

OVERVIEW TURN

1. Check your  Bar.
2. Use one of the following Standard Actions:

MOVEMENT

Move one of your Creatures 1 space to an adjacent unoccupied field.

ATTACK

Move one of your Creatures to an adjacent field occupied by an opposing Creature. Note the Power Hierarchy.

UPGRADE

Increase the Power Level of one of your Creatures by 1.

SPELL

Cast a Spell of one of your Creatures.

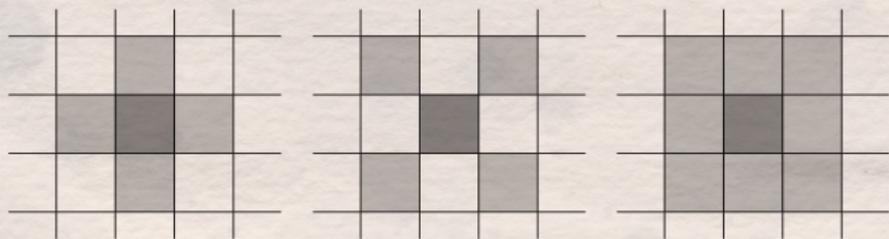
3. Check your  - Bar. Win by 10 .

POWER HIERARCHY



*Exception:
Additionally, Creatures with
Power Level 3 defeat Creatures
with Power Level 6.*

GLOSSARY



Adjacent

Diagonal

Surrounding



= Victory Points



= Trigger Points



= Opposing Creature



= Threatening opposing Creature



= Immune against opposing Attacks



= Immune against opposing Spells



= Immune against opposing Specialities