Official User Manual
"Harness the Affinities. Build your Book. Control the Battlefield."

V1.2.3

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1. Opening of the Archive

The wars are over.
Not because peace was achieved—but because nothing remained undecided.

What survived was not victory, nor empire, nor legend.
What survived was **record**.

Every battle, every failure, every contradiction was gathered and preserved within a single, impossible library. Shelves stretched beyond sight. Volumes recorded events as they occurred, as they were remembered, and as they were denied. No account was discarded. No truth was singular.

This became the **Archive**.

For ages, it endured in silence.
Then the books began to answer back.

As generations passed, patterns emerged among the records—recurring interpretations of history that shaped how events were understood. From these patterns arose seven Conclaves, each devoted to an **Affinity**: a philosophy of remembrance that defined what should endure, what should fade, and what must never return.

Their disagreements were inevitable.

As the Conclaves contested the meaning of the past, the Archive strained beneath contradiction. The force bound within recorded moments—decisions, endings, turning points—escaped its confines. Those who studied the Archive felt it first. Those who understood it learned to act.

They discovered that at certain moments, history could still be changed.
Not rewritten freely—but **edited**.

Not all who studied the Archive were changed—but all who were changed became **Chroniclers**.

As a Chronicler, you do not command armies—you manipulate records. Your **BOOK** represents the Archive's unrevealed potential, while your **USED**, **LOST**, and **EXILE** piles track how events are enacted, remembered, or erased. By spending **ENERGY** drawn from the Archive, you bring records into play as creatures, tools, and effects, each reflecting an Affinity's interpretation of history.

As the game unfolds, you will shift events between states, interrupt outcomes at decisive moments, and contest which version of the past is allowed to stand. Mastery of ARKAIROS™ lies not in overwhelming force, but in knowing **when** a change matters—and what the Archive will demand in return.

ARKAIROS™ is a strategic trading card game of timing, resource mastery, and consequence.

Master your resources.
Seize the moment.
Control the battlefield.

2. Foundations of the Record

2.1 The BOOK: Source of Record

Your BOOK represents your knowledge, vitality, and primary resource pool.

- Cards are drawn from the BOOK into your HAND.
- Cards are spent from the BOOK to pay ENERGY costs.
- Damage to a player removes cards permanently from the BOOK.

If you are ever required to draw or move a card from your BOOK and cannot, you immediately lose the game. Cards moved from the BOOK for any reason permanently reduce a player's ability to survive. ENERGY is not free.

2.2 ENERGY: Extracting Potential

ENERGY is the resource used to play cards and activate abilities.

- ENERGY is primarily paid by moving cards from the top of your BOOK to your USED pile.
- Some cards generate ENERGY directly into an ENERGY pool.
- ENERGY may be combined from both sources to pay a cost.

All unspent ENERGY expires at the end of each phase.

2.3 Affinities of Interpretation

Some cards have an elemental Affinity: Nature, Inferno, Zephyr, Abyss, Aether, Void, or Neutral.

A player's Affinity is equal to the number of STATIC cards of that Affinity they control.

Some effects require a certain Affinity to function or provide bonuses.

Affinity is a property of a card, not an ability.

Changing, removing, or replacing a card's Affinity does not remove or disable its printed abilities unless an ability explicitly references Affinity as a condition. Cards that are suppressed, stunned, or permanently turned still count toward Affinity unless an effect explicitly states otherwise.

2.4 Defined Terms

Capitalized terms in this rulebook have specific meanings defined herein. If a capitalized term is not defined in the section where it appears, its definition may be found in "States of the Archive" or "Standard Annotations."

3. Records of Power

This section defines the anatomy of a card and all card types used in ARKAIROS. Understanding card structure and type behavior is essential before learning advanced interactions.
Unless a card explicitly states otherwise, it follows the rules defined for its card type.

3.1 Structure of a Record

Every card in ARKAIROS™ contains the following elements:

AFFINITY	COLOR	LOGO
ABYSS	Blue	
AETHER	Yellow	
INFERNO	Red	
NATURE	Green	
NEUTRAL	Grey	
VOID	Purple	
ZEPHYR	Orange	

ENERGY COST

The amount of ENERGY required to play the card.

NAME

The card's title. Cards with the same name are considered identical for deck-building limits.

CARD TYPE

Indicates how the card behaves in play (e.g., CREATURE, SORCERY, TRAP).

