



Rulebook

V. 0.2c

Pre-release version - Not sold with the game.
In the game there will be the final
and complete version.

“The Gods didn’t die. They fell.”



2-4

PLAYERS



30 MIN

DURATION



14+

AGES

A Game by Luca Amonti



1. INTRODUCTION

“The gods did not disappear. They fell.”

Long ago, Farwald was a peaceful and flourishing world. Its inhabitants lived in harmony with nature and with the Energy released by every living being. Yet the laws of this world were shaped by superior beings who dwelled in the skies, invisible to mortal eyes but gifted with immense power: the ancient gods. Over time, these deities began to desire more power and absolute control over Farwald. A long and devastating war began for dominion over the planet and its vast reserves of Energy.

Every clash, every battle, and every unleashed power left behind enormous amounts of unstable Energy. Century after century, that Energy accumulated beyond all limits. No one understood the danger until a terrible event manifested — an event that ancient texts would later call the Cataclysm.

THE CATACLYSM

The accumulated Energy suddenly exploded and swept across the entire planet. Mountains were leveled while new ones rose from nothing. Oceans changed shape or disappeared completely, and the sky itself seemed to shatter. The explosion deeply altered Farwald and every creature that lived upon it.

KEY CONCEPT

THE CATACLYSM CHANGED FARWALD FOREVER. IT CREATED THE CONDITIONS FOR CRYSTALLIZED ENERGY, THE DIMENSIONAL GATE, THE VORTEX, AND THE AETHER.

After the Cataclysm, every living being slowly began to mutate. Many creatures developed natural crystals bound to different forms of Energy: Water, Fire, Mind, and Nature. These crystals became part of their bodies, almost like new vital organs. The people of Farwald called this phenomenon Crystallization.

CRYSTALLIZED ENERGY

After the Cataclysm, every living being slowly began to mutate. Many creatures developed natural crystals bound to different forms of Energy: Water, Fire, Mind, and Nature.

These crystals became part of their bodies, almost like new vital organs. The people of Farwald called this phenomenon Crystallized Energy.

Crystallized Energy transformed the world entirely. New races emerged, ancient creatures mutated, and the surviving civilizations slowly adapted to the new Farwald.

THE FALLEN GODS

The Cataclysm stripped the ancient gods of nearly all their power and cast them onto the shattered world below. Some vanished forever after losing all their Energy. Others became lesser deities wandering across Farwald, bringing salvation or despair depending on their nature. Others survived only as invisible spirits, unable to influence the world directly and forced to witness the passage of time in silence.

LORE NOTE

MANY FALLEN GODS NO LONGER POSSESS PHYSICAL BODIES. THEIR EXISTENCE IS BOUND TO SPIRITUAL ESSENCE AND ANCIENT CRYSTALS.

THE CRYSTALS OF ESSENCE

During this age of ruin, some fallen gods discovered a new source of power: the Crystals of Essence. These ancient crystals allowed deities to bind their spiritual essence to matter and manifest themselves once again within the world.



THE DIMENSIONAL GATE

Through the Crystals of Essence, the fallen gods discovered how to exploit another force born from the Cataclysm: the Dimensional Gate.

The Dimensional Gate is an unstable fracture between realities, allowing Deities to summon creatures from distant planes, unleash devastating attacks, and manipulate ancient mystical powers. Only those capable of stabilizing crystallized energy can access the Gate and channel its power safely.

THE VORTEX AND THE AETHER

The Cataclysm also created two supernatural dimensions tied to destruction and disappearance.

The Vortex is where shattered crystals, destroyed entities, and unstable magical remnants are drawn.

The Aether is different.

It is a distant void dominated by nothingness — the final and irreversible end of existence. While cards inside the Vortex may sometimes return through special effects, cards dispersed into the Aether are considered completely lost.

IMPORTANT

THE VORTEX IS NOT THE SAME AS THE AETHER.

CARDS IN THE VORTEX MAY RETURN.

CARDS DISPERSED INTO THE AETHER NORMALLY CANNOT.

THE ETERNAL WAR

The fallen gods soon discovered something terrifying. By fighting through the Crystals of Essence and defeating other fallen Deities, they could absorb fragments of their lost divine power. Since then, the war has never ended. Every Crystal of Essence contains memory, survival, and divine identity.

To shatter an opponent's Crystals is to destroy their existence and reclaim part of their forgotten power.

"Divinity did not vanish. It shattered."

2. GAME OVERVIEW

Farwald: Fallen Gods is a strategic card game focused on battlefield control, resource management, timing, and irreversible decisions. Each player takes the role of a fallen Deity attempting to reclaim lost power through Crystallized Energy, the Dimensional Gate, and the destruction of opposing Crystals of Essence.

CRYSTALS OF ESSENCE

Each player controls four Crystals of Essence composed of five fragments each. These crystals represent divine existence itself. If all of a player's Crystals of Essence are destroyed, that player loses the game. Unlike traditional life systems, Crystals of Essence physically exist on the battlefield and can be interacted with directly.



ENERGY CARDS

Every player begins the game with ten Energy Cards already available on the battlefield. Energy does not determine what cards can be played. Instead, it determines how many actions can be performed during a turn.



THE DIMENSIONAL GATE

The true progression system of Farwald is the Dimensional Gate. To play stronger cards, players must control enough Crystallized Energy on the battlefield to satisfy specific Gate requirements. This creates strategic progression through positioning and planning rather than randomness.

It's not a cost, it's a requisite.

EVOCATIONS

Evocations are positioned entities that remain on the battlefield. They provide Crystallized Energy, activate Crystal Abilities, unleash Destructive Energy, and defend through Defensive Energy. Unless otherwise specified, Evocations enter play Exploited.



3. COMPONENTS

Each Farwald: Fallen Gods box contains everything required for two players to start playing immediately.

All decks are pre-constructed and fully playable out of the box.

- 2 COMPLETE THEMATIC DECKS (50 CARDS EACH)
- 20 ENERGY CARDS (10 PER PLAYER)
- 20 CRYSTAL OF ESSENCE FRAGMENTS (4 CRYSTALS OF ESSENCE PER PLAYER)
- TOKEN CARDS AND GAMEPLAY MARKERS
- RULEBOOK
- QUICK REFERENCE CARD

4. BATTLEFIELD SETUP

Before the game begins, each player prepares their side of the battlefield following these steps:

1. Place your Memory (your deck): Shuffle your Memory and place it face down in your play area.
2. Prepare Energy Card: Place your 10 Energy Cards face up on the battlefield. These cards remain in play for the entire game.
3. Prepare the Crystals of Essence. Separate the red plastic crystals in four groups of five. Each Crystal is formed by these five fragments.
3. Prepare the Crystals of Essence: Prepare four separate Crystals of Essence. Each Crystal is formed by five plastic crystals.
4. Draw your starting hand: Each player remembers five times to form their starting hand.

5. Decide to use the Afterthought, if needed: Once per game, before the first turn begins, a player may use Afterthought. To do so:

- set aside 2 or 3 cards from the opening hand;
- remember X times, where X is the number of set-aside cards minus 1;
- shuffle the set-aside cards back into the Memory.

6. Randomly determine the first player. The game then begins with the normal turn structure.

IMPORTANT

FARWALD USES OPEN AND VISIBLE RESOURCES. BOTH PLAYERS SHOULD ALWAYS CLEARLY SEE:

- CRYSTALS OF ESSENCE
- POSITIONED CARDS
- ENERGY CARDS
- THE VORTEX

“Power means nothing without a place to anchor it.”

