

# Wakfu TCG – Tournament Rules

Unofficial translation for Wakfupedia

## IMPORTANT:

This is an unofficial translation of the tournament rules of Wakfu TCG and holds no value in official tournaments. Only the latest French version of these rules should be considered in competitive settings. Ankama owns all rights to the game and its related material, and is in no way affiliated with Wakfupedia.

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This version of the tournament rules replaces any previous version. To avoid confusion, please replace any previous version of this document.

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# 1. Game Fundamentals

## 101. Constructing a Deck

101.1. For a constructed-deck game, each player must have a basic deck containing exactly fifty cards.

101.2. For a sealed-deck or draft game, each player must have a basic deck containing exactly thirty cards.

101.3. For constructed-deck games as well as sealed-deck and draft games, each basic deck must contain one and only one Hero-type card, as well as one and only one Haven Bag-type card.

101.4. Some tournaments allow the optional use of a card reserve. The players must begin the match with their basic deck, but can switch cards between their basic deck and their reserve between the different games of a same match. For a constructed-deck tournament, the reserve must contain exactly 0 or 12 cards at all times and may not contain any Hero- or Haven Bag-type card. For a sealed-deck tournament, the reserve contains all cards received by the player that are not part of their basic deck.

101.5. For a constructed deck, each card can only be represented up to three times between the basic deck and the card reserve. Cards with the “Unique” trait are an exception to this rule, as they can only be represented once between the basic deck and its card reserve. See section 420.1.

101.6. For a sealed or draft deck, each card can be represented any number of times. Cards with the “Unique” trait are an exception to this rule, as they can only be represented once in the basic deck, although the reserve can contain any number of copies.

*Note: Some powers modify the constructed, sealed or draft deck-constructing rules by limiting the playable cards depending on your Hero. See section 806.10.*

101.7. For a draft deck, each player may add up to four elemental Allies to their deck. These elemental Allies must share the element of the player's Hero or Haven Bag. See section 303.6 for these Allies, named Terra, Aero, Pyro and Akwa.

## 102. Starting the Game

102.1. Each player must have their own deck and begins the game with their Haven Bag in the World and their Hero in their Haven Bag. Each player shuffles their deck to make sure the cards it contains are distributed in a random order, and then each player can shuffle their opponent's deck. If they choose to do so, each player may cut their own deck one last time. Each player's deck becomes the Deck they will draw from.

102.2. Once the shuffling is done, the players determine who will play first. The “Chi-Fu-Mi” or “Rock-Paper-Scissors” method is suggested, but any other random method is acceptable, such as rolling a dice or flipping a coin. The winner plays first. In a match comprised of several

games, this method is only used for first game. The following matches are started by the loser of the previous game.

102.3. Once the first player has been decided, each player draws a number of cards that corresponds to their Action Points (AP), and then places them in their Hand.

102.4. After having seen the contents of their first Hand, but before beginning the first turn, each player can decide to make a “Rollback”. To make a Rollback, that player recycles all of their Hand and reshuffles their deck, then redraws as many cards as they have Action Points. This process can be repeated as many times as the player wishes, but they then draw one card fewer every time until their Hand no longer has any cards. The first player performs their Rollbacks first, followed by the second player. Once both players have performed their Rollbacks, the first turn of the game can begin.

### **103. Winning and Losing**

103.1. A game is immediately over when one of the players wins or loses the game. A player wins the game when their opponent loses.

103.2. There are several ways to win or lose a game:

103.2a. A player loses the game if their Hero is destroyed. A Hero can be destroyed by reducing its Health Points (HP) to zero or less, but some cards can also destroy a Hero directly. This is considered a “Victory in Battle” for the player's opponent.

103.2b. A player wins the game if their Hero gets to Level 3. This is considered a “Victory by Experience” for that player.

103.2c. The player loses the game if their Hero leaves the game, for whatever reason.

103.3. If two Heroes lose their last Health Point at the same time, both Heroes remain in-game with 1 Health Point.

103.4. If both Heroes reach Level 3 at the same time, the game goes on until one Hero obtains more Experience Points than the other does. In this case, the player who controls the Hero with the most Experience Points wins the game.

103.5. A player whose Hero reaches Level 3 and loses its last Health Point at the same time loses the game.

*Example: You control Klore Ofil at Level 2 with 17 Experience Points and 3 Health Points. You play a Défi and choose Klore Ofil to challenge a Chef de Guerre Bouftou controlled by your opponent, who accepts the challenge. When the Défi is resolved, Klore Ofil takes 3 Damage from the Chef de Guerre Bouftou and gains 1 Experience Point for destroying it. Klore Ofil now has 18 Experience Points and 0 Health Points. You lose the game.*

## 104. Contradictions and Golden Rule

104.1. If a card's text specifically goes against a rule, the card always prevails over the Rules.

104.2. If a power or an Action mentions that an event cannot take place, and another power or Action produces this event, the “negative” power or Action (the one that cancels the other) takes precedence and the event does not take place. It is not possible to react to an event that was canceled by a power or Action.

*Example: During your turn, you play a Pandrista on an opposing Ally. During their turn, your opponent activates their Temple Crâ by choosing that Ally. The Ally will not be untapped because the effect of the Pandrista prevents it and takes precedence.*

## 105. Numbers

105.1. A player who must choose a numeric value must use any natural integer equal to or higher than 0.

105.2. Negative values are considered equal to 0 when they are used, but still retain their negative value.

*Example: Opée Tissoin, Strength 1, wields a Broche Céleste that reduces her Strength by 2. Her Strength is considered equal to 0, even though its actual value is -1. If Opée Tissoin receives a +1 Strength bonus later on, her Strength will therefore remain 0.*

105.3. Some powers or Actions create a modifier that “doubles” a numeric value. Such modifiers are applied in a continuous way by incorporating any modifier for that value generated before them (and only those modifiers).

*Example: A player controls an Ayron Fan with Strength 3. It is chosen for a Coup Critique, so its Strength is doubled and becomes 6. Ayron Fan then receives a Charge. Its Strength becomes 8 (and not 10, or any other value).*

105.4. Some numeric values are indicated by an asterisk “\*” instead of a number. These values are variables and are specified in the text of the card featuring the asterisk. These values are determined and renewed continuously, regardless of the area where the card is placed. If the value of “\*” cannot be determined, “\*” is considered to be equal to 0.

## 106. Tapped and Untapped

106.1. Cards appear untapped in the World or the Haven Bag, and remain untapped until they are tapped. Tapping an untapped card means to rotate it to a horizontal position. Untapping a tapped card means to rotate it to a vertical position.

106.2. A card is only untapped if it physically goes from the tapped to the untapped position. Similarly, a card is only tapped if it physically goes from the untapped to the tapped position.

106.3. Any card not in a Haven Bag or the World is neither tapped nor untapped, and may not be tapped or untapped.

## 2. Parts of a Card

### 201. Upper Border

201.1. The upper border of the card indicates the card's type. For example, Action cards have a red border, Ally cards have a green border, and Equipment cards have a blue border.

### 202. Rarity Symbol

202.1. A rarity symbol appears in the upper left corner of all cards. There are four rarity levels. Rare cards have a golden symbol, Uncommon cards have a silver symbol, Common cards have a blank symbol, and Draconic Rare cards can have different colors (green for Dofus, turquoise for Protectors).

### 203. Name

203.1. The name of the card is printed above the illustration. If a power refers to the name of the source that generates it, it exclusively refers to its source and not to all cards of the same name.

*Example: You have two copies of the Kanigrou in play. One of the two Kanigrou receives Damage. The Reaction power of the second Kanigrou cannot be used, as it refers exclusively to the card that received Damage.*

203.2. If a card gains a power from another card referring to its source, then the copied power will refer to the card that gained the new power, and not to the card it was copied from.

*Example: Your Stiveun Cigalle wields a Tourmenteur that you used to copy Pym's power. Stiveun Cigalle therefore has the following power: “**Reaction.** (tap): Redirect to Stiveun Cigalle all Damage about to be dealt to the Ally or Hero of your choice.”*

203.3. If a power refers to a card with a name different from that of the power's source, it refers to all cards with that name.

### 204. Element and Strength

204.1. A card's Element is represented by the symbol in the upper right corner of all cards. There are five Elements: Air, Earth, Fire, Water, and Neutral. This Element indicates the nature of the card and means that it can produce a resource of that Element when it is tapped or recycled.

204.2. If a card refers to an [Element] card, it refers to a card that has the Element symbol corresponding to the Element mentioned.

204.3. On certain cards, a number or modifier is printed over the Element symbol. Numbers appear on Ally or Hero cards, while modifiers appear on Equipment and Dofus cards and are applied to the Strength of the wielder of the Equipment.

*Example:* The Dwanlaposh is an Ally with a Strength of Water 2. It wields Abrabottes with a Strength modifier of Earth +1. The Dwanlaposh's Strength becomes 3.

204.4. When resolving a battle, an Ally or Hero deals Damage equal to its Strength, modified by the Equipment used by that Ally or Hero. This Damage's Element is identified by the Element symbol shown in the upper right corner of the card representing the Ally or Hero. The Equipment's Strength modifier does not modify the Element of the Damage, only its amount.

*Example:* In the previous example, the Dwanlaposh will deal 3 Water Damage when resolving the battle (and not 2 Water Damage and 1 Earth Damage, or any other combination).

204.5. An effect can alter an Ally or Hero's Strength temporarily or permanently. All effects that depend on a Hero or Ally's Strength use this modified Strength value.

*Example:* Jicé Aouaire has Strength 3. He wields a Coiffe du Bouftou, which grants him a Strength bonus of +2. His modified Strength is 5 and he cannot be tapped by the Homme Louf.

204.6. An Ally with Strength 0 is immediately destroyed, before any player can perform any action. An Ally is immediately destroyed if it receives as much Damage as its Strength or more.

## **205. Illustration**

205.1. The illustration is printed on the upper section of the card. It merely serves an aesthetic value, and has no impact on the game.

## **206. Stat Block**

206.1. Certain cards feature a stat block printed over the right half of the illustration. This block contains three boxes labeled “AP”, “MP”, and “HP”, that may contain text.

## **207. Level**

207.1. A card's Level is indicated in the circle-shaped symbol on the left, right under the illustration. The level represents the amount of cards that a player must tap to be able to play this card. The interior of the circle indicates the Element that must be used to play this card, which can be different from the Element shown in the upper right corner of the card. The circle is brown (Neutral) for Actions, Rooms, Zones, and Equipment, and red (Fire), green (Earth), blue (Water), or purple (Air) for Allies and Heroes. See section 418.

207.2. If the power or Action refers to a card's Level, it refers to the value as printed on the card.

207.3. If a card's Level is “X”, that card's Level is considered to be 0, except when the card is being played. In this event, the card's Level is equal to the value of X as chosen by the player.

## **208. Traits Line**

208.1. The traits line is located under the illustration and contains the card's type, in some cases followed by a separator “—”, followed by classes and/or traits. These traits can be associated to certain rules (for instance “Unique” or “Monster”) or serve as a reference for other cards.

## **209. Text Box**

209.1. A card's text box is located under the traits line. A card's text may contain text related to the game and/or flavor text. Flavor text is printed in italics after the text pertaining to the game and has absolutely no impact on the game.

209.2. A new line within the text related to the game indicates a new power of the card. However, some powers represented by keywords are sometimes printed on a single line to save space. In this case, these powers must be treated as different powers.

## **210. Expansion and Credits Line**

210.1. The expansion and credits line is located under the text box. It features the name and symbol of the expansion the card is from, as well as the card's number in that expansion. It also features the name of the artist that created the illustration for the card.

### 3. Card Types

#### 301. General

302.1. A card's type is printed at the very beginning of the traits line, before an eventual separator “—”. There are nine card types: Action, Ally, Dofus, Equipment, Haven Bag, Hero, Protector and Zone.

*Note: Starting January 15, 2010, Dofus are no longer Equipment and have become their own type of card. See section 304.5.*

*Note: The Protector type was introduced with the Bonta & Brâkmar extension.*

#### 302. Action, Challenge, Quest and Spell

302.1. A player may play an Action card without traits or an Action card with the Spell trait during their Main Phase or during the Action Phase of any battle in which they are involved, when they are allowed to perform an action. Action – Spell cards are more commonly referred to as “Spells”. When an Action card is resolved, the actions described in the card's text box are resolved, and then the card is placed in its owner's Discard.

302.2. Action cards with the Quest trait are a subtype of Action cards featuring the Reaction trait. Action – Quest cards are more commonly referred to as “Quests”. Unlike regular Action cards, Quests can only be played when the trigger mentioned on the card is completed, regardless of when that event happens. As such, a player may play a Quest during their opponent's turn.

302.3. Action cards with the Challenge trait are another subtype of Action cards. Action – Challenge cards are more commonly referred to as “Challenges”. Unlike regular Action cards, Challenges can only be played during the Declare Target Phase of a battle in which the player is attacking, and only once per such phase. A Challenge card remains face up on the table until the card's conditions are verified and the Challenge is resolved. The card is then placed in its owner's Discard.

*Example: During your turn, you can play a Grippe de Wakfu Action card. However, you cannot play a Festin des Wabbits Quest card unless it is the end of your turn and your Hero is tapped in the World.*

302.4. An Action card has a red upper border.

302.5. Every Spell card has an additional trait representing the name of the class that has access to that Spell card. A player may not play a class-specific Spell unless they control a Hero or Ally of that class in the World or their Haven Bag at the time of playing that Spell. Elemental Spells are accessible to all classes, without restrictions.

*Example: You control the Iop Hero Bruss Ouiliss and the Xelor Ally Ayron Fan as your only Hero and Ally. You can play the Iop Spell Charge, the Xelor Spell Coupure*

*Temporelle or the Elemental Spell Flamiche, but not the Pandawa Spell Vague Tournoyante.*

302.6. Certain Action cards can be played as Allies or Zones as part of their effect. They are called Summons. These Action cards are not placed in their owner's Discard after being resolved. As long as they are in-game, they are no longer considered as Action cards, but rather as Allies or Zones. They lose all traits they had as Actions.

*Example: La Folle is played as a Monster with a Strength of 1. That Monster no longer has the Sadida trait and can therefore not cast Sadida-specific Spells.*

### **303. Ally**

303.1. A player can play an Ally card during their Main Phase, except during a battle. An Ally appears untapped in the World or in its owner's Haven Bag. Every Ally has a Strength value indicated in its Element symbol.

303.2. An Ally-type card has a green upper border.

303.3. A player may tap an Ally to produce a resource, set an Ally as a blocker, or use an Ally's powers on the turn it appears. A player may only set an Ally as an attacker if that Ally appeared before the beginning of their most recent turn, even if they just gained control over it.

303.4. Ally-type cards have several characteristics of their own:

303.4a. The Ally's class or family, indicated after the first separator in the traits line. There are two types of Allies: Characters and Monsters. Monsters are identified by the "Monster" trait in the traits line, followed by the name of the family(-ies) it belongs to. A non-Monster Ally is a Character. If several traits are listed on the traits line, the Ally has all of those traits.

303.4b. An Experience value, indicated at the bottom right of its text box. When a player destroys an opponent's Ally, their Hero gains a number of Experience Points equal to the destroyed Ally's Experience value.

*Example: The Polter Tofu is a Monster-type Ally. It belongs to the Polter and Tofu families. It is Air-typed, is Level 2 and has Strength 2. Its Experience value is 1.*

303.5. Some Actions are placed as Allies instead of put in their owner's Discard. Unless stated otherwise, that Ally's Level is equal to the Action's Level.

*Example: As long as it is in play as a Monster, La Bloqueuse is considered to be a Level 2 Ally.*

303.6. Special Allies are also used in draft games. They are called Elemental Allies and bear a distinct name according to their element: Terra for Earth, Aero for Air, Pyro for Fire, and Akwa for Water. These Allies are Level 1 with Strength 1 and cannot attack, block, or wield

Equipment. Cards that refer to Allies bearing those names refer to those specific Elemental Allies.

*Example: The Métaria Mage Verte allows you to place a Terra Ally. That Ally has Strength 1, its element is Earth, and it cannot attack, block, or wield Equipment.*

### **304. Dofus**

304.1. A player may play a Dofus card during their Main Phase, except during a battle, if they meet the requirements stated on the Dofus card. Dofus appear untapped in the World or in their owner's Haven Bag.

304.2. A Dofus-type card has a blue upper border as well as a stat block. See section 206.

304.3. The Ally or Hero the Dofus is assigned to is called the “wielder” of the Dofus. A Dofus' wielder must be a non-Monster Ally or Hero controlled by the player and is chosen at the time of playing the Dofus card.

