Getting Started

Basics

ARC-mage or simply 'arcmage' is a card game with free (downloadable) cards.

- Each card in the game belongs to a specific faction. The factions are: Gaian, Dark Legion, Red Banner, House of Nobles, The Empire, The Myst, Drako.
- Each card has a card type: city, creature, enchantment, magic, or event or even loot.
- Each player builds a deck of exactly 60 cards.

Required Materials

To play ekron you need a few things.

- **A deck of cards** (see #Deck Building). You can download cards individually or get the pre-constructed decks, then print, cut and sleeve them.
- Something to **track each city's defensive strength**, such as: pen & paper; or some 20-sided dice
- A set of **faction counters**, each distinguishable from the others. One counter for each faction in your deck. For example, a green counter for Gaian, a black for Dark Legion, a red for Red Banner, and white for the Empire, Grey for Drako, Blue for Dark Myst city.

Deck Building

Building your deck well is vital to success in the game. Players build their decks according to their personal playing style. Your choice of cards dictates your options during the course of the game, and directly affects how well you might fare against your opponents. As the game proceeds you will draw a given number of cards from the deck almost every round. The deck is shuffled at the start of the game, so you seldom know what cards you might draw. Usually, you would want to have a deck prepared *before* you sit down to play a game.

- Every *deck* must contain exactly 60 cards.
- The deck may contain cards from any combination of one or more factions, and any mixture of card types.
- At least 9 of the 60 cards must be city cards.
- A deck may only have up to 3 copies of a card. Cards are considered copies if they have the exact same card name.
- Every card in ekron may be added to a deck (subject to these deck composition rules).
- The backs of all cards in a deck should look *identical*. (This can be achieved by sleeving them.)

To get you started, we have some **pre-constructed, ready-to-play decks** available:

- Gaian Love for Life (single faction: gaia; theme: defensive, nature, harmony)

- [Uneasy Alliance](#) (multi faction: Red Banner & Dark Legion; theme: aggressive, direct damage, boost creatures)
- [Toll of Time](#) (single faction: House of Nobles; theme: control, mill opponents deck)
- [Brothers in Arms](#) (single faction: The Empire; theme: card search, creature synergy)
- [The Uprising](#) (single faction: Red Banner; theme: creating a horde of orcs, creature synergy)
- [Shadow League](#) (single faction: Dark Legion; theme: discarding, fear, undead and shadow creatures)

Winning

A player **wins** when either all other players have been defeated

A player is **defeated** when *any* of the following occurs:

- All of the player's cities have been destroyed, *or*
- The player has used up all the cards in her/his deck *and* is forced to draw another card

Tie breaking:

- In cases where all remaining players are defeated at the same time, the player with the most cities in play wins.
- If more than one player has the greatest number of cities in play, the game ends in a **tie**.

Resource Cards

During the game, you can put a card from your hand **face down** on the table and turn it into a resource card. *Resource cards* are necessary to play cards from your hand.

1. The card becomes a resource card for a faction of the player's choice. The faction of the card does *not* have to match.
2. Multiple resource cards for the same faction are grouped together, and placed near the faction's resource counter.
3. All *unmarked* resource cards indicate how many resources are available for use in the current turn.
4. All *marked* resource cards indicate how many resources have been consumed in the current turn.

The convention for counters used for resource cards is: Green for Gaian, Black for Dark Legion, Red for Red Banner, Blue for House of Nobles and White for The Empire.

Available (unmarked) resource cards are *necessary* to play cards from your hand.