— *Caleris, Gorgon of Oblivion*



5. TURN STRUCTURE

Each turn in Farwald is divided into four distinct phases, always resolved in the same order. Understanding turn flow is essential, since timing and resource management are at the core of the game.

THE FOUR PHASES

1 - Regeneration Phase

- Regenerate Exploited cards
- Recharge Energy Cards
- End temporary effects

2 - Recall Phase

- Remember one card from the Memory
- Resolve possible Fatigue Damage

3 - Summoning and Action Phase

- Play cards
- Activate abilities
- Open the Dimensional Gate
- Unleash Destructive Energy
- React using TW abilities

4 - Mental Rest Phase

- Resolve end-of-turn effects
- Check hand size
- Abandon down to 5 cards if necessary
- Pass the turn



IMPORTANT

UNLESS A CARD OR ABILITY HAS TEMPORAL WINDOW (⌚), IT MAY ONLY BE USED DURING ITS CONTROLLER'S SUMMONING AND ACTION PHASE.

1. REGENERATION PHASE

The Regeneration Phase is the first phase of every turn. During this phase, resources recover and previously exploited cards become available again.

ENERGIZING EVOCATIONS

All Exploited Evocations become Energized during this phase unless an effect prevents it. To Energize an Evocation, turn it face up again.

An Energized Evocation:

- PROVIDES CRYSTALLIZED ENERGY,
- MAY ACTIVATE CRYSTAL ABILITIES,
- MAY UNLEASH DESTRUCTIVE ENERGY,
- AND MAY DEFEND NORMALLY.

DISABLED CARDS

A Disabled Evocation does not become Energized during your next Regeneration Phase. During that phase, it remains Exploited even if other Evocations become Energized normally. Unless it becomes Disabled again, it will behave normally and become Energized during your following Regeneration Phase.



RECHARGING ENERGY CARDS

All discharged Energy Cards recharge during this phase by turning face up again. Once recharged, they become available to pay Energy Costs again.

TIMING RESTRICTION

Players normally cannot play cards or activate abilities during the Regeneration Phase. Only cards or abilities with Temporal Window (⌘) may be used during this phase.

IMPORTANT

EVOCATIONS ENTER PLAY EXPLOITED BY DEFAULT UNLESS THEY EXPLICITLY HAVE THE ENERGIZED PROPERTY.

EXAMPLE

AN EXPLOITED EVOCATION THAT BECOMES ENERGIZED DURING THIS PHASE MAY ACT NORMALLY DURING THE SUMMONING AND ACTION PHASE.

2. RECALL PHASE

The Recall Phase represents recovering knowledge, memories, and forgotten power from the Memory. During this phase, the active player remembers one time.

REMEMBERING

To remember means to take the top card of your Memory and add it to your hand.

During the Recall Phase, the active player remembers exactly one time unless an effect explicitly states otherwise.

HAND LIMIT

Players normally cannot have more than five cards in hand.

If a player exceeds this limit while remembering cards, Fatigue Damage is immediately applied.

IMPORTANT

FATIGUE DAMAGE IS TRIGGERED WHEN A PLAYER REMEMBERS CARDS DURING THE TURN WHILE ALREADY HAVING MORE THAN FIVE CARDS IN HAND. THE STANDARD CARD REMEMBERED DURING THE RECALL PHASE DOES NOT TRIGGER FATIGUE DAMAGE, EVEN IF THE PLAYER ALREADY HAS FIVE CARDS IN HAND.

FATIGUE DAMAGE

If a player has 5 cards in hand and remembers 1 card during the Recall Phase, they go to 6 cards in hand but suffer no Fatigue Damage.

That player may keep 6 cards in hand for the rest of the turn.

During the Mental Rest Phase, they must abandon 1 card to return to 5.

However, if a player already has more than five cards in hand during the turn and remembers additional cards through effects or abilities, Fatigue Damage is immediately applied.

For each card remembered this way:

- shatter 1 fragment of a Crystal of Essence;
- then abandon only the cards that triggered the Fatigue Damage.

This means the player returns to the same hand size they had before remembering those cards.

“To remember means to become whole again.”

3. SUMMONING AND ACTION PHASE

The Summoning and Action Phase is the core phase of Farwald. During this phase, players may freely perform actions as long as they can satisfy all requirements and pay all costs.

PLAYING CARDS

During this phase, players may:

- PLAY CARDS,
- ACTIVATE ABILITIES,
- POSITION CARDS,
- EXPLOIT EVOCATIONS,
- USE CRYSTALLIZED ENERGY,
- AND INTERACT WITH THE BATTLEFIELD.

ACTION ORDER

Players normally cannot have more than five cards in hand.

If a player exceeds this limit while remembering cards, Fatigue Damage is immediately applied.

POSITIONED CARDS

Cards that remain on the battlefield are considered positioned. Positioned cards may:

- PROVIDE CRYSTALLIZED ENERGY,
- ACTIVATE ABILITIES,
- DEFEND,
- OR INTERACT WITH OTHER EFFECTS DEPENDING ON THEIR TYPE.

NO COMBT PHASE

Farwald does not use a separate combat phase.

Evocations may unleash Destructive Energy at different moments during the Summoning and Action Phase.

UNLEASHING EVOCATIONS

Players may attack:

- WITH A SINGLE EVOCATION,
- WITH MULTIPLE EVOCATIONS,
- OR IN SEPARATE SEQUENCES DEPENDING ON THE SITUATION.

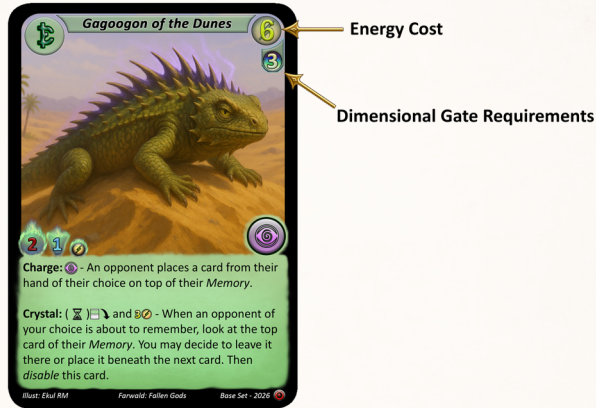
After each unleash, players may continue performing actions or reactions normally if possible.

CORE RULE

WHEN AN EVOCATION UNLEASHES DESTRUCTIVE ENERGY OR DEFENDS USING DEFENSIVE ENERGY, IT ALWAYS BECOMES EXPLOITED.

PLAYING A CARD

Playing a card in Farwald follows a strict sequence. A card is not considered played until all requirements are satisfied, the interaction window closes, and its Energy Cost is paid.



STEP 1 — CHECK REQUIREMENTS

Before declaring a card, the player must verify that the Dimensional Gate requirements. If these are satisfied, the Dimensional Gate opens and remains open unless an effect explicitly closes it or the card resolves.

STEP 2 — DECLARE THE CARD

The player reveals the card and announces that they intend to play it.

STEP 3 — INTERACTION WINDOW

Opponents may react using cards or abilities with Temporal Window (⌚).

STEP 4 — PAY ENERGY

If the Dimensional Gate remains open, discharge the required number of Energy Cards.

