

Card Clarifier

Use this guide if you encounter an uncommon situation during play and need clarification regarding a card's effect. Not all cards are listed. Solutions to many issues can be found in the official game rules.

Series I

Card	Clarification Notes
#2 Benjamin 	If you did not perform any attacks this turn, you cannot move Benjamin “after your attack phase”. You must perform at least 1 attack to unlock your post-attack phase.
#5 Klaus 	If a trap marker was removed from Klaus during the beginning or main phase of this turn, his attack does 6 damage instead of 3.
#4 Dana 	If you did not perform any attacks this turn, you cannot move Dana “after your attack phase”. You must perform at least 1 attack to unlock your post-attack phase.
#6 Kryspin 	At the beginning of your attack phase, if you intend to attack with Kryspin, you must first flip a coin to determine how much damage his attack will deal. Do this at the beginning of your attack phase, before choosing any targets. If you have other creatures with conditional attack damage, resolve those as well. Then, choose your first target creature and proceed with your attack. Your attack phase is immediately triggered as soon as you flip a coin to resolve attack damage, so be sure all your creatures are in their attack positions before attempting to resolve any conditional attacks.

#12 Duskaveon  A card for Duskaveon, a creature with a dark, bat-like appearance. The card has a green border and a '6' in the top right corner. The text on the card includes 'Attack 2' and a description of its abilities.	If you did not perform any attacks this turn, you cannot move Duskaveon “after your attack phase”. You must perform at least 1 attack to unlock your post-attack phase.
#13 Hayden  A card for Hayden, a creature with a green, frog-like appearance. The card has a green border and a '9' in the top right corner. The text on the card includes 'Attack 2' and a description of its abilities.	The creature Hayden is healing must be in the same region as Hayden when the healing ability is being used.
#14 Kamalia  A card for Kamalia, a creature with a green, dragon-like appearance. The card has a green border and a '7' in the top right corner. The text on the card includes 'Attack 3' and a description of its abilities.	If you did not perform any attacks this turn, you cannot move Kamalia “after your attack phase”. You must perform at least 1 attack to unlock your post-attack phase.
#17 Tak  A card for Tak, a creature with a brown, raccoon-like appearance. The card has a green border and a '5' in the top right corner. The text on the card includes 'Attack 2 + Trap' and a description of its abilities.	See Official Rules for information about hiding a creature.
#25 Philip  A card for Philip, a creature with a brown, rabbit-like appearance. The card has a yellow border and a '4' in the top right corner. The text on the card includes 'Attack 2' and a description of its abilities.	If you did not perform any attacks this turn, you cannot move Philip “after your attack phase”. You must perform at least 1 attack to unlock your post-attack phase.

#26 Pips 	If you did not perform any attacks this turn, you cannot move Pips “after your attack phase”. You must perform at least 1 attack to unlock your post-attack phase.
#29 Fiero 	Ex: If your opponent has 5 cards, Fiero’s attack deals 4 damage.
#30 Helen 	Setup/1st Turn: If Helen is placed on the board as one of your face down creatures during game setup, you cannot place her in any region. Like all other creatures, she must be placed either in the center region or in your spawning region. On your first turn, you cannot use her “When added to the board” ability, however, you may move her according to her “future turn” ability; you may move her 1 region in any direction, including diagonally. Switching: If Helen is entering the board due to a switch, put her in the same region as the outgoing creature. Once there, you may move her 1 region in any direction, including diagonally according to her “On future turns...” ability. You cannot use Helen’s “When added to the board” ability to place her in any region.
#33 Krah 	At the beginning of your attack phase, if you intend to attack with Krah, you must first flip a coin to determine how much damage his attack will deal. Do this before choosing any targets. If you have other creatures with conditional attack damage, resolve those as well. Then, choose your first target creature and proceed with your attack. Your attack phase is immediately triggered as soon as you flip a coin to resolve attack damage, so be sure all your creatures are in their attack positions before attempting to resolve any conditional attacks.
#37 Darma 	See Official Rules for information about hiding a creature.

#38 Gloria 	If you did not perform any attacks this turn, you cannot move Gloria “after your attack phase”. You must perform at least 1 attack to unlock your post-attack phase.
#40 Margo 	Margo’s attack deals 5 damage if she attacks a poisoned creature. However, she cannot use this ability if the defending creature was poisoned this same turn. Example: If the defending creature was poisoned during the main phase due to a Poison Dart relic card, or similar card effect, or if it was poisoned from another creature’s attack this turn, Margo’s attack only does 3 damage.
#51 Temma 	You can use Temma’s healing ability on a trapped creature if it’s in the same region as Temma.
#57 Fintu 	See Official Rules for information about hiding a creature.
#60 Ruka 	At the beginning of your attack phase, if you intend to attack with Ruka, you must first flip a coin to determine how much damage his attack will deal. Do this before choosing any targets. If you have other creatures with conditional attack damage, resolve those as well. Then, choose your first target creature and proceed with your attack. Your attack phase is immediately triggered as soon as you flip a coin to resolve attack damage, so be sure all your creatures are in their attack positions before attempting to resolve any conditional attacks.