304.4. A single wielder may wield any number of Dofus as long as they have different names. They may only wield one copy of a Dofus sporting a particular name. If a wielder receives a new Dofus while it already has one with the same name, its controller must immediately destroy one of the two competing Dofus.

*Example: Your Hero can wield a Dofus Cawotte, a Dofus Turquoise and a Dofawa. However, it may not wield two Dofawas at once.*

304.5. Dofus are not counted as Equipment. This means they can only be affected by cards that specifically target Dofus cards. A card that only targets Equipment cannot affect a Dofus.

*Example: You cannot play Brisé ! or use Merelyne Manro's power on your opponent's Dofus Turquoise. À la Poursuite d'Ogrest allows you to find a Dofus because the Dofus type is specifically mentioned.*

### **305. Equipment**

305.1. A player may play an Equipment card during their Main Phase, except during a battle. Equipment appears untapped in the World or in its owner's Haven Bag. Equipment can have any of the following subtypes: Weapon, Armor, Jewel, Shield, Mount, Item, or Familiar.

305.2. An Equipment-type card has a blue upper border as well as a stat block. See section 206.

305.3. The Ally or Hero the Equipment is assigned to is called the “wielder” of that Equipment. An Equipment's wielder must be a non-Monster Ally or Hero controlled by the player and is chosen at the time the Equipment card is played. If a non-Monster Ally becomes a Monster, all the Equipment it is wielding is destroyed immediately.

305.4. Some Equipment cards feature a “recipe”. This recipe represents an alternative way to play the Equipment. When an Equipment card is played by paying its recipe, this Equipment is said to be “crafted”.

305.5. Equipment cards with the Weapon, Armor, or Jewel subtype may also have an additional trait characterizing the object, indicated on the traits line after the Equipment subtype. This trait restricts the number of Equipment the wielder can receive.

305.5a. A wielder can only wield one Equipment with the “Weapon” subtype, no matter what the Weapon's trait is (Shovel, Hammer, Bow...).

305.5b. A wielder can only wield one Equipment with the “Armor – Hat” subtype.

305.5c. A wielder can only wield one Equipment with the “Armor – Cape” subtype.

305.5d. A wielder can only wield one Equipment with the “Armor – Belt” subtype.

305.5e. A wielder can only wield one Equipment with the “Armor – Boots” subtype.

305.5f. A wielder can only wield one Equipment with the “Jewel – Amulet” subtype.

305.5g. A wielder can only wield two Equipment with the "Jewelry – Ring" subtype, and only if both Equipment have different names.

305.5h. A wielder can only wield one Equipment with the “Familiar” or “Mount” subtype.

305.5i. A wielder can only wield one Equipment with the “Shield” subtype.

305.5j. A wielder can wield any number of Equipment with the “Item” subtype.

305.6. If a wielder receives new Equipment going against its limits for the categories detailed above, its controller chooses one of the conflicting Equipments and destroys it, then continues the process until all restriction rules are respected.

*Example: The Hero Opée Tissoin is wielding an Amulette Akwadala. Her controller decides to also give her a Larvamulette. Opée Tissoin is now wielding two Equipments with the “Jewel – Amulet” type, so her controller must choose to destroy one of those Amulets.*

305.7. Monster-type Allies cannot use Equipment. If an Equipment card in a Haven Bag or the World was to be moved onto a Monster, it remains on its current wielder instead.

305.8. When an Ally leaves the game or stops existing, the Equipment it wields is destroyed.

305.9. An Equipment's controller is the same as the Equipment wielder's controller. Changing the wielder's controller also changes the Equipment's controller. An Equipment's controller is always the same as its wielder's controller.

### 306. Haven Bag

306.1. Each player begins the game with a Haven Bag untapped in the World. It is forbidden to include other Haven Bag-type cards in one's deck in a constructed tournament. In sealed and draft tournaments, a Haven Bag that is opened but not played must be placed in the reserve but cannot be used during the tournament.

306.2. A Haven Bag-type card has a brown upper border.

306.3. A Haven Bag-type card has two specific traits printed on its traits line – Size and Resistance:

306.3a. The Haven Bag's Size represents the maximum amount of Hero, Ally or Room cards it can contain. Once this number has been reached, it is impossible to add new cards of these types to the Haven Bag's contents. If a Haven Bag's Size is reduced under the number of cards it contains, the Haven Bag's controller must expel Ally or Hero cards into the World to respect the new Size value.

306.3b. The Haven Bag's Resistance represents the amount of Damage it can receive before being banished. When the Haven Bag is banished, the Rooms it contained are destroyed and the Allies and Heroes are expelled into the World.

306.4. On their first turn, the player who did not start the game may immediately untap their Haven Bag after having tapped it for the first time to produce a resource. This power does not use the Queue, and a player may thus tap their Haven Bag twice to produce two resources paying for a single cost. A Haven Bag that is not tapped to produce resources may not be untapped by virtue of this rule.

*Example: During your first turn, you can play a Djakky Chwan by tapping your Hero once and your Haven Bag “twice” to produce the 3 resources required.*

306.5. A Haven Bag that should be destroyed is banished instead.

### 307. Hero

307.1 Each player begins the game with a Hero untapped in their Haven Bag. It is forbidden to include other Hero-type cards in one's deck in a constructed tournament. In sealed and draft tournaments, a Hero that is opened but not played must be placed in the reserve but cannot be used during the tournament. Every Hero has a Strength value indicated in its Element symbol.

307.2. A Hero-type card has a golden upper border.

307.3. Hero-type cards are printed on both sides, and the Level 1 side must be visible when beginning play. Hero-type cards have several characteristics of their own:

307.3a. The Hero's class, indicated in the traits line.

307.3b. An Action Points (AP) value, shown in the “PA” box of the stat block, which represents the maximum amount of cards the controller may have in their Hand.

307.3c. A Movement Points (MP) value, shown in the “PM” box of the stat block, which represents the maximum number of Heroes or Allies the Hero's controller may play in a battle.

307.3d. A Health Points (HP) value, shown in the “PV” box of the stat block, which represents the Hero's maximum Health Points. The Hero's Health Points are equal to this value at the beginning of the game. The Hero is destroyed when its Health Points are reduced to 0. A Hero may have negative Health Points.

307.4. When a Hero gains its sixth Experience Point, it is flipped to its Level 2 side. It retains its current Health Points value, although its maximum Health Points value may be modified.

*Example: Tirlangue Portey is a Hero with the Cra class and the Air Element. At Level 2, Tirlangue has Strength 1 and 16 Health Points. Her controller has 6 Action Points and 3 Movement Points. At Level 3, Tirlangue has Strength 2 and 20 Health Points. Her controller has 7 Action Points and 3 Movement Points.*

307.5. When a Hero gains its eighteenth Experience Point, it reaches Level 3 and its controller wins the game.

### **308. Protector**

308.1. A player may play a Protector card during their Main Phase, except during a battle. A Protector appears untapped in the World and cannot be moved into the Haven Bag.

308.2. A Protector-type card has a purple upper border.

308.3. A player may include only one Protector-type in their deck. In constructed tournaments, this includes the reserve, if used. In sealed and draft tournaments, a player may have any number of Protectors in their reserve.

308.4. A Protector is not considered as an Ally. It may not be chosen by an Action or a power that specifically targets an Ally, nor be set as the target of a battle, an attacker or a blocker.

308.5. Unlike other cards, a Protector may not be tapped to produce resources.

### **309. Room**

309.1. A player may play a Room card during their turn, except during a battle. Rooms appear untapped in the Haven Bag and may not be moved to the World.

309.2. A Room-type card has a brown upper border.

309.3. A player may not play a Room card if their Haven Bag has been banished or if it already contains as many Allies, Heroes and Rooms as allowed by its current Size.

### **310. Zone**

310.1. A player may play a Zone card during their turn, except during a battle. Zones appear untapped in the World and may not be moved into the Haven Bag.

310.2. A Zone-type card has a gray upper border.

## 4. Game Concepts

### 401. Alignment, Class, Family and Profession

401.1. Class is a trait present on Heroes, Spells and certain Allies and indicated in the traits line. There are twelve classes: Ecaflip, Sadida, Eniripsa, Osamodas, Iop, Enutrof, Cra, Sram, Feca, Xelor, Sacrier and Pandawa.

401.1a. If a card refers to “a [Class] Ally or Hero”, it refers to an Ally or Hero whose class is the same as stated on the card.

401.1b. A player may only play a Spell card if they control a Hero or Ally of the same class as the Spell.

401.2. Family is a trait present on certain Allies and indicated in the traits line. There are many families. The twelve classes are not families.

*Example: The Corailleur is a Monster that belongs to the Craqueleur family. The Bourreau des Brumes is a Character that belongs to the Bandit family.*

401.2a. If a card refers to a family or class of Monsters or Characters without any more precision, it implicitly refers to only Allies or Heroes whose family or class is the one stated on the card. Otherwise, the card refers to the types of cards that correspond to the details stated.

*Example: The Tofu Céleste can be played when a Tofu is destroyed. Since no card type is specified, its power only refers to Allies with the Tofu type that are destroyed. The Bouftou Royal allows finding a Bouftou-type card. Since “card” is specified, the Bouftou Royal's power is not limited to Allies with the Bouftou type, but to any card with the “Bouftou” type in its traits line, such as the Anneau de Bouze le Clerc.*

401.3. Alignment is a trait featured on certain cards, indicated in the traits line of those cards. Three Alignments exist: Bonta, Brâkmar, and Neutral.

401.3a. Although Heroes do not have the Bonta or Brâkmar printed on them, it is possible to align them with Bonta or Brâkmar. In a tournament, a Hero's Alignment must be indicated to one's opponent at the beginning of every match – it is strongly recommended to use dedicated card sleeves. By default, a Hero is Neutral.

401.3b. If a card refers to “an [Alignment] Ally or Hero”, it refers to an Ally or Hero whose Alignment is the one stated on the Ally, or declared (or represented by the sleeve) in the Hero's case.

401.3c. A card that has neither the Bonta Alignment trait nor the Brâkmar Alignment trait implicitly has the Neutral trait and is considered to be a Neutral Alignment card.

401.3d. A card may only belong to one Alignment. If a card is to gain a new Alignment trait, it immediately loses its former Alignment trait.

401.4. A Profession is a power that certain Allies possess. There are four Professions: Armorer, Weaponsmith, Handyman and Jeweler.

401.4a. When a player wishes to craft Equipment, they must tap an Ally with the Profession mentioned in the Equipment's Recipe.

401.4b. An Ally with a Profession is called an "Artisan".

## 402. Appearing

402.1. Some cards have powers that take effect "When [Name] appears". A card is said to "appear" when it is placed in the Haven Bag or the World, from any other area of the game.

402.2. An Ally or Hero moving to or from its Haven Bag or the World is not "appearing".

## 403. Equipment Bonuses

403.1. Equipment cards can alter one or several of their wielder's or controller's characteristics. Those modifiers are called "Equipment bonuses". Equipment bonuses can take several shapes:

403.1a. Strength bonus: The wielder's Strength is increased by the value indicated in the Equipment's Element symbol.

403.1b. Action Point bonus: The Equipment's controller's Action Points are increased by the value indicated in the "PA" box of the Equipment's stat block, even if the Equipment is not worn by their Hero.

403.1c. Movement Point bonus: The Equipment's controller's Movement Points are increased by the value indicated in the "PM" box of the Equipment's stat block, even if the Equipment is not worn by their Hero.

403.1d. Health Point bonus: If the wielder is a Hero, the current and maximum Health Points of that Hero are increased by the value indicated in the "HP" box of the Equipment's stat block. If the wielder is an Ally, this bonus is ignored because Allies do not have Health Points.

*Example: You control Tirlangue Portey at Level 1 with 14 Health Points. Her maximum Health Points value is 16, according to her stat block. You assign a Scaracoiffe Blanche to her, which grants a +2 bonus to Health Points. Tirlangue is now at 16 Health Points and her Health Points maximum is 18 as long as she wields the Scaracoiffe Blanche.*

403.2. If an Equipment card is destroyed, its wielder or controller immediately loses the bonuses it grants, before any player can perform any other action.

403.2a. Losing a Strength bonus leads to a reduction of the wielder's Strength. If losing a Strength bonus causes an Ally to have received as much Damage as its Strength or more during the turn, that Ally is immediately destroyed.

*Example:* Bowissette is wielding a Coiffe du Bouftou, which puts her at Strength 3. A Flamiche deals 1 Damage to her. The Coiffe du Bouftou is then destroyed by a Corailleur. Bowissette's Strength returns to 1, and since she has already received 1 Damage, she is immediately destroyed.

403.2b. Losing an Action Point bonus leads to a reduction of the Equipment's controller's Action Points. If losing an Action Point bonus causes a player to have more cards in their Hands than allowed by their new Action Points amount, that player must immediately discard the exceeding cards.

*Example:* Your Hero Hynd Yanajone, Level 1, is wielding a Gélano that increases your Action Points by 1. At the end of your turn, you fill your Hand with 7 cards. During their turn, your opponent destroys the Gélano. Your Action Points drop to 6 and you must discard one card immediately.

403.2c. Losing a Health Point bonus leads to an immediate loss of current Health Points for the Hero wielding the Equipment, as well as a reduction of its maximum Health Points. If losing a Health Point bonus causes a Hero's Health Points to drop to 0, that Hero is immediately destroyed and its controller loses the game.

*Example:* Your Hero Ayma Ragie is wielding a Scaracoiffe Blanche and has 20 Health Points out of his maximum of 22, thanks to his Hat's +2 HP. During their turn, your opponent destroys the Scaracoiffe Blanche. Ayma Ragie's current Health Points drop to 18 and his Health Points maximum becomes 20.

403.3. As explained previously, Strength, AP, MP and HP gains and losses lead to an increase or decrease in a Hero's Strength or Health Points, and a controller's AP or MP. This increase or decrease is not considered as a gain or loss of Strength, AP, MP, or HP: the Strength, AP, MP or HP is simply assigned new values. As such, effects that look for a Hero's gain or loss of Strength or Health Points, or a controller's gain or loss of AP or MP, are not triggered by adding or destroying an Equipment.

*Example:* In the previous example, Ayma Ragie's Strength is not increased by +2 when the Scaracoiffe Blanche is destroyed, because he did not lose Health Points: his Health Points were simply redefined at 18.

*Example:* Gart Gartigan's power cannot copy the Strength increase of an Ally who just put on a Masque du Rat Noir, and Dolmen's power cannot prevent it.

#### **404. Sets and Set Bonuses**

404.1. Certain Weapon-, Armor-, Familiar- or Jewel-type Equipment are part of a Set. If such is the case, the Set name is mentioned in the card's traits line, separated from the subtype by a dash “—”, as well as in the card's text box. Otherwise, the card is not part of any Set.

*Example:* The Coiffe du Bouftou is an Armor – Hat that is part of the Bouftou Set. On the other hand, the Nomoon is a Weapon – Bow that is not part of any Set.

404.2. Every Set features a certain number of Equipment indicated between parentheses in the text box of all Equipment that are part the Set, next to the Set's name. When a single wielder wields as many different Equipment from the Set as the number of Equipment that that Set comprises or more, the Set is said to be “full” or “complete”. The number of Equipment making up a Set varies from a Set to another.

*Example: The Coiffe du Bouftou card mentions “Bouftou Set (3)”. This means that the Bouftou Set is made up of 3 Equipments. The Ceinture Akwadala card mentions “Akwadala Set (2)”. The Akwadala Set is therefore made up of only 2 Equipments.*

404.3. When a Set is complete, its wielder enjoys “Set bonuses” on top of the individual cards' bonuses. This bonus is indicated in the text box of every card in the Set, next to the Set's name and its number of components. Although the Set bonus is stated on every card in the Set, it is only applied once.

*Example: A Hero is wielding a Coiffe du Bouftou, a Marteau du Bouftou and an Anneau de Bouze le Clerc. Each of these Equipments belongs to the Bouftou Set, which is made up of 3 Equipments, so the Hero is wielding a full Bouftou Set and receives an additional +2 bonus to Strength (and not three times +2).*

*Example: Dodge is wielding two copies of the Marteau du Bouftou and an Anneau de Bouze le Clerc. He is wielding 3 Equipments from the Bouftou Set, but since only two are different, he does not enjoy the Set bonus.*

404.4. If the destruction of an Equipment leads the wielder of a Set to no longer have enough Equipments for the Set to be complete, it immediately loses the Set bonus.