STEP 5 — PLAY AND RESOLVE

The card is now considered played and resolves normally.

IMPORTANT

AFTER THE CARD IS DECLARED, OPPONENTS MAY REACT USING CARDS OR ABILITIES WITH TEMPORAL WINDOW (⌚).

REMOVING CRYSTALLIZED ENERGY AFTER THE GATE HAS OPENED DOES NOT AUTOMATICALLY STOP THE CARD.

TO STOP THE PLAY, AN EFFECT MUST EXPLICITLY:

- CLOSE THE DIMENSIONAL GATE,
- DISSIPATE THE CARD,
- OR OTHERWISE PREVENT THE PLAY.

ONCE THE DIMENSIONAL GATE IS OPENED, LOSING THE ORIGINAL REQUIREMENTS **DOES NOT AUTOMATICALLY CLOSE IT.**

EVOCATION

Evocations are the main positioned entities in Farwald. They provide Crystallized Energy, unleash Destructive Energy, defend using Defensive Energy, and activate Crystal Abilities.

POSITIONED ENTITIES

Evocations remain positioned on the Battlefield after being played. While positioned, they may interact with the game through combat, abilities, and Crystallized Energy.

EXPLOITED BY DEFAULT

Evocation cards enter play Exploited unless they explicitly have the Energized property.

An Exploited Evocation:

- DOES NOT PROVIDE CRYSTALLIZED ENERGY;
- CANNOT UNLEASH DESTRUCTIVE ENERGY;
- CANNOT DEFEND;
- CANNOT ACTIVATE CRYSTAL ABILITIES.



EXPLOITED BY DEFAULT

EVOCATION CARDS ENTER PLAY EXPLOITED UNLESS THEY EXPLICITLY HAVE THE ENERGIZED PROPERTY.

AN EXPLOITED EVOCATION:

- DOES NOT PROVIDE CRYSTALLIZED ENERGY;
- CANNOT UNLEASH DESTRUCTIVE ENERGY;
- CANNOT DEFEND;
- CANNOT ACTIVATE CRYSTAL ABILITIES.

EVOCATION CARD BREAKDOWN

Evocation cards contain multiple gameplay elements that interact directly with Farwald's core systems.



- 1 - **Card Type:** defines the nature of the card and its gameplay role.
- 2 - **Card Name:** the unique name of the card.
- 3 - **Energy Cost:** indicates how many Energy Cards must be discharged to play the card.
- 4 - **Dimensional Gate Requirements:** shows the Crystallized Energy required to open the Dimensional Gate.
- 5 - **Artwork:** represent the identity and visual theme of the card.
- 6 - **Sestructive Energy (DesEn):** the amount of destructive power the card can unleash.
- 7 - **Defensive Energy (DefEn):** the amount of protection the card provides while defending.
- 8 - **Affiliation/Group:** indicates whether the card belongs to a specific group or faction.
- 9 - **Crystallized Energy:** the elemental energy generated by the Evocation while Energized.
- 10 - **Card Text:** contains abilities, effects and gameplay rules .
- 11 - **Illustrator:** credits the artist responsible for the artwork.
- 12 - **Game Title:** displays the name of the game "Farwald: Fallen Gods".
- 13 - **Set and Year:** identifies the expansion set and production year.
- 14 - **Power Indicator:** Indicates whether the card is Normal, Strong or Legendary.
- 15 - **Supergroup:** displays special categories such as Epic or Deity.
- 16 - **Card Properties:** shows special properties such as Energized, Temporal Window, Frangible and others.

COMBAT

Combat in Farwald is resolved through Destructive Energy (DesEn) and Defensive Energy (DefEn). Evocations unleash destructive power to shatter Crystals of Essence and positioned cards.

DESTRUCTIVE ENERGY

To attack, an Evocation exploits itself and unleashes its Destructive Energy (DesEn) toward a target.

DEFENSIVE ENERGY

When defending Crystals of Essence, players may exploit positioned Evocations to use their Defensive Energy.

STACKING DEFENSIVE ENERGY

Multiple defending Evocations combine their Defensive Energy (DefEn) into a single defensive shield.

SHATTERING

If remaining DesEn exceeds total Defensive Energy, each remaining unit shatters one fragment of a Crystal of Essence.

IMPORTANT

THE DEFENDING PLAYER CHOOSES THE ORDER OF DEFENDING EVOCATIONS. THE ATTACKER DOES NOT CHOOSE WHICH DEFENDER IS HIT FIRST.



SHIELD RULE

The defending player chooses which Evocations defend and the order in which they are hit. After this order is chosen, and before DesEn is assigned, the attacker may use cards or abilities to shatter one or more defending Evocations, if timing and card text allow it.

When DesEn is resolved, it follows the chosen order and skips any defenders already shattered. Each defender must be reduced to 0 DefEn before remaining DesEn can move to the next one.

If an Evocation's DefEn reaches 0, it is shattered and put into the Vortex.

If no defenders remain, DesEn reaches the original target.



Destructive Energy

5



The player unleashes the Destructive Energy of **Caleris, Gorgon of Oblivion** against the Crystals of Essence of the opponent.

The defending player decides to defend with **Expert Merchant** and **Ylthara, Mother of Roots**.

Defender

1



Defender

2



Defensive Energy 1 + Defensive Energy 4

DesEn

5



Expert Merchant gets shattered!



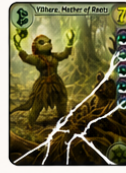
Remaining DesEn
4

DesEn

4



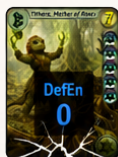
Ylthara, Mother of Roots gets shattered!



Remaining DesEn
0



SHATTERED



SHATTERED



No Crystal of Essence Shattered

CRYSTAL ABILITIES

Crystal Abilities are activated abilities available only while a card is positioned on the Battlefield. They represent repeatable actions that convert battlefield presence into strategic advantage.

ACTIVATING A CRYSTAL ABILITY

Crystal Abilities always follow this structure:

Cost → Effect

All costs must be fully paid before the effect resolves.

POSSIBLE COSTS

Crystal Ability costs may include:

- EXPLOITING THE CARD;
- DISCHARGING ENERGY CARDS;
- EXPLOITING CRYSTALLIZED ENERGY;
- OR OTHER REQUIREMENTS WRITTEN ON THE CARD.

EXPLOITED CARDS

An Exploited card cannot activate Crystal Abilities until it becomes Energized again.

TEMPORAL WINDOW (⌚)

Crystal Abilities with TW may be activated at any time, including during an opponent's turn.



IMPORTANT

IF ACTIVATING A CRYSTAL ABILITY REQUIRES EXPLOITING THE CARD, THAT CARD CANNOT ATTACK, DEFEND, OR ACTIVATE FURTHER CRYSTAL ABILITIES UNTIL IT BECOMES ENERGIZED AGAIN.

"An idle crystal is wasted power."

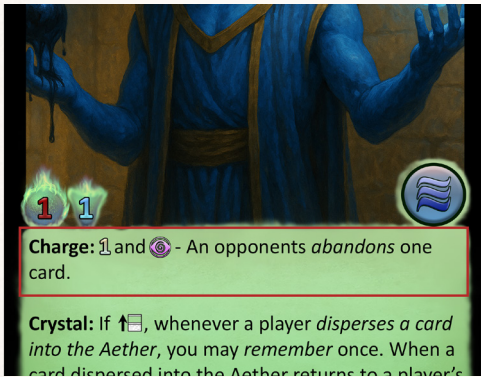
— Ylthara, Mother of Roots

CHARGE AND CRYSTALLIZE

Some cards become more powerful at the moment they are played or positioned. Charge and Crystallize are two different mechanics with different timing rules.