#62 Storm 	Setup/1st Turn: If Storm is placed on the board as one of your face down creatures during game setup, you cannot place her in any region. Like all other creatures, she must be placed either in the center region or in your spawning region. On your first turn, you cannot use her “When added to the board” ability, however, you may move her according to her “future turn” ability; you may move her I region. Switching: If Storm is entering the board due to a switch, put her in the same region as the outgoing creature. Once there, you may move her I region according to her “On future turns...” ability. You cannot use Storm’s “When added to the board” ability to place her in any region.
#66 Jukari 	At the beginning of your attack phase, if you intend to attack with Jukari, you must first flip a coin to determine how much damage his attack will deal. Do this before choosing any targets. Flipping to resolve Jukari’s attack triggers your attack phase. If you have other creatures with conditional attack damage, resolve those as well. Then, choose your first target creature and proceed with your attack. Your attack phase is immediately triggered as soon as you flip a coin to resolve attack damage so be sure all your creatures are in their attack positions before attempting to resolve any conditional attacks.
#67 Mala 	You can use Mala’s healing ability on a white trapped creature if it’s in the same region as Mala.
#73 Aki-Uni 	See Official Rules for information about hiding a creature.

Series 2

Card	Clarification Notes
#1 Blitz  Blitz is a creature card with a cost of 8. The card features a blue and white illustration of a dragon-like creature. The text on the card includes 'Attack 3' and a description of its abilities.	Setup/1st Turn: If Blitz is placed on the board as one of your face down creatures during game setup, you cannot place him in any region. Like all other creatures, he must be placed either in the center region or in your spawning region. On your first turn, you cannot use his “When added to the board” ability, however, you may move him according to his “future turn” ability; you may move him up to 2 regions. Switching: If Blitz is entering the board due to a switch, put him in the same region as the outgoing creature. Once there, you may move him up to 2 regions according to his “On future turns...” ability. You cannot use Blitz’s “When added to the board” ability to place him in any region.
#4 Cryon  Cryon is a creature card with a cost of 5. The card features a blue and white illustration of a dragon-like creature. The text on the card includes 'Attack 1' and a description of its abilities.	You may take a crystal from any region. This includes the center region even if it’s occupied by both your creatures and your opponent’s creatures.
#7 Jack  Jack is a creature card with a cost of 3. The card features a blue and white illustration of a dragon-like creature. The text on the card includes 'Attack 1' and a description of its abilities.	See Official Rules for information about switching a creature.
#6 Nai  Nai is a creature card with a cost of 6. The card features a blue and white illustration of a dragon-like creature. The text on the card includes 'Attack 2' and a description of its abilities.	See Official Rules for information about hiding a creature.

#12 Franklin 	Switching: If Franklin is entering the board due to a switch, you may take a crystal card from any region.
#14 Ian 	At the beginning of your attack phase, if you intend to attack with Ian, and if you want to roll a die to determine his attack damage, you must do so at the beginning of your attack phase, before choosing any targets. If you have other creatures with conditional attack damage, resolve those as well. Then, choose your first target creature and proceed with your attack. Your attack phase is immediately triggered as soon as you roll to resolve attack damage so be sure all your creatures are in their attack positions before attempting to resolve any conditional attacks.
#18 Tickamite 	Tickamite's ability to "put 2 damage on one of your opponent's poisoned creatures" is not an attack. Therefore, defense cards do not prevent this damage. Sorcerer's Stone relic and Jasper sorcerer do not prevent this damage because both those cards only prevent attack phase damage, and this is ability damage dealt during the main phase.
#19 Elias 	If Elias moves 2 regions, and both those regions contain a crystal card, you may take both crystal cards.
#27 Yash 	See Official Rules for information about switching a creature.