*Example: A Hero is wielding a Coiffe du Bouftou, a Marteau du Bouftou and an Anneau de Bouze le Clerc and therefore has a full Bouftou Set (3). If the Coiffe du Bouftou is destroyed, the Hero loses the +2 Strength bonus granted by the Coiffe du Bouftou, but also the Set's +2 bonus to Strength, since it is no longer complete.*

## 405. Searching

405.1. Searching in an area (usually instructed by “Find...”) means to browse all cards in that area. Unless instructed otherwise, you do not have to announce what you are looking for before you search.

405.2. If the search is carried out in a non-public area to find a card satisfying certain search criteria, only the player performing the search has access to the area for as long as they are searching. If the search is carried out in an ordered non-public area, the content of the area must be rendered random once the search is completed.

405.3. A player searching for a card satisfying certain criteria in a non-public area may choose to not find the card to voluntarily fail the search process. In that event, the player does not have to point out whether the failure was a choice or was due to the absence of satisfying cards.

*Example:* You complete the *Quest La Dernière Mode*. Your Deck contains an Equipment card named *Kwakobottes de Glace*. Since the Deck is a non-public area, you can choose to not find the *Kwakobottes de Glace*.

405.4. A player searching for a card specifying certain criteria in a public area may not choose to not find a card if a satisfying card is present in the area.

*Example:* You play a *Capture d'Âmes* with only a *Bouftou* in your Discard. Since the Discard is a public area, you must place the *Bouftou* in the World.

## **406. Collection**

406.1. In a friendly game, a player's Collection includes all cards owned and brought by them.

406.2. In a tournament game, a player's Collection is limited to the contents of their card reserve. See section 101.4.

## **407. Copying objects**

407.1. A copy retains all properties of the copied object, including among other things the choices made for the object, its traits, its Element, the value of X if applicable, and its source. An Ally's copy is thus still considered an Ally, and the copy of an *Osamodas Spell* is still an *Osamodas Spell*.

407.2. A copy effect only copies the properties that are printed on the card. It does not copy modifiers applied to the copied card.

407.3. Certain cards or powers can copy the effects of an Action or power. A copy of the Action or power is put in the Queue when the card or power that generates the copy is resolved. A copy is not played. A copy is controlled by the player who placed it in the Queue.

407.4. A copy of an Action can only exist in the Queue. If a copy of an Action should be put in any other area, it ceases to exist instead, without reaching the other area.

*Example:* You use *Toad's* power to copy a summon such as *La Folle*. *La Folle's* copy is not put in the World when it is resolved, it ceases to exist instead. Consequently, *La Folle's* powers that pertain to appearing in and disappearing from the World are not triggered.

## **408. Discarding and Recycling**

408.1. Discarding a card means to physically place it in its owner's Discard from the area it was in. Discarding generally happens from the Hand, but certain cards may instruct to discard from the Deck.

408.2. Recycling a card means to physically place it under its owner's Deck from the area it was in. Recycling generally happens from the Discard, but certain cards may instruct to recycle from the Hand, the Haven Bag or the World.

408.3. If several cards must be recycled at once, the cards' owner places them under their Deck in the order of their choice, without having to reveal that order to their adversary.

## 409. Destroying and Banishing

409.1 Destroying a card means to physically move it from the World or a Haven Bag to its owner's Discard.

409.2. An Ally that receives lethal Damage is destroyed.

409.2a. If this lethal Damage was inflicted by Allies, during the Duel Resolution Phase or by the use of a power, for instance, that Ally is considered to have been destroyed by every Ally that inflicted lethal Damage to it, as well as by the controllers or those Allies.

*Example:* You use *Tirlangue Portey's* power to destroy an opposing *Bouftou*. The *Bouftou* is considered to have been destroyed by *Tirlangue Portey* and yourself.

409.2b. If this lethal Damage was inflicted by an Action, that Ally is considered to have been destroyed by the player who played that Action, as well as by any Ally that has dealt Damage through that Action.

*Example:* You play an *Agression* on the opposing *Bouftou* by tapping *Trantmy Londami*. The *Bouftou* is considered to have been destroyed by *Trantmy Londami* and yourself.

408.9. Banishing a card means to physically remove it from the game. It is not possible to interact with a card that has been banished.

## 410. Damage, Health Points and Resistance Points

410.1. All Damage has a Damage type that depends on its source. Unless stated otherwise, all objects deal Damage of the same type as its Element. The Damage is said to be “[Element] Damage”.

*Example:* In a battle, *Nomekop le Crapoteur* deals Water-type Damage because his Element is Water. However, his power deals Air, Earth, Water and Fire Damage because the Damage type is mentioned in the power's text.

410.2. Each Hero begins the game with as many Health Points as stated on its card. This value represents the maximum Health Points a Hero may have. A Hero's Health Points may never exceed this maximum value. If a Hero's Health Points are to exceed this maximum, they instead become equal to it. All Damage received by the Hero leads to an equal loss of Health Points. The Health Points lost by a Hero are permanently removed but may be recovered.

*Example:* You control *Tirlangue Portey* at Level 1, with 14 Health Points. You play the *Pain au Blé Complet* card. *Tirlangue Portey* can only recover 2 Health Points since her maximum is 16. The remaining Health Point gain is lost.

410.3. Actions and powers that provoke a loss of Health Points do not cause Damage and therefore cannot be decreased or increased by Actions or powers that decrease or increase Damage.

*Example:* Your opponent plays a Trêve during their turn to reduce all Damage to 0 until the beginning of their next turn. During your turn, you play Vol de Vie and choose their Hero after paying 2 resources. Trêve will have no effect and the opposing Hero will lose 2 Health Points.

410.4. A Hero down to 0 Health Points is immediately destroyed before any player may perform any other action, and its controller loses the game.

410.5. Each Haven Bag begins the game with a number of Resistance Points equal to the one stated on the card. This value represents the Haven Bag's maximum Resistance Points. A Haven Bag's Resistance Points may not exceed this maximum. If a Haven Bag's Resistance Points are to exceed its maximum, they become equal to the maximum instead. All Damage received by the Haven Bag causes an equal loss of Resistance Points. The Resistance Points lost by a Haven Bag are permanently removed but may be recovered.

*Example:* You control a Havre Sac du Wabbit with 14 Resistance Points. You play a Havrasacadabra and choose to make it recover 2 Resistance Points. However, the Haven Bag will only recover 1 Resistance Point because its maximum is 15. The remaining Resistance Point gain is lost.

410.6. Actions and powers that provoke a loss of Resistance Points do not cause Damage and therefore cannot be decreased or increased by Actions or powers that decrease or increase Damage.

*Example:* Your opponent plays a Trêve during their turn to reduce all Damage to 0 until the beginning of their next turn. During your turn, you play a Havrasacadabra and choose their Haven Bag after paying 2 resources. Trêve will have no effect and the opponent's Haven Bag will lose 2 Resistance Points.

410.7. A Haven Bag down to 0 Resistance Points is immediately banished before any player may perform any other action. The Room cards it contained are immediately destroyed, and the Ally and Hero cards it contained are expelled into the World.

410.8. An Ally does not have a Health Points value. An Ally that receives an amount of Damage equal to or greater than its Strength receives lethal Damage. An Ally that has received lethal Damage is immediately destroyed before any player may perform any other action. At the end of every turn, the Damage of all Allies in the World or a Haven Bag is removed.

*Example:* You play a Mutilation on your Crapaud à Moustache. The Mutilation first deals 3 Damage to it. Since it has received lethal Damage, the Crapaud à Moustache is immediately destroyed, before it gets to enjoy the Strength bonus.

## 411. Position Changes and Switches

411.1. Some cards allow changing or swapping the positions of cards. This switch means to physically move each card to the position of the one it is being switched with.

411.1a. If you switch an Ally's position with that of a battle's target, that Ally becomes the new target of the battle.

411.1b. If you switch an Ally's position with that of an attacking or blocking Hero, that Ally becomes an attacker or blocker. The change or switch is illegal if the new blocker could not have been declared as a blocker for the Ally it is blocking.

*Example:* Your *Kriss la Krass* blocks an Ally with *Agility*. You cannot switch his position with a *Jicé Aouaire*, which cannot block, or a *Boo*, which does not have *Agility*.

411.1c. If you switch the position of an Ally that is the target of a battle, an attacker or a blocker with that of an Ally outside the battle, that Ally is no longer an attacker, a blocker, or the target of this battle.

## 412. Playing and Placing

412.1. The process of “playing a card or power” is fully detailed in section 8. Playing a card or power is subject to certain restrictions regarding the moment at which the different cards or powers can be played, depending on the information given in section 3's various paragraphs.

*Example:* You cannot play an Ally during a battle's Action Phase, as stated in section 303.1.

412.2. Some cards allow “placing” a card or a token. Placing a card or token means to take a card from your Hand and place it in your Haven Bag or in the World, or to create a token in your Haven Bag or in the World, unless stated otherwise.

412.3. Placing is not the same as playing. A power that is only triggered when an Ally is played (for instance) will therefore not be triggered when an Ally is placed. In addition, the action of placing allows the player to bypass the restrictions regarding the moment a certain type of card can be played. Only the action that generates the placing is submitted to these restrictions.

*Example:* *Trantmy Londami's* power allows placing a *Monster Ally* from your Hand. You can use this power and place a *Monster* during a battle's Action Phase, even though you could not play that *Monster* at that moment.

## 413. Markers and Tokens

413.1. A marker is a little object placed on a card to materialize an effect. These markers are usually used to keep track of an amount. A marker may have a name, in which case it is a “named” marker.

413.1a. A marker remains on a card until specifically removed. A marker does not disappear at the end of the turn.

413.1b. All markers are removed from a card when it changes areas. Movements between the World and the Haven Bag are the only exceptions to this rule: an object that is subjected to a move remains the same object and therefore retains all of its markers.

413.1c. If a card refers to a certain marker, it refers to all markers bearing that name, and only those.

413.2. A token is an object that materially represents an Ally that was placed in the World or a Haven Bag by an Action or power. A token is not a card and is never considered as such.

413.2a. If a token has a name, Element, Experience value or Strength value, this information is specified in the text of the card or power that creates the token. If no name is specified the token's name is the same as its Ally subtype. If no Element is specified, the Element is Neutral. If no Experience value is specified, it is equal to zero.

*Example: Abraknyde allows to invoke tokens of the "Monster – Arakne" type with a Strength of 1 and the Earth Element. These tokens' name is "Arakne" and they do not grant Experience when they are destroyed.*

413.2b. A token appears as an Ally and is considered an Ally for all regards. It can be tapped to pay a resource cost, be set as an attacker or blocker, or chosen by a card or power that can target an Ally.

413.2c. Tokens are considered to be Level 0 Allies.

413.2d. A token that is neither in the World nor in a Haven Bag ceases to exist before any player may play a card or power.

## **414. Movements**

414.1. A movement is the action of taking a card from the World area to a Haven Bag area, or vice-versa. Only Heroes and Allies may be moved. An Equipment or Dofus is automatically moved if its wielder is moved, and does not change wielders. Room, Zone, and Protector cards cannot be moved.

414.2. A tapped Ally or Hero cannot be moved.

414.3. If, following a Hero's or Ally's move from the World, a Haven Bag should exceed its Size, the move is canceled and the Hero or Ally remains where it is.

414.4. If a power or Action should cause the movement of an Equipment, Room, Dofus or Zone card, the movement is canceled and the Equipment, Room, Dofus or Zone remains where it is.

414.5. An Ally or Hero expelled from a Haven Bag when it is banished is not being moved. Changing an Ally's or Hero's position within an area is not a movement.

## 415. Experience Points and Hero Levels

415.1. Every Ally has an Experience value, indicated in the bottom right corner of the text box. When a player destroys an opposing Ally, their Hero gains as many Experience Points as the Ally's Experience value, either immediately if the Ally is destroyed during an Action's or power's resolution, or during the End of Turn Phase if the Ally is destroyed during a battle.

415.2. A player does not gain Experience if they destroy one of their own Allies, or if their opponent destroys one of their Allies.

*Example:* You play a *Malédiction d'Halouine* by destroying a *Chef de Guerre Bouftou*. Since you destroyed one of your Allies yourself, neither your Hero nor the opponent's Hero gains 1 Experience Point.

415.3 A Hero that gains its sixth Experience Point reaches Level 2 and its card is flipped to the Level 2 side. A Hero that gains a Level retains its current Health Points and its tapped/untapped status; its new Action Points, Movement Points and maximum Health Points values become equal to those of their backside's stat block. Any modifier that is continuously applied to its controller's Action Points, Health Points or Movement Points is applied to the new Action Points, Health Points or Movement Points values.

*Example:* You control *Tirlangue Portey* at Level 1. You therefore have 6 Action Points. Your opponent plays a *Coupure Temporelle* and chooses you, thereby making you lose 1 Action Point, and you drop to 5 Action Points. Later in the same turn, *Tirlangue Portey* reaches Level 2. According to its stat block, you have 7 Action Points, but you are still under the effects of *Coupure Temporelle*, so you have only 6 Action Points until the end of the turn.

415.4. A Hero that gains its eighteenth Experience Point reaches Level 3 and its controller wins the game.

415.5. Destroying an Ally with an Experience value of 0 does not cause an Experience gain. Only the destruction of an Ally with an Experience value greater than 0 causes an Experience gain.

*Example:* Your Hero is wielding a *Prespic Set*. You destroy a *Bouftou*. Since the *Bouftou's* Experience value is 0, you do not gain Experience and the *Set* bonus does not apply.

## 416. Owner and Controller

416.1. The owner of a card is the player who started playing with this card in their deck. If a card is to go in the Hand, Deck or Discard of a player, it always goes to its owner's Hand, Deck or Discard.

416.2. The controller of an appearing card is the player who causes this card to appear. An Action's controller is the player who plays that Action. A power's controller is the player who

uses that power, and may be different from the controller of the object from which the power originates.

416.3. Some cards allow changing the controller of an affected object. The object's owner always remains the same. At the end of every game, each player regains all cards they own. A card that changes controllers retains its tapped or untapped status.

*Example:* You play a *Corailleur Ally* from your Hand. You are its owner, and become its controller as soon as it appears. Your opponent plays *Corruption* on the *Corailleur*. They become the *Corailleur*'s new controller, but you remain its owner.

416.4. A card's text referring to a card belonging to a player (for instance, "one of your Allies") refers to a card controlled by that player, even if they are not its owner.

*Example:* You gained control of your opponent's *Piou Jaune* using corruption. You can destroy it by resolving a *Malédiction d'Halouine*.

## 417. Redirection

417.1. Some cards or powers allow redirecting an event that should affect a particular object to another object. These redirection effects can be recognized by the word "Redirect" or the phrase "to another [Object] instead". That card or power is then said to redirect the event.

417.2. During a redirection, the redirected event's properties remain the same. This means that the source of the redirected event remains the source of the original event. In addition, if Damage is redirected, the associated Damage unit retains its size (number of Damage points) and Element. Lastly, if the Damage is Battle Damage, the redirected Damage remains Battle Damage. Only the affected object is modified.

*Example:* You use *Justine Broudi*'s power to redirect an opposing *Abraknyde Sombre*'s Damage to your *Gelée Menthe*. At resolution, the *Gelée Menthe* is destroyed by the *Abraknyde Sombre*'s power and your opponent gains 1 XP. The *Gelée Menthe* was not destroyed by *Justine Broudi*.

*Example:* You use the *Spell Protège* to redirect the Damage a *Bowissette* is about to deal to *Trantmy Londami* to a *Larve Orange*. At resolution, the *Larve Orange* is destroyed: the redirected Damage is not dealt by *Trantmy Londami*, but by *Bowissette*, and therefore retains its Water Element.

417.3. The object the event is being redirected to must be a legal target for the original event. It is not possible to redirect an event to an object that could not normally have been affected by it. See section 508 for the Range Rules regarding the objects that can be affected by an event.

*Example:* Your opponent plays *Pression* on your attacking *Serpentin*. You cannot redirect the *Pression* to your non-attacking *Épouvantail* with *Justine Broudi*'s power because *Pression* cannot legally target the *Épouvantail*.

*Example:* When resolving the Damage on the target, a *Gelée Menthe* is about to deal 2 Damage to your Hero in the World. You cannot redirect this Damage to the Pym in your Haven Bag since the *Gelée Menthe* cannot legally affect Pym. However, the redirection may have been legal if Pym had been in the World.

## 418. Resources and Costs

418.1. A resource is a unit of magical energy used by players to play cards or use powers, and can feature five different Elements: Air, Earth, Fire, Water, and Neutral. Resources are produced by tapping cards in the game or by using resource powers. Any card in game can be tapped by its controller to produce one resource of the Element corresponding to its own element, except for Protector cards. The Element produced by resource powers is indicated in the power's text.