CREATURE TYPE

Indicates the type of creature, which might interact with other cards.

TEXT BOX

The card's rules text, including abilities and effects.

POWER

(CREATURE cards only) Represents both attack and durability.

The card shown reads:

VAPOR CONSTRUCT — CREATURE — 6
ELEMENTAL — 4

TOXIN (Add 1 TOXIN counter on creature or player for each point of damage that would be done. TOXIN on creatures lowers it POWER by 1. TOXIN on players, players moves that many cards from BOOK to USED during upkeep.)
PHANTOM (Creature cannot be the target of spells or abilites from opponents.)

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If card text conflicts with the rules in this manual, **the card text takes precedence**.

3.2 Forms of Record

CREATURE, SORCERY, INSTANT, TRAP, BOON, TOOL, and FIELD cards follow the rules defined in this section. STATIC cards remain in play after being played; NON-STATIC cards resolve and are moved to LOST.

3.3 Copying Records

When an effect creates a copy of a card or permanent, the copy reproduces the copied object's printed characteristics, including:

- Card name
- Types
- Affinity
- Base POWER
- Printed abilities and text

A copy does **not** copy:

- Counters
- Damage marked
- Temporary effects
- Zone-specific modifications

Unless an effect states otherwise, a copied permanent enters play unturned and is treated as a new object.

4. States of the Archive

Zones are distinct areas of play that define where cards exist and how they may be interacted with.
Each player has their own zones unless stated otherwise.

FIELD

CREATURES
& BOONS

BOOK

T R A P S

LOST

USED

TOOLS

EXILE
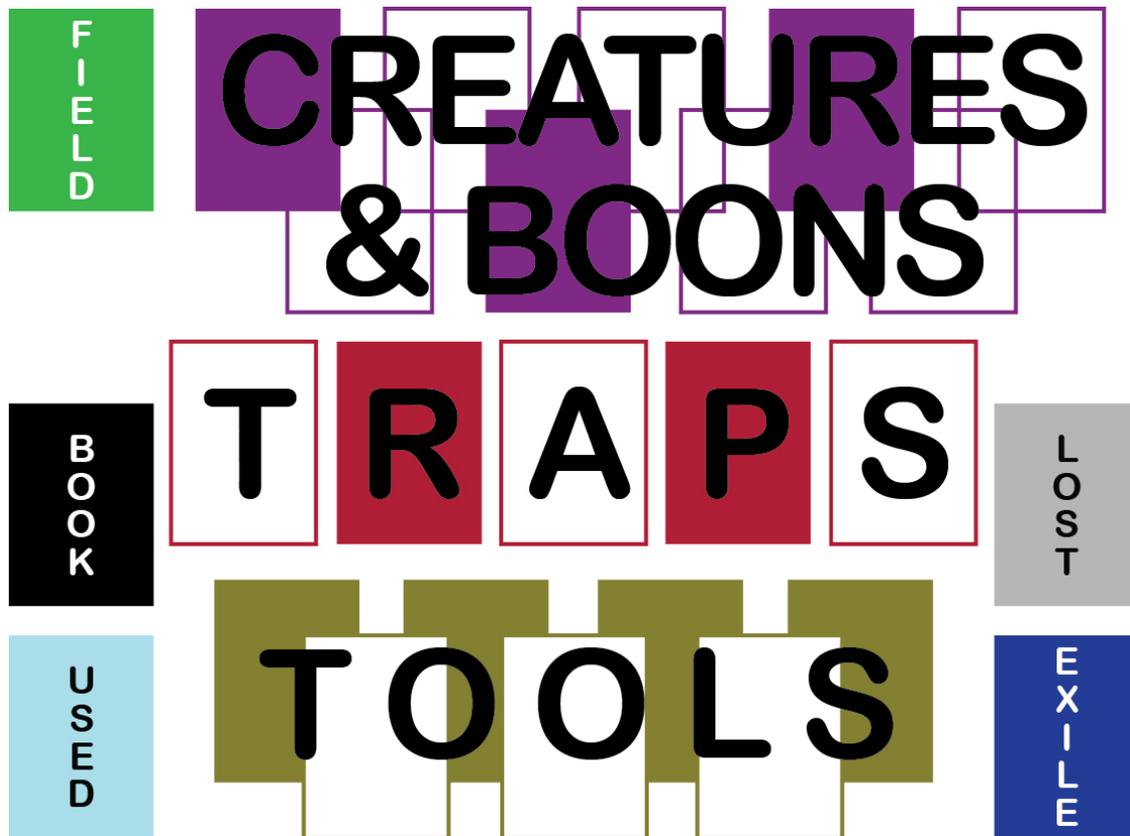
4.1 BOOK — Unrevealed Potential

The BOOK is a player's deck and primary resource pool. Cards in the BOOK are hidden. If a player must draw or move a card from their BOOK and cannot, they lose the game.

