Comprehensive Rules 1.1

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@ Upper Deck

TABLE OF CONTENTS

TABLE OF CONTENTS

1	GAME OVERVIEW

1.1	Number of Players
1.1a	Rush of Ikorr (ROI) can be played in 1v1, 2v2, and 3v3 formats.
1.1a.1	In a 1v1, each player **Opposes** each other and **Allied Effects** only apply to your **Battlefield.**
1.1b	In a 2v2 and 3v3, all players on one team are referred to as **Allied** players.
1.1b.1	All players on other teams are **Opposing** players.

1.2	Starting the Game
1.2a	To begin setup all players place game components into their respective **Zones**.
1.2b	Player **Decks** may also include a **Side Deck** (2.3).
1.2c	To start the game all players first flip over their **Avatars** (2.1).
1.2d	Determine which **Team** goes first in a fair and randomized method (flipping a coin, rolling dice, etc.).
1.2d.1	**Allied Champions** controlled by the **Team** going first at the start of the game cannot **Raid** (6.3) during their first turn.
1.2d.2	Winning **Team** of the randomized method decides to go first or second.
1.2d.3	In a match of several games, the loser of the previous game can choose to go first or second.
1.2e	Once the starting **Team** has been determined, all players draw a **Hand** of 5 cards.
1.2e.1	In turn order player(s) can then choose to do a **Selective Mulligan**.
1.2e.1a	A **Selective Mulligan** means to select any number of cards in your **Hand** to shuffle back into your **Deck.** Then draw that many cards.
1.2e.1a.1	This is done before starting play and can only be done once per game.
1.2e.2	All players on a **Team** who choose to selective mulligan must do so simultaneously.

1.3	Winning the Game
1.3a	The **Winning Requirement**
1.3a.1	In a 1v1, a player needs to **Secure** (8.2) 10 **Ikorr** to win a game.
1.3a.2	In a 2v2 and 3v3, **Allied** players need to **Secure** (8.2) 15 **Ikorr** to win a game.

1.3a.3		When the **Winning Requirement** is met in any state, that player(s) wins immediately.
1.3a.3a		Any resolving effects or effects on the **Stack** are removed.
1.3b		**Conceding**
1.3b.1		A player can **Concede** the game at any time. A player who **Concedes** loses the game immediately then proceeds to continue the match or following end of match procedures.
1.4	Ending the Game	
1.4a		A game ends immediately when any **Team** meets the **Winning Requirement**
1.4b		The **Team** that did not meet the **Winning Requirement** loses the game.
1.4c		Draw occurs when a winner cannot be decided.
1.5	Golden Rules	
1.5a		Can't beats can
1.5a.1		*Whenever a card, **Ability**, or effect states that something "can" happen or directs that thing to happen, but another card, **Ability**, or effect states that the same thing "can't" happen, the "can't" effect will take precedence.*
1.5b		Card text always takes precedence over game rules
1.5b.1		*Whenever card text contradicts the game's rules, the card text takes precedence.*

2 GAME COMPONENTS

	To play Rush of Ikorr, a player must have an **Avatar**, **Influence Deck**, and **Deck**. Players *may* have a **Side Deck.**	
2.1	**Avatar**	
2.1a		The **Avatar** is placed in your **Avatar Zone** (5.1) during game setup.
2.1b		The **Avatar's Aspects** determine your **Deck** building restrictions. Cards in your **Deck** must match one of your **Avatar's Aspects** or be **Aspectless** (4.1)
2.1b.1		The **Avatar`s Aspect** is determined by the **Aspect** icons depicted on either or both sides of the **Avatar**s **Name**.

2.2	Influence Deck
2.2a	An **Influence Deck** consists of exactly 10 **Influence** cards.
2.2b	The **Influence Deck** is kept separate from the **Deck.**
2.3	**Deck**
2.3a	A **Deck** must consist of at least 40 cards. There is no maximum limit to the cards in a **Deck**.
2.3b	A **Deck** can only contain up to 2 copies of a card with the same **Name**.
2.3b.1	If a **Side Deck** is used, a combined **Deck** and **Side Deck** must abide by this restriction.
2.3c	A **Side Deck** can consist of up to 10 cards that can have **Infusions.**
2.4	**Infusions**
2.4a	**Infusions** can be utilized during **Deck** construction.
2.4a.1	A **Deck** can only contain up to two copies of non-**Unique Infusions** with the same **Name**, and one copy of each **Unique Infusion**.
2.4a.1a	If a **Side Deck** is used, a combined **Deck** and **Side Deck** must abide by this restriction.
2.4a.1b	**Infusions** may be used in the **Side Deck** as long as the **Infusion Allowance Limit** is still abided by after siding in a card.
2.4b	**Infusions** are placed over cards in a sleeve to enhance the effects of the card.
2.4b.1	**Infusions** cannot be placed in a **Deck** without placing it over a card in a sleeve.
2.4c	**Infusion Allowance Limit**
2.4c.1	A legal **Deck** must never exceed a total of 30 **Pips** across all **Infusion Pips**.
2.4c.1a	Based on tournament rules the **Infusion Allowance Limit** may be different.
2.4d	**Infusions** modify characteristics in all **zone**s.

3	GAME CONCEPTS
3.1	Card
3.1a	When determining a card's wording always utilize the official Upper Deck Card Gallery found at https://my.upperdeck.com/public/roi/cards/.
3.1b	When a rule or text on a card refers to a "card", it means only a Rush of Ikorr card or an object represented by a Rush of Ikorr card.
3.1c	**Avatars** are not considered cards for the purpose of game mechanics and card effects.
3.1d	Back Side
3.1d.1	The back side of the card is the side with the Rush of Ikorr logo presented.
3.1d.2	For **Influence** cards, the back side is the grayscale side, also referred to as the **Exerted** side.
3.1d.3	Back side of cards is public knowledge.
3.1d.4	Cards that present their back sides are meant to conceal **Private** information.
3.1d.4a	The **Deck** and **Hand** must present all cards on their back side.
3.1e	Front Side
3.1e.1	The front side of the card is opposite the back side. Cards are played by placing them front side up, also referred to as face up.
3.1e.2	Cards that are played and presented face up are considered **Public** information.
3.1e.2a	Face up cards are **Public** information even if they are obscured.
3.1e.2b	*Ex. Any cards in the **Graveyard** are **Public** information even if stacked because they are all face up.*
3.2	Playing a Card
3.2a	To play a card, a player must pay the **Influence Cost** on the card by **Exerting Influence** (4.10) in your **Influence Zone**.
3.2b	Cards being played are placed on to the **Stack** (3.12) to then be **Resolved**.

3.2c	To play a card and put effects onto the **Stack** all **Costs**, **Additional costs** must be paid, and proper **Targets** must be chosen if specified.
3.2c.1	If all **Target**s for an effect are no longer in its original **Zone,** the targeting effect does not resolve, and all other relevant effects resolve as much as possible.
3.2c.2	If an effect **Targets** multiple **Game Objects** for an effect and one of the **Targets** is no longer in its original **Zone** upon resolution, the effect will still attempt to resolve affecting all remaining targets still in their original zone.
3.3	Additional **Costs**
3.3a	**Costs** listed in card text or applied by another effect must be paid by **Exerting** (4.10) the required **Influence** or by the listed action.
3.3a.1	*Ex. "Bearing of Flame: As an additional cost to cast this **Spell**, sacrifice a **Champion**.* *Deal 5 damage to target **Opposing Champion**. Then deal any excess damage to an adjacent **Champion**."* *If able, a player must Sacrifice a **Champion** from their **Battlefield**. If the player is unable to pay the additional **Cost** on a card, that player cannot play it.*
3.4	**Resolving** an Effect
3.4a	To **Resolve** an effect, a player must enact the **Game Text** stated on the relevant effect.
3.4b	When resolving an effect, a player must **Resolve** all relevant effects on the card in text order.
3.4b.1	*Ex. "Anubis, Usher of Souls: Summon – All players send the top three cards of their deck to their graveyard. Then void all champions in opposing graveyards." Anubis' summon ability can be broken into two parts. Part **A** being all players scrap three cards and part **B** being void all champions in opposing graveyards. If **A** does not fully resolve (ie. when a player has no cards in deck or could only scrap partially), **B** will still try to resolve as much as it can. The use of "Then" simply indicates that the second part of the effect occurs sequentially after the first part. Regardless of how the first part of the effect resolves, the second part of the effect will still try to resolve to void all champions in opposing graveyards.*