418.2. A cost represents anything a player must pay to play a card from their Hand or use the power of a card in the World or their Haven Bag. A player may not attempt to pay a cost if they cannot pay the whole cost. If a total cost is distributed among several partial costs separated by commas, these partial costs must be paid in the order stated on the card. However, all of these partial costs are considered to be paid at once.

*Example:* You use your *Ekrasz Lenoub's* power. The tapping and destruction are the two partial costs you have to pay. Even though you tap *Ekrasz Lenoub* before destroying it, these two partial costs are paid simultaneously, so your opponent may not use their *Flèche d'Immolation* to react to *Ekrasz Lenoub* being tapped and prevent you from using its power. At that moment, *Ekrasz Lenoub* has already been destroyed.

418.3. All numeric costs are values equal to or higher than zero. A cost cannot be negative. A cost of 0 must still be paid explicitly: a power with a cost of 0 is not automatically used.

418.4. Costs in resources, Levels.

418.4a. The resource cost of a card in your Hand is equal to the card's Level. That is the "playing cost".

418.4b. A resource cost may be present in a power's text. Those resource costs are represented by a series of symbols representing the various Elements. That is the "usage cost" of a power.

418.4c. A "crafting cost" may be present in the text box of certain Equipment or Rooms. This cost is called the Equipment's or Room's "Recipe". This cost is different from the playing cost. An Equipment or Room that does not have a Recipe may not be crafted.

418.5. To pay a resource cost, the player must spend an amount of resources equal to the cost, according to the following procedures:

418.5a. A Neutral Element resource cost may be paid using resources of any Element.

418.5b. To pay an Ally's playing cost, the player must spend at least one resource of the Element of the Ally card to be played. As a reminder, the background of the Ally card's Level

circle shares its required Element's color. A red background indicates Fire, a green background indicates Earth, a blue background indicates Water, and a purple background indicates Air.

*Example:* To play a *Corailleur*, Level 4 Water Ally, four cards must be tapped, including at least one of the Water Element. The *Corailleur*'s Level circle is blue.

418.5c. To pay a non-Ally card's playing cost, the player may spend any resources, without Element restrictions. The background of these cards' Level circle is Neutral, meaning that any Element may be used.

418.5d. To pay a power's usage cost, the player must spend one resource of a particular Element for each symbol of that Element that appears in the power's usage cost text. The player must tap a card of their choice for each Neutral symbol.

*Example:* To use *Dwanlaposh*'s power, the player must tap two Water cards. To use *Amar Casto*'s power, the player must tap one card of any Element.

418.6. To pay an Equipment's crafting cost, the player must tap an Artisan mastering the Profession stated on the card (the Ally that will craft the Equipment), then pay the Recipe by recycling a card of the required Element from their Discard for every Element symbol in the Recipe.

*Example:* To craft a *Coiffe du Bouftou*, you must tap an *Armorer Ally*, and then recycle 2 Earth cards. To craft a *Salle des Trésors de Ruel*, you must tap a *Handyman Ally*, and then recycle 2 Neutral cards.

418.7. If a power or Action allows playing a card "for free", it means you can play this card without paying its resource cost; any additional cost must still be paid.

*Example:* You take a *Salle des Trésors de Ruel* back in your Hand to play a *Coiffe du Bouftou* for free while *Erbus Erport* is untapped in the World. You must still pay 1 Neutral to play the *Coiffe du Bouftou*.

418.8. Some Action cards feature text that reads as "Cost: Effect", just like payment powers that can be found on Allies and Zones, for instance. This cost is called an additional cost and does not correspond to a resource cost linked to the card's Level. It must be paid at the time the player wishes to play the Action, and not when resolving the Action. Since this payment is a cost and not a part of the card's effect, one may not play a card without paying its additional cost. If an additional cost cannot be paid, all of the steps previously performed are canceled. One may not wait for eventual Reactions from the opponent before paying an additional cost.

*Example:* *Vente à la Sauvette* is a Level 0 Action that requires you to tap one of your Merchants as an additional cost to play it. This means you cannot play *Vente à la Sauvette* if you do not control an untapped Merchant.

## 419. Timing and Priority

419.1. Some powers generate effects that look for the “next” iteration of a particular event. If several iterations of the event happen at once, the controller of the power that generated the effect – which is generally the controller of the object featuring the power – decides which of these events is the “next” one and will be affected by the effect.

*Example:* During a battle’s Action Phase, you play your Dragon Cochon’s power. During the End of Battle Phase, several Allies and Heroes are tapped and return to the World simultaneously. Since you control the Dragon Cochon’s power, you decide which of these Allies and Heroes is considered to be next to be tapped, and only that Ally or Hero will receive 4 Damage.

419.2. If a power or Action requires both players to make a choice, the player whose turn it is chooses first, followed by their opponent. The choices made then take effect simultaneously.

*Example:* A Coffre Malveillant is destroyed. Its controller decides whether they draw, then their opponent decides, and both draw at the same time if they decided to.

## 420. Uniqueness

420.1. Some cards feature the “Unique” trait in their traits line. These cards are an exception to the deck construction rule. Unlike other cards that can be represented in a deck three times, cards with the “Unique” trait can only be represented once in a deck. This rule only applies to deck construction.

## 5. Areas and Range

### 501. General

501.1. An area is a certain location in which a card or any other object may be found during a game. A card may be in any of the following areas: Discard, Queue, Haven Bag, Hand, World, or Deck.

501.2. The World and Queue areas are common to both players. Each player has their own Deck, Discard, Hand and Haven Bag areas. If a card must be placed in a Deck, Discard, Hand or Haven Bag area, it is placed in its owner's instance of that area.

501.3. An area is said to be "ordered" if the order of the objects in it cannot be modified by any player. Players can rearrange cards in unordered areas as they wish, as long as the cards' status (tapped/untapped) and controller remain clear.

501.4. An area is said to be "public" if all players can access its content at all times. Otherwise, the area is said to be "non-public".

501.5. An object that changes areas is considered a new object. The powers that were applied to it in the areas it was previously cease to affect it. Movements between the World and a Haven Bag are the only exception to this rule: an object that is moved remains the same and therefore retains all modifiers that are applied to it.

### 502. Discard

502.1. The Discard is the area where players place any card that has been destroyed, discarded or canceled, as well as Action cards that have been resolved. Each player's Discard is empty at the beginning of the game.

502.2. Each Discard is a public unordered area made up of a pile of cards, face up. Any player may view a Discard's content at any time.

### 503. Queue

503.1. The Queue is an area common to both players that contains the cards and powers that are being played but have not been resolved yet.

503.2. The Queue is a public and ordered area. When a card is played or a power used, it "enters the Queue" behind the cards and powers that are already in it. No player may play a card or use a power that does not feature the Reaction trait until the Queue has been emptied.

503.3. When no player wishes to add a Reaction to a card or power currently in the Queue, all cards and powers in the Queue are resolved in the opposite order they were added to it, thus starting with the last one to enter the Queue.

## 504. Haven Bag

504.1. The Haven Bag is an area materialized by the Haven Bag-type card each player controls at the beginning of the game, in which Ally, Room, Equipment and Dofus cards can be played. At the beginning of a game, each Haven Bag area contains only its owner's Hero.

504.2. The Haven Bag is a public and unordered area, and all players can view and rearrange the cards it contains.

504.3. The number of Ally-, Hero- or Room-type objects that can be in the Haven Bag area is limited by the player's Haven Bag's Size.

504.3a. A player may not have an Ally or Room card appear in their Haven Bag if that area already contains a number of Ally, Hero or Room cards equal to the Haven Bag's Size.

504.3b. If a card should be moved to a player's Haven Bag while that area already contains as many Ally, Hero or Room cards as its Size, the card remains where it is.

504.4. If a card or power instructs you to choose a card "in play" or to send a card back "to play", you may choose a card in the Haven Bag or to send the card back to your Haven Bag.

## 505. Hand

505.1. The Hand is the area where the cards drawn by a player but not yet played are placed. At the beginning of every game, each player draws a number of cards equal to their Action Points, and these cards becoming their starting Hand.

505.2. The Hand is a non-public area, unordered and player-specific. Each player can view their Hand's content at any time and rearrange its cards, but they cannot view their opponent's Hand's content. Only the number of cards contained in each player's Hand is public information.

505.3. Each player has a Hand as large as their Action Points allow. If, at any moment, a player has more cards in their Hand than their Action Points allow, they must immediately discard enough cards to get back to their maximum.

505.4. An Action Point reduction means an equivalent reduction of the player's maximum Hand size.

*Example: There are six cards in your Hand and you have six Action Points. Your opponent plays Coupure Temporelle, a Xelor spell that reduces your Action Points to five. Your maximum Hand size also becomes five, and you must therefore discard one card.*

## 506. World

506.1. The World is a common area for both players where Ally, Zone, Protector, Equipment and Dofus cards may be played. At the beginning of a game, only each player's Haven Bag is in the World.

506.2. The World is a public and unordered area, and all players may view and rearrange the cards in it as long as their controller remains clear.

506.3. No player may play a card in the World or move a card to the World during the first turn of the first player of a game. If a card should appear in the World during the first player's first turn, it remains where it is instead.

506.4. If a card or power instructs you to choose a card "in play" or to send a card back "to play", you may choose a card in the World or to send the card back to the World.

## 507. Deck

507.1. The Deck is the area where players place their deck. When a game begins, each player's deck becomes their Deck. The cards in the Deck are face down.

507.2. The deck is a non-public and ordered area. No player may view the content of the Deck or rearrange it. Only the number of cards in a Deck is public information.

507.3. If a player must put several cards at once under or on top of their Deck, they can arrange these cards in the order of their choice. The order chosen does not have to be revealed to other players.

507.4. If an Action, Spell or power allows a player to draw multiple cards, these cards are drawn one after the other. In terms of events, this means that the drawing of several cards is split into several distinct events consisting of drawing one card. It is therefore possible to react to every drawing occurrence.

*Example: You end your turn with 4 cards in Hand, your Hero having 6 Action Points. You must therefore draw 2 cards. Event-wise, your Draw Phase will therefore consist in: "Draw one card. Draw one card." – in other words, two distinct events, each allowing you to draw one card.*

507.5. If a player is forced to draw more cards than contained in their Deck, they draw all cards in their Deck, and then shuffle their Discard, which becomes their new Deck, and finally draw the missing cards. If the new Deck does not contain enough cards, they draw as many cards as possible, the remaining draws being permanently lost. The game does not stop if a player cannot draw a card.

*Example: You play the Savoir des Objets card while you control five Equipments and your Deck contains only three cards. You first draw these three cards, then recycle your Discard, then draw the remaining two cards. If your Discard contained only one card, you only draw that one card.*

## 508. Range Rules

508.1. Some cards may affect objects controlled by the player who controls that card, or by one of their opponents. “Affecting” an object means to choose it or deal Damage to it. All objects that can be affected by cards or powers must respect the following Range Rules:

508.1a. An Action card in the Queue may only affect an object in the player's Haven bag, in the World, in any Discard or in the Queue. It may not affect an object in an opponent's Haven Bag or an object in the World controlled by an opponent.

508.1b. A card in a Haven Bag may only affect an object in the same Haven Bag, in the Queue, in its controller's Discard, or in the World under the control of the same player. It may not affect an object in an opponent's Haven Bag, an object in the World controlled by an opponent, or a card in an opponent's Discard.

*Example:* You may not tap your Hero in your Haven Bag when you play an Agression on an opposing Ally in the World, because your Hero cannot affect that Ally from its Haven Bag.

508.1c. A card in the World or a Discard may only affect an object in the World, the Queue, or any Discard. It may not affect an object in any player's Haven Bag.

*Note regarding 508.1:* The object that deals Damage is generally mentioned on the card that causes the Damage. If the object that deals Damage is not mentioned on the card, the Game itself inflicts it. In that event, the Damage is not affected by the Range Rules. The term used in that case is “receives”, as opposed to the usual “deals” or “inflicts”.

*Example:* The Spell Pression mentions that “Pression deals 1 (E) Damage to the attacking or blocking Ally or Hero of your choice.” It is therefore the Spell Pression that inflicts the Damage. The Action Potion d'Agression reads: “**Reaction.** Tap one of your Allies or Heroes: It deals its Strength in (N) Damage to the Ally of your choice that just appeared.” In this case, it is not the Action itself, but rather the tapped Ally or Hero that deals the Damage. However, Kouff Ourbe's power reads: “(N)(N): Until the end of the Action Phase, every time an attacking or blocking Ally or Hero is tapped in this battle, it receives 1 (E) Damage.” The power does not mention any source for the Damage, which means it is the Game that inflicts it. In this particular case, an Ally will receive Damage if it is tapped, even if Kouff Ourbe is in her Haven Bag.

508.2. A **Reaction** does not have line of sight into an opponent's Haven Bag. One may therefore not react to an event that occurs in an opponent's Haven Bag. Similarly, a power that looks for a certain event will not be triggered if that event occurs in an opponent's Haven Bag. One may therefore react to the power of an opposing card in a Haven Bag, because that power is in the Queue.

*Example:* Your opponent taps their Bowisette in their Haven Bag. You may not play your Flèche d'Immolation on the Bowisette because it does not have line of sight to



## **6. Turn Structure**

### **601. General**

601.1. Both players play their turns successively, starting with the first player. Each player's turn is always divided into four phases: the Untap Phase, the Main Phase, the Draw Phase and the End of Turn Phase. No player may perform an action between the phases of a turn, or between turns.

601.2. Some card powers are triggered at "the beginning" of a phase. In that case, they must be resolved immediately, before any player may perform any other action in this phase.

601.3. When a phase ends, all effects that must last "until the end" of that phase end simultaneously.

### **602. Untap Phase**

602.1. When a player begins their turn's Untap Phase, all effects that last "until the beginning of your next turn" under their control and all effects that last "until the beginning of the next turn" end simultaneously. That player then physically untaps all tapped cards under their control.

602.2. All powers of cards controlled by that player that are triggered "at the beginning of your turn" or "at the beginning of each player's turn", as well as those of cards controlled by their opponent that are triggered "at the beginning of each player's turn" or "at the beginning of each opponent's turn" then come into effect. The player whose turn it is resolves the effects they control in the order of their choice, and then their opponent resolves the effects they control in the order of their choice.

602.3. Once all effects have been resolved, the Untap Phase ends and the Main Phase begins.

602.4. No player may play a card or use a power during the Untap Phase, except for Reactions.

### **603. Main Phase**

603.1. During their Main Phase, the player whose turn it is may perform any of the following actions as many times as they wish, unless stated otherwise:

- Play a card from their Hand;
- Use a power from one of their cards in play;
- Announce an attack;
- Make a move.

603.2. Announcing an attack is a special action that can only be performed once per Main Phase. Its mechanics are described in section 7, "Battle Phases". No player may announce an attack during their first turn.

603.3. No player may make a move during the first player's first turn.

603.4. Once the player whose turn it is has performed all actions they wish to perform, they can announce the end of their turn. When they do so, the Main Phase ends and the Draw Phase begins.

## **604. Draw Phase**

604.1. When a player begins their Draw Phase, they draw as many cards as they need to replenish their Hand, one at a time, until it equals their Action Points. These cards are drawn one at a time, distributed among individual drawing events, and players may react to any instance of a drawing event if they so desire. However, the number of cards to draw is locked from the start: if a card leaves your Hand during the Draw Phase, it will not be replaced by an additional draw. See section 507.4. for how to deal with multiple draws.

*Example: You end your turn with 4 cards in Hand, your Hero having 6 Action Points. You must therefore draw 2 cards. You reveal a Pleur Nicheuz for your first draw and banish that card. You will therefore end your turn with only 5 cards in Hand, since the missing card is not replaced by a new draw.*

604.2. Once per game, if a player already has as many cards in Hand as they have Action Points right before drawing and they have neither drawn cards nor played cards from their Hand during their turn, that player may recycle all cards from their Hand. They then refill their Hand the usual way.

604.3. Once the player whose turn it is has refilled their Hand, the Draw Phase ends and the End of Turn Phase begins.

604.4. No player may play cards or use powers during the Draw Phase, except for Reactions.

## **605. End of Turn Phase**

605.1. When a player begins their End of Turn Phase, all effects that are triggered “at the end of the turn” come into effect. The player whose turn it is resolves the effects they control in the order of their choice, and then their opponent resolves the effects they control in the order of their choice.

605.2. All Damage is then removed from all Allies in play and all effects that last “until the end of the turn” simultaneously end.