4.2 HAND — Accessible Records

The HAND contains cards a player may play. Cards in HAND are hidden. There is no maximum hand size except during the End Phase.

4.3 BOARD — Active Record

The BOARD is the main public play area for CREATURES, BOONs, TOOLs, and other effects that do not belong to another zone. Cards here are STATIC unless stated otherwise.
Card orientation on the BOARD is a rules-relevant state:
Upright cards are considered unturned.
Sideways cards are considered turned or suppressed as applicable.
Players must maintain consistent orientation at all times.
If a card's orientation is unclear, it is treated as turned.
Card orientation may not be altered except by game rules or card effects.

4.4 FIELD — Persistent Effects

FIELD cards are a unique card type that occupy the BOARD and represent persistent environmental or historical conditions affecting play.
Rules for FIELD cards:
Only one FIELD card may be active on a player's side of the BOARD at a time, unless a card explicitly allows otherwise.
FIELD cards remain in play even if other cards on the BOARD are removed, unless an effect explicitly removes them.

FIELD cards are STATIC and remain in effect continuously unless removed.
FIELD cards do not have orientation and are unaffected by turning, suppression, or other orientation-based rules.
If a FIELD card would be destroyed, it is placed into LOST unless an effect explicitly states otherwise.

4.5 TRAP Area — Latent Edits
The TRAP area contains face-down TRAP cards. A player may control up to five (5) TRAPs. TRAP identities are hidden, but quantity is public. Face-down TRAP cards have no Affinity.

4.6 USED — Recent Memory
The USED pile contains cards spent to pay ENERGY costs. Cards here are face-down and recycled during Reset. Cards in USED are considered unresolved memory.
Cards in USED cannot be targeted, moved, or referenced by effects unless an effect explicitly mentions the USED pile.
Cards in USED are not considered destroyed, discarded, or removed from play.
Moving a card into USED does not trigger effects that reference a card being destroyed or sent to LOST.
No card entering USED triggers abilities unless the ability explicitly references the USED pile.

4.7 LOST — Resolved Records
The LOST pile contains destroyed cards and resolved spells. Cards are face-up and public.
Cards in LOST may be freely referenced by effects unless explicitly restricted.
Cards in LOST are considered destroyed.
When a card enters LOST, it loses all counters, annotations, and modifications unless an effect explicitly states otherwise.
A card is considered destroyed when it is moved from the BOARD to the LOST pile, unless a replacement effect causes it to be placed into a different zone instead.
Terms such as "destroyed" and "dies" are synonymous unless a card or effect explicitly defines a different result.
Effects that prevent a creature from being affected by spells or abilities do not prevent that creature from changing zones due to rules-based actions.

4.8 EXILE — Erasure
Cards in EXILE cannot be moved to any other zone unless an effect explicitly references EXILE.

4.9 Archive States
The Archive may enter one or more global states as the result of card effects or game conditions. An Archive State is a persistent condition that affects all players and remains active until explicitly removed.
Archive States are not cards and do not occupy a zone.
Multiple Archive States may be active simultaneously.
Archive States apply continuously and do not use the stack.
If two Archive States conflict, the most recently created state takes precedence.
Defined Archive States:
RECORDED — While active, cards that would be moved from the BOARD to LOST are instead placed in USED.
SUPPRESSED — Players cannot activate abilities of turned cards.
FRACTURED — Players must pay 1 additional ENERGY to play NON-STATIC cards.
Unless an effect explicitly states otherwise, Archive States affect both players equally.
Archive States cannot be responded to unless a card explicitly references removing or replacing an Archive State.

4.10 Zone Replacement and Precedence
If one or more effects would change the zone a card is moved to, the controlling player applies replacement effects in the following order of precedence:
EXILE → LOST → USED → BOOK → HAND → BOARD
Once a card's destination zone has been replaced by an effect, no further zone replacement effects are applied to that movement unless an effect explicitly states otherwise.

