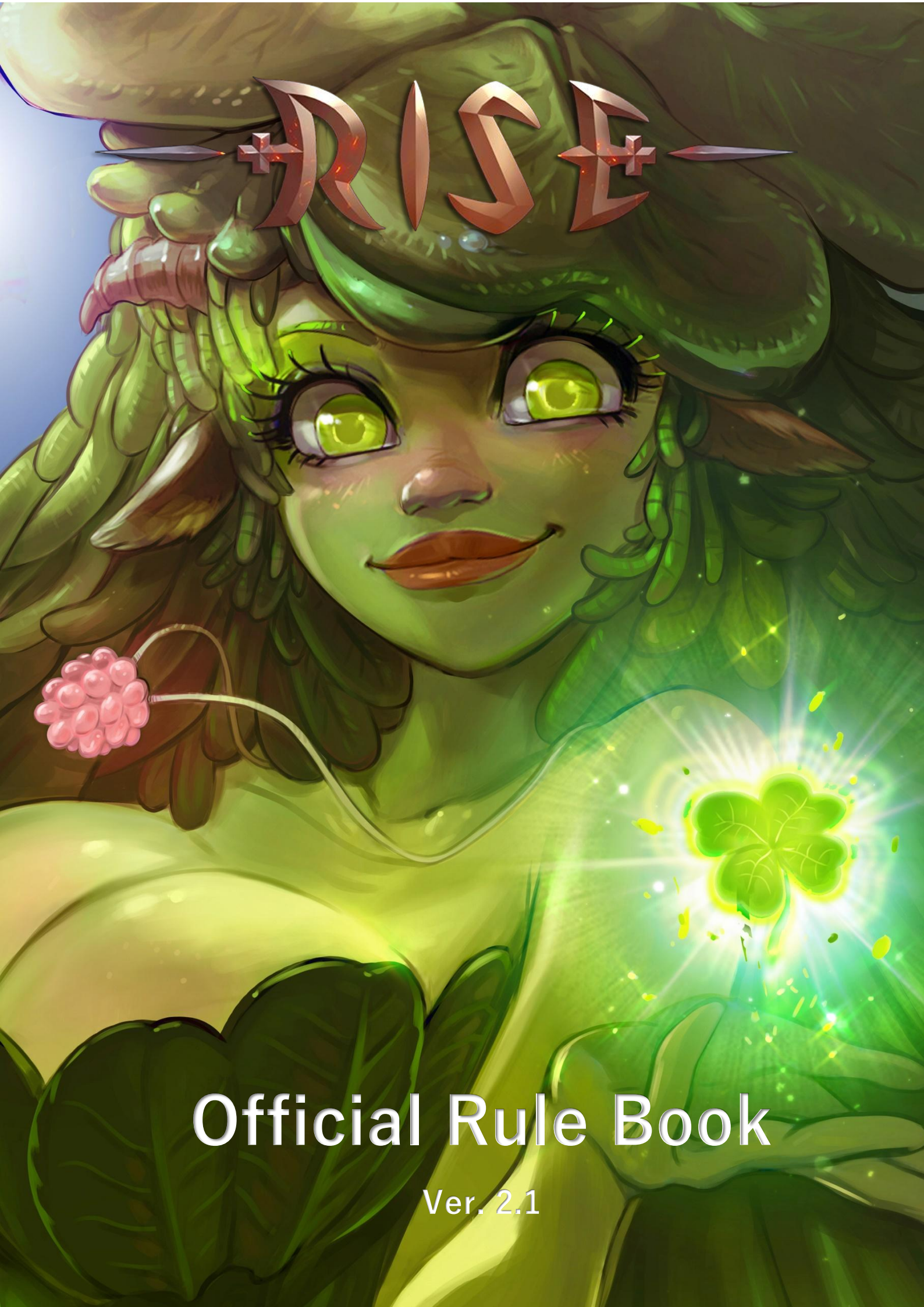




Official Rule Book

Ver. 2.1



PREFACE

This document is intended to be the complete rulebook for the trading card game 'Rise', created by François von Orelli. However, it may not be the most accessible version for getting to grips with the game, in which case it would be preferable to read the condensed version. This long-awaited rulebook now needs to be tested. As such, it will remain subject to updating, and should you discover any errors or omissions, your feedback is most welcome. Contact Bastien@risecardgame.com.

