Contracts

Included material

- 4 decks with 40 contracts each
- 61 mana extractors (20 blue, 20 red, 20 yellow, 1 grey)
- 10 mana tanks (grey)
- creature tokens (creatures summoned by effects)
- 20 attack modifier tokens
- 20 health modifier tokens
- 6 **Magnetic** tokens
- 3 **Faded** tokens

Setup

Each player chooses one deck, sets aside any **Rune** contracts in their deck, then shuffles the rest of deck.

Each player takes 5 mana tanks and places them nearby, empty. Tanks are empty when the colored side is facing downward and they are full when the colored side is facing upward. When a mana tank is filled up or emptied, flip it. Place the extractors and the tokens near the playing field.

Write down the health of the players: they start at 30.

Decide who goes first. The player that goes second can take the pure mana extractor (the grey one) an put it near his mana tanks.

Drawing and fetching

When you **draw**, you choose a number between 1 and 3. Look at that number of contracts on top of your deck without showing them to your opponent, add 1 to your hand and put the rest in your discard pile, face up.

When you **fetch** a contract, add 1 contract from the top of your deck to your hand. Once per game, when you *draw* at the start of your turn, you can use the special draw. Choose a number between 2 and 4. Look at that number of contracts from the top of your deck without showing them to your opponent, add 2 to your hand and put the rest in your discard pile, then you take damage equal to the number of contracts you just put in the discard pile. When you run out of contracts in your deck, for each contract you *fetch* or you look at when *drawing* you take **burnout damage**. The *burnout damage* is 1 the first time you take it and it goes up by 1 each time you take it. (You can imagine that under your deck there is a pile of burnout contracts, the first one says "take 1 damage", the second one says "take 2 damage" and so on. They activate as soon as you *fetch* them or look at them while *drawing*.)

You can have up to 10 contracts in your hand. If you *fetch* or *draw* contracts when your hand is full, all contracts you *fetched* or *drew* will be sent to the discard pile. You will still take burnout damage and **Ambush** effects will still activate.

Starting the game

Both players *fetch* 4 contracts, starting from the pile of *Runes* they put aside. If there aren't enough Runes, continue *fetching* from your deck.

Then both players can put aside any number of contracts from their hands and, if they did it, *fetch* again until they have 4 contracts in their hand.

Now shuffle back in your deck all the contracts you put aside (both the ones you

just put aside and any leftover runes), then the turn of the first player begins.

Turn structure

At the start of his turn, the current player gains 1 extractor (they can choose the color) every turn until he has 10 of them. If they already have 10 extractors, they can exchange one of them for one of a different color. Afterwards, all of their extractors fill up (flip the extractors to indicate whether they are full or empty, just like for tanks).
Then the player *draws* once.
After *drawing*, the player can play contracts, attack, use *Runes* and **Orbs** or make their **Creatures** act, without any constraints about the order.
When the current player declares they completed their turn, the turn goes to the other player.
Extractors can't preserve mana until the next turn, so they are emptied at the end of each turn. Instead of wasting the leftover mana, it can be preserved in the tanks if they are free. For each extractor you emptied at the end of your turn, you can fill up an empty tank.

Playing contracts

Every contract has a mana cost indicated in the upper left corner. To play the contract it is necessary to empty extractor and/or tanks of the correct quantity and color to satisfy the cost of the contract. The cost specifies the necessary color of mana. When cost requires mana of a certain element (fire/red. water/blue, light/yellow), it is necessary to empty extractors or tanks of the corresponding color.
When the cost is in pure/grey mana, it can be paid using mana of any color.

Contracts are classified in 4 different types and each type has different characteristics when played.

Spells

When playing a **Spell**, the effect written on the contract takes place immediately, then the contract is added to the owner's discard pile.

Runes

Runes are always present in the starting hand of the player, following the instructions in the sections "Setup" and "Starting the game".
Once a *Rune* is played, nothing happens but the *Rune* is left on the field. Once per turn, paying the activation cost written in the text of the *Rune*, which is different from the cost paid to play it, it is possible to use the effect of the *Rune*.
Runes remain on the field until their owner plays a new *Rune*. In this case, the previous *Rune* is added to the discard pile.

Creatures

Creatures have attack and health values. Once played, *Creatures* remain on the field until they are destroyed and sent to the discard pile, either because their health reaches 0 or by an effect.
Each player can have up to 8 *Creatures* on the field at the same time. If there are already 8 Creatures on their field, players can't play new *Creatures*.
A player's *Creatures* are positioned in a single line. When a new *Creature* is played, it can be placed anywhere in the line, even between two *Creatures* already on the field, but it is not possible to change the order of the cards already on the field apart from specific effects.

Once per turn, a creature can act, choosing one of two actions:

- it can gain **Magnetized**. This is an effect that forces opposing players and *Creatures* to only attack targets that are *Magnetized* or have similar effects (for further details look at the "Keyword" section).
- it can attack the opponent or one of the opponent's *Creatures*.

