ACHROMA

Canvas Rules: 2.1.0

YOUR CANVAS

The game area in front of each player is called a Canvas. A Canvas should have an area to Deploy cards and a space for a player's Palette, Shard Bank and Dregs.

A player's Palette and Dregs sit in a non-play zone on the Canvas, meaning they're unaffected by game abilities that target cards on the Canvas. Some game abilities do however allow you to affect a player's Dregs or Palette.

Your Palette

Each player needs a deck of 30 Achroma cards called a Palette. Achroma box sets contain ready-to-play, pre-constructed Palettes, but you can also build your own Palettes from your Achroma card collection. You can purchase pre-constructed Palettes from our web-store.

A Palette in the Canvas game mode has the following restrictions:

- Up to 1x Legendary card.
- Up to 4x Rare cards, but no more than 1 of each unique card.
- Any number of Uncommon and Common cards, but no more than 2 of each unique card.
- All cards in the Palette need to share the same Realm symbol in the top left. However, this restriction does not include Realmless cards which are cards with no Realm symbol and can be included with cards from any Realm.

Your Shard Bank

Each player starts with 10 Shards in their Shard Bank. Players spend these Shards to Deploy cards from their hand. Deployed Achroma cards have abilities that allow a player to Gain, Drain, and Steal Shards from other player's Shard Banks.

To keep track of your Shard Bank, we recommend using the free Achroma app for iOS and Android, but tokens or dice also work, you could even use a pen and paper!

Your Dregs

Your Dregs are where your Erased and discarded cards go. Each player has their own Dregs and cards placed here should be face up. Your Dregs will be empty when you start the game.

Your hand

Your hand consists of cards drawn from your Palette or obtained through other ways that are not yet in play. Your hand shouldn't be shown to other players unless stated by an in-game effect. During a game of Achroma, you will be likely to Deploy, TRADE and discard cards from your hand.

Each player starts the game with a hand containing 5 cards. There is no limit to how many cards you can have in your hand during the game. If you do not like your first hand of 5 cards you may shuffle them back into your Palette and draw 5 new cards. Your second draw of 5 cards is final and must be used as your opening hand.

GAMEPLAY

Achroma is played over a series of player turns, each consisting of four steps that must be completed in order. If possible, the active player completes all four steps in their turn before play is passed clockwise to the next player. Play continues to go round until there's a winner. Our companion app determines which player starts first. If you are not using the app then decide the first player randomly by another means; Flip a coin, Rock Paper Scissors etc.

Taking your turn

START STEP

In the Start step, you may do one of the following: Draw or TRADE.

To draw, take a card from the top of your Palette and place it into your hand.

To TRADE discard one card from your hand, sending it to your Dregs. Add that card's Shard value (the number of filled Shards in its Hex) to your Shard Bank. There is a 6 Shard overall TRADE limit for how many total Shards you may receive from Trading in your Start and End steps combined. Any cards with abilities allowing you to TRADE additional times in your turn or gain extra Shards for trading do not count toward this TRADE limit. You may still TRADE cards that have a greater Shard Value than the remaining amount of Shards in the TRADE limit, for example if you have already TRADED for 5 Shards and decide to TRADE a card with a Shard Value greater than 1, you may still TRADE it but you will only get 1 Shard due to the 6-Shard limit.

If you are playing a two player game, the first player should skip their first Start step and go straight to their Main step. If at any point in the game you run out of cards to draw from your Palette, you may either TRADE or skip the Start step. Furthermore, if you run out of cards in your hand as well as your Palette, you must play with what you have left on your Canvas.

MAIN STEP

Deploying:

You may Deploy up to three cards during your turn, this does not include cards Deployed for free* due to other card abilities. Deploy cards from your hand by placing them face up on your Canvas and taking away Shards in your Shard Bank bank equal to the Deployed card's Shard Value.

Cards deployed 'for free' include cards Deployed as a result of other cards with abilities that explicitly state that a card may be Deployed onto a Canvas for free. Cards Deployed for free due to Shard reduction do still count towards the 3 card limit per turn.

Characters, Locations and Objects may only be Deployed in your Main step. Actions may be Deployed any time during your turn, not just the Main step, but still count towards your three card total for each turn. Action cards may even be deployed before your Start step or after your End step.

Some cards have a gameplay ability that becomes active when it arrives on the Canvas. If the gameplay ability has the keyword 'ACTION:' before it, this ability triggers and concludes just once immediately after the card is Deployed. Otherwise, the ability may be activated every turn the card is on the Canvas if possible. 'ACTION' effects on cards have priority over other active gameplay abilities on the Canvas and therefore trigger first.