605.3. Finally, the End of Turn Phase ends, as well as the player’s turn. Their opponent may then begin their turn.

605.4. No player may play cards or use powers during the End of Turn Phase, except for Reactions.

## **7. Battle Phases**

### **701. General**

701.1. During their Main Phase, except for that of their first turn, a player may announce one and only one attack if they so desire, triggering a battle between Allies and Heroes. One may only declare a battle if the Queue is empty and no other battle is currently taking place. A battle is a special action that comprises several phases.

701.2. When the player whose turn it is announces their attack, the announcement is placed in the Queue and both players may each play one Reaction to that announcement. The battle only begins once the announcement and Reactions have been resolved.

701.3. The player who announces the attack is called the “Offending” player throughout the whole battle. It is generally the player whose turn it is. Their opponent is called the “Defending” player.

701.4. Some cards or powers allow a player to announce an attack outside the Main Phase, for example during their opponent’s turn or their own End of Turn Phase. These special battles follow the normal rules of battle, including a normal Action Phase during which players may play Actions or powers.

701.5. A player who has 0 MP may not declare an attack.

### **702. Declare Target Phase**

702.1. During the Declare Target Phase, the offending player first indicates one and only one card they wish to attack. That card becomes the “Target” of the battle until the end of the battle.

702.2. Only a Haven Bag card controlled by an opponent, a Hero card controlled by an opponent or Ally cards controlled by an opponent in the World are legal Targets for an attack.

702.3. Equipment, Zone, Dofus, and Protector cards, as well as the cards located in a Haven Bag no matter what their type is, are not legal Targets for an attack.

702.4. Once the battle’s Target has been determined, the offending player may choose one and only one Challenge card. That card remains face up on the table until the card’s clauses are verified to resolve the Challenge, then the card is returned to its owner’s Discard.

702.5. No player may play a card or use a power during the Declare Target Phase, except for Reactions and the eventual Challenge played by the offending player.

### **703. Declare Attackers Phase**

703.1. When this phase begins, the offending player announces the cards they will send to the battle. They may choose any untapped Ally or Hero that they control in the World, as long as it appeared before the beginning of the current turn. A non-Ally and non-Hero card, a tapped card,

a card controlled by another player or a card located in the Haven Bag may not be set as an attacker.

703.2. Once the cards are announced, all of these cards' powers that come into effect "when [Name] attacks" become effective. The players then confirm that the number of cards announced is lower than or equal to the offending player's Movement Points.

703.2a. If no Hero or Ally was chosen as an attacker while at least one Hero or Ally can be selected, the battle declaration is illegal. The offending player must then declare new cards they will send to the battle. As a reminder, a player with 0 Movement Points may not declare an attack. See 701.5.

703.2b. If no Hero or Ally was chosen as an attacker and no Hero or Ally can be, the declaration is considered legal. However, since no attacker is present in the battle, it ends immediately and the Challenge events are canceled, then the Main Phase of the player whose turn it is resumes normally.

*Example:* Your Hero only has 1 remaining PM because of its Equipments. You declare an attack against the opponent's Haven Bag, and the opponent uses Klore Ofil's power to deprive you of your last PM. Since you now have 0 PM, you cannot legally declare any Hero or Ally as an attacker. The declaration is validated regardless and the battle ends.

*Example:* Only your Hero is untapped in the World. As a Reaction to your battle declaration, your opponent plays Apaisement de Maimane on your Hero. You can therefore not declare any Hero or Ally as attackers since your Allies and Hero are either tapped or unable to attack. The declaration is validated regardless and the battle ends.

703.2c. If the number of cards chosen is strictly greater than the offending player's amount of Movement Points, the declaration is illegal. The cards that were initially declared are no longer declared and the powers that come into effect "when [Name] attacks" are no longer active, and their effects are immediately canceled. The offending player must then declare new cards to send to the battle.

*Example:* You control Bruss Ouilis at Level 1 as well as three Piou Vert Allies in the World. You have 3 Movement Points. You announce a battle and declare that you will send Bruss Ouilis and all three Pious Verts to the battle. Bruss Ouilis's power activates and your Movement Points are increased to 4. Since you have chosen as many cards as your Movement Points allow, the declaration is legal.

*Example:* You control Bruss Ouilis, two Piou Vert Allies and two Bouftou Allies in the World. You have three movement Points. You announce a battle and declare that you will send both Pious Verts and both Bouftou to the battle. Since you have chosen more cards (4) than your Movement Points (3) allow, the declaration is illegal.

703.2d. If at least one Hero or Ally was chosen as attacker and the number of cards chosen is lower than or equal to the offending player's Movement Points, the declaration is

legal. The chosen Allies and Heroes become “attackers”, the Declare Attackers Phase ends and the Declare Blockers Phase begins.

703.3. No player may play a card or use a power during the Declare Attackers Phase, except for Reactions.

#### **704. Declare Blockers Phase**

704.1. When this phase begins, the defending player declares the cards they will send to the battle. They may declare any untapped Ally or Hero card they control in the World, except for the attack’s Target. A non-Ally and non-Hero card, a tapped card, a card controlled by an opponent or a card located in the Haven Bag may not be declared as a blocker. For each Hero or Ally chosen, the defending player chooses which opposing Hero or Ally their Hero or Ally will block.

704.2. Once the cards have been declared, all of these cards’ powers that come into effect “when [Name] blocks” become effective. The players then confirm that the number of cards announced is lower than or equal to the defending player’s Movement Points.

704.2a. If the number of cards chosen is lower than or equal to the defending player’s Movement Points, the declaration is legal. The chosen Allies and Heroes become “blockers” and the opposing Allies or Heroes they block become “blocked”. The powers of these cards that are triggered “when [Name] is blocked” become effective. Finally, the Declare Blockers Phase ends and the Action Phase begins.

704.2b. If the number of cards chosen is greater than the defending player’s Movement Points, the declaration is illegal. The cards declared initially are no longer declared and the powers that are triggered “when [Name] blocks” stop being effective, and their effects are immediately canceled. The defending player may then declare new cards to send to the battle.

704.3. The battle’s Target cannot be set to block an Ally or Hero. It takes part in the battle but is not considered as a blocker. It is also not included in the number of cards when verifying the declaration’s legality.

704.4. An Ally or Hero may not be set to block if it cannot legally be set as a blocker in front of an opposing attacking Ally or Hero. Otherwise, the blocker declaration is considered illegal, with the corresponding consequences. However, several Allies or Heroes may be set to block a single opposing Ally or Hero.

704.5. An Ally or Hero without Agility may not be set to block a Hero or Ally with Agility. Otherwise, the blocker declaration is considered illegal, with the corresponding consequences.

704.6. Once the blocker declaration is legal, every attacking Hero and Ally enters a duel with the Heroes or Allies blocking it. A duel ends if all attacking Heroes or Allies or all blocking Heroes or Allies are destroyed or removed from the duel. An attacking Hero or Ally that is not involved in a duel is said to be “free”.

704.7. No player may play a card or use a power during the Declare Blockers Phase, except for Reactions.

## 705. Action Phase

705.1. During the Action Phase, both players may perform any of the following actions as many times as they wish, one at a time and one after the other, starting with the offending player:

- Play a non-Challenge Action card;
- Use one of their cards' power;
- Reassign a blocking Hero or Ally (defending player only).

705.2. A player that decides not to perform an action when it is their turn to act may choose to “pass” on their action. However, if they want to, they may still perform an action after their opponent performs theirs.

705.3. Playing a Reaction counts as performing an action during the battle. However, the reaction is not considered in the sequence of actions played one at a time by the players and described in 705.1. Therefore, a player who plays a Reaction does not “pass” on their action turn.

*Example: Your opponent attempts to deal 1 Damage to one of your Allies using an Action. Using a Reaction, you reduce that Damage thanks to Leroye Merline. Once the Queue is emptied, it is your turn to perform an action in this battle.*

705.4. If an attacking Hero or Ally is removed from the battle or destroyed during the Action Phase and a blocking Ally or Hero is left without any Hero or Ally to block, its controller may reassign it as another opposing Ally's or Hero's blocker. An Ally or Hero without Agility may not be reassigned as the blocker of an opposing Ally or Hero with Agility.

*Example: Your opponent declares an attack against you with a Piou Bleu and a Piou Vert. You set your Bouftou as blocker against the Piou Bleu. Your opponent passes once in the Action Phase. You play a Répulsion on the Piou Bleu as an action. Your opponent passes again. You can reassign your Bouftou as the Piou Vert's blocker since it is no longer blocking any Ally or Hero.*

705.5. As soon as both players pass consecutively, all Challenges whose resolution happens “at the end of the Action Phase” are resolved, then the Action Phase is automatically over and the Duel Resolution Phase begins.

*Example: You wish to play a Répulsion on your opponent's Kanigrou, but you prefer to wait and see what your opponent will do, so you pass. Your opponent also passes on their action turn. The Action Phase ends and you cannot play your Répulsion.*

705.6. Some cards of powers send an attacking or blocking Ally or Hero “back to the World”. An Ally or Hero that returns to the World is no longer attacking or blocking. The powers of that

Ally or Hero that came into effect “When [Name] attacks”, “When [Name] blocks” or “When [Name] is blocked” simultaneously end.

705.7. Some cards or powers allow assigning a Hero or Ally to an ongoing battle as an attacker or blocker. Only the offending player may assign a Hero or Ally as an attacker in a battle. Similarly, only the defending player may assign a Hero or Ally as a blocker in a battle. The powers that come into effect “When [Name] attacks”, “When [Name] blocks” or “When [Name] is blocked” do not become effective in this way. Those powers only become effective during the Declare Attackers or Declare Blockers phases. An Ally that cannot attack may not be set as an attacker, and an Ally that cannot block or cannot legally block its target may not be set as a blocker.

705.8. Some cards allow to take control over an opposing attacking or blocking Ally during a battle’s Action Phase. An attacking or blocking Ally that changes controllers ceases to attack or block simultaneously and returns to the World with the same tapped/untapped status it had before the controller change.

## **706. Duel Resolution Phase**

706.1. When the Duel Resolution Phase begins, if several duels are still going on, the offending player decides the order in which these duels will be resolved. The duels are then resolved one at a time in the determined order.

706.2. During a duel’s resolution, the attacking Hero or Ally deals an amount of Damage equal to its Strength and of the Element corresponding to its Element symbol to one and only one Hero or Ally blocking it, of its controller’s choice. Simultaneously, the Heroes or Allies blocking it deal an amount of Damage equal to their Strength and of the Element corresponding to their Element symbol. This Damage is called “Battle Damage”.

*Example: You attack your opponent’s Haven Bag with a Brelondass. Your opponent blocks the Brelondass with a Bouftou and a Boufton Blanc. The Brelondass will deal 3 Battle Damage to the Bouftou or Boufton Blanc, depending on your choice.*

706.3. If, before the resolution of a duel, all blocking Allies or Heroes that are part of this duel are destroyed or removed from the duel, the duel ends. The attacking Hero or Ally becomes free and will not deal Battle Damage during the Duel Resolution Phase, but during the Target Damage Resolution Phase instead.

706.4. An attacking Hero or Ally with Giant can distribute an amount of Damage equal to its Strength among all Heroes or Allies that block it. If all blocking Heroes or Allies receive lethal Damage, the remaining Damage may be inflicted to the battle’s Target simultaneously. This is an exception to Rule 706.2. If this happens and the battle’s Target has not yet inflicted Damage during the Duel Resolution Phase, it may deal simultaneously an amount of Damage equal to its Strength to the Giant Hero or Ally that was about to deal Damage to it or that just dealt Damage to it, defending player’s choice.

*Example: You attack your opponent’s Hero Opée Tissoin with a Corailleur. Your opponent blocks the Corailleur with their Bouftou. During this duel’s resolution, you*

*may choose to deal 2 Damage to the Bouftou to destroy it, and then the remaining 2 Damage to Opée Tissoin since the Corailleur has Giant. The defending player may choose to have Opée Tissoin deal 1 Damage to the Corailleur, and that even if the Corailleur's Damage is reduced to 0 or redirected to another Ally or Hero.*

706.5. No player may play a card or use a power during the Duel Resolution Phase, except for Reactions.

## **707. Target Damage Resolution Phase**

707.1. During the Target Damage Resolution Phase, every free attacking Ally and Hero that has not dealt Battle Damage during the Duel Resolution Phase individually deals an amount of Damage equal to its Strength to the battle's Target. This Damage is also Battle Damage. If it has not dealt Battle Damage during the Duel Resolution Phase, the Target simultaneously deals an amount of Damage equal to its Strength to a Hero or Ally that was about to deal Damage to it or that dealt Damage to it during the Target Damage Resolution Phase, defending player's choice.

707.2. If the battle's Target is destroyed or removed from the battle during the Action Phase or the Duel Resolution Phase, the battle is not interrupted but nothing happens during the Target Damage Resolution Phase. The free attacking Allies or Heroes will simply not deal any Damage during this battle.

707.3. No player may play a card or use a power during the Target Damage Resolution Phase, except for Reactions.

## **708. End of Battle Phase**

708.1. When the End of Battle Phase begins, the battle is over and all attacking or blocking Heroes and Allies stop attacking or blocking. All effects that became effective "When [Name] attacks", "When [Name] blocks" or "When [Name] is blocked" simultaneously end.

708.2. Each Hero then receives its Experience Point reward, determined in accordance with the opposing Allies that were destroyed during the Duel Resolution and Target Damage Resolution phases. A player whose Hero reaches Level 3 at that time immediately wins the game.

708.3. Finally, all Heroes and Allies that were attackers or blockers until the end of the battle are tapped and return to the world, then powers that end "at the end of the fight" or "at the end of a fight" are triggered. Once those powers or Reactions that are linked to the end of the fight are resolved, the End of Battle Phase ends and the player whose turn it is can perform other actions as defined in section 603.1.

*Example: You control an untapped attacking Fantôme Pandikaze. During the End of Battle Phase, the Fantôme Pandikaze is first tapped and returned to the World, then its power is triggered and it is untapped.*

708.4. It is important to note that Experience Points are only attributed once the Duel Resolution and Target Damage Resolution phases are over. This means a Hero will only receive its rewards if it is not destroyed during the battle. Therefore, a player whose Hero gets to 0

Health Points during a battle immediately loses the game, even if the sum of the Experience values of the Allies destroyed during that battle would have been sufficient to bring their Hero to Level 2 or Level 3.

708.5. No player may play a card or use a power during the End of Battle Phase, except for Reactions.

## 8. Playing a Card or Power

### 801. General

801.1. A power represents something an object can do. An object's powers are described in its card's text box. Unless stated otherwise, these objects may only use their powers if they are in the Haven Bag or the World. If a power mentions in which area it is usable, it is only usable in that area.

*Example: Dollarawan le Banquier's controller will not draw a card at the beginning of their turn if Dollarawan le Banquier is in the World, their Hand or their Discard. The Goule's owner can only send it back to play if the Goule is in their Discard at the beginning of their turn.*

801.2. A newline in a card's text indicates a new power of that card. However, some powers that are represented by keywords are sometimes printed on a single line to save space. When that happens, these powers are still taken separately.

801.3. Action cards and cost or triggered powers generate an immediate effect when they are resolved, which ceases to exist afterward. Continuous powers generate an effect that has a definite or indefinite duration.

### 802. Cost Powers

802.1. A cost power can be identified on a card by the "Cost: Effect" structure. The cost to use the power is always stated before the colon and represents what the card's controller must pay in order to use the power. The power's effect is stated after the colon.

802.2. Once played, a cost power goes into the Queue and the players may play reactions before its resolution.

802.3. Unless stated otherwise, only the controller of an object may use one of this object's cost powers. A player may use a cost power as many times as they wish as long as they can pay the cost.

802.4. Some cost powers feature the "Tap" symbol in their cost. To pay this power's cost, the card featuring that power must be physically tapped. A card may not be tapped to pay a cost if it is already tapped.

802.5. A player may use an object's cost power on the same turn it appeared in the Haven Bag or the World.

802.6. Some cards state restrictions regarding the number of times a cost power can be used per turn. This restriction only applies to that card, and not to all cards bearing the same name.

*Example: You control two Abraknydes in the World. You can use each Abraknyde's power once and invoke two Araknes per turn.*

*Example:* You use your *Abraknyde*'s power to invoke an *Arakne*. Later in your turn, your opponent destroys your *Abraknyde*. You later bring it back into the World using a *Capture d'Âmes*. The new *Abraknyde* is considered as a different *Abraknyde* and can therefore use its power once again.

### 803. Resource Powers

803.1. Some cards have cost powers that can be used to “produce one [Element] resource”. These powers are special cost powers called “resource powers”.

803.2. A resource power can only be used at the time of paying a cost. A resource power cannot be used to produce resources that will be used to pay an ulterior cost.

803.3. A resource power is not placed in the Queue like other powers – the resource is simply produced immediately. Therefore, it is not possible to react to a resource power's effect or to the production of a resource.