Thanks to Browojek

CODEX

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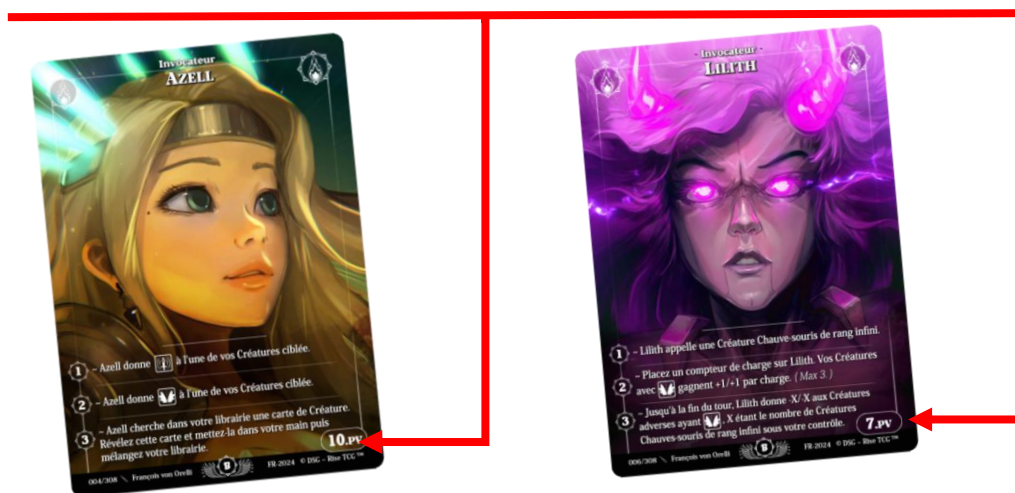
Welcome to Rise !

Gameplay Rules

If the text of a card contradicts the rules of the game, the text of the card supersedes the rules of the game.

Goal of the Game

At least two players compete against each other during a game of **Rise**. Each player starts the game with two Summoners, each of which has an amount of base Life Points defined by Summoner's card.

