

**Turn Order:** A player's turn proceeds in this order.

1. **Collection phase:** If your emberscape is full at the start of your turn, you must collect all of the cards in your emberscape. Then, flip over an arcane card and activate its effect.
2. **Mode phase:** Place a card on the top of your mode pile. Do not activate card effects. (optional unless mode pile is empty).
3. **Draw phase:** Draw a card.
4. **Play phase:** Play one card from your hand. Follow all possible card effects.
5. **End phase:** If you have more than 9 cards, discard down to 9. If you have no cards, draw 2.

### Key Actions

When you...

- **Steal** a card it goes into your hand.
- **Capture** a card it is placed into your emberscape. The effects of the card are not activated.
- **Destroy** a card it goes to the discard pile.
- **Collect** a card it is put in your collection pile.

### Play symbols:



Play into the discard pile.



Play into the collection pile.



Play into the mode pile.



Indicates lasting effect (Play sideways into emberscape)

### Modes:



**Protection mode:** When in protection mode, cards in your hand or emberscape may not be stolen, captured, collected, or destroyed by opponents. The cards in your mode pile however, are not protected.



**Attack mode:** When in attack mode, collect the cards from your emberscape as soon as it is full (during your turn), rather than only at the beginning of your turn. (Activate the card's effects before collecting.)



**Hasty mode:** In hasty mode, the cards in the emberscape are collected during the collection phase when there are at least 3 cards in the emberscape. (The emberscape still holds up to 5 cards).



**Greedy mode:** When in greedy mode, the player draws two cards instead of one during the draw phase.