When a *Creature* attacks a target, they fight and they both inflict damage equal to their attack to the other. When a *Creature* or player takes damage, their health decreases of an amount equal to the damage taken (you can use the health modifier tokens to keep track of it). If one of the combatants has 0 attack or doesn't have an attack value, it inflicts 0 damage. *Creatures* can attack even if they have 0 attack.

Creatures can't act in the same turn they are played.

Players in combat

Players usually don't have an attack value and they can't attack, but they can gain attack through various effects.

If a player has an attack value during their turn, they can attack just like a *Creature*.

If a player has an attack value during the opponent's turn, each time they are attacked they inflict damage equal to their attack to the attacker, just like a *Creature*.

Orbs

Orbs have an attack value and a durability value. Once played, they remain on the field until they are destroyed by an effect, their durability reaches 0 or their owner plays a new *Orb*. When they are removed from the field they are added to the discard pile.

Once per turn *Orbs* can target the opponent or one of the opponent's *Creatures* and inflict damage. *Orbs* inflict damage equal to the opponent's health, but they can't inflict damage greater than their attack.

In short, if the target's health is lower than the attack of the *Orb*, it inflicts damage equal to the target's health. In any other case it inflicts damage equal to its attack. *Orbs* are powered in part by the mana and in part by the health of the player, so when an *Orb* inflicts damage, the owner also loses health equal to the damage inflicted. *Orbs* lose 1 durability every time they deal damage (damage to the owner doesn't count).

At the end of their turn, the player can decide to leave the *Orb* active during the opponent's turn. If it is left active, after the first attack suffered by the owner, the *Orb* will inflict damage to the attacker (in case the attacker was destroyed before the *Orb* could inflict damage, the *Orb* will activate on the next attack instead).

Discard pile

Contracts that are destroyed or discarded end up in the owner's discard pile. Both players can check the content of any discard pile whenever they want.

Victory

You win when the opponent's health reaches 0 (or lower). If both player's health reaches 0 (or lower) at the same time, the match ends in a draw.

Keywords

Magnetized: The opponent and their creatures can only attack this target (or

other *Magnetized* or *Magnetic* targets).
Start turn: remove *Magnetized*.
Magnetic: The opponent and their creatures can only attack this target (or other *Magnetized* or *Magnetic* targets).
Paramagnetic: this *Creature* can gain *Magnetized* the turn it is played.
Summon: this effect is triggered when this *Creature* is played. The *Creature* is played first, then the effect takes place.
Adrenaline: this *Creature* can attack the turn it is played.
Impetus: this *Creature* can attack opposing *Creatures* the turn it is played.
Recycling: this effect is triggered when the contract goes from the field to the discard pile. It activates when it is already in the discard pile.
Fog: the *Creature* or player can't be targeted by *Spells*.
Fade: you can make a creature or a player *Fade*. All effects applied to them are removed (e.g. if they had an attack or health buff, or if they were *Magnetized*). For *Creatures*, also remove the effects stated in the text of the contract.
Start turn: this effect is triggered at the start of the owner's turn, before gaining or exchanging an extractor.
End turn: this effect is triggered at the end of the owner's turn.
Magic Damage +X: *Spells* inflict X more damage. The one that goes up is the number that indicates the damage.
Ambush: this effect activates as soon as the contract is added to the hand when *drawing* or *fetching*. It activates even if the contract is sent to the discard pile because the hand was full. It doesn't activate if the contract is seen when *drawing*, but the players chooses a different contract.
Disarm: destroy an *Orb*.

Advanced interactions

- If you use a Rune and then you play a new Rune, you can also use the new Rune in that turn.
- Similarly if you inflict damage with an *Orb* and then play a new *Orb*, you can inflict damage with the new *Orb* in that turn.
- If an effect inflicts damage multiple times, every time damage is inflicted all effects triggered by the damage take place before the next instance of damage is inflicted. As an example, if a contract that inflicts 1 damage three times is played and the first damage destroys a *Creature* with *Recycling*, first *Recycling* is activated and solved, then the rest of the damages are inflicted.
- *Orbs* inflict damage, they don't attack.
- You only check if a player's health reached 0 when it is possible for a player to do something. If a player plays a contract that inflicts damage multiple times, you only check whether the health of one or more players reached 0 after that contract completely solved its effect and all effects that were activated as a consequence, like Recycling, were also solved. Similarly, if a payer with an active *Orb* was attacked, first the orb inflicts damage and all effects triggered by that are solved, then you check the players' health.
- If a player has 9 cards in their hand and uses the special draw they can look at up to 4 cards, but only 1 will be added to their hand. One more card than usual will then be sent to the discard pile, but this card won't inflict extra damage to the player.

- If a contract describes an effect without specifying "you can", the effect is mandatory. So if you play a *Creature* that says "*Summon*: *Disarm* a player." and the only *Orb* on the field is yours, destroy your *Orb*.
- *Fade* removes buffs, but doesn't influence buffs that are continuously applied by another card on the field. This type of effects usually uses the word "give". E.g. if a *Creature* on the field has an effect that says "Give +1 attack to adjacent *Creatures*.", making the *Creature* receiving the buff *Fade* will not erase this buff, but the buff will disappear once the *Creature* giving it *Fades*.