Card Layout

Let's look at a typical card layout.
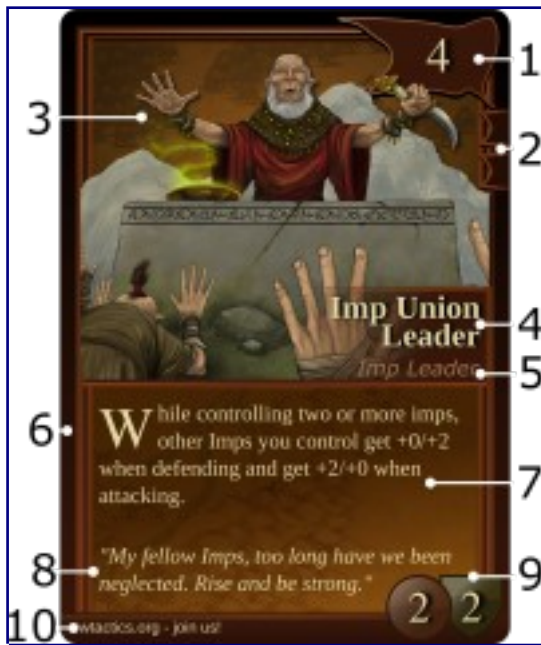
1. **Faction Logo:** The Faction logo shows which faction the card belongs to - in this case the Red Banner faction.
   Resource Cost: The card's resource cost will be shown here as a number. The cost is the amount of resource cards you will have to spend - in this case 4 resource cards
2. **Loyalty Marks:** The loyalty marks indicate how many resource cards of the resource cost must be paid using the faction's own resources - in this case 2 red resources for the Red Banner faction - , the remainder of the resource cost can be paid using any kind of resources.
3. **Card Art:** The illustration has *no impact* on game play. The card art is merely for aesthetics, lending to the game's theme and setting. It also helps players quickly identify and remember cards.
4. **Card Name:** Every card has a unique name.
5. **Card Types:** This line contains the *types(s)* of the card. Each card type is governed by specific rules, and are usually related to rules found on other cards.
6. **Colored Border:** The border around a card reveals what faction it belongs to. In this example, the Imp Union Leader card has a red surrounding border, revealing--together with the faction logo--that this is a Red Banner card.
7. **Card Text:** Additional abilities and rules of the card are written in this area.
8. **Flavor Text:** The flavor text, always written in italics, has *no impact* on the rules of the game. Like the card art, it is there for interest's sake, adding to the artistic appeal of the game.
9. **Combat Statistics:** The value on the left in the red circle is the unit's attack (ATK) value. The value on the right in the green shield is its defense (DEF) value. These values are used when a card engages in combat.
10.   **Footer:** The footer contains information about the game, and the card's "collector's number" and version.

Playing a card

A card is played in this way:

1. The player ensures that all prerequisites (if any) written on the card are met. (If they are not satisfied, the card may not be played.)
2. Identifying the card's faction, the player pays the card's faction power cost by *marking* the corresponding amount of unmarked resource cards of that faction.
3. The card is put into play if it is resolved.

Note that the marked resource cards are considered consumed for this turn, and may not be used to provide power for other plays. Even if the card should end up not being resolved (played)--which might occur due to interplay of rules--the spent power is not recovered or refunded during the same turn.

Prerequisites written on a card are often unique to the card. They vary highly from card to card.

Example prerequisite: "This card can only be played if you control fewer creatures than your opponent(s)."

Battleground Setup

The battleground (the kitchen table :-)) is divided into several areas. Below is a depiction of the proper table setup for one of the players in a game. Each player should have the same *table layout* in front of them.

Kingdom (1)

When you build a city you place it in your Kingdom area. When creatures visit the city they become residents of that city and are placed on the same imaginary row as the city. Cities are peaceful places, so residents of a city can not launch attacks, but they defend their city bravely when attacked.

Your Army (2)

Creatures that will help launch an *attack* or *defend* against enemy attacks must be in your *Army* area, face up.

The Faction's Power Reserves (3)

Each faction in your deck has its own vault of resource cards.

Deck (4)

This area is where the deck resides and from where you *draw* new cards every time it becomes your turn.