3.4b.2		*Ex. "Revolted Retribution: Destroy target champion. If you do, an allied champion gets +X raid until the end of this turn where X is the destroyed champion's raid value."* *Due to the use of "if you do" **A** must fully resolve to do **B**. Part **A** being "Destroy target champion." and part **B** being adding raid to an allied champion. For **B** to happen, **A** must first successfully destroy the target champion. Even if **B** cannot happen, you can still attempt **A**. To add raid to an allied champion, the target champion must be destroyed. However, an allied champion is not required to cast or resolve the effect to destroy the target champion.*
3.5	Ownership	
3.5a		The **Owner** of a card is the player whose **Deck** the card belongs to. The **Owner** of a card will never change during a game.
3.5b		The **Controller** of a card is the player whose **Battlefield** the **Permanent** is currently on.
3.5b.1		For **Spells** and effects, the player who puts the effect onto the **Stack** is the **Controller** of the effect.
3.5b.1a		If a player resolves an effect that activates an effect of a permanent they do not control, that player chooses targets and resolves the effect as if they controlled that permanent.
3.5b.1b		*Ex. Great Sphinx of Giza: ACTION – Activate the effect of an allied location.* *Grim Calabash: ACTION – Sacrifice a champion: Refresh X where X is the sacrificed champion's influence cost.* Player A and B are an allied team. Player A controls Great Sphinx of Giza and Player B controls Grim Calabash. Player A activates Great Sphinx of Giza activating the effect of his ally's Grim Calabash. On resolution, Player A would sacrifice a champion instead of Player B.
3.6	**Permanent**	
3.6a		A **Permanent** is a card or **Token** that stays on the **Battlefield** until removed by battle, effect, or rule.
3.6b		A card or **Token** becomes a **Permanent** as it enters the **Battlefield** and stops being a **Permanent** as it's moved to another **Zone** by battle, effect, or rule.
3.7	**Token**	
3.7a		A **Token** is a **Permanent** that can be represented by a **Token** card or object.

3.7a.1	**Tokens** are created by the effects of **Spells** and **Abilities** and have no **Influence Cost**.
3.7b	**Tokens** can be represented by cards but are not considered cards**.** However, **Token Abilities** are still treated as card effects for the purpose of game mechanics.
3.7c	A **Token's** value of any number, or characteristics, are defined by the **Spell** or **Ability.** This becomes the **Token's** "text."
3.7c.1	The characteristic values defined in this way are equivalent to the characteristic values that are printed on a card. They also define the **Token's** copiable values.
3.7c.2	A **Token** doesn't have any characteristics not defined by the **Spell** or **Ability** that created it.
3.7d	**Tokens** cease to exist if put into any **Zone** besides the **Battlefield**.
3.7d.1	**Tokens** are still considered as moving into these **Zones** for any relevant **Triggers**.
3.8	**Ikorr**
3.8a	**Ikorr** is the resource needed to fulfill the **Win Requirement**.
3.8b	**Ikorr** can be attained through **Securing Raided Ikorr**, card effects, or an opponent drawing on an empty **Deck** (8.5a.1).
3.8c	**Ikorr** can be represented by any placeholder players can agree upon.
3.9	**Infusions**
3.9a	**Infusions** are not considered cards for gameplay purposes.
3.9a.1	An **Infusion** on a card is treated as a single **Object.**
3.9b	**Infusions** have **Pips**, **Name**, **Ability**, and art icon.
3.9b.1	An **Infusion's Pips** are denoted by the circle(s) found in the top left of the **Infusion**.
3.9b.2	An **Infusion's Name** is denoted by the text found above the **Ability** textbox in the center of the **Infusion**.
3.9b.3	An **Infusion's Ability** is denoted by the text found in the textbox centered in the middle of the **Infusion**.
3.9b.4	An **Infusion's** art icon is denoted by an icon found to the right of the **Infusion's Ability** on the right side of the **Infusion**.

3.9c	**Infusions** can be added to any **Permanent** with an **Infusion Allowance**.
3.9c.1	**Infusions** can only be added to a **Permanent** if its **Pips** are equal to or less than the **Permanents Infusion Allowance**.
3.9c.2	A **Permanent** can only have 1 **Infusion** overlayed onto it.
3.9d	All effects granted by **Infusions** are treated as if printed onto the card.
3.9d.1	**Infusions** that modify stats change the printed value on the card in all **Zones**.
3.9d.1a	*Ex: **Infusion**, Fine Weapon: +1 attack, on a 2 attack **Champion** changes the printed value of the **Champion** to 3 attack even in the **Deck**.*
3.9d.2	**Infusion Abilities** are considered to be part of the overlayed **Permanent's Abilities** and included in the **Permanent's** game text.
3.9e	**Infusions** can be **Unique.**
3.9e.1	**Unique Infusions** are denoted by a unique filigree found underneath the **Infusion Pips**.
3.9e.2	A **Deck** can only contain 1 copy of each **Unique Infusion**.
3.10	**Range**
3.10a	**Range** can consist between **Target**, **Opposing**, and **Allied** Players, **Objects**, or **Zones**.
3.10a.1	A player's **Targetable Range** includes the **Opposing** player directly across from them and each of their **Objects** and **Zones,** as well as the **Objects** and **Zones** of yourself and **Allied** player(s) adjacent to you.
3.10a.2	A player's **Opposing Range** includes the **Opposing Player(s)** as well as their **Objects** and **Zones.**
3.10a.3	A player's **Allied Range** only includes the **Allied Player(s)** as well as their **Objects** and **Zones.**
3.10b	You are considered an **Allied** player no matter the game format.
3.10c	Many **Avatar** and card effects require a designated **Target**. When an effect requires a **Target**, the **Controller** of the effect chooses the designated **Player**, **Object,** or **Zone**.
3.10c.1	The **Range** of attacking is restricted to the opposing player directly in front of them.
3.11	**Open Game State / Priority**
3.11a	The game is in an **Open Game State** when the **Stack** is empty.

3.11b	The **Active Team** begins the turn with **Priority.**
3.11b.1	Events that require **Priority** additionally require an **Open Game State**.
3.11c	The **Active Team** is the **Team** who is currently taking their turn.
3.11d	The **Non-Active Team** is the **Team** who is not currently taking their turn.
3.12	**Stack**
3.12a	A **Stack** contains cards, card effects, **Abilities**, and **Keywords** that **Resolve** from top to bottom.
3.12b	The **Stack** is a **Zone** in which cards, card effects, **Abilities,** and **Keywords** are placed for them to **Resolve**. Cards, card effects, **Abilities**, and keywords are placed on the **Stack** as they are played, activated, or **Triggered**.
3.12b.1	Majority of cards, card effects, **Abilities**, and **Keywords**, are only able to be played or activated in an **Open Game State**.
3.12b.2	The **Stack** keeps track of the order in which these effects are placed.
3.12b.3	The **Stack** is not a physical **Zone** but a way to picture the process of **Resolving** effects.
3.12c	Occasionally there can be simultaneous **Triggers** of **Abilities** or **Keywords**, in this case the **Active Team** chooses the order in which effects are placed onto the **Stack.** Then the **Non-Active Team** chooses the order in which effects they control are placed onto the **Stack**.
3.12c.1	Due to the nature of the **Stack,** the **Non-Active Team's** effects will go on top of the **Active Player's** actions and therefore occur before them.
3.12c.2	*Ex: Player A (**Active Team**) controls Diligent Scribe and Funerary Priest with the **Infusion** "Heroic Soul". Player B (**Non-Active Team**) controls a Venomous Asp with the **Infusion** "Contemplate Impermanence". In an **Open Game State**, Player A declares an attack with Funerary Priest choosing Venomous Asp as the attack target. Upon damage calculation, both Funerary Priest and Venomous Asp are destroyed and sent to the **Graveyard**. Upon destruction, multiple triggers occur: Funerary Priest's effect to draw a card as it saw itself die, Funerary Priest's **Infusion** "Heroic Soul", and Venomous Asp's **Infusion** "Contemplate Impermanence". As multiple **Triggers** arose, the **Active Team** first chooses the order of the **Triggers** to go on the **Stack** followed by the **Non-Active***

