whose turn it is has no cards left in their Deck.
- 4.1.5.5c:** Follow the following steps to resolve the 'Empty Deck Check':
- 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 or Items in play or cards in their Hand after the above step, they have been defeated and are removed from the game.

5: End of Game

5.1 Handling the Removal of a Player

- 5.1.1:** If a player's health is reduced to 0 or they fail the 'Empty Deck Check' (**4.1.5.5**), they are immediately removed from the game.
- 5.1.2:** This removal of a player may happen in the middle of an effect resolving.
- 5.1.3:** If there are additional effects to play out against the **recipient** (**3.1.3**) from the card that removed them from the game, those effects are ignored.
- 5.1.4:** The exception to the 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 an effect that then reduced them to 0 health). In this case, that player's card is fully played out, then they are removed.
- 5.1.5:** A player on 0 health cannot receive healing.

5.2: One-on-One End of Game

- 5.2.1:** A One-on-One game ends when 1 of the players is removed from the game.
- 5.2.2:** The winner is the remaining player.

5.3: Multiplayer End of Game

- 5.3.1:** Whenever a player is removed from the game, their **enemy (3.1.1)** receives 1 **Victory Point (VP)**.
- 5.3.2:** It does not matter how the player was removed, their **enemy (3.1.1)** always receives this **VP**.
- 5.3.3:** The last player remaining in a Multiplayer game receives an additional 1 **VP**.
- 5.3.4:** Whenever a player is removed from the game, their **enemy (3.1.1)** also heals for 5 and shuffles any 5 cards from their Discard Pile back into their Deck. The chosen cards are *not* revealed to the other players, and may include **Burn** cards (see **6.1.2**).
- 5.3.5:** A Multiplayer game ends when there is only 1 player remaining in the game.
- 5.3.6:** The winner is the player who scored the most **VP**.

6: Keywords & Game Terms

6.1: Keywords

- 6.1.1:** Words on cards that are printed in white text on a black background are **Keywords**.
- 6.1.2:** The following is a list of all the **Keywords** and their effects:
- **Ability** - The collective term for all **abilities**, including **Attack abilities** and **Defend abilities**. These do not trigger automatically during the buff phase. An **ability's** effects *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 or stored under other cards. If a card attempts to move a card labelled as **Burn** out of the discard pile, this move fails. These cards are still kept in the Discard Pile once they move there.
- **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 of 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. Note that cards in limbo are *not* affected by **Dormancy**; so a card that applies an effect "as it enters play" or "when it leaves play" would still trigger those effects, even if all buffs in play are **Dormant**.
- **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 or designated area. 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, unless specifically called out by the effect.
- **Remove** - An instruction to remove a card from play, and discard it.
- **Restart** - Turn a rotating 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. This also does not trigger any when enters play effects. A buff already on its first corner cannot be Restarted.

- **Return** - An instruction to move a buff in play back to its owner's hand.
- **Rotate** - Rotate a rotating Buff 90 degrees backward or forward (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 backward past its first corner, and cannot be selected to attempt to rotate backward if it's already on 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**.

6.2: Commonly Used Terms

6.2.1: The following are some commonly used terms that appear in Lightseekers:

- **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.
- **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.
- **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 for it to apply its effects. If an effect doesn't specify where the card should be moved from, it moves from the hand.
- **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 (e.g. to the Hand, Deck, or Discard pile). When a card leaves play it moves through the Limbo Area on its way to another area, if it has an effect on 'leaves play' it will trigger while it is there.
- **Power** - If a card increases another card's **Power**, it increases all damage and healing done by that card. See **7.1** for the original rules for **Power**.
- **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 card in play with a card from another area (e.g. the Hand or Discard Pile). If no valid card exists in either of the involved areas, this effect fails and does not take effect. The location of the cards also swap (for example, a Buff swapped into play takes the place of the Buff that was swapped out), even in the Discard Pile.
- **"To the Left" & "To the Right"** - Buffs that are "to the left" refers to the Buffs that are on the left of the Buff in question, and "to the right" the Buffs that are on the right. If you run out of horizontal space and need to start a new row the Buffs

on the higher row are still to the left and vice versa. Buffs that refer to a Buff to the left or right of itself only refer to *one* buff, not *all* Buffs to the left or right, unless otherwise specified.

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

7: Legacy Rules

This section refers to rules that were previously included in the main section. They have since been replaced with updated rules. They are included here for the sake of completeness, but are not valid in play.

7.1: Power

Power is a mechanic that was reworked on the release of Wave 2. To see its current rules see **Power** in **6.2.1**.

7.1.1: A card's **power** refers to the value a card applies to an effect.

*Example: A card that deals 4 damage with its effect, has a **power** of 4.*

7.1.2: A card's **power** can be modified by other cards.

7.1.3: If the **power** of a card is modified via any effects, the value it is being modified by is added or subtracted to the *final sum* of any affected values at the end of the card's own calculation.

7.1.4: **Power** modifiers only affect *number* printed on a card.

7.1.5 **Power** modifiers cannot be increased or reduced by other effects (including other **Power** modifiers)