Graveyard (5)

The area where *all* the *discarded, used up, wasted* or *killed* cards go. These might be, for instance, dead creatures, or used event cards. All cards in the graveyard are to remain face up, and any player may search through any player's graveyard at any time. Cards in a graveyard must remain stacked in the order that they enter the graveyard: first discarded (or used, etc.) card on the bottom, most recently discarded on the top.

Unbuilt Cities (6)

The area is where your remaining unbuilt cities lay dormant. Skip your turn to place one of these in your kingdom.

Hand (7)

Not really an area, these cards you hold in your hand.

Playing the game

Before playing the game, each player selects the three cities form his/her deck and puts them in a separate stack on the table in the *Kingdom* area, face down. All players may shuffle any decks afterwards.

Each player then draws 7 cards from his/her deck, to hold in hand (not showing to the other players).

Each person gets mulligan for cities for first turn, ask permission to change. For another draw setup.

Roll a 1 d20 die, the player with the highest number is the first to play.

The game is played using individual *player turns,* that are divided into different *phases*. Agree on a method to choose which player will go first.

The player going first looks at his stack of city cards, picks one and puts it on the table in the *Kingdom* area, face up. Then the following player does the same and this is repeated until every player has one city out. Then the first player's first turn it up.

The player who is currently taking his turn is named the *active player*. All other players are termed *passive* players, even if they happen to do something (such as play Event cards) during the active player's turn. The term "the player" usually refers to the active player. In cases when the active player is not the player referred to, the terms "passive player" or "any player" are used.

Turn Structure

A player turn is made up of the following phases:

1. Mulling
2. Unmark
3. Draw & Resource
4. Tactics
5. Play
6. Attack
7. Play
8. Discard

The Play and Attack phases are *optional phases*. You may choose to take no action during an optional phase.

The phases must occur in the given order. You can't, for example, enter a Play phase once you have finished the Discard phase of your turn.

Unmark

- During the unmark phase a player *must* unmark all his/her cards that are marked. (see #Card States)
- The resources cards are thereby replenished, and ready for re-use.

Draw & Resource

During the draw phase, the player must take 1 of 3 possible courses of action:

1. draw 2 cards, and play no resource cards, *or*
2. draw 1 card and optionally play 1 resource card, *or*
3. draw 0 cards, and play 2 resource cards (if the player can't play the 2 resource cards, this option is not available)

If the player has no cards in hand, (s)he **must** draw at least one card.

The player draw all cards at once, then plays the resource cards.

Mulligan

. During the mulligan phase a player must redraw the hand. This could happen when the player does not have any kind of city to mark, in the beginning of the game.

. It's forbidden to have 3 mulligan phase in a row. It's considered defeated. After 3 mulligan phase the game must be reboot.

Tactics

- During the tactics phase the player can gain strategical advantages provided by her/his cities (see #Cities)

Play

- The Play phases allow the player to use creature abilities or play any card (s)he wants to.
- Creatures may be moved (see #Movement).
- Players may take as many actions as they wish during Play phases, providing that they have the resources and cards to do so, and requirements for actions are met.
- A player may choose not to do anything during a Play phase (i.e. skip that Play phase).

Attack

- During this phase the active player's Army may attack one city.
- Only one attack is allowed. (See #Combat for how to resolve the battle.)
- A player may elect not to attack during a given Attack phase.

Discard

- If the player has *more than* 7 cards in his/her hand, the player *must* discard cards from her/his hand until there are 7 cards remaining in hand.
- A player *may not* discard cards from his/her hand if he/she has fewer than 8 cards in hand.

Card Types

There are 5 different card types: #Creatures, #Cities, #Events, #Magic, and #Enchantments.

Creatures

Creatures are the backbone of every army, they are the courageous forces that will bring a player glorious victory (or a miserable defeat that is best forgotten).

All creatures also belong to one or more creature types. Creature types are words separated by spaces in the card's *type* lines. An example of a couple of creature types a creature could have is: *Leader Beast Caster*. Leader would be one, Beast another type, and Caster a third creature type. They don't necessarily relate to each other in any way even if it may look like it in some cases. Creature types are relevant in many situations when other cards interact with the creature cards.