Attacking:

At any point during your Main step, each Character on your Canvas may make one attack against a Character on another Canvas. Characters cannot attack the turn they are Deployed, but can attack from the turn after.

To attack, select one of your Characters (called the attacker) and declare their target (called the defender, not to be confused with the keyword DEFEND). Attackers and defenders deal Shard damage to each other at the same time equal to their Strength, which is displayed in a circle at the centre of their Hex.

For each 'point' of Shard damage a card takes, its Shard Value (the number of Shards in its Hex) is reduced by 1. When a card is reduced to 0 Shards, it is Erased and sent to its owner's Dregs.

If a Character has any attached Objects, the Objects add their Strength on top of the Character's. Objects also take Shard damage, and do so before their attached Character does. If an Object is Erased, any remaining points of Shard damage is carried over and applied to their attached Character. If a Character has multiple attached Objects, their controller chooses in which order they take Shard damage.

Characters and Objects that survive an attack but have sustained Shard damage remain damaged until the active player ends their turn, as more damage could be dealt from further attacks and Actions.

— RESOLVE STEP —

In the Resolve step some cards on your Canvas may allow you to Gain, Drain or Steal Shards, this is referred to as a card's 'Achroma effect'. To resolve a card, check the top right corner of a card (where a card's Achroma effect is located) and the resolve abilities of cards on your Canvas.
Resolve 1 card at a time.

[+1] means you Gain that many Shards in your Shard Bank.

[-1] means you Drain that many Shards from another player of your choice's Shard Bank.

[±1] means you Steal that many Shards from another player of your choice's Shard Bank.

A player's Shard bank can't be affected by another player's Steal, Drain or any other effects or abilities until everyone has had their first turn. For Steal and Drain, you must resolve each card's Achroma effect fully against one opponent; you may not split the Steal or Drain on one particular card. E.g if a card has Steal 2, you must choose 1 opponent to Steal 2 from, you may not split it and Steal 1 from 2 different opponents.

[Ø1] means Prevent. When other players are attempting to Steal and Drain from you, Prevent allows you to stop a number of Shards leaving your Shard Bank each turn. As the target of a Drain or Steal, you can choose which Shards to prevent from leaving your Shard bank. If you Prevent a Steal attempt, you don't lose a Shard and the player attempting to Steal doesn't receive one.

Your Resolve step ends when you choose to enter your End Step.

— END STEP —

In the End step, you can Draw or TRADE, just like in the Start step.

Pass Turn

After the End step, the player's turn is over when they verbally pass the turn. This allows for the Deploying of Actions even after your End step, provided you have not already played your 3 total cards for the turn. Once a player's turn has ended all cards that received Shard damage return to their full Shard Value, then the next player begins their turn and continues until there is a winner.

Winning The Game

Play continues clockwise until one player reaches 30 Shards in their Shard Bank or all other player's Shard Banks have been reduced to 0 Shards.

Leaving The Game

When a player's Shard Bank reaches 0 Shards, they're out of the game. A player who is out of the game removes their cards from all Canvases. Any cards on their Canvas that belong to other players are sent to their original owner's Dregs.

Any RESTRAINED, CLAIMED or SECRET cards are also sent to their original owner's Dregs.

HOW TO READ AN ACHROMA CARD

Card Type fundamentally defines how you can play the card.

There are four card types:

Character | A hero, villain or creature that can attack other Characters and wield Objects. To play a Character, Deploy them onto your Canvas. Characters are Deployed on the top row of your Canvas.

Location | Depicting landmarks and iconic areas that can provide powerful benefits. To play a Location Deploy it on your Canvas. Locations are Deployed on the row below Characters on your Canvas.

Objects | Mighty weapons, tools and talismans. When held by a Character, they lend their Strength to attacks and defence and may offer unique abilities. To Deploy an Object, attach it to a Character on any Canvas, show this by overlapping the cards. A Character may have any number of Objects attached to it. Realm Relics are the most powerful Objects, and therefore a Character may only wield 1 Realm Relic at a time. They may still have other Objects attached and you may have more than one Realm Relic on your Canvas. When it is attached the Strength of the Object is added to the Character's Strength as a modifier. If the Character attacks/is attacked, the attached Object will lose its Shards first. Should you have more than one Object attached to the same Character, you may choose which Object deals/receives damage first when attacking or defending. If you Deploy an Object onto an opponent's Character and the Object has an 'ACTION', you get to resolve this effect, not the opponent. However once the 'ACTION' is resolved, the Object is now theirs to control and resolve. Objects cannot exist on the Canvas without being attached to a Character unless otherwise specified e.g. Objects that can attach to Locations.