CHARGE

Charge is an optional extra cost that may be paid only when a card is played. If the Charge cost is paid, the card gains the additional effect written after “Charge:”.



CHARGE TIMING

Charge cannot be paid later. If a card is positioned directly by an effect that ignores costs and requirements, Charge cannot be paid unless that effect explicitly allows it.



CRYSTALLIZE

Crystallize is an ability that resolves when a card becomes positioned on the Battlefield. A Crystallize ability resolves only once, at the moment the card is positioned.

If a Crystallize ability includes a cost, that cost must be paid before its effect resolves. If no cost is shown, the effect resolves normally when the card is positioned.



IMPORTANT

CHARGE APPLIES ONLY WHEN A CARD IS PLAYED.

CRYSTALLIZE APPLIES WHEN A CARD IS POSITIONED.

FATIGUE DAMAGE

Fatigue Damage represents the mental and spiritual strain caused by holding more knowledge than a fallen Deity can sustain.

In Farwald, cards in hand are not only options: they are memories, fragments of power, and unstable thoughts drawn from the Memory. Keeping too many of them at once creates pressure on the Deity's essence

For this reason, the hand limit is not just a restriction, but a real danger. If a player continues to remember cards beyond what they can control, their Crystals of Essence begin to fracture under the weight of that excess power.

HAND LIMIT

Players normally cannot have more than five cards in hand. During the Mental Rest Phase, if a player has more than five cards in hand, they must abandon cards of their choice until they return to five.

WHEN FATIGUE DAMAGE TRIGGERS

Players normally cannot have more than five cards in hand. During the Mental Rest Phase, if a player has more than five cards in hand, they must abandon cards of their choice until they return to five.

NO RESPONSES

While Fatigue Damage resolves, no player may play cards or activate abilities.

FATIGUE DAMAGE STEPS

1. A PLAYER REMEMBERS CARDS BEYOND THE HAND LIMIT DURING THE TURN.
2. COUNT HOW MANY REMEMBERED CARDS EXCEED THE LIMIT OF 5.
3. FOR EACH EXCESS REMEMBERED CARD, SHATTER 1 FRAGMENT OF A CRYSTAL OF ESSENCE.
4. THEN ABANDON CARDS EQUAL TO THE EXCESS.
5. AFTER THIS RESOLUTION, PLAYERS MAY ACT NORMALLY AGAIN.

IMPORTANT

DURING THE RECALL PHASE, THE SIXTH CARD DOES NOT TRIGGER FATIGUE DAMAGE. ADDITIONAL CARDS REMEMBERED LATER DURING THE TURN DO.

CRYSTALS OF ESSENCE

Crystals of Essence are the core objective of Farwald: Fallen Gods. They represent the remaining divine power of a fallen Deity and determine whether that Deity survives or is completely annihilated.

DIVINE EXISTENCE

Players normally cannot have more than five cards in hand. During the Mental Rest Phase, if a player has more than five cards in hand, they must abandon cards of their choice until they return to five.

SHATTERING FRAGMENTS

Whenever a fragment is shattered, it is removed from its Crystal. As fragments disappear, the Crystal becomes weaker and closer to destruction.

DESTROYED CRYSTALS

When the last fragment of a Crystal of Essence is shattered, that Crystal is completely destroyed. Destroyed Crystals cannot normally be restored unless a card explicitly allows it.

DEFEAT

A player loses the game when all of their Crystals of Essence are destroyed.



IMPORTANT

CRYSTALS OF ESSENCE ARE NEVER EXPLOITED. THEY CAN ONLY BE SHATTERED, REGENERATED, OR AFFECTED BY SPECIFIC CARD EFFECTS.

4. MENTAL REST PHASE

The Mental Rest Phase is the final phase of the turn. During this phase, unstable thoughts settle, temporary effects end, and players must release any excess knowledge they still cannot sustain.

HAND CHECK

During the Mental Rest Phase, the active player checks their hand size. If they have more than five cards in hand, they must abandon cards of their choice until they return to five.

NO FATIGUE DAMAGE

Abandoning cards during the Mental Rest Phase does not trigger Fatigue Damage. Fatigue Damage only occurs when cards are remembered beyond the hand limit during the turn.

END OF TURN EFFECTS

Effects that last “until end of turn” expire during this phase unless stated otherwise.

TIMING RESTRICTIONS

Players cannot normally play cards or activate abilities during the Mental Rest Phase. Only cards or abilities with Temporal Window (⌘) may be used.

PASSING THE TURN

Once the Mental Rest Phase ends, the turn passes to the next player.



IMPORTANT

PLAYERS MUST ALWAYS END THEIR TURN WITH A LEGAL HAND SIZE UNLESS A CARD EFFECT EXPLICITLY CHANGES THE LIMIT.

TEMPORAL WINDOW

Temporal Window (TW / ⌚) represents the ability to act outside the normal flow of the turn. Cards and abilities with TW may interrupt plans, answer threats, or completely change the outcome of a situation at the last possible moment.

NORMAL TIMING

By default, players may play cards and activate abilities only during their own Summoning and Action Phase.

USING THE TW PROPERTY

Cards and abilities with Temporal Window (⌚) may be played or activated:

- DURING AN OPPONENT'S TURN;
- OUTSIDE THE SUMMONING AND ACTION PHASE;
- DURING REACTION WINDOWS;
- OR WHENEVER THEIR TIMING ALLOWS IT.

COSTS STILL APPLY

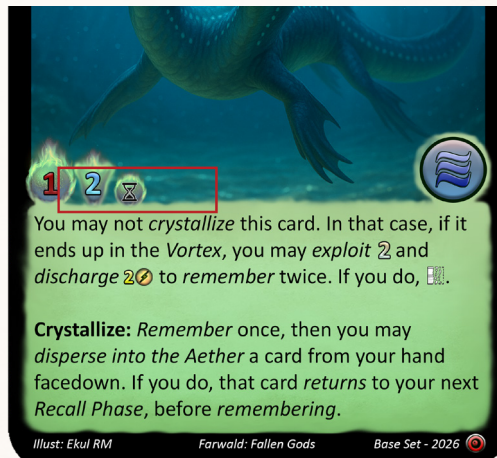
Temporal Window (⌚) does not ignore costs.

All Energy Costs, Crystal costs, and restrictions must still be paid normally.

CRYSTAL ABILITY WITH TW



CARD WITH TW PROPERTY



IMPORTANT

TEMPORAL WINDOW (⌚) ALLOWS ACTIONS OUTSIDE NORMAL TIMING RULES, BUT IT NEVER REMOVES COSTS OR REQUIREMENTS.

REACTION AND INTERACTION WINDOW

Farwald is built around interaction. Many actions create short moments in which opponents may respond before effects fully resolve.

DECLARATION WINDOW

When a player declares a card, an interaction window opens before the Energy Cost is paid. During this window, opponents may react using cards or abilities with .