During the *play* phase a player may put new creatures into play by paying their power cost and then placing them into a city the player controls. Creatures may not be put into the Army directly, but they might be moved from a city to the Army at a later stage in the game. Creatures that are part of the Army can attack the opponent, as well as defend against enemy forces. Creatures that are part of a city are only able to defend against attacks on the city; they may never participate in an attack.

Fighting skills

Unlike other cards, creatures have specific and distinct values that show their *fighting ability* in combat:

- Attack (ATK): The amount of damage the creature will inflict on its enemies in a single attack.
- Defense (DEF): How much damage a creature can take before it becomes wounded and dies.

When a creature suffers damage equal to or greater than its Defense during a single turn, the creature is put in the Graveyard (of the creature's owner), along with all cards attached to it.

Inflicted damage does not carry over to the next turn: If a creature was not put into the graveyard, it regains its full Defense strength at the end of the turn.

When other cards *manipulate* these combat values, they are often paired and written in the form *ATK/DEF*.

- Example: +5/-2 would mean that a creature's attack would increase by 5, and its defense would decrease by 2.

Abilities

Creatures may have additional abilities giving them advantages (or disadvantages). Sometimes abilities only take effect when certain prerequisites are met or costs paid, such as *marking* the card. A card's abilities and any requirements thereof are written on the card. There is an extensive [list of abillities](#) and they are further described in the [Abilities](#) section, below.

Movement

- During the Play phase, *unmarked* creatures may be moved
  - from the Army to a city, *or*
  - from a city to the Army, *or*
  - from a city to another city
- A given city may be involved in a move only once per turn (either as the origin or the destination of a move). However, this limitation does not apply when moving creatures out of a destroyed city (see [#Defending a city](#)).
- A player may only move his/her own creatures, and only among his/her own Army and cities, unless a card's abilities or effects allow otherwise.

To move a creature the player must:

1. mark it,
2. announce the move, and
3. place it in the destination area.

Cities

Cities are the heart of your kingdom, and give you tactical advantages over your opponent.

A city *belongs to a faction*, and is to be placed in your *Kingdom* area, face up, visible to all players.

Founding a city

All players begin the game with one city in play. However, a player may skip an entire turn and instead pick one of his/her unused cities and put it into play, face up.

Residents

When a creature or player is in the city it is considered a *resident*.

Defending a city

The city has a defense strength. When an opponent's army attacks your city, your residents may help defend the city. Additionally your Army can help defend the city. During the course of the attack the Army's creatures that are allowed into the city are *residents* of the city.

Any left over unblocked attacking creature deals damage to the city. Damage dealt to a city is permanent and the lost defense strength is not restored after the turn. (You can keep track of the city's defense strength by placing 20-sided die beside it). When the city's strength is reduced to or beyond 0, it is destroyed, and its owner must put it in her/his Graveyard.

Unmarked residents of a destroyed city must be moved to another city or to the army (see #Movement). Marked residents of a destroyed city return to their owner's hand. All other cards (e.g. enchantments) are put into their owner's Graveyard.

When all of a player's cities *in play* are destroyed, that player is *defeated*.

Advantages

Cities can provide tactical advantages when they reach a certain level of devoted *residents*. During the player's Tactics phase, he/she can mark any number of *residents* to indicate their devotion to the the city. The city's current devotion is the sum of all loyalty marks given by all devoted residents. When it reaches the level indicated on the city card, the advantage is active. Cities may have multiple devotion levels, triggering stronger advantages.

The active player chooses the order of the cities and are then resolved one by one. For a given city he/she declares all the creatures that will show their devotion to the city (all at once). Any player may react to that (e.g. killing one of the declared creatures). Finally the declared creatures are marked, and the devotion is calculated. For each city level reached, the advantage is triggered (mandatory). They are resolved in order, lowest levels first.