Action | These powerful spells, events and resources are single-use cards that are Deployed onto your Canvas, resolved and then immediately placed in your Dregs. You can play an Action from your hand any time in your turn, but still counts towards your turn Deploy limit. An Action card is considered on your Canvas whilst you are resolving the effect. When deploying an Action card, you must resolve as much of its ability as possible, even if this has a negative impact on the player who deployed it. This is only mitigated if the ability is prefaced with 'you may', in which case you can choose not to resolve certain parts of the ability, or if you are able to resolve all effects on an opponent.

Heroic Cards | A special sub-type that appears on certain cards. These cards represent iconic and eventful Actions, Locations, Characters and Objects across the Realms, so you may only have one copy of the same Heroic card present on your Canvas at any one time. If a second copy of a Heroic card is Deployed onto a Canvas while the original copy is still on the Canvas, the original copy is Erased before any game abilities are triggered on the second copy.

Realm Symbol | Represents which Realm the card is from. When building your Palette you can only use cards with the matching Realm Symbol, or Realmless cards.

Card Name | The familiar name used for the card within the Realms. All cards have a name, and it represents the Character, Location, Object or Action in the best way.

Strength | The number at the centre of the Hex. When this number appears it means that the card has a Strength that can be used during the Main step of the game. The Strength of a card is taken into account during attacking and defending and represents the amount of Shard damage a card can deal in an attack. The Strength of a card cannot deplete or increase unless stated by certain card abilities.

Gameplay ability | The text found in the area in the lower half of a card representing a unique ability or action that some cards can perform. The gameplay ability area often contains keywords which you can find in the glossary at the bottom of this page.

Card ID | The unique number of the card within the set in which it was released in.

Lore | The italic text on the card that gives you a little bit of flavour as to what has been happening across the realms and an insight to the significance of a card. This has no effect on the in-game abilities of cards.

Hex | Represented by a hexagon in the middle of the card and has multiple functions. The colour of the frame tells you the rarity of the card:

- White frame - **COMMON**
- Silver frame - **UNCOMMON**
- Gold frame - **RARE**
- Multi Coloured frame - **LEGENDARY**

Inside the Hex are 6 Shards represented by triangles. Empty Shards appear grey. A Shard is full when it has some Chroma or Achrom in it. A Shard can be defined as either Chroma or Achrom:

Chroma | A source of energy, power and life in the Five Realms. Each coloured Chroma Shard represents a different Chroma element. A card featuring at least 1 of these Chroma Shards can be considered a Chroma card.

Achrom | A corrupting dark energy. A card featuring at least 1 of these Achrom Shards can be considered an Achrom card.

A card which contains both Achrom and Chroma Shards can be considered as both an Achrom card and a Chroma card.

If the Hex of a card on the Canvas is rendered empty, then the card goes into its owner's Dregs unless stated otherwise. Actions and Attacks are the most common way for cards to end up with an empty Hex.

Achroma effect | A card's Achroma effect appears in the top right hand corner next to a number, and can sometimes appear in the game ability section of a card. All Achroma effects impact the Shard Bank in some way. There are 4 Achroma effects:

GAIN | Add the specified number of Shards to your Shard bank.

DRAIN | Choose another player. They must subtract the specified number of Shards from their Shard bank.

STEAL | Choose another player. Subtract the specified number of Shards from their Shard bank and add the same number of Shards to your Shard bank.

PREVENT | Stop the specified number of Shards from leaving your Shard bank when it is targeted.

CARD ABILITY KEYWORDS

ACTION | The ACTION keyword is always followed by either a card ability or an Achroma effect. If the gameplay ability on a card has the keyword 'ACTION:' before it, this ability triggers and concludes just once, immediately after the card is Deployed. 'ACTION' effects on cards have priority over other active abilities on the Canvas and therefore trigger first. ACTION effects on cards are mandatory unless it is stated that 'you may' resolve the effect.

CLAIM | Take the target card from another player's Canvas and place it on your Canvas under your control. If the CLAIM effect gets removed, ie. the claimed card gets Erased, the claimed card returns to its owner's dregs. When a player is removed from the game ie. they have no Shards left in their Shard bank, all CLAIMED cards on their Canvas return to their original owner's Dregs.