*Team. In this case, Player A chooses "Heroic Soul" followed by Funerary Priest's effect. Player B only has one **Trigger**, so it goes on top of the **Stack**. The **Stack** from top to bottom is currently: "Contemplate Impermanence" -> Funerary Priest's effect -> "Heroic Soul". This is the order the effects will **Resolve** in. First "Contemplate Impermanence" **Resolves** and Player B draws a card. Upon resolution no new effects or **Triggers** are added to the **Stack** so Funerary Priest's effect **Resolve** next. Player A draws a card and upon drawing a card with a card effect, Player A's Diligent Scribe **Triggers** its effect and goes on the **Stack**. The **Stack** from top to bottom is currently: Diligent Scribe's effect -> "Heroic Soul". Diligent Scribe will then **Resolve**, and Player A draws a card. Finally, "Heroic Soul" will **Resolve** and Diligent Scribe will be chosen to get +2 raid. The **Stack** is empty and the game is back in an **Open Game State**.*

3.13	**Lingering** Effects
3.13a	**Lingering** effects are effects that can persist through multiple phases and turns.
3.13b	For **Allied Players**
3.13b.1	**Lingering** effects persist even after the **Permanent** that applied the effect is **Destroyed** or removed from the **Battlefield**.
3.13b.2	**Allied Champions** that are **Summoned** at any point during this turn after the **Lingering** effect is applied will receive the effect if able.
3.13b.3	These effects apply to all in **Range Permanents** the effect specified, even if they were not on the **Battlefield** when the effect was applied.
3.13b.4	*Ex. The **Infusion**, "Hermes' Lyre" gives **Champions** you currently control +1 **Raid** until the end of the turn but also applies to **Champion(s)** that you summon after this effect.*
3.13c	For **Opposing Players**
3.13c.1	**Lingering** effects persist even after the **Permanent** that applied the effect is **Destroyed** or removed from the **Battlefield**.
3.13c.2	**Opposing Champions** that are **Summoned** at any point during this turn after the **Lingering** effect is applied will not receive the effect.
3.13c.3	These effects only apply to all in **Range Permanents** on the **Battlefield** when the effect was applied.

3.13c.4		*Ex. Essence of the Wolf effect applies -1 **Raid** to **Opposing Champion** until the beginning of the player's next turn. This applies to all current **Opposing Champions** on the **Battlefield**, but not **Champion(s)** summoned after this effect.*
3.14	**Counters**	
3.14a		**Counters** are used to represent different effects on a **Permanent** or player, effects that last for multiple turns are also included.
3.14b		**Counters** are mainly ways to modify an **Object** or player's values or characteristics.
3.14b.1		**Counters** themselves are not **Objects** and have no characteristics.
3.14b.2		**Counters** are not **Tokens** and **Tokens** are not **Counters**.
3.15	**Adjacency**	
3.15a		**Champions** are considered **Adjacent** if they are placed besides at least one other **Champion**.
3.15b		One player's **Champions** are not considered **Adjacent** to another player's **Champions**.
3.15c		**Champions** are always considered **Adjacent** to each other if there is no other **Permanent** between them.
3.16	**Privacy**	
3.16a		A card will always exist in a **Zone** at any given time.
3.16b		A card will have different levels of **Privacy** depending on the **Zone**.
3.16b.1		**Private** means only the **Owner**'s **Team** can look at the front side.
3.16b.2		**Public** means all players can look at the front side.
3.17	**Searching**	
3.17a		When an effect has you search, it means to look through a specified **Zone** and possibly find a card.
3.17a.1		Whenever an effect would have a player search their **Deck,** they must shuffle their deck after searching.
3.17a.2		If a player searches for a card with a specification (ie. Card-Type, Loyalty, Type) they must **Reveal** it.
3.17a.3		If a player searches for a card with a specification, that player isn't required to find some or all of those cards even if those cards were present in that zone.

3.17a.4		If a player searches a **Zone** for a quantity of cards without specification (ie "Search your deck for a card"), they must find that many cards if possible.
3.18	**Object**	
3.18a		An **Object** refers to an **Avatar**, an **Influence card**, a card, a **Copy** of a card, and a **Token**.
3.18a1		An **Object** that enters a **Zone** becomes a new **Object.**

4	**CARD INFO**	
4.0	All cards consist of an **Aspect**, **Cost**, **Name**, **Traits**, **Game Text**, and **Ancillary Information**.	
4.1	**Aspects**	
4.1a		There are six **Aspects** in Rush of Ikorr: Ambition, Curiosity, Devotion, Intuition, Prophecy, and Fear.
4.1a.1		A card's **Aspect** is found on the top right of the card and is indicated by an **Aspect** icon and color.
4.1a.2		Cards without an aspect are referred to as **Aspectless.**
4.2	**Name**	
4.2a		A card's **Name** is a unique identifier of the card.
4.2a.1		The **Name** of a card is found on the top of the card.
4.2b		A card's **Name** refers to the entire text found in the **Name** line.
4.2c		A card's **Name** has two components, a **Character Name** and potentially an **Epithet.**
4.2c.1		A **Character Name** is the text in the **Name** line before a comma; some **Names** may not have a comma in which case the full **Name** line is the **Character Name**.
4.2c.2		If a **Name** contains a comma, the text after the comma is the card's **Epithet.**
4.2c.3		Cards whose **Character Name** is the same but with different **Epithets** are considered different cards.
4.2c.4		*Ex. "Tsukuyomi, Vexing Starlight" and "Tsukuyomi, The Rising Moon" have the same Character Name but different Epithets, and as such are considered different cards.*
4.3	**Cost**	
4.3a		The card's **Cost** is the required payment necessary to play the card.

4.3a.1	The **Influence Cost** is found on the top left of the card.
4.3b	**Influence Costs** are paid by **Exerting** the required influence indicated by the **Cost** number but may include additional **Costs** defined in the card's game text.
4.3c	**Cost Modifiers**
4.3c.1	Card effects that alter the **Influence Cost** of a card do not change the printed value. Only the **Exerted Influence** amount is altered.
4.3c.2	**Cost** increases are applied first followed by cost reductions. You are able to pick the order of cost modifiers.
4.3c.2a	*Ex.* *Blessing of Izanagi: This champion costs 1 less to summon if you control one or fewer champions (to a minimum of 1).* *Burnt Incense Ritual: Add a card from your graveyard to your hand. The next time you play a card with that name this turn, reduce its cost by 1.* *If you had Blessing of Izanagi and Burnt Incense Ritual both applying to a 2 cost champion, you can order the cost reduction for Blessing of Izanagi to apply first followed by Burnt Incense Ritual to summon that champion for 0 influence.*
4.3d	**X Costs**
4.3d.1	The printed value of an **X Cost** card is considered 0 in any **Zone**.
4.3d.2	The **X Cost** means the player can declare and then **Exert** any range of viable **Influence** to pay for the card. This can include **Exerting** 0 **Influence**.
4.3d.3	The declared value for X will determine the value of X in the card's effect.
4.3d.3a	Cost modifications do not change the declared value of X.
4.4	**Traits**
4.4a	A card's **Traits** are descriptors that can include a **Card-Type, Loyalty, and Type**
4.4a.1	A card's **Traits** are found in the line above the card's textbox on the lower half of the card.
4.4b	A **Card-Type** is a **Champion**, **Spell**, or **Location**.