- An advantages can be one time action (e.g. drawing a card, return a card from the graveyard), or have a permanent effect.
- When the city's devotion drops below the threshold, the owning player no longer enjoys the permanent advantage. (e.g. a devoted resident is killed)
- The city's devotion must be renewed every turn (since during the unmark phase all creatures, including the devoted residents are unmarked).
- If it is not renewed any permanent advantage fades out.
- Once a city is destroyed, the owning player may no longer enjoy the advantage.

Events

- Event cards represent one-time effects. When an event card is played, its resolution is determined and its effects occur immediately. In CCG terminology these are commonly known as *interrupts* or *instants*.
- Any player may play an event card at *any time*, even during an opponent's turn.
- When an event card is played (cast), its effects are not taken into account immediately; the opponent is given the chance to react and play an Event card in response.
- After an event card has been used, it is discarded *the same turn* it was played. The owner places it in his/her Graveyard.

Order of Resolution

- When an event card is played, it is placed on an imaginary stack. Its effects are not yet taken into account.
- All players (including the originating player) have the opportunity to play an Event card in response, it is placed on top of the imaginary stack. Its effects are not yet taken into account.

- This action-reaction process is repeated until all players stop playing additional Event cards.
- The top card on the imaginary stack is now resolved, and its effects occur.
- New event cards can be played, and put on the stack, and the new top card is resolved, etc...

In short, the last played card's effect is applied first. At any time, new event cards can be played.

Magic

- *Magic* cards may only be played during the player's *own* turn, and only during a Play phase.
- Once a magic card has been played, it is discarded into Graveyard.

Enchantments

- *Enchantment* cards may only be played during the player's *own* Play phases.
- Enchantments may have a *target*.
- Some examples of targets: the player, a city, a creature, a resource card, another enchantment
- An enchantment is *attached* to its target
- Global enchantments (without a target) are placed in the Army area.
- Enchantments remain in play until some effect removes them, potentially across many phases and turns.
- When an enchantment is removed, the enchantment card is placed into the owner's Graveyard.

Card States

In Play

When a card is legally moved from hand, main deck, cities deck or grave onto the game table it is *entering play*, and if nothing hinders it the card is then *in play*.

All cards that have been paid for, if any, are considered to be *in play*. Typically that would be all permanents that are on the table, like your creatures and enchantments. Events, effects of abilities and Magic are technically speaking also *in play* for a very short moment: They enter play, are *in play*, resolve and then become discarded into the graveyard - leaving play.

Marked & Unmarked

- Cards *in play* are always in either a *marked* or an *unmarked* state.
- Cards *not in play* cannot be marked or unmarked.
- Cards come into play in the *unmarked* state, unless the rules of some card used in the game clearly specify otherwise.
- The *marked* state is normally used to show that a card has been exhausted or used somehow.
  - Examples of when a card becomes marked: When a creature attacks, moves, or uses an activated ability that requires it to mark.
- To mark a card, orient it horizontally (landscape, as opposed to portrait).
- A marked card cannot be marked again. Only an unmarked card can be marked.
- Some effects or rules can unmark a marked card.
- There is no limit on how many times a card can become marked or unmarked if these state changes happen legally as a result of effects.

- Each player gets all of his/her marked cards unmarked during her/his own unmark phase of his/her turn.

Mark me

The *Mark Me* symbol

Some actions, abilities and rules require a card to be marked when the player wants to use it in a particular way. Marking is not a *cost*. It should rather be seen as a kind of prerequisite, an action that needs to *happen* in order for an effect to happen. Whenever the mark me symbol is shown (a horizontal rectangle with a symbol within,) it means that you have to *mark the card itself* if that is a prerequisite for whatever you're trying to accomplish.