CURSE | Choose a card on any Canvas to CURSE and turn it sideways, it is now Cursed. While the CURSE keyword itself does not have an effect, there are many cards that interact with "CURSED" cards and provide benefits as a result.

DEFEND | When another Character on your Canvas is targeted for an attack, a Character with DEFEND may intercept the attack, replacing them as the target. A Character with DEFEND may DEFEND as many attacks as it can in a turn, providing it has not been defeated in combat.

DIG | Search your Dregs for a specific card and put it into your hand.

DISPOSE | Erase the card with the word DISPOSE. Once Erased, action the ability on the card. If this is during your turn, you may do this at any time.

During an opponent's turn, each time they declare they are Deploying a card, using an ability (from a card on their Canvas) or declaring an attack, you may use DISPOSE once as Reaction. Once you have declared you're using your DISPOSE, the DISPOSE effect happens first, then the original Deployment, ability or Attack (If it can still happen). When choosing to React in a multiplayer game, declare and resolve each use of DISPOSE in turn order, ending with the original player's Deploy, ability or Attack. (If it can still happen). The original player cannot re-react to their own card being reacted to.

If by using DISPOSE as a Reaction, a new card would be Deployed (E.g. Alchemists Tincture), the new card only gets played after all other Deployments, abilities and attacks have concluded.

DIVERT | Once per turn, when any Action or ability targets a card on your Canvas, as a Reaction it can be Diverted to this card provided this card is a legal target.

FIND | Search your Palette for a specific card and put it into your hand. Then shuffle your Palette.

FREEZE | Choose a card to become FROZEN. A FROZEN card cannot GAIN, DRAIN, STEAL or PREVENT until unfrozen. Cards unfreeze at the end of their controller's turn.

HUNT | Once per turn you may choose a Character on another player's Canvas to HUNT. If both the target Character and card that initiated the HUNT are both still on the same Canvases they were on when the HUNT was initiated, at the start of your next turn resolve the HUNT effect. If either card is Erased, RESTRAINED, or CLAIMED then the HUNT is not resolved.

INFEST | When you deploy a Character with INFEST, you may choose to either pay the full Shard Value to deploy it as a Character on your own Canvas, or only pay 1 Shard to INFEST another non-infested/non-infesting Character on any Canvas; attaching the INFEST Character (PARASITE) to that Character (HOST). While attached, the PARASITE does not take part in combat, instead the HOST does.

A HOST is unable to resolve any of its own Achroma effects or abilities while infested and its ability is instead replaced with the INFEST ability from the PARASITE. INFEST abilities (those following the word INFEST:) are only ever given to the HOST and never used by the PARASITE. The controller of the HOST is now the controller of the PARASITE, so is able to use the PARASITE's Achroma effects and other game/resolve abilities.

Cards with INFEST may only INFEST Characters unless stated otherwise. When a HOST is Erased, the attached PARASITE is Erased too, even if it has PROTECTION or cannot otherwise be Erased.

Card abilities that move Characters from one Canvas to another, such as CLAIM, may not target PARASITES, but may target the HOST. If a HOST moves Canvases, the PARASITE moves with them. You may not attach Objects to INFESTING PARASITES.

MENAGERIE | If you have 3 or more unique Character Types present on your Canvas at the same time, you may trigger MENAGERIE abilities once at any point during your turn. The MENAGERIE effect on cards with 'ACTION: MENAGERIE:' may only trigger once immediately after the card is Deployed providing you have 3 or more Character types Deployed.

MOUNT | During your Main step, you may attach a Character with MOUNT to an unmounted Dragon or Drake on your Canvas. Once attached, a Character may not MOUNT another card unless removed from their current MOUNT. A MOUNTED Character cannot unmount unless a

card allows it. Characters with MOUNT can be attached to a card directly from the Canvas as well as from the hand.

During combat the Rider and MOUNT combine Strength and Shard Value, acting as one Character card but still remain as 2 separate cards. You must deal enough Shard Damage to Erase both cards in order to deal Shard Damage to or Erase either card. Any POISONOUS Shard Damage dealt to a MOUNTED unit Erases both the Dragon/Drake and Rider.

You may attack with a MOUNTED unit as long as at least one of the cards was deployed on a previous turn. Both cards in a MOUNTED unit can be targeted individually and Erased with action cards and ACTION effects.