INTERFERING WITH THE GATE

A card can be Declared only if its Dimensional Gate requirements are already satisfied. When the card is Declared, the Dimensional Gate opens. After the Gate has opened, removing or disabling the Crystallized Energy that allowed it to open does not stop the card by itself. To stop the Declared card, an effect must explicitly close the Dimensional Gate or prevent the card from resolving.

DISSIPATE CARDS OR ABILITIES

Dissipate cancels a card or ability after costs are paid but before resolution.

Positioned cards on the Battlefield cannot be dissipated but can be shattered (if Crystals, Evocations or with the Frangible property).

REACTION WINDOW

Reaction windows may also appear when:

- A CRYSTAL ABILITY IS ACTIVATED;
- AN EVOCATION UNLEASHES DESEN;
- OR A CARD EFFECT EXPLICITLY CREATES ONE.

FULL RESOLUTION

Once an effect begins resolving, players cannot interrupt it unless a card explicitly states otherwise.



IMPORTANT

A CARD OR ABILITY CAN ONLY BE REACTED TO BEFORE ITS RESOLUTION BEGINS.

ZONES OF THE GAME

Cards in Farwald move through different zones during the game. Each zone represents a specific state of existence and has a precise mechanical meaning.

THE MEMORY

The Memory is the player's deck. Cards are remembered from the Memory and added to the hand.

THE HAND

The hand contains the cards a player has remembered and may play. A player normally cannot have more than five cards in hand.

THE BATTLEFIELD

The Battlefield is the shared play area where positioned cards remain in play. Only positioned cards can provide Crystallized Energy, be Exploited, defend, or interact with most effects.

THE VORTEX

The Vortex is the primary discard zone. Cards are placed into the Vortex when they are shattered, abandoned, forgotten, dissipated, or moved there by effects.

THE AETHER

The Aether is a separate zone for cards removed from the game permanently. Cards dispersed into the Aether normally cannot return.

AFTERTHOUGHT

Afterthought is an optional opening procedure used before the first turn begins. After drawing the initial hand of five cards, a player may set aside either two or three cards from their hand. Then that player remembers X times, where X equals the number of set-aside cards minus one. Finally, the set-aside cards are shuffled back into the Memory. This allows players to slightly reshape their opening hand without fully replacing it.



DECK CONSTRUCTION

Deck construction in Farwald is built around strategic identity.




Each Memory represents the powers, creatures, tactics, and elemental choices available to a fallen Deity during the game.

MEMORY SIZE

A Memory must contain at least 50 cards. There is no maximum Memory size.

COPY LIMITS

Each card's Power Indicator determines how many copies of that card may be included in a Memory:

- NORMAL: UP TO 3 COPIES 
- STRONG: UP TO 2 COPIES 
- LEGENDARY: 1 COPY 

SUPERGROUPS

Epic and Deity are special supergroups.

Some effects may reference these categories directly.



ELEMENTS

Decks are not limited to a single element. Players may build around Water, Fire, Mind, Nature, or any combination of them.

BUILDING AROUND THE GATE

Multi-element decks require careful planning. Because the Dimensional Gate depends on Crystallized Energy, players must make sure their battlefield can support the cards they want to play.

STRATEGIC IDENTITY

A strong deck is not built only from powerful cards. It is built from cards that support the same plan, create pressure, and help maintain access to the Dimensional Gate.

IMPORTANT

ENERGY CARDS ARE NOT PART OF THE MEMORY.

EACH PLAYER ALWAYS USES EXACTLY 10 ENERGY CARDS, SEPARATE FROM THEIR DECK.

6. CORE MECHANICS

Farwald is built around interconnected systems that define how power is accessed, controlled, and contested. Understanding these mechanics is essential to mastering the flow of the game.

6.1 ENERGY CARDS

Energy Cards represent action capacity in Farwald. Unlike many traditional card games, Energy is not gradually built during the match. Every player begins the game with all of their Energy already available. Energy does not determine access to power. Instead, it determines how many actions a player can perform during a turn.

STARTING ENERGY

Each player always uses exactly 10 Energy Cards. These cards begin the game already positioned on the Battlefield and remain there for the entire match.

DISCHARGING ENERGY

To play cards or activate abilities, players discharge Energy Cards. A discharged Energy Card is flipped face down and cannot be used again until it is recharged.

RECHARGING ENERGY

During the Regeneration Phase, all discharged Energy Cards recharge and are flipped face up again unless an effect explicitly prevents it. Some cards or abilities could recharge your Energy Cards too.

ACTION ECONOMY

Because all Energy is available from the beginning of the game, Farwald does not revolve around slowly accumulating resources. The limitation is not access to Energy, but how efficiently players use it during each turn.

IMMUTABLE PRESENCE

Energy Cards cannot normally:

- BE DESTROYED;
- LEAVE THE BATTLEFIELD;
- RETURN TO HAND;
- BE DISPERSED INTO THE AETHER;
- OR BECOME DISABLED.

OPPONENT INTERACTION

Some effects may discharge an opponent's Energy Cards or interfere with their recharge. However, Energy Cards always remain on the Battlefield.

Example: we want to play Koorn's Apprentice. It has an Energy Cost of 3. On the Battlefield we already control at least 2 Crystallized Energies, including 1 Fire Crystallized Energy, so the Dimensional Gate requirements are satisfied. We also have our 10 Charged Energy Cards available.



We discharge (flip face down) 3 Energy Cards to pay the Energy Cost, then we play Koorn's Apprentice and position it on the Battlefield.



6.2 CRYSTALLIZED ENERGY

Crystallized Energy is the true source of progression in Farwald. Unlike Energy Cards, which determine action capacity, Crystallized Energy determines access to power through the Dimensional Gate.

Water



Fire



Mind



Nature



GENERATED BY EVOCATIONS

Only Energized Evocations provide Crystallized Energy. An Exploited Evocation does not count toward the Dimensional Gate.

DIMENSIONAL GATE ACCESS

Crystallized Energy is used to satisfy Dimensional Gate requirements. More powerful cards usually require greater amounts or specific combinations of Crystallized Energy.

EXPLOITING CRYSTALLIZED ENERGY

Some abilities and effects require players to exploit specific Crystallized Energies. To do this, the player exploits one or more Energized Evocations that provide the required element.

IMPORTANT

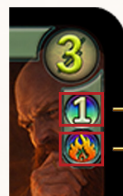
ENERGY CARDS PAY COSTS.
CRYSTALLIZED ENERGY OPENS THE
DIMENSIONAL GATE AND POWERS
ADVANCED EFFECTS.

GENERIC REQUIREMENTS

Generic requirements may be satisfied by any type of Crystallized Energy. Elemental requirements must always match exactly.



→ Crystallized Energy provided by the card.



→ Generic Crystal requirement

→ Elemental Crystal requirement

STRATEGIC PRESENCE

Because Crystallized Energy exists on the Battlefield, maintaining positioned and Energized Evocations is essential to sustaining access to stronger cards.

6.3 PLAYED VS POSITIONED

In Farwald, playing a card and positioning a card are not the same thing. This distinction is important because many effects depend on whether a card was truly played or simply placed onto the Battlefield by another effect.

PLAYED CARDS

A card is considered played only after:

- THE DIMENSIONAL GATE HAS BEEN OPENED;
- ANY INTERACTION WINDOW HAS RESOLVED;
- THE ENERGY COST HAS BEEN PAID;
- AND THE CARD BEGINS RESOLVING.

