

Quick Reference Rules



Flow of the game

1. Reactivation phase

You reactivate (turn upright) all cards in your control.

2. Draw phase

You draw a card from your deck.

3. Action phase

You have priority and may take the following actions in any order:

- Place one energy crystal card into play.
- Cast any number of summons, catalysts and fluxes.
- Move and/or attack with your summons.
- Activate effects and abilities.

Your opponent may respond to your actions with fluxes or by activating effects and abilities. When no player declares another action, the action phase ends.

4. End phase

Your opponent has priority. All players may cast fluxes and activate effects and abilities.

When no player takes another action, your turn ends and the next player starts his turn. (becomes the active player)

Card types

• Energy crystals

In each of your turns you can place one energy crystal from your hand into play during your action phase. Once in play, you can activate your energy crystals at any time to produce energy. Energy is needed to pay the energy costs of casting cards, activating effects, using abilities and moving your summons.

• Summons

You can cast any number of summons during your action phase. When you cast a summon, place the corresponding playing piece on either your own start dot or one of the warp dots. Once in play, you can move and attack with your summons and use their abilities.

• Catalysts

You can cast any number of catalysts during your action phase. Once successfully cast, catalysts remain in play until sacrificed, forced to be taken back into hand or destroyed by any game or card effect. Catalysts in play can be activated, triggered or constantly having an effect on the game.

• Fluxes

You can cast any number of fluxes during any player's action or end phase. When a flux is successfully cast, its effects are resolved, and it is then placed in its owner's discard pile.

Game zones

• **Deck:** Where you draw your cards from. Your deck is placed face down.

• **Hand:** The cards you draw are taken into hand. Cards are cast directly from your hand into play. Players are not allowed to see each other's hand.

• **Stack:** Before a cast card comes into play or has its effect, it is placed face up into this zone until it resolves.

• **Play:** Cards that are successfully cast, come into play face up and are directly ready for use.

• **Discard pile:** Cards that are destroyed or sacrificed are placed face up into this zone.

• **Removed-from-game:** Effects may cause a card to be removed from game. If this happens, the card is placed face up into the removed-from-game zone. Cards in this zone remain there for the duration of the game, unless a card effect is able to bring it back.

OWNER / CONTROLLER

You are considered the owner of any card from your deck. If another player takes control of one of your permanents, you are still its owner, but no longer its controller. Any card in your control is in your play zone. You are the player that gets to make decisions regarding that card.

Quick Reference Rules



Type of dots



Start dot:

- Start point of the life bases.
- Any NLB summon you cast can be placed here.
- Counts as a no-attack dot and warp dot.



End dot:

- Win the game by being the first player to move a life base summon to one of the end dots.
- At the end of each turn, destroy all NLB summons standing on an end dot.



No-attack dot:

- A summon placed on this dot can't attack or be attacked by other summons. However, they can be dealt damage as the result of a card effect or an ability.



Warp dot:

- Any NLB summon you cast can be placed here.
- You may warp your NLB summon directly from your start dot to any of the warp dots, or from any of the warp dots to your own start dot.



Quest dot:

- Some card effects and abilities affect quest dots.



White dot:

- Normal movement dots without additional rules.

Movement

How to move a Summon

1. Pay the movement energy cost and activate the corresponding summon card.
2. Declare to which dot you want to move it.

Speed: For each 1 speed a summon has, you can move it 1 dot. A summon with speed 3 can move either 1, 2 or 3 dots.

Direction: You can't move a summon around sharp corners (corners of less than 90 degrees). If your summon has already attacked in one direction this turn, your movement must follow the path of the attack.

Warping: You can move a NLB summon from your start dot directly to one of the warp dots, or from one of the warp dots directly to your start dot. This is called "warping". Warping a summon counts as moving 1 dot.

Attack

How to attack with a Summon

1. Declare which of your summons is going to attack.
2. Declare the target of the attack.

Range: You can declare an attack if an opponent's summon is within range of your attacking summon. To determine this, count the dots between your summon and the target, including the dot the target is placed on.

Direction: A summon can't attack around sharp corners. If your summon has already moved in one direction this turn, your attack must follow the path of the previous movement.

Attack power and dealing damage: When an attack resolves, the target is dealt an amount of damage equal to the attack power of the attacking summon. To indicate the damage done to a summon, place damage counters on the card. Dealt damage is permanent, although it can be healed by certain card effects.

Destroying a summon: A summon is destroyed when its total damage equals or exceeds its defense.

Summons & playing pieces



Life base



Army



Beast



Berserker



Vessel



Dragon