REVEAL | Turn over the top card(s) of your Palette one at a time, face up. Once you have revealed a card that meets the criteria specified by the ability/action, put that card into your hand. Put the overturned cards back into your Palette and shuffle.

POISONOUS | Erases any card on a canvas it deals Shard damage to during combat. POISONOUS ignores PROTECTION and GUARD.

PREVENT X | PREVENT is an Achroma effect that specifies a certain amount of Shards that can be blocked from leaving your Shard Bank through opposing Drain and Steal effects once per player turn.

PROTECTION | A Card with PROTECTION cannot be Erased, damaged or Drained of any Shards by another player. This includes by Actions, Abilities and during Attacks, unless the opponent has POISONOUS cards (see above).

If however you are forced to choose one of your own cards to Erase, or play an ability that Erases cards including your own, PROTECTION will not protect the card(s).

RAGE | A Character with RAGE can attack one additional time each turn. You must complete your first attack before you can attack again with any RAGE. The RAGE ability is stackable so a Character can be given RAGE as many times as possible during their turn, allowing it to do further attacks. It is important to note that a Character with RAGE still keeps any damage taken in previous attacks until the end of their controller's turn, so you may only attack as many times as the Character's Shard Value allows you to.

RESEARCH X | Look at the top X cards of your Palette. You may pay 1 Shard per card to put it in your hand. Put any cards you don't pay to keep facedown on top of your Palette in any order.

RESTRAIN | Choose a target card on any other Canvas and place it under the card with RESTRAIN. The target card can't be used, resolved, affected, or counted for in any way by other actions whilst RESTRAINED, as a RESTRAINED card is not considered 'on the Canvas'. If the RESTRAINING card is Erased, the RESTRAINED card is returned to its owner's Canvas and is able to attack the turn they return to the Canvas. ACTION effects on RESTRAINED cards do not repeat when a card is freed from being RESTRAINED.

SACRIFICE | Erase a card from your Canvas. The keyword SACRIFICE is always followed by a game ability which, in order to activate, you must Erase a card from your Canvas (SACRIFICE).

SECRET | Without looking at it, hide a card from the top of any Palette underneath this card. This card is now the Keeper of that card. Immediately at the very start of your turn, you may erase the Keeper, flip the hidden card(s) and Deploy them for free in any order. If you choose to Erase the keeper and reveal a secret, you must Deploy it.

SHIELD WALL X | When an opponent's Character declares an attack on a Character on your Canvas, that Character gets X additional Shard Value until the end of your turn. This effect only triggers once per turn, per character. If you DEFEND the attacked character, the new Defender receives the additional Shard Value instead. SHIELD WALL can stack if you have more than one card with SHIELD WALL on your Canvas.

SPLAT X | You may give another card on any Canvas [+(gain) X] as an Achroma effect until the start of your next turn. Once resolved, the SPLAT is removed. (Watch the video.)

SQUISH X | You may give another card on any Canvas [–(Drain) X] until your next turn. Once resolved, the SQUISH is removed. (Watch the video.)

TRADE | Discard a card from your hand and add Shards to your Shard Bank equal to that card's Shard Value. TRADES that are a part of your Start and End step have a limit to how many Shards you may receive from TRADING. Read about this limit in the 'Start step' section.

GLOSSARY

Attributes | Card information such as card type and faction.

Achrom | A corrupting dark energy. Represented in-game by Black Achrom Shards found in the Hex. A card featuring at least 1 of these Achrom Shards can be considered an Achrom card.

Achroma Effect | In the Resolve step some cards on your Canvas may allow you to Gain, Drain or Steal Shards, this is referred to as a card's 'Achroma effect'. Achroma effects can be found in the top right corner of a card or in the gameplay text at the bottom of a card.

Action | A single-use card type or ability. Action cards can be played any time during a player's own turn and are Erased once resolved. The 'ACTION:' keyword found on Character, Location or Object cards represent abilities triggered and resolved once, as soon as the card is Deployed.

Attached | When an Object is carried and used by a Character or when a card is joined onto another card.

Attack | A move intended to weaken or Erase a Character.

Canvas | The play area in front of each player where cards are Deployed and your Palette, Dregs and Shard Bank are located.

Card ID | The Sequence of numbers in the bottom left of an Achroma card that refer to the number of the card within its chapter.

Character | A card type usually representing heroes, villains or creatures. Characters are capable of attacking and defending.

Choose X: | If a card allows you to 'Choose 1:' this is something you must do when Deploying that card and cannot be changed (Unless it specifically says 'Once during your turn, Choose 1:').