4.4c	A **Loyalty** is a descriptive classification referred to by game text.
4.4c.1	*Ex. Egyptian, Greek, Japanese, Maya, etc.*
4.4d	A **Type** is a descriptive classification referred to by game text.
4,4d.1	*Ex. Human, Beast, Yokai, God, Divine, etc.*
4.4d.2	Cards may have multiple **Traits** such as "Beast Yokai", this means the **Type** is of both Beast and Yokai individually.
4.4d.2a	Certain effects may affect cards with multiple traits. These effects are only applied to cards that have all these traits.
4.4d.2a.1	Ex. Chimalat, Root of Arrogance's effect involves supporting and reducing the cost of Beast Demon. These effects only apply to champions that share both the traits Beast and Demon.
4.5	**Game Text**
4.5a	A card's **Game Text** is found in the textbox under a card's **Traits**.
4.6	**Ancillary Information**
4.6a	**Ancillary Information** is information that does not affect gameplay.
4.6a.1	Illustration, the art displayed on the card.
4.6a.2	Flavor text, the smaller italicized text found in the textbox
4.6a.3	Legal text, copyright information
4.6a.4	Artist **Name**, the illustrator of the card art
4.6a.5	Set code, the set and number of the card
4.6a.6	Two cards with the same card **Name** with different set codes are not two different cards. They are still considered the same card for gameplay
4.6a.7	Rarity, the rarity of the card
4.6a.7a	Rarity includes common, uncommon, rare, and ultra rare
4.7	**Champions**
4.7a	**Champions** are considered **Summoned** when they are played from **Hand** or put into the **Battlefield**.
4.7b	A **Champion** on the battlefield is a **Permanent** (3.6).

4.7c	**Champions** can be **Fabled Champions**.
4.7c.1	No players can control more than 1 copy of a **Fabled Champion** with the same **Name**. No action or effect can be taken that would result in a player controlling more than 1 copy of a **Fabled Champion** with the same **Name**.
4.7c.1a	Randomized effects that will result in a **Fabled Champion** to be **Summoned** while you already control a **Fabled Champion** of the same **Name** will not **Resolve** that part of the effect.
4.7c.2	**Fabled Champions** cannot be **Infused**.
4.7d	**Champions** have attack, health, and **Raid** values.
4.7d.1	Attack is denoted by the numeric value on the bottom left of the card, indicated by the lightning bolt symbol and to the left of the pipe divider line.
4.7d.2	Health is denoted by the numeric value on the bottom left of the card, indicated by the blood drop symbol and to the right of the pipe divider line.
4.7d.3	**Raid** is denoted by the number of red Ikorr gems on the bottom right of the card.
4.7d.3a	**Champions** with no red Ikorr gems on the bottom right of the card are considered to have a **Raid** value of 0.
4.7e	**Champions** also have an **Infusion Allowance.**
4.7e.1	Non-**Fabled Champions** have an **Infusion Allowance** ranging from 0-3.
4.7e.1a	The **Infusion Allowance** is denoted by yellow dots on the top left of the card under its **Cost**.
4.7f	A **Champion's Infusion Allowance** determines what **Infusions** can be **Infused** to the **Champion**.
4.7f.1	**Players** can overlay an **Infusion** whose **Pips** are less than or equal to the **Champion's Infusion Allowance**.
4.7g	A **Champion** with a physical **Infusion** overlayed onto it in a sleeve is considered **Infused**
4.7g.1	Any **Permanent** without a physical **Infusion** overlayed onto it in a sleeve is not considered **Infused**. Copies of **Infused Champions** are not **Infused**.

4.7h		**Champions** see themselves as they move **Zones**.
4.7h.1		**Champions** can trigger effects as a result of moving **Zones** even if they no longer remain in those **Zones**.
4.7i		**Champions** cannot declare an attack the turn they are **Summoned**.
4.8	**Spells**	
4.8a		**Spells** are cast when played from **Hand** or by another effect.
4.8b		When **Spells** are cast, the **Spell's** card effect goes onto the **Stack**. After **Resolving** the effect, the **Spell** is moved to the **Graveyard**.
4.9	**Locations**	
4.9a		**Locations** are built when they are played from **Hand** or put into the **Battlefield**.
4.9b		A **Location** on the battlefield is a **Permanent**
4.9c		**Locations** are placed into the **Location Zone**.
4.9c.1		If there is already a **Location** in the **Location Zone**, you can **Sacrifice** the old **Location** and build a new **Location**.
4.9d		**Locations** can be **Fabled Locations**.
4.9d.1		No players can control more than 1 copy of a **Fabled Location** with the same **Name**. No action or effect may activate that would result in a player controlling more than 1 copy of a **Fabled Location** with the same **Name**.
4.9d.2		A player cannot build over a **Fabled Location** if it has the same **Name** as the new **Fabled Location**.
4.10	**Influence**	
4.10a		**Influence** is used to pay card **Costs**.
4.10b		To use **Influence** to pay for a card **Cost** you must **Exert** the Influence.
4.10b.1		To **Exert Influence,** you must flip the **Influence Card** to its back side, also known as to its **Exerted** state.
4.10b.2		**Influence Cards** that are on the front side are referred to as **Available Influence**.

5	PLAY ZONES
5.0	All players have their own respective **Zones**. **Zones** are not shared between **Allied** players.
5.1	**Avatar Zone**
5.1a	This is where you place your **Avatar** face down at the setup of the game and flip face up at the start of play.
5.1b	This **Zone** is **Public**. All players are free to view cards in this **Zone**.
5.2	**Champion Zone**
5.2a	This is where **Champion(s)** cards are placed.
5.2a.1	Certain effects enable placing **Locations** in the **Champion Zone**.
5.2b	**Champions** are placed face up when they are **Summoned**.
5.2c	You may have up to six **Permanents** at a time in this **Zone**.
5.2c.1	While a player has six **Permanents** in this **Zone**, no effect or **Ability** may be put on the **Stack** that may result in a player controlling more than six **Permanents** in this **Zone**, unless it has additional effects that do not involve creating **Permanents** in this **Zone**.
5.2c.2	If an effect or **Ability Resolving** would attempt to **Summon Champion(s)** while there are six **Permanents** in this **Zone**, those **Champions** are not **Summoned**.
5.2d	These **Permanents** are placed in a row in the **Champion Zone**.
5.2d.1	**Permanents** may be placed anywhere along this row.
5.2d.2	They can be placed between other **Permanents** or on the right or left side of the **Champion Zone**.
5.2e	**Permanents** do not create space when removed from the **Champion Zone**.
5.2e.1	**Permanents** will move in sequence to fill gaps created by **Permanents** being removed from this **Zone**.

5.2f	The order of cards in this **Zone** cannot be changed.
5.2g	This **Zone** is **Public**. All players are free to view cards in this **Zone**.
5.3	**Location Zone**
5.3a	This is where **Location** cards are built.
5.3b	You may have up to one **Location** placed faceup in this **Zone**.
5.3c	This **Zone** is **Public**. All players are free to view cards in this **Zone**.
5.4	**Graveyard Zone**
5.4a	This is where cards go based on various events or effects.
5.4a.1	A card is put into the **Graveyard** when the following events of effects happen: a **Spell Resolves**, a **Permanent** is destroyed or sacrificed, a card is discarded from hand, a card is scrapped from **Deck**, or an effect specifically puts a card into the **Graveyard** from another **Zone**.
5.4b	Cards within this **Zone** are placed faceup in a Stack.
5.4b.1	You can rearrange cards in this **Zone**.
5.4c	This **Zone** is **Public**. All players are free to view cards in this **Zone**.
5.5	**Void Zone**
5.5a	Cards within this **Zone** are placed face up in a Stack.
5.5b	You can rearrange cards in this **Zone**.
5.5c	This **Zone** is **Public**. All players are free to view cards in this **Zone**.
5.5d	Cards are placed in the **Void Zone** as a direct result of certain card effects and are referenced as necessary.
5.6	**Influence Deck Zone**
5.6a	This is where you place your Influence **Deck** at the setup of the game.
5.6b	Your **Influence Deck** is placed face down in a Stack.
5.6c	Your **Influence Deck** is **Private**.
5.7	**Influence Zone**
5.7a	This is where you placed **Influence** cards from your **Influence Deck**.
5.7b	You may have up to 10 **Influence** cards in this **Zone**.

5.7c		This **Zone** is **Public**. All players are free to view cards in this **Zone**.
5.8	**Deck Zone**	
5.8a		This is where you place your **Deck** at the setup of the game.
5.8b		Whenever you search your **Deck**, you must shuffle your **Deck**.
5.8c		When instructed to shuffle a **Deck**, the player who owns that **Deck** reorders the cards randomly.
5.8d		Your **Deck** is **Private**. Neither player is allowed to view the contents or order of the cards nor change the order of the cards unless specified otherwise.
5.9	**Hand Zone**	
5.9a		This is where cards go when drawn.
5.9b		The cards in a player's hand are **Private**. **Opposing** players are not allowed to view the contents unless specified otherwise.
5.9c		The numbers of cards in a player's hand are **Public**.
5.9d		You may only have at most 7 cards in your hand upon ending your turn.
5.9d.1		Each active player will discard down to 7 cards during their cleanup phase.
5.10	**Battlefield**	
5.10a		Your **Battlefield** contains your **Champion Zone** and **Location Zone**.
5.10b		The **Battlefield** refers to all **Battlefields** in the game.