WHEN PLAYED EFFECTS

Effects that refer to a card being played apply only when the full play sequence has been completed. If a card is positioned directly by another effect, it is not considered played.

IGNORING REQUIREMENTS AND COSTS

A card is positioned when it is placed onto the Battlefield.

Some effects may position cards directly from the hand, Memory, Vortex, or other zones.

POSITIONED CARDS

A card is positioned when it is placed onto the Battlefield.

Some effects may position cards directly from the hand, Memory, Vortex, or other zones.



IMPORTANT

PLAYED CARDS FOLLOW THE FULL PLAY SEQUENCE.

POSITIONED CARDS ARE PLACED DIRECTLY ONTO THE BATTLEFIELD AND ARE NOT CONSIDERED PLAYED.

6.4 CARD TYPES

Every card type in Farwald fulfills a different strategic role. Understanding how these card types interact is essential to building strong decks and controlling the Battlefield. Each type of cards has a different color.

EVOCATION

Evocations are positioned cards that remain on the Battlefield. They provide Crystallized Energy, unleash DesEn, defend with DefEn, and activate Crystal Abilities.

ATTACK

Attack cards apply direct pressure through destructive effects, battlefield disruption, and offensive actions.

MYSTIC

Mystic cards manipulate the game state through control, interaction, timing, and advanced effects.

PROTECTION

Protection cards preserve Battlefield presence and defend players, Evocations, or other positioned cards.

RECOVERY

Recovery cards restore stability by recovering resources, regenerating fragments, or extending survivability.



7. VICTORY AND DEFEAT

The objective of Farwald is to completely destroy the divine essence of your opponents before they destroy yours. As long as a player still possesses at least one Crystal of Essence, their Deity continues to exist within the game.

DESTROYING CRYSTALS

A Crystal of Essence is destroyed when its final remaining fragment is shattered. Destroyed Crystals normally cannot return unless a card explicitly states otherwise.

PLAYER DEFEAT

A player loses the game immediately when all of their Crystals of Essence are destroyed.

EMPTY MEMORY

A player does not lose the game for having an empty Memory. If a player must remember and their Memory contains no cards, nothing happens.

MULTIPLAYER DEFEAT

In multiplayer games, defeated players are removed from the game immediately. The match continues until only one player remains.

SIMULTANEOUS DEFEAT

If two or more players lose their final Crystal of Essence at the same time, they are defeated simultaneously. If all remaining players are defeated simultaneously, the game ends in a draw unless a card explicitly states otherwise.

“When the final Crystal breaks, even the gods are forgotten.”

IMPORTANT

PROTECT YOUR CRYSTALS OF ESSENCE AT ALL COSTS.

ONCE ALL OF THEM ARE DESTROYED, THE GAME ENDS IMMEDIATELY FOR YOU.



8. KEYWORDS AND CORE TERMS

ABANDON: PUT A CARD FROM YOUR HAND INTO THE VORTEX.

ACCESS (TO THE DIMENSIONAL GATE): THE CONDITION REQUIRED TO DECLARE AND PLAY A CARD. ACCESS IS NOT A COST.

ACTIVATE: DECLARE AND RESOLVE AN ABILITY FOLLOWING THE STRUCTURE COST --> EFFECT.

AFTERTHOUGHT: AN OPTIONAL OPENING PROCEDURE USED BEFORE THE FIRST TURN BEGINS. THE PLAYER SETS ASIDE 2 OR 3 CARDS FROM THEIR OPENING HAND, REMEMBERS X TIMES ($X = \text{SET-ASIDE CARDS} - 1$), THEN SHUFFLES THE SET-ASIDE CARDS BACK INTO THE MEMORY.

AETHER: A SEPARATE ZONE FOR CARDS PERMANENTLY REMOVED FROM THE GAME.

AFFILIATION / GROUP: A CATEGORY USED BY SOME EVOCATIONS FOR SYNERGIES AND ABILITIES.

ATTACK: A CARD TYPE FOCUSED ON PRESSURE, DESTRUCTION, AND OFFENSIVE ACTIONS.

BATTLEFIELD: THE SHARED PLAY AREA WHERE POSITIONED CARDS REMAIN IN PLAY.

CHARGE: AN OPTIONAL ADDITIONAL COST PAID ONLY WHEN A CARD IS PLAYED. IF PAID, THE CARD GAINS THE ADDITIONAL EFFECT WRITTEN AFTER "CHARGE:".

CHARGED ENERGY CARD: AN ENERGY CARD THAT IS FACE UP AND READY TO BE USED.

CLOSE THE DIMENSIONAL GATE: MAKE THE GATE REQUIREMENTS NO LONGER SATISFIED DURING A DECLARATION INTERACTION WINDOW.

COMBAT: THE RESOLUTION OF DESEN AGAINST TARGETS, INCLUDING DEFENSE THROUGH DEFEN.

CONTROLLER: THE PLAYER WHO CURRENTLY CONTROLS A POSITIONED CARD.

COST: THE PART OF AN ABILITY OR CARD THAT MUST BE PAID BEFORE THE EFFECT RESOLVES.

CRYSTAL ABILITY: AN ACTIVATED ABILITY LABELED “CRYSTAL:” THAT CAN BE USED WHILE THE CARD IS POSITIONED ON THE BATTLEFIELD.

CRYSTALLIZE: AN ABILITY THAT RESOLVES ONCE WHEN A CARD BECOMES POSITIONED ON THE BATTLEFIELD.

CRYSTALLIZED ENERGY: ELEMENTAL ENERGY GENERATED BY ENERGIZED EVOCATIONS.

CRYSTAL OF ESSENCE (CRÉS): THE MAIN LIFE RESOURCE OF A PLAYER, COMPOSED OF FRAGMENTS.

DECLARE: ANNOUNCE A CARD BEFORE PAYING ITS ENERGY COST. DECLARING OPENS AN INTERACTION WINDOW.

DEFENSIVE ENERGY (DEFÉN): THE DEFENSIVE VALUE OF A POSITIONED EVOCATION.

DEFEND: EXPLOIT POSITIONED EVOCATIONS TO USE THEIR DEFÉN AGAINST INCOMING DESEN.

DESTRUCTIVE ENERGY (DESEN): THE DESTRUCTIVE VALUE UNLEASHED BY POSITIONED EVOCATIONS.

DISABLE: A STATUS THAT PREVENTS A CARD FROM BECOMING ENERGIZED DURING ITS CONTROLLER’S NEXT REGENERATION PHASE.

DISCHARGE: FLIP AN ENERGY CARD FACE DOWN AFTER USING IT.

DISCHARGED ENERGY CARD: AN ENERGY CARD THAT IS FACE DOWN AND CANNOT CURRENTLY BE USED.

DISPERSE INTO THE AETHER: PERMANENTLY REMOVE A CARD FROM THE GAME.

DISSIPATE: CANCEL A CARD OR ABILITY BEFORE IT RESOLVES.

EFFECT: THE RESOLVING PART OF A CARD OR ABILITY AFTER ALL COSTS HAVE BEEN PAID.

ENERGIZE: RETURN AN EXPLOITED EVOCATION TO ITS UPRIGHT STATE.

ENERGIZED: THE UPRIGHT STATE OF AN EVOCATION, ALLOWING IT TO ACT AND PROVIDE CRYSTALLIZED ENERGY.