Not in Play

- A card that is not in the *in play* state is considered to be *not in play*.
- All the cards in a players hand, main deck, cities deck and grave are examples of cards that are *not in play* until their owner pays their play cost and meets any other requirements so that they can be put in play.
- There is a distinction between being "in play" and "was played".
  - Card types that can stay on the table (permanents) are put "in play".
  - Cards that don't stay on the table after they "were played" are not considered to be "in play" after they are played. For example, an Event card that is discarded immediately after the player tries to trigger its effect is not considered "in play".

Removed from Game

A card that has been *removed from the game* is in a state distinct from the *in play* and *not in play* states. A card *removed from the game* ceases to exist for all intents and purposes for the remainder of the game. *Removed from game* cards are *not* placed in the Graveyard. They are to be placed in a pile more distant from the game, since there will be no interaction with them while playing.

There is a huge difference between *cards not in play* and *cards removed from the game*: Cards not in play are still a part of the game and might come into play at some point. Cards in hand or in the deck or even in the grave are examples of cards not in play. In contrast, cards that have been removed from the game may *never* in any way become part of the current game.

Combat

- Only *unmarked* creatures may attack or defend.
- The active player is the only one that may perform *attacks*, and only during his/her Attack phase.
  - When attacking, the player must use one or more creatures in his/her *army* and declare the target of the attack: one of the opponent's cities.

- Only the attacked player may employ his/her creatures in defense of an attack. Other players may not lend their forces to defend.
- Combat is resolved on a *per attacker* basis: Each attacker (together with all its blockers) is part of *one* single and specific battle.
- The order in which battles are resolved may affect the outcome of other battles or states in the game.
- Before combat begins, the attacking player decides and announces the order in which the attacking creatures will assault the opposition.
- The defending player must decide if or how (s)he will defend, and which creatures (s)he will assign to defend against which attacking creatures.
- The attacking player must declare his/her full attack plan before the defending player declares her/his defense strategy. The attacking player may not change his/her attack plan (by switching targets, or adding or removing creatures from the assault) once the defender has begun declaring her/his defense plan.

Combat Sequence

I. Announcing attackers & target

- The attacking player may choose to attack during his/her Attack phase using any number of unmarked creatures in his/her Army (or may choose not to attack).
- The attacking player chooses which creatures will fight in the current turn by *marking* them and announcing them as *attackers*. All attackers must be openly identified to all players before the attack occurs.
- The attacking player declares the city which will be attacked. Players may not attack their own cities.
- Event cards can be played by all players (e.g. to boost a creature's attack strength, or to kill a creature before it can attack).

II. Assigning defenders

- The owner of the city being attacked is the *defending player*.
- The *unmarked* creatures in the defending Army are always available to defend.
- The *unmarked* creatures in the attacked city are also available to defend.
- The defending player chooses which of these available unmarked creatures to use as *defenders*.
- The defending player may elect not to defend against the attack at all.
- A given defender can only defend against *one* single attacker.
- Several defenders may be assigned to the same attacker.
- Event cards can be played by all players

III. Resolving combat

- An individual *battle* is comprised of one attacker and its assigned defender(s).
    - The attacker receives damage equal to the sum of the ATK values of the *defenders*. If the damage is greater than or equal to the attacker's DEF value it dies.
    - The attacking player chooses how to distribute the damage dealt by the attacker's ATK strength among the defenders.
    - If a defender receives damage greater than or equal to its DEF value, it dies.

- Damage to the attacker and its assigned defender(s) is resolved simultaneously, hence the attacker and one or more of its assigned defenders could die in a single battle.
- If an attacker has no defenders assigned to it, then the attacked city loses Defense strength equal to the total amount of damage dealt by the attacker.
- If *any* defender engages an attacker, the attacker does not reduce either a city's Defense strength by any amount during that attack, *even if the defender is killed* by the attack.

IV. Clearing the battleground

- When combat is over, each dead creature is placed in its owner's graveyard.
- Any card attached to a dead creature is placed in the graveyard of the owner of the attached card. (A graveyard only contains cards of one player.)