Zone replacement effects do not trigger abilities that reference a card entering the zone it would have entered without replacement.

Example: If a creature would be destroyed while both RECORDED and a DEATH lock apply, EXILE takes precedence and the creature is placed into EXILE.

5. The Cycle of Revision

A game of ARKAIROS™ is played in alternating turns. Each turn is divided into ordered phases. All phases must be completed in sequence, even if no actions are taken during a phase.

Unless otherwise stated, players may only take actions when they have priority.

5.1 Reset Phase — Rebinding

The Reset Phase prepares both players for a new turn.

During the Reset Phase: - All turned cards you control unturn, unless an effect prevents them from doing so. - All cards in your USED pile are moved to the bottom of your BOOK in the order they are in (no shuffling or moving cards) - All temporary effects that last "until end of turn" or "until end of phase" expire.

No player has priority during the Reset Phase.

No abilities may trigger or resolve during the Reset Phase unless they explicitly reference the Reset Phase.

5.2 Upkeep Phase — Consequence

The Upkeep Phase handles automatic effects and upkeep costs.

During the Upkeep Phase: - Resolve all effects that trigger "at the start of your turn" or "during upkeep". - Players lose cards from BOOK due to TOXIN counters. - Any mandatory upkeep costs must be paid or their consequences occur.

After all mandatory effects resolve, the active player gains priority.

If a mandatory effect instructs a player to move, discard, or pay a quantity of cards or resources and that player cannot fully satisfy the instruction, the effect resolves as completely as possible and then ends.

5.3 Draw Phase — Discovery

During the Draw Phase: - The active player draws one card from their BOOK into their HAND.

If a player cannot draw a card when required, they immediately lose the game.

After the draw, the active player gains priority.

5.4 Primary Intervention

During Main Phase 1, the active player may develop their board.

Actions allowed: - Play CREATURE, BOON, TOOL, FIELD, and SORCERY cards. - Set TRAP cards by paying their ENERGY cost. - Activate abilities. - Play INSTANT cards.

ENERGY paid or generated during this phase expires at the end of the phase unless immediately spent.

Players may alternate actions as long as they have priority.

5.5 Battle Phase — Reenactment

The Battle Phase is when combat occurs.

The Battle Phase consists of the following steps:

1. **Attack Step** – The active player declares attacking creatures and turns them.
2. **Defend Step** – The defending player declares blockers.
3. **Resolution Step** – Combat damage is dealt in the appropriate order.
4. **Tally Step** – LAST STRIKE and post-combat effects resolve.

INSTANT cards and TRAPs may be played during any step where a player has priority.

5.6 Secondary Intervention

Main Phase 2 functions identically to Main Phase 1.

If the active player did not enter the Battle Phase, Main Phase 2 is skipped.

5.7 End Phase — Closure

The End Phase concludes the turn.

During the End Phase: - Resolve all effects that trigger "at end of turn". - The active player discards down to six cards in HAND, if necessary.

After the End Phase, the turn passes to the opposing player.

> **Common Mistake:** Attempting to float ENERGY between phases. All unspent ENERGY expires at the end of each phase

6. Conflict in the Record

Combat occurs during the Battle Phase and follows a strict sequence of steps. Combat resolves only between the active player (the attacker) and the opposing player (the defender).

Unless stated otherwise, only CREATURE cards participate in combat.

6.1 Structure of Conflict

Combat is divided into four steps, resolved in order:
1. Attack Step
2. Defend Step
3. Resolution Step
4. Tally Step

Players may play INSTANT cards and trigger or respond with TRAPs during any step in which they have priority.

6.2 Declaring Conflict

During the Attack Step:
- The active player declares which of their unturned CREATURES are attacking.
- Declared attackers are turned.
- Each attacking CREATURE must be able to legally attack.

Attack restrictions: - CREATURES with WALL cannot attack unless an effect allows it. - CREATURES affected by Summoning Delay cannot attack.

Once attackers are declared, the defending player gains priority.

6.3 Defend Step

During the Defend Step:
- The defending player declares blockers.
- Each defending CREATURE may block one attacking CREATURE.
- Multiple defenders may block the same attacker unless a card restricts it.

Blocking restrictions: - Only unturned CREATURES may block. - CREATURES without FLYING cannot block attackers with FLYING unless they have REACH.

Once blockers are declared, both players gain priority.