#34 Jayden 	Setup/1st Turn: If Jayden is placed on the board as one of your face down creatures during game setup, you cannot use his ability to put 2 damage on one of your opponent's creatures. However, you may use his move ability to move him 1 region. Ability: Jayden's ability to "put 2 damage on one of your opponent's creatures" is not an attack. Therefore, defense cards do not prevent this damage. Sorcerer's Stone relic and Jasper sorcerer do not prevent this damage because both those cards only prevent attack phase damage, and this is ability damage dealt during the main phase. Switching: If Jayden is entering the board due to a switch, you can put 2 damage on one of your opponent's creatures and you can move Jayden 1 region.
#39 Gilo 	See Official Rules for information about switching a creature.
#44 Morticus 	Setup/1st Turn: If Morticus is placed on the board as one of your face down creatures during game setup, you cannot use his ability to put 3 damage on one of your opponent's creatures. However, you may use his move ability to move him 1 region if you roll evens. Ability: Morticus' ability to "put 3 damage on one of your opponent's creatures" is not an attack. Therefore, defense cards do not prevent this damage. Sorcerer's Stone relic and Jasper sorcerer do not prevent this damage because both those cards only prevent attack phase damage, and this is ability damage dealt during the main phase. Switching: If Morticus is entering the board due to a switch, you can put 3 damage on one of your opponent's creatures and you can move Morticus 1 region if you roll evens.
#51 Vyron 	You may take a crystal card from any region if you flip a coin and get heads. This includes the center region even if it's occupied by both your creatures and your opponent's creatures.

#52 Xara 	Ability: Xara's ability to "move 2 damage to one of your opponent's creatures" is not an attack. Therefore, defense cards do not prevent this damage. Sorcerer's Stone relic and Jasper sorcerer do not prevent this damage because both those cards only prevent attack phase damage, and this is ability damage dealt during the main phase.
#53 Yuri 	See Official Rules for information about switching a creature.
#55 Bokar 	See Official Rules for information about switching a creature.
#64 Balderon 	"Balderon cannot be damaged by basic weapons." -This means Balderon (and his attached defense cards) take no damage from your opponent's basic weapon cards. Your opponent should conduct their attack against Balderon as if their attacking creature is not equipped with a weapon. If Balderon is trapped, he may still use his defensive ability to prevent damage from basic weapons if attacked.
#66 Kubikhan 	"Kubikhan cannot be damaged by basic or leveled weapons." -This means Kubikhan (and his attached defense cards) take no damage from your opponent's basic and/or leveled weapon cards. Your opponent should conduct their attack against Kubikhan as if their attacking creature is not equipped with a weapon. If Kubikhan is trapped, he may still use his defensive ability to prevent damage from basic and leveled weapons if he's attacked.

#67 Luther  Luther Attack 2 Now only your Luther is hidden. At the end of your turn, if you own at least one hidden Luther.	See Official Rules for information about hiding a creature.
#75 Fanji  Fanji Attack 2 Now only your Fanji is hidden. If a creature is about to attack one of your regions or the creature can't be hidden. Then you can use attack during your opponent's next turn.	Fanji's ability to prevent one of your opponent's creatures from attacking cannot be applied to a creature that is hiding.
#82 Anderson  Anderson Sorcerer Attack 2 Now only your Anderson is hidden. At the end of your turn, if you own at least one hidden Anderson.	See Official Rules for information about switching a creature.
#83 Brandi  Brandi Sorcerer Attack 2 Now only your Brandi is hidden. At the end of your turn, if you own at least one hidden Brandi.	See Official Rules for information about hiding a creature.
#85 Jasper  Jasper Sorcerer Attack 2 Now only your Jasper is hidden. At the end of your turn, if you own at least one hidden Jasper.	Jasper only protects your creatures while those creatures are in his region. If your opponent is able to move one of your creatures into a different region, it is no longer protected. Jasper does not prevent damage or special conditions dealt during the main phase or post-attack phase.

#90 Zeth 	Defense cards on your opponent's creatures do not reduce damage from Zeth. Sorcerer's Stone relic and Jasper sorcerer do not prevent Zeth's damage. Zeth cannot damage a hidden creature.
#91 Invisi-Bubble 	See Official Rules for information about hiding a creature.
#95 Quicksand 	Sorcerer's Stone relic and Jasper sorcerer do not prevent Quicksand. Quicksand cannot be used on hidden creatures.
#96 Shield Stone 	Shield Stone does not prevent damage or special conditions dealt during the main phase or post-attack phase. It only protects your creature from damage and special conditions dealt during the attack phase.
#97 Sneaky Slingshot 	Defense cards on your opponent's creatures do not reduce damage from Sneaky Slingshot. Sorcerer's Stone relic and Jasper sorcerer do not prevent Sneaky Slingshot's damage. It cannot damage a hidden creature. It can only be used during the main phase of your turn.