

BASIC INFORMATION	YOUR TURN	ANATOMY OF A PARALLEL CARD
<p>30 LIFE</p> <p>40 DECK SIZE</p> <p>5 STARTING HAND SIZE</p> <p>8 MAX HAND SIZE</p>	<p>1 DRAW A CARD If you're the first to play in a Match, this step is skipped for your first turn.</p> <p>2 TURN ACTIONS Perform these on your turn in any order:</p> <ul style="list-style-type: none"> • Bank a Card (once per turn) • Play cards by spending Energy • Activate abilities on cards • Attack Enemy or Units <p>3 IF A CARD WAS BANKED Another card will be drawn when you End Turn</p>	

KEYWORDS

	ARMED Units with the Armed Keyword, deal their damage before non-Armed Units do. However, if both Units have Armed, combat is resolved normally.
	ASSAULT If Damage was dealt to the Enemy Player this turn, playing a Unit with this keyword triggers that Unit's associated ability. This ability does not trigger if no Damage was dealt to the Enemy Player this turn.
	BATTLE READY Units with this Keyword do not suffer from Fatigue and can attack on the same turn that they were played.
	DEFENDER Enables the Unit to optionally block attacks targeting the Player or another Unit.
	MUSTER An ability that triggers when a Unit enters play.
	PACIFIST Cannot Attack (but can still defend, if the Unit has Defender).
	DECAY At the beginning of the controlling player's turn, this Unit and any adjacent Units take 1 damage.
	ATTUNED At the Start of the controlling player's turn, this Unit changes between its Dormant and Awakened State.
	SHIELDED This Unit is immune to the next Enemy Card Effect that targets it.

BASIC TERMINOLOGY

ABILITIES	Functions and actions a card can perform when played.
BANK	Both the location of and the act of converting a card in your hand into Energy.
CREATE	Typically designated to Token Units arriving on the Field. These Units are created by specific card functions.
DECK	Your Deck consists of 40 cards from your chosen Parallel and a pool of Universal cards.
DESTROY	When a Unit is reduced to 0 Health, or an Effect or card ability would cause a card to be removed from the Field and placed in the Waste Pile.
ENEMY	The opposing player.
ENERGY	The currency used to play cards. Energy is refilled at the start of each Turn.
FATIGUE	When Unit cards are played, they cannot Attack until the following turn. They can however be attacked by the Enemy's Units on their turn, or be used as a Defender if the card is capable of doing so.
FIELD	The Field is where cards are played and Units engage in battle.
LIFE	Your health. Typically a player begins with a maximum of 30 Life Points.
MULLIGAN	The process of adjusting which cards are in a player's initial hand of cards.
PARAGON	A leader chosen for your Deck of cards. Paragons provide a Passive benefit that persists throughout the match. They can also be played to the Field as a powerful Unit.
REVEAL	Flipping a Banked card face-up.
SALVAGE X	When this Unit is Wasted, move up to X of its Equipped Upgrades to other Units.
STATS	A Unit's Attack and Health values.
TOKEN UNIT	These Units do not represent a collectible card and can't enter the Waste Pile or your Hand.
PLAY	Paying the cost for a card and resolving it on the Field.
WASTE	The act of placing something into the Waste Pile for any reason.
WASTE PILE	The location for cards after being Destroyed, or discarded.

1 CARD TYPE INDICATOR	See below for Card Types.
2 ENERGY COST	Cost to play the card.
3 PARALLEL ICON	The associated Parallel Icon for this card will be displayed here.
4 CARD NAME & FUNCTION	Keywords and active or passive Abilities can be viewed here.
5 UNIT ATTACK	The damage dealt by this Unit when engaged in Combat.
6 KEYWORD ICON	Represents the Keyword associated with this Unit. Right-clicking on the card will provide you with additional information about the Keyword(s).
7 UNIT HEALTH	Possible Damage received before this Unit is Destroyed. Damage received is persistent.

CARD TYPES

	UNIT The most common type of card in a given Deck. These are played on to the Field and persist between turns. They are capable of engaging in combat with other Units and dealing direct damage to the Enemy Player.
	RELIC A card type that is played to the Field, but does not engage in combat. Relics provide passive influence on the battle.
	EFFECT A card type representing immediate one-time effects.
	UPGRADE Cards that are attached to a Unit and augments their Stats and/or Abilities.