6.4 Resolution

During the Resolution Step, combat damage is dealt.

Damage is resolved in the following order:
1. QUICK STRIKE damage
2. Normal combat damage
3. LAST STRIKE damage

Damage rules: - Damage dealt equal to or greater than a CREATURE's POWER destroys it. - Damage dealt to a player causes that many cards to be moved from the top of their USED pile to the LOST pile until the USED pile is empty, then cards are moved from the top of their BOOK to the LOST pile. - Excess damage does not carry over unless a card effect allows it. This damage resolution process is cumulative and represents permanent degradation of a player's available records.

Blocked combat: - Attacking and defending CREATURES deal damage to each other simultaneously within their damage step.

Unblocked combat: - An unblocked attacking CREATURE deals damage directly to the defending player.

6.5 Consequence

After all combat damage has been dealt:
- Resolve all LAST STRIKE effects.

- Resolve triggered abilities that reference combat damage or destruction.
- Remove all CREATURES destroyed during combat from the BOARD and place them in LOST or EXILE as appropriate.

CREATURES removed from combat before the Tally Step do not deal or receive LAST STRIKE damage.

6.6 Special Combat Interactions

Permanently Turned Creatures

A permanently turned CREATURE: - Cannot attack or block. - Does not unturn during the Reset Phase. This condition persists until the effect causing it is removed.

Multiple Blockers

When multiple CREATURES block a single attacker: - All blockers deal their damage to the attacker. - The attacker deals its damage divided among the blockers according to the attacker's controller's choice.

Removed From Combat

If a CREATURE is removed from combat: - It deals no combat damage. - It receives no combat damage. - Any abilities that require it to deal combat damage do not trigger. A creature removed from combat is not considered destroyed, even if it later leaves the BOARD.

Suppressed Permanents

A suppressed permanent is a card that is permanently turned as the result of an effect.
- A suppressed permanent remains on the BOARD.
- A suppressed permanent cannot attack, block, activate abilities, or be turned or unturned.
- A suppressed permanent continues to count as a STATIC card for Affinity and effect purposes unless otherwise stated.
- Suppression persists until an effect explicitly removes suppression.

Suppression is not TURN or STUN and is unaffected by effects that remove TURN or STUN.
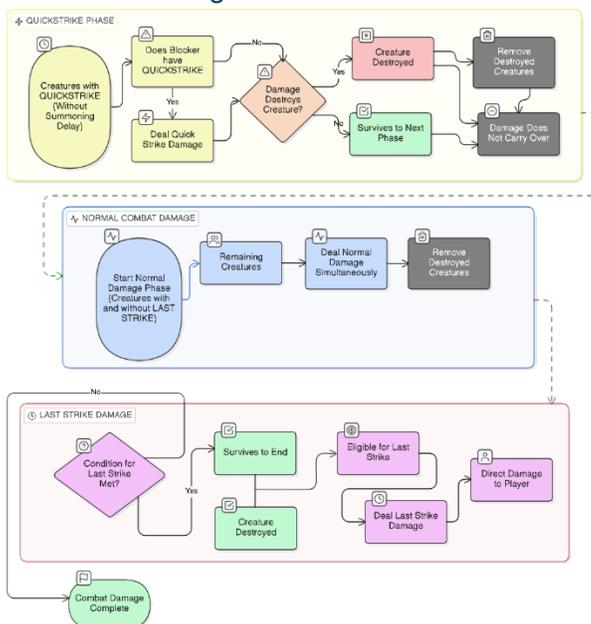
6.7 Non-Combat Damage

Damage dealt outside the Battle Phase is considered non-combat damage.

Non-combat damage is resolved immediately and does not involve attackers or defenders.

Non-combat damage does not trigger abilities that explicitly require combat damage unless an effect states otherwise.

6.8 Combat Diagram Callouts

Common Mistake: Assuming combat damage stacks across damage steps. Each damage step resolves separately and completely before the next begins.

7. Standard Annotations
This section defines all standard ability types and keywords used in ARKAIROS. Keywords are shorthand for common rules effects.
If a card's text directly contradicts a keyword definition, the card text takes precedence.

7.1 Forms of Annotation
Activated Abilities
Activated abilities are written in the form:
{Cost}: Effect
- The controller chooses when to activate the ability, provided timing rules are met.
- If the cost includes , the card must be turned to activate the ability.
- Activated abilities cannot be used if the card is turned, stunned, or otherwise prevented.

