

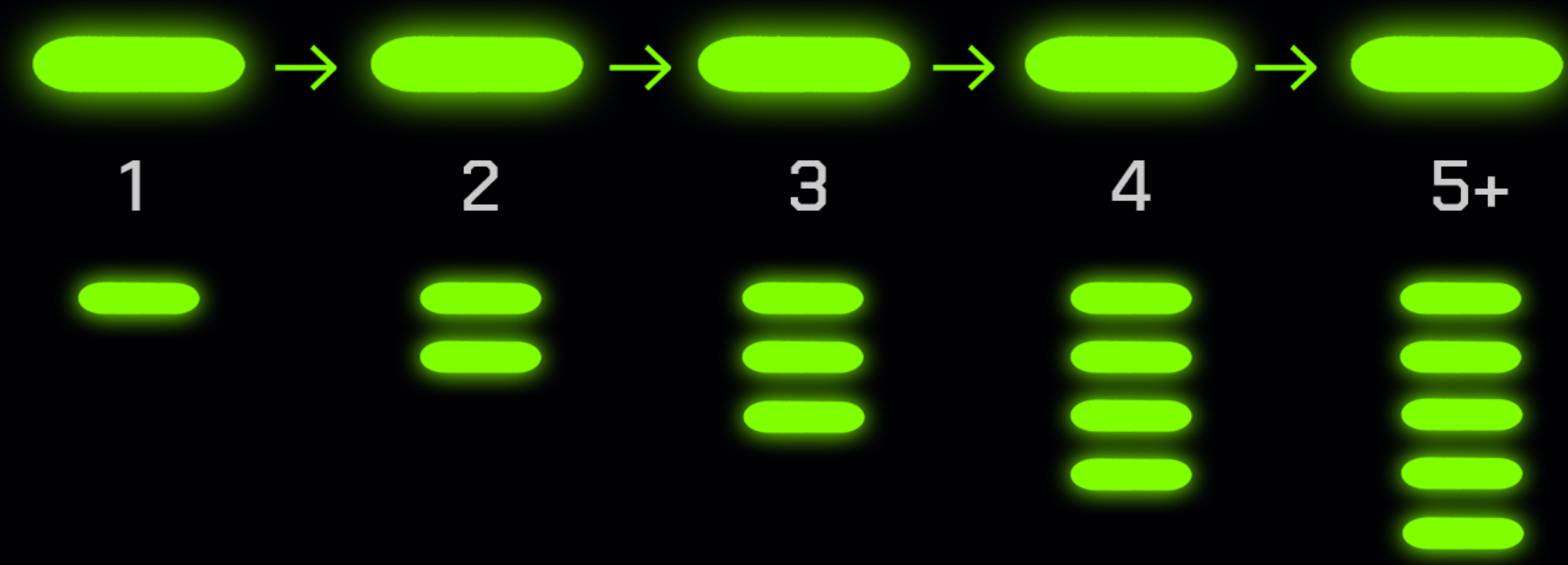
BASIC INFO

- 40** Card Deck
- 30** Starting Health
- 5** Starting Cards
- 8** Max Hand Size
- GOAL**
Reduce your opponent's Health to 0 to win the game.

BANKING: THE CORE MECHANIC

Drag a card from your hand into your Bank **once each turn**.

- The card becomes **Energy**.
- Energy** remains for the rest of the game.
- You need **Energy** to play cards.
- Used **Energy** is refreshed at the start of each turn.
- Bank wisely, every cards is a long-term investment.



YOUR TURN

- 1** Draw a Card
(except during the starting player's first turn.)
- 2** Bank a Card
Drag a card from your hand into your Bank.
- 3** Play Cards
Use your Energy to play Units, Relics, and more.
- 4** Activate
Activate any abilities of Units or Relics on the Field.
- 5** Attack
Use your Units to attack your opponent.
- 6** End Turn
Your turn ends. Draw a card if you banked a card this turn.

CARD ANATOMY

CARD NAME
The name of the card.

CARD TYPE
The type of the card.

PARALLEL
Indicates the faction.

SUB-TYPE
A specific category of units.

UNIT

COST
Energy required to play this card.

LEGENDARY ICON

ABILITY TEXT
Describes the card's special ability.

ATTACK
Damage dealt when attacking.

HEALTH
Damage this Unit can take.

KEYWORD ICONS

Card appearance and numbers are examples.

PLAYFIELD ANATOMY

ENEMY WASTE

ENEMY HAND

ENEMY DECK

ENEMY PARAGON

ENEMY CURRENT HEALTH

TURN TIMER
The current time left in your or opponent's turn.

ENEMY FIELD

YOUR FIELD
Your Units and Relics in play.

BANK
Banked cards provide energy.

YOUR PARAGON
Provides a unique passive ability and can be played once per game.

WASTE
Discarded, destroyed, or used cards go into the waste

YOUR HAND
Cards in your hand.

YOUR CURRENT HEALTH

SINGULARITY
Unique zone for the Shroud faction.

DECK
Cards left in your deck

CONTROLS

PC CONTROLS

- Left Click**
Select, play, and interact with cards and UI
- Right Click**
View card details and full text.
- Hover**
Preview cards, view keywords, and more!

MOBILE CONTROLS

- Tap**
Select, play, and interact with cards and UI
- Long Press**
View card details and full text.
- Drag**
Move cards to Bank or play them on the field.

CARD TYPES

- UNIT**
Played to the field, attack other Units, or the Enemy player's hit points.
- EFFECT**
One-time use cards with immediate impact.
- RELIC**
Persist on the Field and provide ongoing, abilities.
- UPGRADE**
Attaches to units to add or modify abilities, stats, or more.
- SPLIT**
Includes a Unit or Effect ability chosen once played.

PARAGONS

Every deck is led by a Paragon.

Each Paragon provides a unique passive ability that affects your strategy.

Once per game, you may play your Paragon as a powerful Unit on the field.

