

Quick Guide to a Player's Turn

Beginning Phase (Follow this Sequence)

Do these things in the order listed here:

- 1.) Draw a card. If you have no creatures on the board or in your hand, you may reveal your hand and draw 2 cards instead of 1.
- 2.) Try to resolve special conditions (traps and poison).
- 3.) Unhide your hidden creatures.

Main Phase (Do these in any order you wish.)

You can do any of the following things, in any order you wish

- Add creatures to the board.
- Play as many relic cards as you want.
- Play 1 sorcerer card.
- Use the abilities of any creatures you have on the board.
- Attach weapon and defense cards to creatures on the board and transfer weapon or defense cards between creatures in the same region.
- Move your creatures.
- If you move a creature into a region with a crystal card, take it!

Attack Phase

- Attack your opponent's creatures.

Post-Attack Phase (Follow this Sequence)

Do these things in the order listed here:

- 1.) Only use card effects that say "after you attack" or "during your post-attack phase".
- 2.) If you have cards that say you may perform an action "at the end of your turn", play those cards last, after completing all other actions of your turn.
- 3.) Verbally announce when you are finished with your turn.