6   ABILITIES AND EFFECTS

6.1	**Avatar Powers**	
6.1a		**Avatar** Power is an effect that can be activated when a player has **Priority.**
6.1a.1		To activate, a player must **Exert** the required **Influence** cost indicated by the black circle icon with a number inside.
6.1a.2		**Avatar**'s power may only be activated once per turn.
6.2	**RUSH Abilities**	

6.2a	**RUSH Abilities** are an effect that can be activated when a player has **Priority.**
6.2b	To activate, a player must remove the amount of **Ikorr** indicated by the number after "**RUSH**" from their **Secured Ikorr** pile.
6.2c	Rush **Abilities** can only be activated once per game and once per turn.
6.2c.1	Multiple **Avatar**s may RUSH in multiplayer formats as long as the required amount of Ikorr is spent for each RUSH **Ability**.
6.3	**Raiding**
6.3a	Raiding is an action a player can take when they have **Priority.**
6.3a.1	To raid with a **Champion**, choose the **Champion** you would like to **Raid** with, declare the **Raid** and then store an amount of **Ikorr** on that **Champion** equal to its raid value.
6.3a.1a	When a **Champion Raiding Triggers** an **Ability**, that **Ability Resolves** before the **Ikorr** is **Stored** on the **Champion**.
6.3a.2	Whenever **Ikorr** would be stored on a **Champion**, put that many **Ikorr** gem tokens on it to accurately represent that amount of **Ikorr** it has stored.
6.3b	**Allied Champions** controlled by the **Team** going first at the start of the game cannot **Raid** during their first turn.
6.3c	Each **Champion** can only **Raid** once per turn.
6.3d	**Champions** can **Raid** the turn they are **Summoned**.
6.3e	A **Champion** cannot **Raid** the turn they declare an attack.
6.4	Action **Abilities**
6.4a	Action **Abilities** are effects of cards that can be activated when a player has **Priority.**
6.4a.1	You can activate cards with action abilities that require them to be in a zone if they are in the specified zone.
6.4a.2	*Ex. Shroud of Yomi: ACTION – (2):Return this champion from your graveyard to your hand.* *If the champion infused with this infusion is in the graveyard and you have priority. You can activate the ACTION ability.*
6.4b	You can only activate each action **Ability** on objects once per turn unless otherwise specified.

6.4b.1	An action ability can be activated again if an object becomes a new object.
6.4b.2	The **Cost** is the number or text before the colon. It specifies the **Cost** to be paid to activate the **Ability**. A **Cost** of "0" specifies the resource **Cost** to activate the **Ability** is zero.
6.5	Keyword **Abilities**
6.5a	These are **Abilities** that have a bolded, shortened descriptive word that summarize a longer effect.
6.5a.1	*Ex. **Swift, Lethal, Quick Strike***
6.6	Keyword Actions
6.6a	These are descriptive words found in game text that describe actions that a player would take, and summarize a longer effect.
6.6a.1	*Ex. **Foresee, Scrap, Discard***
6.7	Triggered **Effects**
6.7a	Triggered effects take effect when a certain event occurs. These effects go on the **Stack**.
6.7b	If multiple triggered effects occur, the **Active Team** chooses how to order them on the **Stack** followed by the **Non-Active Team**.
6.7b.1	*Ex. **SUMMON**, **ATTACK***
6.8	Passive **Abilities**
6.8a	Passive **Abilities** are continuous effects. These effects are active as long as the **Permanent** with the **Ability** remains on the **Battlefield** and has the **Ability**, or as long as the object with the **Ability** remains in the appropriate **Zone**.
6.9	Replacement Effects
6.9a	These are effects ending with "instead" that take place when a certain event occurs.
6.9b	These effects do not use the **Stack** and take effect as soon as declared.
6.9b.1	*Ex. Achaean Soldier, "**SUMMON** – Choose another **Champion** you control. If the chosen **Champion** would die, prevent any damage that was dealt to it and **Sacrifice** this **Champion** instead."* If the chosen **Champion** would die, declare Achaean Soldier's replacement effect to take effect and **Resolve** it accordingly.

6.9c	If there are multiple replacement abilities that would take effect to change the outcome of the same single event, the controller of the affected event chooses which replacement effect takes effect.
6.9d	A replacement effect will create a new event.
6.10	**Abilities** and Effects
6.10a	**Abilities** are exclusive to **Permanents**, any game text on a **Permanent** is considered its **Ability**.
6.10a.1	The game text on infusions are also considered an **Ability**(s).
6.10a.1a	*Ex. Scroll of Curses: "**SUMMON** — Stun target **Champion**. Until the end of the next turn, that **Champion** loses all **Abilities** and cannot be retreated. "* *Will remove a **Champion**'s **Abilities** including the infusion as well*
6.10b	Effects include **Abilities** in addition to **Spell** and **Avatar** effects
6.10b.1	*EX. Helm of Hades, "**SUMMON** — Until the end of the next turn, this **Champion** cannot be attacked and is not affected by card effects."* *Any **Spells**, **Infusions**, **Champions**, or **Location** effects do not affect this **Champion**. However, **Avatars**' effects can since they are not considered cards effects.*
6.11	Activating **Abilities** an Additional Time
6.11a	If a card says to activate an action/**Ability**, it may activate the action/**Ability** an additional time as long as the required **Cost** is paid.

7   COMBAT

7.1	Attack Declaration Step
7.1a	A player may declare an attack when they have priority.
7.1b	To declare an attack, a player must choose a **Champion** they control and an **Opposing Champion** within their **Range**.
7.1b.1	Each champion can only declare an attack once per turn.
7.1c	Any **Champion** that declares an attack will trigger its **ATTACK Abilities**.

7.1c.1	If multiple **ATTACK Abilities** were to **Trigger** at the same time, the **Active Team/Player** chooses how to order them in the **Stack**.
7.1d	Once the **Stack** is empty, these **Champions** enter the battle step.
7.1d.1	If either Champion is no longer on the battlefield, do not enter the battle step.
7.2	**Battle Step**
7.2a	Battle begins when a **Champion** attacks an **Opposing Champion** and all relevant triggers are finished resolving.
7.2b	In battle, each **Champion** simultaneously **Strike** each other.
7.2b.1	If an attacking **Champion** has **Quick Strike**, it **Strikes** the **Defending Champion** first, instead of simultaneously.
7.2b.1a	If the **Defending Champion** dies due to **Quick Strike**, it will not **Strike** back.
7.2c	The battle step ends when both **Champions** have struck each other or either **Champion** is no longer able to **Attack** or **Defend**.
7.2d	Whenever a champion strikes during the battle step, enter the damage calculation step.
7.3	**Damage Calculation Step**
7.3a	In this step, champion(s) have struck, and you calculate damage taken.
7.3b	A champion is considered to have "battled" after this step.
7.3c	A champion destroyed during this step is considered to be destroyed by battle.
7.3d	The damage calculation step ends as soon as damage is taken.
7.4	**Striking**
7.4a	When a **Champion Strikes**, it deals damage equal to its attack value to another **Champion**.
7.4b	**Striking** is performed as a step in attacking but can also be performed from **Card Effects**.
7.4c	Damage dealt to **Champions** by **Striking** is considered **Strike Damage**.
7.5	**Calculating Damage**
7.5a	When a **Champion** takes damage, a damage indicator is put onto the **Champion** to represent the amount of damage taken. Damage is not considered a **Counter**.