*Example:* You use your *Piou Bleu*'s cost power to play your *Bowissette*. Your opponent cannot use their *Échec Critique* to cancel the *Piou Bleu*'s power since this cost power is a resource power.

### 804. Triggered Powers

804.1. A triggered power can be identified, as a rule of thumb, by the keywords “When”, “Every time”, or “At”. These powers cannot be played by a player. However, they continuously verify whether their trigger is happening and become effective when this event is verified. Since triggered powers are not played, they do not follow regular power usage rules.

804.2. Once triggered, a triggered power goes into the Queue and the players may play Reactions before it is resolved.

804.3. A triggered power is triggered every time its required event happens, and only once per event. If several instances of the event happen at once, the power is triggered as many times as there are instances of the event.

*Example:* You control a *Gros Smare* in play. You play a *Parchemin de Chance* by recycling three *Water* cards. When resolving the *Parchemin de Chance*, the *Gros Smare*'s power will be triggered three times.

804.4. When a triggered power is triggered, its controller takes all decisions required by the power, and it then goes into the Queue. If no choice can be made legally, the power is canceled without going into the Queue. If a triggered power produces an optional effect, each player mentioned by that power (or, by default, the power's controller if no player is specifically mentioned) decides whether they wish to activate the optional effect at the power's resolution. If they decide not to activate the effect, nothing happens.

804.5. Certain triggered powers come into effect “When [Name] attacks”, “When [Name] blocks” or “When [Name] is blocked”. These powers become effective during the Declare

Attackers and Declare Blockers phases, when the Ally or Hero possessing that power is set as an attacker or blocker or is assigned a blocker, and only during these phases. Setting the Hero or Ally as an attacker or blocker later on via an Action or power will not trigger those powers. See 703.2. and 704.2.

804.6. If several powers are triggered at once, the powers controlled by the opponent of the player whose turn it is are placed in the Queue first in the order of their choice, followed by theirs in the order of their choice. Therefore, the player whose turn it is will resolve the powers he controls in the order of their choice first, and then their opponent will resolve the ones they control in the order of their choice.

*Example:* You control a Champs d'Astrub and a Mine d'Astrub. Your opponent controls a Bowisette. At the beginning of your turn, the Bowisette's effect is placed in the Queue, then those of the Champs d'Astrub and those of the Mine d'Astrub. You first resolve the recycling effects of the Champs d'Astrub and the Mine d'Astrub in the order of your choice, and then your opponent untaps their Bowisette if they wish to.

804.7. If a power is triggered while a player is playing a card or power, or is triggered during a card's or power's resolution, it is placed in the Queue once the card or power has been played or resolved.

*Example:* You play a Malédiction d'Halouine by destroying your Tofu Mutant. The Malédiction d'Halouine is completely resolved, and then the Tofu Mutant's power goes into the Queue.

*Example:* You play a Spell by tapping your Taure. Once played, the Spell is placed in the Queue, and then the Taure's power goes into the Queue. When emptying the Queue, the Taure is destroyed, and the Spell is resolved.

804.8. Some triggered powers follow the “[Trigger], do [A] or [B]” model. This means “[Trigger], you may do [A]. If you do not, do [B].”

*Example:* At the beginning of their turn, the Chacha Noir's controller must recycle a Fire card from their Discard. If they do not, no matter what the cause is, the Chacha Noir is destroyed.

804.9. A triggered power that is triggered during a battle's Action Phase does not count as an action.

## **805. Continuous Powers**

805.1. A continuous power is a power that is neither a cost power nor a triggered power. A player does not use the power, it simply exists as soon as the conditions required for its existence are met. Some continuous powers are identified by the keywords “As long as”. A continuous power generates a continuous modifier. See section 812.

805.2. A continuous power generates an effect that does not have a specified duration and remains active as long as the power's source is in the appropriate area and retains the proper power. The controller of the object that features the continuous power cannot choose to "deactivate" this power.

*Example:* The Mulimulou's power is a continuous power. You attack with your Mulimulou, and your opponent blocks with their Otomai. You may not choose to ignore the Mulimulou's power to destroy the Otomai. As soon as it is blocked, the Mulimulou's Strength becomes 4.

805.3. Since a continuous power is not played, it cannot be targeted by an Action or power that cancels an effect that was just played.

*Example:* Your opponent controls a Chef de Guerre Bouftou. You may not use Échec Critique to stop the power that grants +1 Strength to all other Bouftou Allies.

805.4. Several continuous powers may attempt to affect a single object simultaneously and in a contradictory way. In that event, the continuous power that has existed for the longest time is applied first, and then the following powers are applied in chronological order from the oldest to the most recent, if they are still appropriate. If several continuous powers controlled by different players have existed for the same amount of time, the powers of the player whose turn it is are applied first, then those of the other players in the turn's order.

*Example:* You control a Craqueleur Légendaire in the World, and your opponent plays their own Craqueleur Légendaire. Since yours has been in the World longer, its power is applied first and the opponent's Craqueleur Légendaire as well as all of their other Allies lose all their powers.

## 806. Keyword Powers

### 806.1. Agility

806.1a. The "Agility" keyword represents a continuous power that modifies the blocker declaration and reassigning rules.

806.1b. A Hero or Ally with Agility cannot be blocked by an opposing Hero or Ally without Agility. Furthermore, an Ally or Hero without Agility may not be placed or reassigned as the blocker of an opposing Ally or Hero with Agility.

806.1c. A Hero or Ally with Agility can block any Hero or Ally, with or without Agility.

806.1d. Multiple instances of Agility are redundant.

### 806.2. Aggressive

806.2a. The "Aggressive" keyword represents a continuous power that modifies the attacker declaration rules.

806.2b. An Ally with Aggressive may be set as an attacker on the same turn it appears in the World or a Haven Bag, as long as its controller can declare an attack on that turn.

806.2c. Multiple instances of Aggressive are redundant.

### 806.3. Bonta and Brakmar

806.3a. The “Bonta” and “Brakmar” keywords represent continuous powers that modify certain cards’ powers, indicated by “Bonta. [Power]” or “Brakmar. [Power]”. These keywords then mean, “You may only use or trigger [Power] if your Hero is aligned with Bonta” or “You may only use or trigger [Power] if your Hero is aligned with Brakmar”, respectively. See 401.3.

806.3b. Other powers on the card that do not mention the Bonta or Brakmar keywords are not affected by this restriction and can be used or triggered regardless of your Hero’s Alignment.

806.3c. You may play a card possessing a Bonta or Brakmar restriction even if your Hero does not have that Alignment. The power will simply be unusable or will not be triggered.

### 806.4. Capture

806.4a. The “Capture” keyword represents a cost power present on some Allies of the Dragodinde family also featuring the Mount subtype, stated as “Capture: [Cost]”. This power means, “If the Dragodinde featuring this power is an Ally, you may pay [Cost]. If you do, the Dragodinde is no longer an Ally and becomes an Equipment – Mount worn by the Ally or Hero of your choice” and the [Cost] is called the Dragodinde’s “Capture cost”. Once its Capture cost is paid, the Dragodinde is said to be “captured”.

806.4b. You may only pay a Capture cost when you could normally use a cost power.

806.4c. Once captured, the Dragodinde becomes an Equipment in all regards. It can no longer be targeted by cards specifically aiming at Allies, but becomes vulnerable to those that target Equipment. The captured Dragodinde is also put in its owner’s Discard when its wielder leaves the game.

### 806.5. Class

806.5a. The pseudo-keyword “Class” explicitly mentions a character Class. This power represents continuous powers that modify certain cards’ powers, stated as “Class. [Power],” for example “Osamodas. [Power]” or “Eniripsa. [Power].” The keyword means “You can only use or trigger [Power] if your Hero’s Class is [Class].”

*Example: Srammy’s power will only be triggered if your Hero is a Sram. If your Hero is from any other Class, the power will not activate.*

806.5b. The card’s other powers that do not refer to the “Class” keyword are not affected by this restriction and can be used or triggered regardless of your Hero’s Class.

806.5c. You can play a card with a power including a Class restriction even if your Hero does not belong to that Class. The power simply will not be usable or triggered.

#### 806.6. Defense

806.6a. The “Defense” keyword represents a continuous power that modifies the way an Ally is played.

806.6b. An Ally with Defense may be played during a battle’s Action Phase in which its controller is the defending player. In this case, it is set as a blocker of an Ally it can legally block.

806.6c. If the Ally with Defense cannot be set as the blocker of an Ally it can legally block, it remains in its owner’s Hand.

806.6d. Some Allies possess a power that is triggered when that Ally “appears through Defense”. An Ally is said to appear through Defense when it appears after being played using its Defense power. This power will not be triggered if the Ally appears any other way (by being placed or played normally out of battle, for instance).

806.6e. Multiple instances of the Defense power are redundant.

#### 806.7. Ethereal

806.7a. The “Ethereal” keyword appears on certain Equipments and combines two powers. The first is a continuous power that modifies the way an Equipment with the Ethereal power appears. The second is a triggered power. That power is described as “Ethereal [Number]” and means, “This Equipment appears with [Number] Ethers. When you remove the last Ether, destroy this Equipment.”

806.7b. An Ether is a named marker.

806.7c. Multiple instances of the Ethereal power are cumulative.

#### 806.8. Ghost

806.8a. The “Ghost” keyword represents a continuous power that is active when the card featuring it is in a Discard. This power means, “If this card is in your Discard, you may pay a number of (Neutral) Resources equal to its Level plus 1 to place it back in the World.”

806.8b. The Ghost power can be used any time a player may perform an action. It can be used during one’s turn or during the Action Phase of a battle occurring during an opponent’s turn, if the Queue is empty.

806.8c. Multiple instances of the Ghost power are redundant.

#### 806.9. Giant

806.9a. The “Giant” keyword is a continuous power that modifies the way the Giant Ally or Hero inflicts Battle Damage when it is an attacker.

806.9b. Unlike Heroes and Allies without Giant, a Giant Hero or Ally may distribute in a battle an amount of Damage equal to its Strength among all Heroes or Allies blocking it, as its controller wishes.

*Example:* Your opponent blocks your Corailleur with two Bouftous. When this duel is resolved, you may choose to deal 2 Damage to each Bouftou to destroy them both.

806.9c. Then, if all Allies or Heroes blocking the Giant Hero or Ally receive lethal Damage, the remaining Damage may be inflicted to the battle’s Target, which may also inflict its own Damage to the Giant Hero or Ally.

*Example:* You attack your opponent’s Hero Opée Tissoin with a Corailleur. Your opponent blocks the Corailleur with their Bouftou. When resolving this duel, you may choose to deal 2 Damage to the Bouftou to destroy it, and then the remaining 2 Damage to Opée Tissoin since the Corailleur has Giant. The defending player may choose to have Opée Tissoin deal 1 Damage to the Corailleur.

806.9d. Multiple instances of the Giant power are redundant.

#### 806.10. Hero

806.10a. The “Hero” keyword represents a power that modifies the Deck construction rules stated in 101, written as “Hero: [Characteristic]”. This means: “You may only include this card in your deck if your Hero has the [Characteristic] trait.”

*Example:* You decide to build a deck around the Osamodas Hero Trantmy Londami. You are allowed to include the Spell Laisse Spirituelle, which is a “Hero: Osamodas” Spell. You cannot however include the Spell Brokle, which is a “Hero: Iop” Spell, even if your deck includes Iop Allies.

806.10b. This restriction only affects the Deck construction rules. If your Hero loses the [Characteristic] trait during a game, you can still play that card as long as it respects the usual rules for using a card.

*Example:* During a game, you play a Tourmenteur on Trantmy Londami, which ceases to be an Osamodas and becomes a Knight. You may still play the Laisse Spirituelle if you control an Osamodas Ally even though your Hero has lost that trait.

806.10c. During a sealed or draft tournament, any card with a Hero restriction must be left in the reserve if the chosen Hero doesn't respect the [Characteristic] criteria.

#### 806.11. Reinforcement

806.11a. The “Reinforcement” keyword represents a continuous power that modifies the way an Ally is played.

806.11b. An Ally with Reinforcement can be played during a battle's Action Phase when its owner is the offending player, and their Hero is attacking in this battle.

806.11c. An Ally that appears through Reinforcement does not appear as an attacker. It appears out of the fight, in the World.

806.11d. Some Allies possess a power that is triggered when they “appear through Reinforcement.” An Ally is said to appear through Reinforcement when it appears after being played with the Reinforcement power. This power will not be triggered if the Ally appears any other way (by being placed or played normally out of battle, for instance).

806.11e. Multiple instances of the Reinforcement power are redundant.

#### 806.12. Resist

806.12a. The “Resist” keyword is a continuous power that generates a prevention modifier, stated as “Resist [Element] [Number]”. This power means, “If Damage of the [Element] type should be dealt to this Hero or Ally, reduce this Damage by [Number].”

806.12b. If Damage is reduced to less than 0, it is reduced to 0 instead.

806.12c. Multiple instances of the Resist power applying to the same Element are cumulative.

*Example: You control a Deyko Nexion that has Resist Earth 1. He wields an Anneau Stradamus that also grants him Resist Earth 1. He is therefore considered to have Resist Earth 2.*

#### 806.13. Tackle

806.13a. The “Tackle” keyword represents a continuous power that intervenes during the Action Phase. This power means: “Until the end of the Action Phase, Allies or Heroes blocking or blocked by Allies or Heroes with Tackle may not be tapped.”

806.13b. An Ally or Hero may not use any of their cost powers featuring the tap symbol or be tapped to produce resources if it blocks or is being blocked by an Ally or Hero with Tackle.

806.13c. Multiple instances of the Tackle power are redundant.

### **807. Choice**

807.1. Some cards or powers require one or many choices from the player that controls the card or power. These choices must be made when the power is activated or triggered, or when the card is played, and must follow the Range Rules stated previously.

807.2. Every choice imposes criteria that are described in the card’s text. An object may not be chosen if it does not satisfy those criteria.

807.3. If a card or power requires choosing multiple objects, a single object may not be chosen multiple times, unless the contrary is explicitly specified.

807.4. Only objects clearly identified by the “choice” keyword may be chosen when the card is played or the power used. Other affected objects are determined when resolving the card or power.

*Example: The Action Capture d’Ames does not require the player to make a choice.*

## **808. Playing a Cost Card or Power**

808.1. Generally, a player may only play a cost card or power if the Queue is empty, and only during their Main Phase or a battle’s Action Phase. If the Queue is not empty, no player may play a cost card or power until the Queue is completely empty.

808.2. To play a cost card or power, its controller must accomplish all steps described below, in their order of appearance. The player may not begin accomplishing those steps if something prevents them from playing their cost card or power. If a player cannot accomplish one of the following steps, all steps previously accomplished are canceled.

808.2a. The player declares their intention to play a cost card or power. If they wish to play a card or power from a card located in their Hand, they then reveal the card from their Hand. The card must remain visible on the table and identifiable throughout all of the following steps. The card or effect then enters the Queue.

808.2b. If the card or power can generate several different effects separated by the keyword “or”, the player decides which effect they will generate.

808.2c. If the card has a variable Level indicated as “X”, or if the power has a variable cost indicated as “X”, the player announces the variable’s value.

808.2d. If the card or power requires that the player make one or multiple choices, the player first determines how many choices they will make (if the number of choices is not imposed by the card’s text or Level), and then make all of these choices. A single object may not be chosen multiple times.

808.2e. If the card or power affects the chosen objects differently, the player decides how each chosen object is affected. If the card or power allows distributing Damage among multiple chosen objects, the player must specify a distribution that will lead to every object receiving at least 1 Damage.

808.2f. The player determines the total cost of the card or power. It is generally equal to the card’s Level or the power’s usage cost, including additional costs, modified by any effect that would increase or decrease this cost. Under certain conditions, a card may be played “for free”. In this case, the card is considered to be Level 0 for total cost calculation. If the player wishes to play an Equipment and decides to craft it, the Equipment’s crafting cost is determined instead.

808.2g. If the total cost implies a resource cost, the player may tap cards they control to produce the resources or use resource powers. Each card tapped in this process produces one resource of the type corresponding to its Element.

808.2h. Lastly, the player pays the total cost by paying the partial costs in the order stated on the card. Once the total cost is paid, the card or power is played and the players may play one Reaction each, starting with the opponent of the player who is playing the card or power.

*Example:* You wish to play the Iop Spell Colère de Iop. You reveal the Colère de Iop card from your Hand and place it on the table. You then decide that the variable X is equal to 4. You then decide to choose 2 Allies or Heroes and choose your opponent's Boufton Blanc and Jicé Aouaire. You distribute the 4 Damage as follows: 3 Damage to Jicé Aouaire and 1 Damage to the Boufton Blanc. You then determine the cost of the Colère de Iop: since the Spell is Level 4, its cost is 4. You finally tap 4 cards under your control – the Colère de Iop is played!