Triggered Abilities
Triggered abilities activate automatically when their triggering condition is met.
- They do not require a cost unless stated.
- Triggered abilities resolve at the next appropriate timing window.

Static Abilities
Static abilities are always active while the card is in play.
- They do not use the stack.
- Their effects are continuous unless otherwise stated.
- Effects that remove named conditions remove only the condition specified and no others unless explicitly stated.

POWER Counters
Some effects place counters that modify a creature's POWER.
- +POWER counters increase a creature's POWER by 1 per counter.
- −POWER counters reduce a creature's POWER by 1 per counter.

If a creature has both +POWER and −POWER counters, remove one of each until only one type remains.
POWER cannot be reduced below 0 by counters alone.
If a creature's POWER is reduced to 0 or less by any combination of counters and effects, it is destroyed as a rules-based action.

7.2 Lexicon of Effects
Keywords are listed alphabetically.

ALERT
When this creature attacks, it turns as normal but unturns at the end of the Battle Phase.
A creature that attacked with ALERT cannot activate abilities requiring {T} during the same turn.

CLEAVE
When this creature attacks another creature, you may choose one BOON attached to the defending creature and move it to the LOST pile before damage is dealt.

CLEANSE
Remove the specified number of TOXIN counters from a target creature or player.
CLEANSE removes only TOXIN counters and no other counters or conditions.

DEATH
A creature with DEATH exerts a suppressive finality over creatures it overcomes.
- If this creature destroys another creature, that creature is sent to EXILE instead of LOST.
- If this creature deals combat damage to a non-WALL creature without destroying it, that creature becomes permanently turned and gains a DEATH lock.

DEATH lock rules:
- A creature under a DEATH lock does not unturn during the Reset Phase.
- A creature under a DEATH lock cannot be targeted, chosen, or modified by spells or abilities.
- This restriction applies to all players, including the creature's controller.
- Static abilities printed on the creature remain active unless otherwise stated.
- Effects that use REVIVE may affect a creature under a DEATH lock despite this restriction.
- The DEATH lock persists until the DEATH effect is explicitly removed.

A creature under a DEATH lock is still considered in play and is affected by rules-based actions and non-targeting effects that apply to all applicable permanents.

DEATH Lock — Destruction Replacement

If a creature under a DEATH lock would be destroyed, it is placed into EXILE instead of LOST.

This is a zone replacement effect.

This replacement applies regardless of the source of destruction, including global or non-targeting effects.

Global effects that do not target still apply to a creature under a DEATH lock unless explicitly prevented.

A DEATH lock may only be removed by an effect that uses REVIVE unless a card explicitly states otherwise.

DEFENSE (X)

This creature has damage reduction.
- This creature deals X less combat damage.
- This creature ignores the first X damage dealt to it each combat.

FLYING

This creature cannot be blocked except by creatures with FLYING or REACH.

LAST STRIKE

After all other combat damage is resolved, this creature deals damage equal to its POWER directly to the defending player if: - It destroyed at least one creature during this combat, or - It was unblocked while attacking.

If the creature is removed from combat before the Tally Step, LAST STRIKE does not trigger.

LAST STRIKE triggers only once per combat per creature, regardless of how many creatures were destroyed.

LIFE DRAIN

Whenever this creature destroys another creature or deals combat damage to an opposing player, place a +1 POWER counter on it. LIFE DRAIN does not trigger from damage or destruction caused by abilities that were themselves triggered by LIFE DRAIN.

PHANTOM

This creature cannot be targeted by spells or abilities controlled by opponents. PHANTOM does not prevent effects that do not target, including global effects, state-based effects, combat damage, or Archive States unless explicitly stated.

QUICK STRIKE

This creature ignores Summoning Delay.

During combat, creatures with QUICK STRIKE deal their combat damage before creatures without QUICK STRIKE.

QUICK STRIKE damage is combat damage and may trigger abilities that reference combat damage.

RAGE (X)

When this creature attacks, it gains X POWER until end of turn.

REACH

This creature can block creatures with FLYING.

REINFORCE (X)

When this creature is defending during combat, it gains X POWER until end of combat.