7.5b	Damage is persistent, meaning it does not leave until the **Champion** leaves the **Battlefield**, or an effect would remove it.
7.5c	Damage does not change the health value of a **Champion**. The health value of a **Champion** is its printed value unless modified by **Card Effects**.
7.5d	If the amount of damage on a **Champion** is ever greater than or equal to its health value, the **Champion Dies.**
7.6	Dying
7.6a	When a **Champion Dies** it is put into its **Owner's Graveyard** from the **Battlefield**.
7.6b	A **Champion** can **Die** from being **Destroyed** by battle, non-**Strike** damage, and being **Sacrificed**.
7.6c	When a **Champion Dies** it will trigger its **DEATH Abilities**. (11.25)
7.6c.1	If multiple **DEATH Abilities** were to **Trigger** at the same time, the **Active Team/Player** chooses how to order them in the **Stack,** followed by the **Opposing Team**.
7.6d	**DEATH Abilities Trigger** as a **Champion Dies** as it goes to the **Graveyard**.
7.6d.1	**Champions** see themselves die.

8   GAME PHASES

8.1	Turn Flow
8.1a	Each turn the **Active Team** progresses with the completion of seven phases in order: **Secure** Phase, **Influence** Phase, Start Phase, Draw Phase, Action Phase, End Phase, and Cleanup Phase. Each of these Phases takes place every turn, even if nothing happens during the phase.
8.1b	During each phase, if effects are **Triggered** by actions or events taken that phase, play does not advance to the next phase until all effects are **Resolved**.
8.1c	As a step or phase begins, if there are effects that last until that step or phase, those effects expire.
8.1c.1	No game events can occur between steps, phases, or turns.
8.2	Secure Phase

8.2a	During the beginning of the **Secure** phase, each allied **Champion** secures all its stored **Ikorr**. Place this **Ikorr** into your **Team**'s shared pool.
8.2b	This **Ikorr** is referred to as "**Secured Ikorr**".
8.2c	Any **Champion** that **Secures Ikorr** this way will **Trigger** its **SECURE Abilities**.
8.2d	If multiple **SECURE Abilities Trigger** at the same time, the **Active Team** chooses how to order them on the **Stack**.
8.3	**Influence** Phase
8.3a	During the **Influence Phase**, first each **Allied** player refreshes all of their **Exerted Influence** and **Exerted Permanent**s, flipping them face-up.
8.3b	Then each **Allied** player gains 1 **Refreshed Influence**.
8.3c	To gain an **Influence**, place an **Influence** card from the **Influence Deck** into the **Influence Zone** face-up.
8.3d	If you cannot add an **Influence** card from your **Influence Deck** to your **Influence Zone**, no **Influence** is added to your available **Influence**.
8.4	Start Phase
8.4a	At the beginning of this phase, START **Abilities** trigger.
8.4b	If multiple START **Abilities** trigger at the same time, the **Active Team** chooses how to order them on the **Stack**.
8.5	Draw Phase
8.5a	Each **Allied** player draws a card from their **Deck**.
8.5a.1	If you must draw while you have no cards in your **Deck**, the **Opposing Team** automatically **Secures** an **Ikorr** for each card they would draw**..**
8.5a.2	This **Triggers** for each **Allied** player who cannot draw a card.
8.5b	The **Team** going first skips this phase during their first turn.
8.6	Action Phase
8.6a	Each allied player may choose from the following list of actions permitted during the action phase: play cards, activate **Avatar Abilities**, activate ACTION **Abilities**, declare attacks, and raid for **Ikorr**.

8.6b	Players can take these actions in any order as many times as desired within their permissible limits.
8.6c	Players can only take these actions when they have **Priority.**
8.6d	**Allied Champions** controlled by the **Team** going first at the start of the game cannot raid during their first turn.
8.7	End Phase
8.7a	At the beginning of this phase, all valid **Champions** with **REANIMATE** that **Died** this turn are **Summoned** to their **Owner's** control. Following this, **END Abilities Trigger**.
8.7a.1	**Summoning Reanimated** champions does not use the **Stack.**
8.7a.2	All **Reanimated** champions are **Summoned** at the same time.
8.7b	If multiple **END** Abilities **Trigger** at the same time, the **Active Team** chooses how to order them on the **Stack**.
8.8	Cleanup Phase
8.8a	The cleanup phase consists of three steps, which are performed in order: condition step, discard step, and "end of turn" step.
8.8b	During each step, if effects are **Triggered** by actions taken in that step, play does not advance to the next step until all effects are **Resolved**.
8.9	Condition Step
8.9a	Each active player removes the stunned condition from any stunned **Champions** they control.
8.9b	A **Champion** with the condition perpetually stunned does not have the stunned condition removed during the condition step of the cleanup phase.
8.10	Discard Step
8.10a	If any active players have more than seven cards in their hand, those players discard cards until they have seven cards.
8.10b	Each active player takes this step simultaneously.
8.10c	If a triggered effect does occur during this step, active players re-enter the discard step once the **Stack** is empty.
8.11	"End of Turn" Step

8.11a	All "until the end of this turn" effects that occurred this turn and all "until the end of the next turn" effects that occurred during the previous turn will end at this point.
8.11b	Once all the steps listed above have been completed, the cleanup phase is completed, and the turn passes to the **Opposing Team**.

9 MULTIPLAYER

9.1	Turn Order
9.1a	In 2v2 and 3v3 games each player on a **Team** takes their turns simultaneously.
9.1a.1	Each player on a **Team** has their own individual phase.
9.1a.1a	If a player's phase is skipped by an effect for an individual player, it will only effect that player and not the **Team**. That player will wait to start the next phase with their **Team**.
9.1b	A phase or step in which players receive priority ends when the **Stack** is empty, and all players pass in succession. Simply having the **Stack** become empty doesn't cause such a phase or step to end; all players must choose to pass in succession with the **Stack** empty. Because of this, each player may add cards and effects onto the **Stack** before that phase or step ends.
9.2	**Allied** Players
9.2a	**Allied** players are players in your **Team**, including yourself.
9.2b	During the game, **Allied** players are treated as one entity and share private information.
9.2b.1	Ex: Cards in **Hand**
9.3	Play **Priority**
9.3a	**Allied** players are treated as one entity while progressing through their turns.
9.3a.1	*Ex. In a 3v3, instead of giving each **Allied** player **Priority** individually, at the beginning of their turn, **Priority** is given to all **Allies** as a collective as if they were one player.*
9.4	Winning and Losing
9.4a	**Allied Players** win and lose the game as a **Team**.

9.5	**Opposing** Players
9.5a	In a multiplayer format, a player's **Teammates** are the other players on their **Team**, and **Opposing** players are all players not on their **Team**.
9.6	Lead
9.6a	Each **Team** determines a **Team** lead before the game starts; this leader has the control of ordering **Stacks** for their **Team**.
9.6b	3v3 format the middle player is determined as the lead.
9.6c	2v2 format a player is decided to be the lead before the game as the lead.
9.7	Shared **Secured Ikorr**
9.7a	**Ikorr** that is secured by players on one **Team** are shared resources, which means players can activate the **Rush Ability** as long as there are enough **Ikorr** to pay in the shared pool.
9.7b	When a player wants to use a **RUSH**, you will have all the players in **Team** agree on how much **Ikorr** you are going to use.
9.8	Conceding in Multiplayer
9.8a	To concede, all players in a **Team** must agree to concede.
9.9	Seat Positioning
9.9a	Players decide position before the game.
9.9b	3v3 positions left, middle, and right.
9.9c	2v2 positions left and right.
9.9d	Seat positions cannot be changed during the match or event.
9.10	Multiplayer Deck Restrictions
9.10a	No player on a team can have an avatar with the same name.
9.10b	Each Players' deck is considered a different deck and follow their own individual deck restrictions. (2.3)

10 ADDITIONAL RULES

10.1	"Starting with" Player Effects
10.1a	These effects have multiple players completing actions with the order of these players proceeding clockwise relative to the controller of the card.
10.1b	Proceeding clockwise means continuing right for **Opposing** players and continuing left for **Allied** players. If there are no players in that direction while the card is still **Resolving**, continue with the player directly in front and change directions.
10.1b.1	*Ex. Apep, Horizon's Nemesis* *Seating is from the perspective of the **Active Team**.* ***Non-Active Team**: Player C (Left), Player D (Right)* ***Active Team**: Player A (Left), Player B (Right)* *The **Active Team** is currently taking their turn. Player A **Summons** Apep, Horizon's Nemesis and **Triggers** its SUMMON Ability. You designate "Player D" as the starting player and will continue to **Resolve** the effect choosing players in a clockwork manner. Player D will go through all steps laid out in Apep's **Abilities** then continue on with the next player. As there are no players to the right of Player D, the next player will be Player B as they are the player directly in front of Player D. Player B will then go through the same steps and the next player will be Player A followed by Player C. After Player C completes all steps, Apep Horizon's Nemesis finishes **Resolving**.*
10.2	"Their turn ends" Effects
10.2a	When an effect that ends the turn resolves, the game follows several steps in order.
10.2a.1	Immediately remove all cards and effects on the stack.
10.2a.2	The current phase/step will end. The affected player will then skip to the cleanup phase and continue through the remaining phase and steps.
10.2b	Any "at the beginning of the next end phase" effects are skipped because the end phase is skipped entirely.
10.2b.1	These effects will resolve at the next available end phase.
10.2c	"Their phase ends" effects