ENERGY CARDS: PERMANENT SYSTEM CARDS USED TO PAY ENERGY COSTS.

ENERGY COST: THE NUMBER OF ENERGY CARDS THAT MUST BE DISCHARGED TO PLAY A CARD.

EPIC: A SPECIAL SUPERGROUP USED BY POWERFUL CARDS.

EVOCATION: A POSITIONED CARD TYPE REPRESENTING CREATURES OR ENTITIES INFUSED WITH CRYSTALLIZED ENERGY.

EXPLOIT: ROTATE A POSITIONED EVOCATION UPSIDE DOWN AFTER USING IT.

EXPLOITED: THE UPSIDE-DOWN STATE OF AN EVOCATION. AN EXPLOITED EVOCATION CANNOT ACT OR PROVIDE CRYSTALLIZED ENERGY.

FATIGUE DAMAGE: A MANDATORY PENALTY TRIGGERED WHEN CARDS ARE REMEMBERED BEYOND THE HAND LIMIT DURING THE TURN.

FRANGIBLE: A PROPERTY INDICATING THAT A CARD CAN BE SHATTERED.

HAND: THE CARDS CURRENTLY REMEMBERED BY A PLAYER AND AVAILABLE TO BE PLAYED.

INTERACTION WINDOW: THE PERIOD BETWEEN DECLARING A CARD AND PAYING ITS ENERGY COST.

LEGENDARY: A POWER INDICATOR CATEGORY LIMITED TO ONE COPY PER MEMORY.

MEMORY: A PLAYER'S DECK.

MENTAL REST PHASE: THE FINAL PHASE OF THE TURN.

MYSTIC: A CARD TYPE FOCUSED ON MANIPULATION, TIMING, AND ADVANCED EFFECTS.

PLAY: COMPLETE THE FULL PROCESS OF DECLARING, PAYING COSTS, AND RESOLVING A CARD.

PLAYED CARD: A CARD THAT HAS COMPLETED THE FULL PLAY SEQUENCE.

POSITION: PLACE A CARD DIRECTLY ONTO THE BATTLEFIELD.

POSITIONED: A CARD CURRENTLY ON THE BATTLEFIELD.

POWER INDICATOR: THE SYMBOL THAT DETERMINES HOW MANY COPIES OF A CARD MAY BE INCLUDED IN A MEMORY.

PROTECTION: A CARD TYPE FOCUSED ON DEFENSE AND PRESERVATION.

REACT: PLAY A CARD OR ACTIVATE AN ABILITY IN RESPONSE TO ANOTHER ACTION.

RECALL PHASE: THE PHASE IN WHICH THE ACTIVE PLAYER REMEMBERS ONE TIME.

RECHARGE: FLIP A DISCHARGED ENERGY CARD FACE UP AGAIN.

RECOVERY: A CARD TYPE FOCUSED ON RESTORING STABILITY AND RESOURCES.

REGENERATION PHASE: THE FIRST PHASE OF THE TURN, DURING WHICH APPLICABLE CARDS BECOME ENERGIZED AGAIN AND ENERGY CARDS RECHARGE.

REMEMBER: TAKE THE TOP CARD OF THE MEMORY AND ADD IT TO HAND.

SHATTER: DESTROY A FRAGMENT, POSITIONED CARD, OR CRYSTAL.

SHATTERING: A SYSTEM EVENT TRIGGERED WHENEVER A POSITIONED EVOCATION SHATTERS SOMETHING.

STRONG: A POWER INDICATOR CATEGORY LIMITED TO TWO COPIES PER MEMORY.

SUMMONING AND ACTION PHASE: THE MAIN PHASE OF THE TURN, DURING WHICH PLAYERS NORMALLY PERFORM ACTIONS.

TEMPORAL WINDOW (TW): A PROPERTY ALLOWING CARDS OR ABILITIES TO BE USED OUTSIDE NORMAL TIMING RULES.

TURN STRUCTURE: THE SEQUENCE OF PHASES THAT COMPOSE A TURN.

UNLEASH DESEN: EXPLOIT A POSITIONED EVOCATION TO APPLY ITS DESEN TO A TARGET.

VORTEX: THE PRIMARY DISCARD ZONE OF THE GAME.

WEAR: ASSIGN A PROTECTION CARD TO A VALID TARGET.

IMPORTANT

IF A CARD'S TEXT CONTRADICTS
A GENERAL RULE, THE CARD TEXT
TAKES PRIORITY.

Symbols of Farwald



"... is in normal position", when the card is regenerated/energized



"... is upside down", when the card is upside down/exploited



"Put this card into the Vortex", you must remove the card from the battlefield and put it into the Vortex.



"Exploit this card", when you turn the card upside down to activate the Crystal abilities or other effects



"Regenerate this card", when you regenerate the card to activate some Crystal abilities



"Disperse this card into the Aether", when you put the card into the Aether, sometimes after using a Crystal ability and sometimes after the card you played finishes its effects



Temporal Window, it means that you can play a card or an ability every moment you want (or you need), even during an opponent's turn



"Position", it means that the card, after being played, must be positioned



Energy Card, usually with a number in front of it. In that case, it tells you how much you pay to activate abilities or effects of that card. If alone, it refers to Energy Cards in general (for example when you have to pay more than normal Energy or less than normal Energy because of abilities or effects from your cards or your opponents')

Deity

A very strong card, a god with very powerful abilities.

Epic

A card that it's too much powerful for it's Power level. For example a Normal card with bigger effects than the other normal cards. It could happen with Strong cards too.

Symbols of Farwald



Crystallized Energy: Water/Fire/Mind/Nature, it shows the element of an Evocation card. If you exploit that card to pay costs or abilities, it gives one crystallized energy of this kind. If it's in the text of the card (one or more symbols like this), it means you need this kind of Crystallized Energy to pay a Charge, a Crystal Ability or a Crystallize effect.



The symbol that represents the Attack cards



The symbol that represents the Evocation cards



The symbol that represents the Mystic cards



The symbol that represents the Protection cards



The symbol that represents the Restore cards



Number of the Energy Card you must discharge, usually this yellow number is next to the symbol of the Energy Cards



This number means "number of generic Crystals", you can find it in the Dimensional Gate zone or in the card text. In the card text it shows how many Crystallized Energy you must pay to activate Crystal abilities, Charge costs, Crystallize costs. You can use whatever element you want, it's not tied to one specific



"Number of Crystals of Essence in your possess", it tells you that, if you have a specific number of those crystals still up (and not fully shattered) you can get different effects from some cards or abilities.



Units of Destructive Energy of an Evocation (DesEn)



Units of Defensive Energy of an Evocation (DefEn)



9. GAMEPLAY EXAMPLES

The following examples show some of the most common gameplay situations in Farwald.

These examples are simplified to focus only on the mechanics being demonstrated.

9.1 PLAYING A CARD: KOORN'S APPRENTICE

Billy wants to play Koorn's Apprentice. Koorn's Apprentice has:

- ENERGY COST 3
- DIMENSIONAL GATE REQUIREMENT: 2 CRYSTALLIZED ENERGIES, INCLUDING 1 FIRE.

Billy controls:

- 1 FIRE ENERGIZED EVOCATION
- 1 WATER ENERGIZED EVOCATION
- 10 CHARGED ENERGY CARDS



Because the Dimensional Gate requirements are satisfied, Billy may Declare the card. No player reacts during the interaction window.