## 809. Playing a Reaction

809.1. The “Reaction” keyword may be found on a card. Playing a power preceded by the “Reaction” keyword is called “Reacting” to an event. This keyword modifies the moment a card may be played or a card used: one may react to an event at any time.

809.2. An Action card whose text is preceded by the “Reaction” keyword may only be played when the event it can react to has just happened or is about to happen, and only at that moment precisely. In this case, that Action card may be played even if the Queue is empty. The Action card played as a reaction is placed at the end of the Queue.

*Example:* Your opponent casts the Iop class Spell Charge on their Hero. Usually, you cannot intervene until the Charge has been entirely resolved. However, you have an Échec Critique card in your Hand. This is a Reaction card and it can be played when a Spell, Action or power has just been played. The Charge was just played and is a valid choice for Échec Critique.

*Example:* You have a Flèche d'Immolation in Hand. You may not play the Flèche d'Immolation until an opposing Hero or Ally is tapped.

809.3. A cost power preceded by the “Reaction” keyword may only be used when the event it can react to has just happened or is about to happen. In this case, the power may be played even if the Queue is empty. The power played as a reaction is placed at the end of the Queue.

*Example:* You control Tolot in the World. You may not use Tolot's power to draw a card, unless you just played an Equipment card.

809.4. A triggered power preceded by the “Reaction” keyword is only triggered when the event it can react to has just happened or is about to happen. As for all triggered powers, a player may not choose to trigger this “Reaction” power whenever they like.

*Example:* The Ally Vampyro has a power that allows you to take Vampyro back in your Hand if it is about to be destroyed. You may not choose to “trigger” this power whenever you like to put Vampyro back in your Hand. The power will only be triggered when Vampyro is about to be destroyed, and will do so automatically.

809.5. Some Actions or powers may require players to perform several actions in a row, these actions appearing separated by the symbols “:”, “,” or “.”, or the keyword “then”. In this case, one may only react at any given time to the next action about to be performed in the sequence: only that action is about to happen. If no player wishes to react to the upcoming action, it is performed and they may then react to the next action in the sequence, which is now about to happen.

*Example:* During the resolution of Jeunesse d’Ogrest, the players are first about to untap the Ally or Hero that was chosen, and both players are allowed to react to that event. Once the potential Reactions are resolved, the Ally or Hero will be untapped, and will then be about to gain the Strength bonus, an event to which both players will be allowed to react, with Shika Ingalsse for instance. Once these Reactions are resolved, the Strength bonus will be granted if it has not been canceled, which completes the resolution of Jeunesse d’Ogrest.

809.6. Each player may only react once to a given event. One may react to one’s opponent’s Reaction. If both players wish to react to the same event, the opponent of the player who controls the object generating the event plays their Reaction first. If one or several triggered powers controlled by the same player are triggered as a Reaction to a given event, that player decides which triggered power applies.

*Example:* Your opponent’s Hero has just gained 1 Experience Point. You react to this event by playing *Curiosité Dangereuse*. Since you have already reacted to the event “Gaining Experience”, you may not play a second *Curiosité Dangereuse*.

809.7. Reacting to an event during a battle’s Action Phase is out of the sequence of actions performed alternately by the players.

*Example:* During a battle’s Action Phase, your opponent uses their action to play a *Vague Tournoyante*. You react by playing *Échec Critique* against it. Once the Queue is emptied, you may perform an action, and your opponent may not.

## **810. Resolving an Effect in the Queue**

810.1. As soon as no player can or wishes to play a Reaction to an effect in the Queue, all effects currently in the Queue are resolved, starting with the last to enter it. At that point, no player may play cards or use powers as long as the Queue has not been completely emptied, except for Reactions.

810.2. For each effect in the Queue, its controller attempts to resolve it by following the instructions below:

810.2a. If the effect affects one or many objects chosen by its controller at the time they played the card or used the power that generates the effect, they verify whether the objects chosen are still present. A choice becomes illegal if the chosen object does not satisfy the card-playing or power-using conditions anymore. A choice that has become illegal is not renewed. If all choices have become illegal, the effect is canceled.

*Example:* Your opponent plays a Ronce against your Piou Rouge. Your Piou Rouge is set to receive 2 Damage, so you react to the Ronce by playing a Potion de Rappel on the Piou Rouge, and it returns to your Hand. The only choice made at the time of playing the Ronce is now illegal and its effect is canceled.

810.2b. If the effect has not been canceled, it is resolved. To do so, its controller follows the instructions stated on the card that generates the effect, in the order of the text. If the effect requires the player to make other decisions than those taken when the card was played or the power used, they make these decisions at the moment specified by the card.

*Example:* You play the Capture d'Âmes Spell. This Spell does not require you to make a choice. When resolving Capture d'Âmes, you decide which Monster is sent to the World or your Haven Bag.

810.2c. If only some of the choices made become illegal, the effect will only affect the choices that remain legal. The card's text that pertains to the illegal choices is simply ignored.

*Example:* Your opponent plays a Pandatak on your Bouftou and your Piou Bleu. Your Bouftou is set to receive 2 Damage, so you react to the Pandatak by playing a Potion de Rappel on the Bouftou and it returns to your Hand. One of the choices made when playing the Pandatak is now illegal (the Bouftou, which is no longer in the World), but a valid choice remains (the Piou Bleu) so the Pandatak is resolved. The Piou Bleu receives 3 Damage and the text pertaining to the Bouftou is ignored.

810.2d. Some effects require players to determine an object's characteristic. If that object is no longer in play when the effect is resolved, refer to the last known information regarding this characteristic.

*Example:* Arty deals Damage equal to his Strength when he is destroyed. Since he is no longer in play when his Strength is determined (he was just destroyed), players refer to his Strength at the time he was destroyed. If Arty wore a Coiffe du Bouftou or was under the effects of a Charge at that time, he deals 4 Damage to the chosen Ally or Hero.

810.3. When the effect has been resolved, one of the following events happens:

810.3a. An Ally, Zone, Room or Equipment card appears in a Haven Bag or the World.

810.3b. An Action card is put in its owner's Discard.

810.3c. A power creates one or many modifiers, then leaves the Queue and ceases to exist.

810.4. Lastly, the next effect in the Queue is resolved and the process is repeated as many times as necessary. When the Queue has been emptied, the player whose turn it is, if in a Main Phase, or the player coming after the one who performed the last action in the turn order, if in a battle's Action Phase, may perform a new action.

## 811. Replacement Modifiers

811.1. A card's or power's text containing the keyword "Instead" indicates a replacement modifier. A replacement modifier turns an event into another. The modification is not placed in the Queue; it is immediately effective when the power or card that generates it is resolved.

811.2. An event changed into another does not take place. A triggered event that would normally be triggered when the modified event happens does not take place.

*Example:* Your Hero is wielding a Cape du Prespic. It enters a battle against a Bouftou that will inflict 2 Damage. As a Reaction, you play the Osamodas class Spell Protège, which will redirected these 2 Damage to another Ally. Your Hero will not receive any Damage, and the Cape du Prespic's power will therefore not be triggered.

811.3. Some replacement modifiers replace an amount of Damage that should be dealt to a Hero or Ally with an amount of Damage dealt to another Hero or Ally instead. These special replacement modifiers are called Damage-redirection modifiers. Unless stated otherwise, the redirected Damage retains its original source, their amount and their Damage type. Redirected Battle Damage remains Battle Damage.

*Example:* Your Corailleur is about to deal Damage to your opponent's Hero, who plays a Diversion and chooses their Hero and Moskito. The Moskito will receive 4 Water Damage.

811.4. Some replacement modifiers allow reducing an amount of Damage that should be dealt to a Hero or Ally. These special replacement modifiers are called prevention modifiers. If a source would inflict 0 Damage after prevention, it does not inflict any Damage. This means that powers triggered by Damage-dealing are not triggered. The "Resist" power generates a prevention modifier.

*Example:* Your Hero Opée Tissoin is wielding a Cape du Prespic. Your opponent's Bouftou deals Damage to Opée Tissoin. You use Opée Tissoin's Reaction power to reduce the Bouftou's Damage by 2. The Cape du Prespic's power will not be triggered and inflict 1 Damage to the Bouftou.

## 812. Continuous Modifiers

812.1. Some cards generate effects that modify the state of the game over time. These effects are called continuous modifiers. These modifiers may be definite or indefinite.

812.2. An indefinite continuous modifier is a modifier that has no specified duration, is not linked to any state of the game and lasts until the end of the game or as long as the card that generates the modifier remains in an appropriate area. A continuous modifier is applied

constantly and uses the current state of the game at all times to determine the information it needs.

*Example:* The Vrombyx's power generates an indefinite continuous modifier that constantly recalculates the Vrombyx's Strength, and that no matter what area the Vrombyx is in.

812.3. A definite continuous modifier is a modifier that is generated when an event occurs or is verified, or when resolving a card or power. These modifiers generally have a specified duration. Otherwise, they last until the end of the game.

812.3a. Some definite continuous modifiers are generated by a power that is only applied "As long as [Card] remains [Condition]". If, at any moment between the time the power is placed in the Queue and the time the modifier's existence is verified, the card ceases to verify the condition, the continuous modifier that results from the power ceases to exist. It is not renewed if the card verifies the existence condition later on.

*Example:* You use Shimay Rouch's power to grant him a +1 bonus to Strength and Damage reduction. Later in the turn, you untap Shimay Rouch, and then tap him again to pay a cost. Although it is tapped again, Shimay Rouch does not receive the bonuses granted previously.

812.3b. A definite continuous modifier that applies to several cards does not lock all the cards it is applied to. However, that modifier constantly verifies all cards it is applied to and may therefore affect cards that were not affected at first, or cease to affect cards that previously were affected.

*Example:* Stratégie de Groupe generates a definite continuous modifier when it is resolved, which affects all of your Allies in the World. An Ally that is present in the World when Stratégie de Groupe is resolved and moves to your Haven Bag or leaves your control no longer receives the Strength bonus. However, an Ally that appears in the World after the resolution of Stratégie de Groupe will enjoy the Strength bonus.

## 9. Multiplayer Rules

### 901. General

901.1 A multiplayer game is a game that involves more than two players, distributed between two teams of the same size. Section 9 covers all Tournament Rules regarding these multiplayer games, and only these games.

901.2. If a dispute arises opposing a rule dedicated to two-player games to a rule dedicated multiplayer games, the multiplayer rule always takes precedence.

901.3. For a multiplayer game, each player must provide their own deck. Each deck must follow the regular deck-building rules corresponding to the game's format, with the following exception:

901.3a. Some cards feature the "Unique" trait. These cards are an exception to the deck-building rule. A card with the "Unique" trait may not be included more than once in all of a team's decks.

*Example: Jean-Jacques and Matthieu want to take part in a two-player team tournament together. If Jean-Jacques decides to add Nomekop le Crapoteur to his deck, Matthieu will not be allowed to include it in his, and vice-versa.*

901.4. Cards in a Haven Bag, the World, the Decks, the Discards or the Hands are not common to the players of a same team. However, all players of a team have access to all information that is available to a team's member, such as the contents of Hands or Discards when performing a search. A player is still not allowed to manipulate their team members' cards.

901.5. The players of a same team are allowed to communicate among themselves and discuss strategies.

### 902. Winning and Losing

902.1. Unlike two-player games, a multiplayer game does not end when one of the Heroes is destroyed. Instead, the following procedures are applied in order:

902.1a. First, all objects controlled by the destroyed Hero's owner are banished (Hand, Deck, Discard, Allies...). Objects owned but not controlled by that player are not affected by this rule.

*Example: You play a Corruption to swap your Bouftou with an opponent's Crocabulia. Later, your Hero is destroyed. The Crocabulia is banished, but your opponent keeps the Bouftou.*

902.1b. All cards and powers controlled by this player in the Queue are then banished as well, and all powers that were generated by a card controlled by that player cease to be effective.

*Example: During your turn, you activate your Incarnam's power. Later, before the beginning of your next turn, your Hero is destroyed. The Incarnam's power immediately ends and the players are allowed to declare attacks.*

902.1c. Lastly, the player who just lost their Hero leaves the game. They may no longer play cards or influence the game's state physically in any way. They may however still communicate with their teammates if they want to. In a tournament situation, a player that leaves the game may not leave the table.

902.2. Victory conditions are adapted for a multiplayer game. Several ways to win or lose a multiplayer game exist:

902.2a. A team loses the game if all of its Heroes' Health Points are reduced to zero. This constitutes a "Victory in battle" for the opposing team.

902.2b. A team wins the game if all of its Heroes have gained a total of eighteen Experience Points times the number of Heroes it comprised at the beginning of the game. This is a "Victory through Experience" for that team. These Experience Points are called "Team Experience Points" and are not lost when a Hero is destroyed.

*Example: In a two-player team game, Victory through Experience is achieved when a team amasses  $2 \times 18 = 36$  Experience Points. In a three-player team game, Victory through Experience is achieved when a team amasses  $3 \times 18 = 54$  Experience Points.*

902.2c. A Hero that gains its eighteenth individual Experience Point does not reach Level 3 in a multiplayer game. Instead of this, it remains Level 2 and the game goes on normally. That Hero may earn more than eighteen Experience Points.

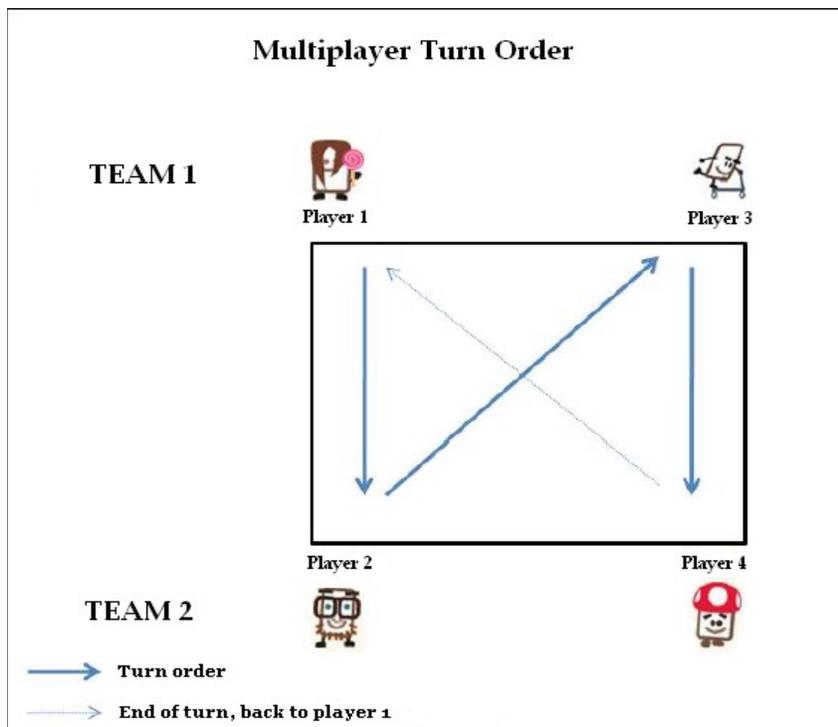
### **903. Setup and Turn Order**

903.1. In a multiplayer game, each team sits on the same side of the table. Players first determine which team will play first before revealing their Heroes and Haven Bags. It is recommended to have one member of each team play "Chi-Fu-Mi", but any other random method is acceptable, such as throwing dice or calling heads or tails. Once the starting team has been determined, each team decides how it will be organized and its members may switch places around the table.

903.2. Once the players are sat in their definitive places, the Heroes and Haven Bags are revealed, and the game starts with the player sitting the farthest to the left of the starting team. Once this turn is over, the turn of the opponent facing them begins, followed by the player sat to the right of the starting player, and so on and so forth. The following schema illustrates the turn order for a two-player team game.

903.3. Turn order is not modified when a Hero is destroyed. It is therefore possible that following a Hero's destruction, two players from the same team play consecutively.

903.4. A battle's Action Phase and a sequence of Reactions follow the same order as the turns. The Queue is only emptied when no player wishes to play a Reaction to an effect in the Queue.



## 904. Adapting Range Rules

904.1. The Range Rules are applied the same way in a multiplayer game, except for rule 508.1b., which becomes:

904.1a. A card in a Haven Bag may only affect an object in its controller's Haven Bag, in the Queue, or in the World under the control of its controller or one of their teammates. It may not affect an object in an opponent's or teammate's Haven Bag or an object in the World controlled by an opponent.