10.2c.1		Upon resolution the games follows several steps in order: immediately remove all cards and effects on the stack, the current phase/step will end, the affected player will skip to the next phase and continue through the remaining phase and steps.
10.3	"Next…" effects	
10.3a		Multiple effects that use "Next" will all be applied and used for the next applicable "Next" event that occurs.
10.4	Copying	
10.4a		Some **Objects** become or turn another **Object** into a "copy" or **Permanent**. Some effects create a **Token** that's a copy of another **Object**.
10.4b		Copy only copies printed stat values, **Abilities**, and **Infusion Abilities**, any effect no matter temporary or **Permanent** will not get copied.
10.4b.1		Conditions such as **Stunned** will not be copied.
10.4c		If a copy enters the **Battlefield** as a copy of a **Permanent**, the copy will trigger **SUMMON Abilities**.
10.4c.1		If a **Permanent** becomes a copy of a **Permanent**, the copy will not trigger **SUMMON Abilities**.
10.4d		If a copy copies a **Permanent** that has already activated its ACTION **Ability**, the copy will be considered a new instance and can still activate its ACTION **Ability**.
10.4e		Copy **Tokens** are treated as **Permanents** but are not considered cards.
10.4f		When a **Champion** loses all **Abilities**, the copy still copies the printed abilities and values.
10.4g		If a copy dies or is **Retreated**, it sees itself move **Zones** and will **Trigger** its **Abilities**, if it has any.
10.4h		If a **Champion** becomes a copy of a permanent, the copy still remembers it has Raided or Attacked.
10.5	**Name** a card / Choose a **Name**	
10.5a		When you **Name** a card, it must be any card that can be found in the Upper Deck card database. (3.1.1)
10.5b		Cards that have a different **Name** on the battlefield lose the **Name** once they leave the battlefield.
10.5c		A chosen **Name** can also be a **Token**.
10.5d		Cards that require a player to choose a **Name** need the **Name** to include the full **Name** (Including the epithet)
10.5d.1		Describing the card's characteristics, descriptors, or game text enough for both players to agree upon which card is being described is sufficient to naming a card.

10.6	Loops
10.6a	Infinite Loops
10.6a.1	An infinite loop is a never-ending cycle of effects that can't be disrupted once they begin resolving.
10.6b	Controlled Loops
10.6b.1	A controlled loop is a series of voluntary effects that can be repeated as many times as a player wants.
10.6c	**Resolving** Loops
10.6c.1	First demonstrate the loop is valid by going through each effect in the cycle, the player then declares how many times they would like to repeat the cycle then progresses the game state to that point. The stack is then cleared and the game then continues in an **Open Game State** regardless of if the loop was infinite or controlled.
10.6c.1a	The player performing the loop must take a different game action after resolving the loop(s).

11 GLOSSARY

11.1	**ACTION**
11.1a	An activated **Ability** that may be activated once during its controller's action phase.
11.2	**Avatar Power**
11.2a	The first activated **Ability** on an **Avatar** that may be used once during each of its **Controller's** action phase.
11.3	**RUSH N**
11.3a	Remove N **Ikorr** from your **Team**'s **Secured Ikorr**. This is a **Cost** to activate a **RUSH Ability**.
11.3b	All **RUSH Abilities** are once per game and once per turn.
11.4	**Ability**
11.4a	Activated, **Triggered**, or passive effects found on **Avatars** and **Permanents** that rely on specifics **Costs**, allowances, or events to occur in order to apply an effect.
11.5	**Allied Champion**
11.5a	A **Champion** you control or a **Champion** controlled by a player on your **Team**.

11.6	**Allied Player**
11.6a	Player(s) that plays in your **Team**, including yourself.
11.7	**Battle**
11.7a	Battle starts when a **Champion** attacks an **Opposing Champion**. Each **Champion** simultaneously **Strikes** each other. Battle ends when both **Champions** have struck each other or either **Champion** is no longer able to attack or defend.
11.8	**Battle Damage**
11.8a	Damage dealt by a **Champion**'s attack during battle.
11.9	**Battlefield**
11.9a	The **Zone** in which player's put **Permanent**s like **Champions**, **Location**s, **Tokens**, etc.
11.10	**Dies/Died**
11.10a	A **Champion** is put into the **Graveyard** from the **Battlefield**.
11.11	**Effect**
11.11a	Actions taken or events occurring as the result of a card or **Ability Resolving**.
11.12	**Fabled**
11.12a	A supertype of **Champion** of which a player may only control 1 copy of the same **Name** at a time. No effect can be activated or card played that would result in a player controlling more than 1 fabled **Champion** of the same **Name**.
11.13	**Graveyard**
11.13a	The **Zone** where cards go based on various events or effects. A card is put into the graveyard when the following events or effects happen: a **Spell Resolves**, a **Permanent** is destroyed or sacrificed, a card is discarded from hand, a card is scrapped from **Deck**, or a effect specifically puts a card into the graveyard from another **Zone**.
11.14	**Influence Cost**
11.14a	The value in the top left of a card that denotes the amount of **Influence** a player is required to **Exert** to play a card.
11.15	**Loyalty**
11.15a	A trait found on **Avatar**s and cards. The loyalty of an **Avatar** or card is not relevant for any Deckbuilding rules and restrictions, but game effects might make a loyalty relevant.
11.16	**Nonstrike Damage**
11.16a	Damage dealt to a **Champion** through effects that do specifically do not include a **Champion** striking another **Champion**.

11.17	Opposing Champion
11.17a	A **Champion** controlled by a player on an **Opposing Team**.
11.18	Opposing Player
11.18a	A player on an **Opposing Team**.
11.19	Rush Ability
11.19a	The second activated **Ability** on an **Avatar** that may be used once per game during its controller's action phase.
11.20	Strike Damage
11.20a	Damage dealt by a **Champion** during the strike step in battle or damage dealt by a **Champion** when it strikes a **Champion** as the result of a game effect.
11.21	Survives
11.21a	When an **Object** remains on the **Battlefield** after an event that would cause it to **Die**.
11.22	Type
11.22a	A card trait that denotes its subtype. A card's type is found after its loyalty. A card's type is not relevant for any Deckbuilding rules and restrictions, but game effects might make a type relevant.
11.23	Unique
11.23a	A supertype of infusion of which a player may not have more than 1 copy of the same **Name** in their **Deck**.
11.24	Void (**Zone**)
11.24a	The zone where cards are sent based on various events or effects that specifically void cards or send cards to the void.
11.25	Fury
11.25a	This **Champion** can attack any number of **Champion**s. It cannot attack the same **Champion** more than once during each turn.
11.26	Lethal
11.26a	Any amount of strike damage this **Champion** deals to a **Champion** is enough to destroy it.
11.26a.1	A damage event of 0 damage doesn't count as dealing damage, and events that **Trigger** off damage being dealt do not **Trigger** off a 0 damage event.
11.26b	This is not treated as being destroyed by card effect.
11.27	Quick Strike
11.27a	When attacking, this **Champion** strikes the defending **Champion** first, instead of simultaneously.