Additional Rules

Conflicting rules

As in many games, some rules and mechanics may seem to contradict themselves at times. This is actually a feature and what makes CCGs deep, complex and modular.

Rule conflicts are to be resolved thus:

- If a *card's rules* contradict the *core rules* (in this document), **the card's rules** override the core rules.
- If an effect *forbids* something, while another effect *allows* it, that something is **forbidden**. "No, not, can't" etc. *always* outweigh "can".
  - Example: A creature has the effect "can not fly" in its card text. Playing a Magic card on the creature with the text "target creature can fly" does *not* make the creature able to fly. The "can not" overrides the "can".

Abilities

Many creatures have special skills, and some are able to perform different kinds of actions. There are numerous ways in which creatures can interact with one another without engaging in standard combat. These skills are called *abilities*, regardless of what they do, and whether they have drawbacks or not. There is an extensive [list of abillities](#).

Abilities are not limited to just creatures. Some Magic cards can grant creatures additional abilities they wouldn't otherwise have.

There are three main types of abilities: *passive*, *activated* and *triggered*.

Passive

A passive ability is one that takes effect and abides without needing any associated cost to be paid, any action to be taken, or any particular requirements to be met. As soon as the object with the ability enters play, the ability is active. It ceases to affect the game when the object leaves play.

Example: "All Elvish creatures get +3 Defense" is a passive ability.

Activated

- A card's ability only takes effect after the player controlling the card pays the ability's cost. Inability or refusal to pay the ability's cost prevents the ability from taking effect.
- Only the controller of a card may activate it's abilities. Usually, the controller is the player that put the card in play by paying for it.

There are three types of costs that must be paid to activate abilities: *power* cost, *marking* and *custom* cost.

Activated abilities are always written in the format

```
Cost : Effect
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Whatever is on the left side of the colon (:) are the cost(s) or prerequisites. The text on the right side of the colon is the card's effects that will occur once the costs are paid and the prerequisites are met.

Triggered

- A triggered ability is activated if and only if its trigger takes place.
- Players *cannot* choose whether a triggered ability will take effect or not once it is put into play. It *must* take effect once the trigger ocurs.
- It is possible for rules or situations to prevent a triggered ability's effect from applying.

Example:

- Consider the triggered ability "Discard a non-Dark-Legion creature every time a skeleton comes into play."
- Suppose an opponent plays that curse (triggered ability) on you.
- If any player (including you) puts a Skeleton type creature into play, then you *must* discard a non-Dark-Legion creature.
- If you have only Dark Legion creatures, however, then it is not possible for you to comply with the card rule, in which case you don't have to discard anything.

Variable Resource Costs

This card costs X resource cards.

Some cards have a cost of **X** instead of a literal number. Other cards have a cost of X with a modifier (usually a simple algebraic expression). In these cases, the meaning of X is always defined in the card text.

Example:

- A card costs X + 2.
- Its text says that X is equal to the ATK value of the target creature.
- The target creature's ATK is 3.
- Thus, the cost to play the card would be 3 + 2 = 5 resource cards.

Disclaimer & Other Information

- At the time of this writing, **these rules are only intended for *developers* that work on the same ruleset as ngoeminne, which is dubbed "the Awesome Rules Concept", or ARC for short.**
- Edits are allowed by anyone as long as they fully maintain the semantics and logic of the game, the intention of the edited rules, etc. Such edits should not change how the game is played.
- Rule-changing edits are allowed only after being cleared with ngoeminne first.
- The ARC intends to live up to the General Design Document & the Local Design Document for the ORC.
- *All* content in here can and will likely change as development, concept testing, play testing and revising continues. At the time of this writing, nothing in this document represents the finalized game. These rules should not (at this time) be seen as set in stone.
- Questions? Please post them in our forum after *mailing us for an account* in there; or mail your questions.