*Example: You can use your Demi Finame's power from your Haven Bag to increase the Strength of one of your teammates' Bouftou in the World.*

## 905. Battle Sequence

905.1. The battle sequence follows all rules of two-player games, except for the Declare Blockers Phase. Rule 704.1., which limits declaration possibilities, is modified and becomes:

905.1a. When the Declare Blockers Phase begins, the defending player declares the cards they will send to the battle. They may declare any untapped Ally or Hero card they control in the World, except for the attack's Target. They may also declare any other untapped Ally card in the World controlled by one of their teammates, in which case those cards are tapped during the declaration. A non-Ally and non-Hero card, a tapped card, a card located in the Haven Bag or Hero card they do not control may not be declared as a blocker. For each Hero or Ally chosen, the defending player chooses which opposing Hero or Ally their Hero or Ally will block.

905.2. During the Action Phase, all players may perform all actions describe in rule 705.1. as many times as they like. Like in a two-player game, the offending player acts first, followed by the defending player. Each may then perform one action, one player at a time, starting with the offending player's team. All players may perform actions following the turn order, even if they have no Ally or Hero involved in the current battle. The Action Phase ends when no player wishes to perform another action.

905.3. Some cards or powers allow setting a Hero or Ally as attacker or blocker in an ongoing battle. Only the offending player or their teammates may set a Hero or Ally as attacker in a battle. Similarly, only the defending player or their teammates may set a Hero or Ally as blocker in a battle.

## 10. Credits

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## 11. Glossary

**Action Points (AP):** One of the player's stats, linked to the Hero and shortened as AP. Action Points represent the maximum number of cards a player may have in their hand. Action Point bonuses present on Equipment are granted to the player even if the wielder is not their Hero.

**Action:** An Action is a type of card. An Action may also be a Spell, a Challenge, or a Quest. See section 302.

**Additional:** Some cards or powers allow performing an "additional" action. This means to perform a given action another time, given that the initial action has already been performed at least once.

**Additional cost:** An additional cost represents everything a player must pay on top of the resource cost when they wish to play a card. All additional costs must be paid when the card is played. See section 418.8.

**Aggressive:** An Ally with Aggressive may be set as an attacker on the same turn it appears in the World or a Haven Bag, as long as its controller can declare an attack on that turn. See section 806.2.

**Agility:** Agility is a keyword that represents a continuous power. This power means: "This Hero or Ally may not be blocked by an Ally or Hero that does not have Agility." See section 806.1.

**Alignment:** Bonta, Bråkmar and Neutral are Alignments. See section 401.3.

**Ally:** An Ally is a type of card. See section 303.

**Appear:** An Ally that enters the World or the Haven Bag from any other area is appearing.

**Archmonster:** An Archmonster is a Monster.

**Area:** An area is a location where a card can be found. There are six different areas, each with its own characteristics: Deck, Discard, World, Haven Bag, Hand, and Queue. See 501 and the following sections.

**Armor:** An Armor is a type of Equipment. There are four types of Armor: Belt, Boots, Cape, and Hat. Monsters may not wield Armor, and non-Monster Allies may only wield one Armor of each type. Armor is usually crafted by Armorers. See section 305.

**Artisan:** An Artisan is an Ally that has a Profession. Handymen, Weaponsmiths, Armorers and Jewelers are Artisans.

**Attacker:** An attacker is a Hero or Ally in the World that is attacking. A Hero or Ally becomes an attacker at the end of the Declare Attackers Phase and cease to be one at the end of the battle or if it is removed from the battle. An Ally may not be set as an attacker on the turn it appears.

**Banish:** A banished card is physically removed from the game and may not return. It is not possible to interact with a banished card. A Haven Bag that loses its last Resistance Point is banished. See section 409.3.

**Blocker:** A blocker is a Hero or Ally in the World that is blocking. A Hero or Ally becomes a blocker at the end of the Declare Blockers Phase and cease to be one at the end of the battle or if it is removed from the battle.

**Bonta:** The keyword Bonta represents an Alignment in Wakfu TCG. It can also refer to a keyword that modifies certain powers. See section 806.3.

**Brâkmar:** The keyword Brâkmar represents an Alignment in Wakfu TCG. It can also refer to a keyword that modifies certain powers. See section 806.3.

**Cancel:** Canceling a card means to put it in its owner's Discard without activating its effect. Canceling a card means to take it out of the Queue without activating its effect.

**Capture:** A Dragodinde featuring a Capture cost may be transformed into Equipment and be mounted by the Ally or Hero of your choice. See section 806.4.

**Challenge:** A Challenge is a type of Action card. A Challenge may only be played by the offending player during a battle's Declare Target Phase and generally grants Experience to the player who wins the Challenge. See section 302.3.

**Chi-Fu-Mi:** Chi-Fu-Mi is another name for Rock-Paper-Scissors. The Rock beats the Scissors, the Paper beats the Rock, and the Scissors beat the Paper. In a tournament situation, Chi-Fu-Mi may be replaced by any other random method, such as throwing dice or calling heads or tails. In a multiplayer game, Chi-Fu-Mi is always played against an opponent.

**Choice:** A card or power with the word "choice" requires the player to determine the objects that will be affected by the card or power. A card may not be played or a power used if the required choices cannot be made. See section 508.

**Class:** The Class is a trait given to Heroes and certain Allies. There are twelve Classes: Ecaflip, Eniripsa, Osamodas, Iop, Enutrof, Cra, Sram, Feca, Xelor, Sacrier, and Pandawa. See section 414.

**Battle Damage:** Battle Damage is Damage inflicted during the Duel Resolution and Target Damage Resolution phases. No other Damage is considered Battle Damage.

**Continuous power:** A continuous power is a power that neither is triggered nor requires a cost. It is applied continuously. See section 805.

**Controller:** All players control the cards they play, their Hero, their Haven Bag and any object they summon. See section 416.

**Cost:** A cost represents everything a player must pay when they wish to play a card or use a power. See section 418.

**Cost power:** A cost power is identified by the phrasing "Cost: Effect" on the cards. A player may use the cost power of a card they control if they are allowed to and can pay its cost. See section 802.

**Craft:** Some Equipment or Rooms can be crafted. Crafting an Equipment or Room means to play the Equipment or Room for its Recipe cost instead of its usual playing cost. See section 418.4c.

**Damage:** Damage inflicted to the Hero causes a loss of Health Points. Damage inflicted to the Haven Bag causes a loss of Resistance Points. An Ally that received as much Damage as its Strength or more is destroyed: it is then considered lethal Damage. Damage may have the Air, Earth, Fire, Water or Neutral Element. If no Element is mentioned, the Damage is Neutral. See section 410.

**Deck:** The Deck is the area that contains all cards that have yet to be drawn. At the beginning of the game, a player's deck becomes their Deck. Players may not view the contents of their Deck. See section 507.

**Defense:** An Ally with Defense can be played during the Action Phase of a battle in which its controller is the defending player. In this case, it is set as the blocker of an Ally it can normally block.

**Destroy:** Destroying a card means to physically move it from the Haven Bag or the World to its owner's Discard. See section 409.1.

**Discard:** Discarding a card means to physically move it from the area it is in (generally the Hand) to its owner's Discard. See section 408.1.

**Dofus:** A Dofus is a type of card and is borne by a Hero or Ally. Dofus are no longer considered Equipment since January 15, 2010. See section 304.

**Draw:** Drawing a card means to physically move it from the top of one's Deck to one's Hand.

**Element:** Every card features an Element. There are five Elements: Air, Earth, Fire, Water and Neutral. See section 204.

**Equipment:** An Equipment is a type of card. There are five types of Equipment: Armor, Familiar, Item, Jewel, and Weapon. See section 305.

**Experience:** Experience is earned by the Hero by destroying opposing Allies or by completing Quests and Challenges. A Hero that amasses 6 Experience Points reaches Level 2. A Hero that amasses 18 Experience Points reaches Level 3 and its controller wins the game.

**Familiar:** A Familiar is a type of Equipment. Monsters may not wield Familiars, and non-Monster Allies may only wield one Familiar. Familiars usually require feeding at the beginning of their controller's turn by recycling cards. See section 305.

**Ghost:** The "Ghost" keyword represents a continuous power that is active when the card featuring it is in a Discard and means "If this card is in your Discard, you may pay a number of (Neutral) resources equal to its Level plus 1 to put it back in the World." See section 806.8.

**Giant:** Giant is a keyword that represents a continuous power. This power means two things: "This attacking Hero or Ally may distribute its Battle Damage among all Heroes and Allies that block it" and "If all Allies and Heroes blocking this Ally or Hero receive lethal Damage, the remaining Damage may be inflicted to the attack's Target." See section 806.9.

**Haven Bag:** The Haven Bag is an area represented by the card of the same name. Cards in the Haven Bag are protected against the opponent's cards. Each player begins the game with their Haven Bag card in the World. See section 306.

**Health Points (HP):** One of the Hero's stats, shortened as HP. A Hero with 0 Health Points is destroyed and its controller loses the game. Health Point bonuses present on Equipment are only granted if the wielder is the Hero and are ignored otherwise. An Ally does not have Health Points.

**Hero:** A Hero is a type of card. Each player begins the game with their Hero card in their Haven Bag. See 307. The word Hero may also refer to a keyword that modifies deck-building rules. See section 806.10.

**Jewel:** A Jewel is a type of Equipment. There are two types of Jewels: Amulets and Rings. Monsters may not wield Jewels, and non-Monster Allies may only wield one Amulet and up to two Rings. Jewels are generally crafted by Jewelers. See section 305.

**Keyword:** A keyword is associated with a power, and is printed in bold font on the cards' text. Each keyword has a specific entry in this Glossary. Agility, Reaction, Giant and Resistance are keyword. See section 806.

**Lethal Damage:** Lethal Damage is Damage greater than or equal to an Ally's Strength, without regards to potential future reductions.

**Level:** A card's Level represents its usage cost. A Hero's Level determines a condition for victory as well as its powers.

**Marker:** A marker is a small object placed on a card to materialize an effect. A marker remains in place until it is removed or the card changes areas. See section 413.1.

**Monster:** A Monster is a type of Ally featuring the "Monster" trait in its traits line. A Monster may not wield Equipment. See section 303.

**Move or Movement:** A Hero or Ally that is moved from the World to the Haven Bag or vice-versa is making a move. No player may make a move during the first player's first turn. See section 414.

**Movement Points (MP):** One of the player's stats, linked to the Hero and shortened as MP. Movement Points represent the maximum number of Heroes or Allies the player may send to a battle. Movement Point bonuses present on Equipment are granted to the player even if the wielder is not their Hero.

**Opponent:** In a two-player game, your opponent is the person facing you. There are multiple opponents in a multiplayer game.

**Owner:** Each player is the owner of all cards that were in their deck at the beginning of the game. A card's owner may not change. See section 416.

**Pass:** A player who chooses not to perform any action when it is their turn during a battle's Action Phase is passing.

**Play:** Playing a card means to physically place it at the end of the Queue from one's Hand.

**Power:** A power represents something a card in play can do. A power can require a cost, be continuous or be triggered.

**Profession:** An Ally may have a Profession. There are four types of Professions: Armorer, Weaponsmith, Handyman, and Jeweler. The Profession determines which type of Equipment the Ally can craft using its Recipe. See section 401.

**Protector:** A Protector is a type of card. See section 308.

**Quest:** A Quest is a type of Action. Quests look for events and can be played when these events take place. Unlike other Action cards, a Quest may be played at any time during the game, even outside of a Main Phase. See section 302.2.

**Queue:** The Queue is an area where cards being played and powers being used are placed. See sections 503 and 810.

**Rarity:** A card's rarity represents how often it is found in packs. Each rarity is associated to a color code that can be found in the top right corner of the card: golden is Rare, silver is Uncommon and blank is Common. See section 202.

**Reaction:** Reaction is a keyword that represents a continuous power. Every card or power with the Reaction keyword looks for an event. Reaction means "When [Event] takes place, you may play this card or use this power, and only at that time." See section 809.

**Recipe:** A Recipe is an alternative cost to play an Equipment card. This cost corresponds to a number of cards of a certain Element to recycle.

**Recycle:** Recycling a card means to take it from the area it is in (usually a Discard) and put it under its owner's Deck. See section 408.2.

**Reinforcement:** An Ally with Reinforcement can be played during a battle's Action Phase when its owner is the offending player, and their Hero is attacking in that fight.

**Replacement modifier:** An effect that transforms an event into another. A transformed event is considered to have never existed.

**Reserve:** Certain tournaments allow the use of a reserve. A player must begin a match with their deck, but may switch cards with their reserve between games. See section 101.4.

**Resist:** Resist is a keyword that represents a continuous power. The phrase "Resist [Element] [Number]" means: "If Damage of the [Element] type is dealt to this Hero or Ally, reduce this Damage by [Number]." See section 806.12.

**Resource:** A resource is a unit of magical energy used by players to play cards or use powers. See section 418.1.

**Resource power:** A resource power is a cost power that allows the player to produce resources. See section 803.

**Reveal:** Revealing a card means to show it to one's opponent so they may see it. After being revealed, the card is hidden again.

**Rollback:** At the beginning of a game, a player that is not satisfied with their first Hand may recycle it, shuffle their Deck and draw the same number of cards. This is called "rolling back". They may then repeat the process, but they will draw one card fewer every time.

**Room:** A Room is a type of card that can only be played during one's turn and only in its controller's Haven Bag. Rooms are usually crafted by Handymen. See section 309.

**Search:** Searching in an area means to browse all cards it contains. If a player searches in a private and ordered area such as a Deck, it is always shuffled once the search is over.

**Spell:** A Spell is a type of Action that may only be cast if one controls a Hero or Ally of the Spell's Class. See sections 302.1. and 302.5.

**Strength:** Heroes and Allies have a Strength value, indicated in their Element symbol. Strength represents the amount of Battle Damage the Hero or Ally deals. An Ally that receives an amount of Damage greater than or equal to its Strength is destroyed. See section 204.

**Summon:** A Summon is an Action that is placed upon its resolution, instead of put in its owner's Discard.

**Tackle:** The "Tackle" keyword represents a continuous power that intervenes during the Action Phase. This power means: "Until the end of the battle, the Allies and Heroes that blocked or are blocked by an Ally or Hero with Tackle may not be tapped." See section 806.13.

**Tap:** Tapping a card means to rotate it to a horizontal position. See section 106.

**Token:** A token is the physical representation of an object in the World or a Haven Bag. A token has a name and Element, and may have a Strength value. See section 413.2.

**Triggered power:** A triggered power is a power that verifies an event and becomes effective when that event takes place. See section 804.

**Unique:** A trait featured on certain cards. A player may not have more than one Unique card of a given name in their deck at the beginning of the game. See section 420.

**Untap:** Untapping a card means to put it in a vertical position. See section 106.

**Weapon:** A Weapon is a type of Equipment. There are ten types of Weapons: Axe, Bow, Cards, Dagger, Hammer, Needle, Shovel, Staff, Sword, and Wand. Monsters may not wield Weapons, and non-Monster Allies may only wield one. Weapons are generally crafted by Weaponsmiths. See section 305.

**Wielder:** An Equipment's wielder is the Hero or Ally that receives it. A Monster may not wielder Equipment. See section 305.3.

**World:** The World is an area common to both players where the battles take place. Each player's Haven Bag is located in the World.

**“X”:** Some cards or powers include an undefined variable called “X”. This variable is set by the player at the time they play the card or use the power.

**Zone:** A Zone is a type of card that may only be played during one's turn and in the World. See section 310.

## 12. Legality for Constructed Sets

### 1201. Legality of Expansions and Special Sets

Expansion or Set	Block	Legal Since
Incarnam	Incarnam	October 13, 2009
Astrub	Incarnam	March 1, 2010
Amakna	Incarnam	June 7, 2010
Dofus de Glace	Incarnam	June 7, 2010
Bonta & Brâkmar	Bonta & Brâkmar	November 1, 2010
Pandala	Bonta & Brâkmar	March 5, 2011
Otomai	Bonta & Brâkmar	June 6, 2011
Chaos d'Ogrest	No Block	November 20, 2011

### 1202. Legality of Cards

All cards that are not stated as banned are legal in Constructed and Block sets. All cards are legal in Sealed sets.

Expansion	Cards Banned from Constructed Sets
Incarnam	Savoir des Objets
Amakna	Guide de Bravoure
Bonta & Brâkmar	Cape Cérémoniale

Block	Cards Banned from Block Sets
Incarnam	Savoir des Objets Guide de Bravoure
Bonta & Brâkmar	Cape Cérémoniale Dernière Rasade