11.28	Reveal	
11.28a		To make a card public knowledge by showing it to all players.
11.29	Raze	
11.29a		Whenever this **Champion** strikes another **Champion**, remove an amount of **Ikorr** from that **Champion** equal to this **Champion**'s raid value and store that **Ikorr** on this **Champion**.
11.30	Reanimate	
11.30a		When this **Champion** dies, **Summon** it from your **Graveyard** at the beginning of the next end phase. The next time it would leave the **Battlefield**, **Void** it instead.
11.30b		When a **Champion** with REANIMATE dies, it is a delayed event it does not **Trigger** or go on the stack but will **Resolve** the effect without using the stack at the beginning of the next end phase.
11.30c		If multiple REANIMATE **Champions** are resolving in the end phase, they are **Summoned** simultaneously.
11.31	Support	
11.31a		ACTION — **Target** Allied **Champion** gets +X attack where X is this **Champion**'s attack. This **Champion** cannot attack or **Raid** this turn. Activate only if this **Champion** has not attacked or **Raided** this turn." If a **Champion** has "Support [**Champion** Type]," that **Champion** can only target the specified type with its support **Ability**.
11.32	Swift	
11.32a		This **Champion** may declare an attack during the turn it is **Summoned**.
11.33	Activate	
11.33a		Use an ACTION **Ability** or **Ability** that requires a **Cost** (often denoted with a colon).
11.34	Build	
11.34a		To play a **Location**.
11.35	Cast	
11.35a		To play a **Spell**.
11.36	Destroy	
11.36a		Send a **Permanent** from the **Battlefield** to the **Graveyard**. When a **Champion** is destroyed, it "dies" but is not considered "**sacrificed**."
11.37	Discard	
11.37a		Send a card from your **Hand** to the **Graveyard**.
11.38	Exert	

11.38a		Turn **Influence** upside down. Exerted influence cannot be used to pay costs.
11.39	**Foresee N**	
11.39a		Look at the top N cards of your deck, then put any number of them on the top or bottom of your deck in any order.
11.40	**Heal N from a Champion**	
11.40a		Remove N damage from a **Champion**. To "fully heal" a **Champion**, remove all damage from it.
11.40b		To heal a **Permanent**, remove the amount of damage indicators from the **Permanent** as determined by the **Card Effect**.
11.41	**Refresh**	
11.41a		Turn **Exerted Influence** face up, making it available to be used to pay **Costs**.
11.42	**Retreat**	
11.42a		Return a **Champion** to its **Owner's Hand**.
11.43	**Sacrifice**	
11.43a		A permanent's controller sends it to its owner's **Graveyard**. When a **Champion** is sacrificed, it "dies" but is not considered "destroyed."
11.44	**Scrap**	
11.44a		The effected player puts the top card of their deck into their **Graveyard**.
11.45	**Search (3.17)**	
11.45a		Look through a specified zone for a card. Whenever an effect would have a player search their deck, they must shuffle their deck after searching.
11.45b		If a player searches for a card with a specification (ie. Card-Type, Loyalty, Type) they must **Reveal** it.
11.46	**Secure**	
11.46a		Put **Ikorr** into your **Team**'s shared pool. When a **Champion Secures** during the **Secure** step, remove the **Ikorr** stored on them and put it into your **Team**'s pool. If an effect would have you secure **Ikorr**, move it from the **Ikorr** supply to your **Team**'s pool.
11.47	**Store**	
11.47a		Put **Ikorr** onto a **Permanent**.
11.48	**Strike**	
11.48a		A **Champion** deals damage equal to its attack to another **Champion**.
11.49	**Stun**	

11.49a		Give a champion the "**Stunned**" condition.
11.49b		A stunned **Champion** can have the stunned condition applied again.
11.50	**Stunned**	
11.50a		A condition applied to **Champions**.
11.50b		While a **Champion** is stunned, it cannot attack, raid, or secure **Ikorr** during the **Secure** step.
11.50c		A stunned **Champion** can still activate ACTION abilities and triggered abilities.
11.51	**Perpetually Stunned**	
11.51a		A condition applied to **Champions**.
11.51b		A **Perpetually Stunned Champion** also has the stunned condition applied to it
11.51c		While a **Champion** is **Perpetually Stunned**, it does not have the stunned condition removed during the condition step of the cleanup phase.
11.52	**Summon**	
11.52a		Put a **Champion** onto the battlefield.
11.53	**Target**	
11.53a		Select an **Object**, player, or **Zone** designated by an effect. In a 2v2 or 3v3 game, players may only target objects, players, or zones in front, to the left, or to the right of them.
11.54	**Void**	
11.54a		Send a card from a zone to the void (zone).
11.55	**ATTACK**	
11.55a		"When this **Champion** attacks,"
11.56	**DEATH**	
11.56a		"When this **Champion** dies,"
11.57	**Defending**	
11.57a		**Champion** that is being attacked or **Striked**.
11.58	**END**	
11.58a		"At the beginning of your end phase,"
11.59	**RAID**	

11.59a	"When this **Champion Raids**,"
11.60	**RETREAT**
11.60a	"When this **Champion** retreats,"
11.61	**SECURE**
11.61a	"When this **Champion** secures during your **Secure** step,"
11.62	**START**
11.62a	"At the beginning of the start phase,"
11.63	**SUMMON**
11.63a	"When this **Champion** enters the **Battlefield**,"

Comprehensive Updates 1.1

Updated Game phases (Section 8)

Added: Cleanup Phase (8.8)

Developer Notes: Cleanup was added to separate effects, conditions, and any abilities that finish at the absolute end of a turn. Thus "cleaning" or tidying up the end of turn.

Hand size limit is now 7 cards (5.9d) – active players discard excess cards during their clean up phase

Developer Notes: With card draw and other mechanics adding cards directly into hand, it became clear that a hand size limit was necessary. This allows players to make more meaningful decisions on the cards they wish to keep for future turns.

Maximum infusion pips per deck is 30 (2.4c.1)

Developer Notes: With unrestricted infusions, players would infuse upwards of 50+ pips in a deck by throwing the best infusions on as many Champions as possible. The team's intent with the implementation of an Infusion limit is to encourage players to choose carefully the best combination of Infused Champions during the deckbuilding process that aligns with their strategy.

Fury change (11.25): This Champion can attack any number of Champions. It cannot attack the same Champion more than once during each turn.

Developer Notes: Fury was stronger than intended, and this change will eliminate problematic loops. Additionally, certain Fury combinations created repetitive one-sided board wipes that created uninteresting and problematic game states.

Reanimate change (11.30): When this champion dies, summon it from your graveyard at the beginning of the next end phase. *The next time it would leave the battlefield, void it instead.*

Developer Notes: Reanimate underwent a similar change to Fury and is intended to balance the keyword going forward. We wanted reanimate to be impactful without being able to consistently reset the keyword.

Stun change (11.49): Stun now applies the stunned condition which is removed during the champion's controller's clean up phase.

Developer Notes: Stun was confusing to track given its previous iteration. This change should streamline turn logic and keep it close to its original intention.

Dies change (11.10): Only champions put from battlefield into graveyard are considered to die.

Champion's DEATH effects no longer triggers when a champion is destroyed in hand.

Developer Notes: Similar to Stun, Dies was changed to streamline turn/game logic going forward.

New keywords:

Raze (11.29): Whenever this Champion strikes another Champion, remove an amount of Ikorr from that Champion equal to this Champion's raid value and store that Ikorr on this Champion.

Start (11.62): At the beginning of the start phase – trigger effect.

New Zone:

The Stack (3.12):

The Stack is a Zone in which card effects, Abilities, and Keywords are placed for them to Resolve. Card effects, Abilities, and keywords are placed on the Stack as they are played, activated, or Triggered. They resolve first in last out.

Section Updates

- **(3) Game Concepts**
  - (3.2) Playing a card update
    - (3.2c) added Targeting Section
  - (3.4) Updated Resolving an effect
    - Clarification on resolving effects and added examples
  - (3.17) Added Searching Section
    - Searching for a card with a specification is optional.
  - (3.18) Added Object Section
- **(4) Card Info**
  - (4.7h) Champions moving zones clarification
  - (4.9c.1) Replacing Location change
    - Previous location is sacrificed
- **(6) Abilities and Effects**
  - (6.4) Action abilities clarification
    - (6.4a.1) Zone specific action abilities clarification
  - (6.9) Replacement Effects clarified

- **(7) Combat**
  - (7.3) Damage Calculation Step added
- **(9) Multiplayer**
  - (9.10) Added Multiplayer Deck Restriction Section
- **(10) Additional Rules**
  - (10.2) Added Their Turn Ends Effects Section
  - (10.3) Added Next Effects Section
  - (10.5d.1) Describing a card update