RESEARCH
When you RESEARCH, look at the top card of your BOOK. You may place that card either back on top of your BOOK or on the bottom of your USED pile.
RESEARCH rules:
Looking at a card via RESEARCH does not reveal that card to other players.
Placing a card into USED via RESEARCH does not generate ENERGY.
Placing a card into USED via RESEARCH is not considered paying a cost.
Moving a card via RESEARCH does not count as drawing, destroying, discarding, resolving, or playing that card.
RESEARCH does not shuffle the BOOK or change the order of any other cards.
Cards moved to USED via RESEARCH are placed face-down.
If the BOOK is empty, RESEARCH has no effect.

RESTORE
The next time this permanent would be destroyed this turn, instead: - Negate all damage dealt to it - Turn it - Remove it from combat
RESTORE applies only once per instance of the effect that grants it.
RESTORE does not prevent destruction caused by sacrifice or effects that do not destroy.

REVIVE
REVIVE removes DEATH from a creature.
- When a creature is REVIVED, remove DEATH and the DEATH lock from it.
- Removing DEATH via REVIVE removes all restrictions imposed by DEATH.
- A creature REVIVED this way remains in its current orientation.
- REVIVE does not unturn a creature, restore POWER, remove counters, or activate abilities unless explicitly stated.
- REVIVE does not reverse or negate prior consequences of DEATH.
- REVIVE does not remove counters unless explicitly stated.
If a creature would be REVIVED but is no longer in play, the effect resolves with no further impact.

STUN
A STUN counter disables a card.
While a card has one or more STUN counters: - It cannot attack or block - It cannot activate abilities
At the end of its controller's turn, remove one STUN counter from it.
If a card is affected by multiple effects that prevent it from acting, STUN has no additional effect beyond the most restrictive condition currently applied.

SUMMONING DELAY
Creatures normally cannot attack or activate abilities requiring {T} during the turn they enter play.
Creatures with QUICK STRIKE ignore Summoning Delay.

TOXIN
Damage dealt as TOXIN does not mark normal damage.
- **Creatures:** Each TOXIN counter reduces POWER by 1.
- **Players:** During Upkeep, move cards from BOOK to USED equal to the number of TOXIN counters.
During Upkeep, for each TOXIN counter on a player, that player attempts to move one card from their BOOK to their USED pile.
If the player cannot move the full number of cards required, they move as many cards as possible.
No further effect occurs as a result of cards not being moved.
A creature is destroyed if its POWER is reduced to zero or less.

TURN / UNTURN
To **TURN** a card is to rotate it sideways to show it has been used.
To **UNTURN** a card is to return it to its upright position.

WEAKEN (X)

When this creature attacks, the defending creature's POWER is reduced by X for that combat.

POWER reduced by WEAKEN cannot be reduced below 1 unless explicitly stated.

WALL

A creature with WALL cannot attack unless a card effect explicitly allows it to do so.

7.3 Reserved Annotations

The following terms are defined for future use. They have no rules effect unless referenced by a card or effect.

- ARCHIVED
- SEALED
- FRACTURE COUNTER
- REDACTED

These terms are part of the ARKAIROS™ rules system and may be referenced by future cards, formats, or official errata.

7.4 Counters

Counters may be placed on cards or on players as the result of effects.

Player counters are tracked independently and are not associated with any zone.

- Player counters persist until removed by an effect.
- Player counters are not removed by shuffling, zone changes, or phase transitions unless explicitly stated.

If a counter's effect instructs an action at a specific time (such as during Upkeep), that effect is mandatory unless otherwise stated.

8. Compiling a BOOK

To build a legal ARKAIROS™ deck:

- Your BOOK must contain **exactly 54 cards**.
- You may include no more than **four (4) copies** of any card with the same name.
- You may include no more than **two (2) Game Changer (GC)** cards.

There are no restrictions on mixing Affinities unless a card specifies otherwise.

9. Failure of Record

You lose the game immediately if:

- You are required to draw a card from your BOOK and cannot.
- A card effect explicitly states that you lose the game.

Some cards may temporarily prevent a player from losing the game for the remainder of a turn.

10. Maintaining the Archive

Players are expected to:

- Clearly announce phases and actions.
- Clearly indicate triggers and responses.
- Maintain a clear and honest game state.

If a rules conflict arises:

1. Follow the card text.
2. Follow this rulebook.

Mutual agreement and good sportsmanship are essential to enjoyable play.

11. Adjudications and Errata

The Adjudications and Errata provides detailed timing clarifications, edge cases, and adjudication guidance.
This section is not required for casual play.

12. Colophon