Chroma | A source of energy, power and life in the Five Realms. Each coloured Chroma Shard represents a different Chroma element. A card featuring at least 1 of these Chroma Shards can be considered a Chroma card.

Combat | The act of attacking or defending with cards.

Controller | The Controller of a card is the player who has that card Deployed on their Canvas. They may resolve that card's Achroma effect and resolve abilities, the only exception being Objects deployed onto other Canvases (see Objects section).

Copy | When copying a card, everything about the target card is copied over apart from the Shards in the Hex. The Shards remain the same as the card performing the copying ability. If the card being copied has the 'HEROIC' sub-type, that's copied too.

Damage | The act of reducing a card's Shards.

Deploy | Moving a card from a player's hand and placing it on the Canvas, thereby bringing it into play.

Drain | Removing a number of Shards from a player's Shard Bank (If it is an Achroma effect) or from a card's centre Hex (If an ability determines this).

Draw | The Player takes the top card from their Palette and places it in their hand.

Dregs | A player's discard pile where Erased, discarded and TRADED cards are found.

Erase | A card is sent to its owner's Dregs. You can Erase a card by attacking or using an action card or game ability that either specifically states you may Erase a card, or drains Shards from a target card. Some cards cannot be Erased, meaning they can not take Shard damage.

Gain | Add the specified number of Shards to the player that controls the card with the Gain effect's Bank.

Give | If a card uses the term 'Give' before a Keyword, for example: 'Give a Character PROTECTION', then that PROTECTION is a persistent effect even when the original card with 'Give' is Erased unless otherwise specified.

Hand | The cards a player holds. There is no limit to the number of cards you can hold.

Hex | The hexagon in the middle of a card that holds its Shards and displays a card's Strength value.

Location | A card type that has no Strength value and is not capable of attacking. Locations may not be attacked unless otherwise specified.

Mount | A Dragon or Drake that a Dragon Rider is attached to.

Mounted Unit | A Dragon or Drake with a Dragon Rider mounted on it.

Host | The card that a parasite is INFESTING.

Object | A card type. Once Deployed, it must be attached to a Character on the Canvas. Objects lend their Shard Value to attacks and take damage before an attached Character. If a Character has an attached Object and is Erased, the Object is also Erased.

Owner | The Owner of a card is the player who physically owns that card; the player who brought that card to this game in their Palette.

Palette | A player's deck of cards from which they draw during the game.

Pay X Shards: | You must pay the Shard(s) cost as determined by the card to use the ability that follows. When you can do this is down to the ability you are paying to use. You may only do this once per turn per card with 'Pay X Shards'.

Reaction | An opportunity to use the keywords: DEFEND, DISPOSE or DIVERT during another player's turn.

You may React only after an opponent has either: Declared they wish to Deploy a card, use an ability (of a card on their Canvas) or declared an Attack.

Each other player may only React once per opportunity.

Realm | A parallel world, with its own unique geography, creatures and cultures.

Replace | Replace the card that has been Erased with the card that has been selected based on the ability of the card being played. A card being replaced does not count as being Deployed, so ACTION would not be triggered.

Resolve Abilities | Resolve abilities are card gameplay abilities that are triggered in the resolve step. These could be abilities such as Gaining for however many of a certain type of card you have on your Canvas.

Shard | A segment within the Hex that can be full or empty. A life energy and a currency used to Deploy cards from your hand. A full Shard can be defined as either Chroma or Achrom.

Shard Bank | Where a player's Shards are stored and tracked.

Shard Value | The number of Shards a player must pay from their bank in order to Deploy a card. Shard Value is also a measure of a card's Strength and life. Shard Value is determined by the number of filled Shards in its Hex.

Swap | When you Swap a card with another card, they immediately take each other's place on their respective Canvases. 'ACTION:' effects and other abilities that trigger upon Deployment of cards do not trigger again as swapping does not count as a Deployment. Once a card has been swapped, it is controlled by whoever's Canvas it is on.

Steal | A player removes Shards from one player's Bank and adds that amount to their own.

Turn | A player's turn consists of five steps. A complete game turn is when all players have completed a player turn.

SPECIFIC GAMEPLAY RULINGS

Some cards have gameplay abilities which grant bonuses when cards are Erased from specified Canvases. These abilities do not count for the card with the ability itself as the card is Erased before the ability can activate. These abilities will only trigger if the card with said ability remains on the Canvas after the Erase effect has been fully resolved.