Billy then discharges 3 Energy Cards and plays Koorn's Apprentice.

Koorn's Apprentice becomes positioned on the Battlefield Exploited because it does not have the Energized property.

Because the card has a Crystallize ability, that ability resolves immediately when Koorn's Apprentice becomes positioned.

9.2 FATIGUE DAMAGE

Anna begins her turn with 5 cards in hand. During the Recall Phase, she remembers 1 card and goes to 6 cards in hand. This does not trigger Fatigue Damage.

Later during the same turn, a card effect makes Anna remember 2 additional cards. Anna now has 8 cards in hand.

Because these cards were remembered beyond the hand limit during the turn:

- ANNA SHATTERS 2 FRAGMENTS OF A CRYSTAL OF ESSENCE;
- THEN ABANDONS 2 CARDS FROM HER HAND.

After this resolution, Anna remains with 6 cards in hand. During the Mental Rest Phase, she must abandon 1 more card to return to 5.

9.3 TEMPORAL WINDOW

Marcus Declares an Attack card.

Before Marcus pays its Energy Cost, an interaction window opens.

Elena activates a Crystal Ability with TW during that window.

The ability disables Marcus's only Fire Energized Evocation.

However, the Dimensional Gate had already been opened when the card was Declared.

Because the Gate was not explicitly closed, Marcus may still pay the Energy Cost and resolve the card normally.

9.3 COMBAT - PARTIAL DEFENSE

Edward controls an Energized Evocation with 5 DesEn.

Samantha has 3 Crystal of Essence fragments remaining on the chosen Crystal and controls two Energized Evocations:

- DEFENDER 1: 2 DEFEN
- DEFENDER 2: 2 DEFEN

Edward unleashes 5 DesEn toward Player B's Crystal of Essence.

Samantha exploits both Evocations to defend and chooses the defending order:

1. DEFENDER 1
2. DEFENDER 2

Resolution:

- 2 DESEN ARE ASSIGNED TO DEFENDER 1. ITS DEFEN REACHES 0, SO IT IS SHATTERED AND PUT INTO THE VORTEX.
- 2 DESEN ARE ASSIGNED TO DEFENDER 2. ITS DEFEN REACHES 0, SO IT IS SHATTERED AND PUT INTO THE VORTEX.
- 1 DESEN REMAINS.

Because no defending Evocations remain, the remaining 1 DesEn reaches the original target and shatters 1 Crystal of Essence fragment.

9.4 COMBAT - LAST SECOND TW DEFENSE

Katia controls an Energized Evocation with 4 DesEn. Mark controls one Energized Evocation:

- DEFENDER 1: 3 DEFEN

Katia unleashes 4 DesEn toward Mark's Crystal of Essence.

Mark exploits Defender 1 to defend.

Before DesEn is resolved, Mark plays an Evocation with both Temporal Window and Energized. The new Evocation enters the Battlefield already Energized and may immediately be exploited to defend.

The defending order is:

1. DEFENDER 1 — 3 DEFEN
2. NEW EVOCATION WITH TW — 2 DEFEN

Resolution:

- 3 DESEN ARE ASSIGNED TO DEFENDER 1. ITS DEFEN REACHES 0, SO IT IS SHATTERED AND PUT INTO THE VORTEX.
- 1 DESEN REMAINS AND IS ASSIGNED TO THE NEW EVOCATION WITH TW.
- THE NEW EVOCATION HAD 2 DEFEN, SO IT SURVIVES WITH 1 DEFEN REMAINING.

No Crystal of Essence fragments are shattered and the game continues.

9.5 COMBAT - CLEARING DEFENSE BEFORE THE FINAL UNLEASH

Enry controls three Energized Evocations:

- EVOCATION A: 3 DESEN
- EVOCATION B: 2 DESEN
- EVOCATION C: 3 DESEN

Alex has only 3 Crystal of Essence fragments remaining and controls two Energized Evocations:

- DEFENDER 1: 3 DEFEN
- DEFENDER 2: 2 DEFEN

Enry first unleashes Evocation A's 3 DesEn directly against Defender 1. Defender 1 has 3 DefEn, so its DefEn reaches 0. It is shattered and put into the Vortex. Evocation A becomes Exploited.

Enry then uses an effect to Energize Evocation A again. Now Evocation A may act again and Enry decides to unleash Evocation A's 3 DesEn directly against Defender 2.

Defender 2 has 2 DefEn, so its DefEn reaches 0. It is shattered and put into the Vortex. The excess 1 DesEn is lost because DesEn unleashed directly against an Evocation cannot move to another target.

Alex now has no defending Evocations remaining. Enry then exploits Evocation C and unleashes 3 DesEn toward Player B's Crystal of Essence.

Alex cannot defend.

The 3 DesEn shatter the last 3 Crystal of Essence fragments and Alex loses the game.

9.6 USING CHARGE

Adam wants to play Thalora Oracle.

This card has:

CHARGE: 1 GENERIC CRYSTALLIZED ENERGY AND 1 MIND CRYSTALLIZED ENERGY — AN OPPONENT ABANDONS ONE CARD.

Adam controls:

- 1 ENERGIZED WATER EVOCATION;
- 1 ENERGIZED MIND EVOCATION;
- 10 CHARGED ENERGY CARDS.



Because the Dimensional Gate requirement is satisfied, Adam may Declare the card.

No player reacts during the interaction window.

Adam decides to apply Charge. To pay the Charge cost:

- ADAM EXPLOITS 1 GENERIC CRYSTALLIZED ENERGY;
- ADAM EXPLOITS 1 MIND CRYSTALLIZED ENERGY.

Adam then discharges 4 Energy Cards and plays Thalora Oracle. Thalora Oracle becomes positioned on the Battlefield Exploited because it does not have the Energized property.

Because the Charge cost was paid, the additional Charge effect resolves and the chosen opponent abandons one card.

9.7 CLOSING THE DIMENSIONAL GATE

Fred wants to play Magic Eye and controls:

- 1 ENERGIZED MIND EVOCATION;
- 10 CHARGED ENERGY CARDS.



Because the Dimensional Gate requirement is satisfied, Fred Declares Magic Eye. The Dimensional Gate opens and an interaction window begins.

Before Fred pays the Energy Cost, Camilla activates a Crystal Ability with TW:

“Close the Dimensional Gate.”

The Dimensional Gate immediately closes. Because Magic Eye was only Declared and its Energy Cost had not yet been paid:

- MAGIC EYE IS PUT INTO THE VORTEX;
- FRED DOES NOT DISCHARGE ANY ENERGY CARDS.

The card never resolves.

9.8 DISSIPATING A CARD

Homer wants to play an Attack card with:

- ENERGY COST 3
- DIMENSIONAL GATE REQUIREMENT: 1 MIND CRYSTALLIZED ENERGY

Judy controls:

- 1 ENERGIZED MIND EVOCATION;
- 10 CHARGED ENERGY CARDS.

Homer Declares the card. The Dimensional Gate opens successfully and no player closes it during the interaction window.

Homer then discharges 3 Energy Cards to pay the Energy Cost and finally play the card. After this, before that Attack card resolves, Judy plays a card with TW:

“Dissipate a card played by an opponent.”

The Attack card is dissipated before resolving and is put into the Vortex.

Because the Energy Cost had already been paid, the 3 discharged Energy Cards remain discharged.