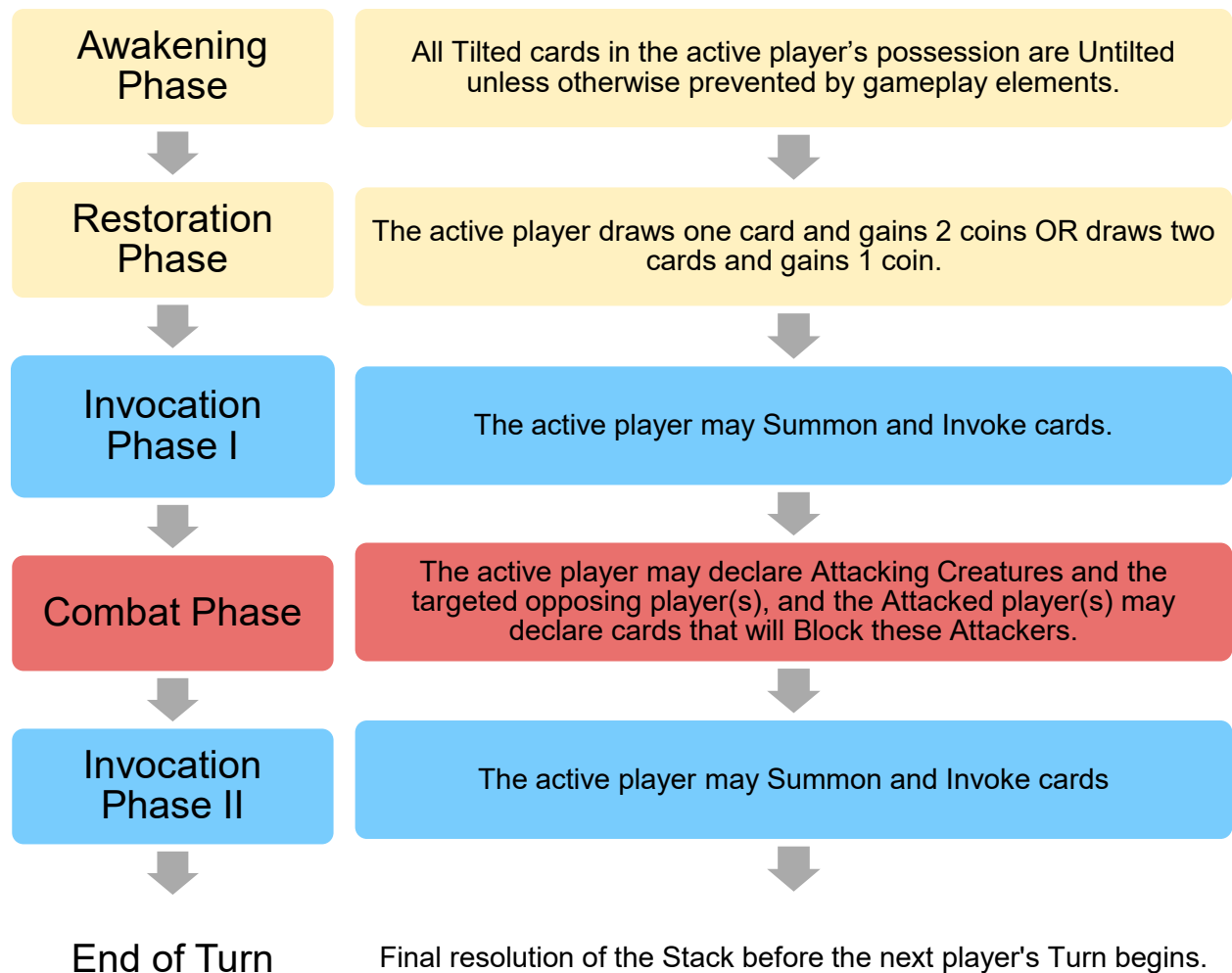


The objective for each player is to bring the Life Points of all opponents' Summoners to 0.

As soon as both of a player's Summoners have 0 Life Points, that player immediately loses the game. A tie occurs when the Life Points of all Summoners in the game reach 0 at the same time.

To achieve this goal, each player may play cards or activate Summoner Skills, primarily by spending Capacity Points granted by Summoners. The number of available Capacity Points is increased for a Summoner by increasing the Level of that Summoner using Level Up cards.

A Turn follows the following structure:



Players take Turns until a winner is determined.

In addition, players accumulate a variety of resources (Life Points, Ether, Stock, etc.) to activate Effects, Actions, and Summoner Skills.

Detailed Structure of a Game

Beginning of the Game

The player with the first Turn is chosen at random. The order of subsequent players' Turns follows a clockwise rotation of where the players are initially seated relative to the player with the first Turn.

The first player draws 6 cards from their Library and begins the game with 2 coins in their stock. They do not have a Restoration or Awakening phase during their first turn. **(They will therefore not be able to use their Summoners' Abilities before the Awakening phase).**

Players who do not have the first Turn each draw four cards from their respective Libraries and start the game with 1 coin in their respective Stocks. These players may not use their Summoners' Skills until after their first Awakening Phases. These players may spend their Summoners' Capacity Points to Summon Imminent cards before their first Awakening Phases.

Before the first Awakening Phase of the game, the first player may Mulligan one time, and the other players may Mulligan up to two times. A "Mulligan" is when a player puts all the cards drawn in that player's hand back into that player's Library, shuffles the Library, and draws a number of cards from the Library equal to the number of cards initially placed back into the Library.

Awakening Phase

The Awakening Phase is the Phase during which the active player Untilts all of the Tilted Summoners and Tilted Creatures under the active player's control (unless otherwise prevented from doing so by gameplay elements). Summoners of this player recover all Capacity Points. There is no priority during this Phase.

Restoration Phase

The Restoration Phase is the Phase during which the active player chooses to either "draw two cards and add 1 coin to Stock" or to "draw one card and add 2 coins to Stock." There is no priority during this Phase.

Invocation Phase

The Invocation Phase is the Phase during which the active player may Summon cards that do not have the Imminent Type, provided that the Stack is empty. At the start of this Phase,

all start-of-Turn or start-of-Cycle Effects are added to the Stack in the order desired by the active player. The active player has first priority in such Stacks. Level Up cards may only be played by the active player during an Invocation Phase of the active player.

Cards with Effects, Actions or Skills that have the “During the Turn” card text are only effective temporarily during the remainder of the Turn in which the gameplay element first resolved

Combat Phase

The Combat Phase is optional during the active player’s Turn. The active player may choose not to initiate Combat. The Combat Phase, if it is activated, contains:

- An Attack Step,
- A Block Step,
- A Combat Resolution Step.

An Effect that can be Activated during the Combat Phase may be Activated during any part of the Combat Phase (Attack Step, Block Step, or Combat Resolution Step).

The Attack Step

The active player may choose not to initiate an Attack Step. During this step, the active player declares which cards are Attacking and the players targeted by these Attacks. The designation of Attackers and players targeted by Attackers is at the sole discretion of the active player. All Attacking cards are declared at the same time and are designated as attacking cards at that time. To declare a Creature as an Attacking card, the Creature must be Untilted, then Tilted when declared (unless an active gameplay element removes this requirement).

The Block Step

A player who is targeted by Attackers may choose not to initiate a Block Step. During this Step, the Attacked players will, in the order of the game’s Turns, choose to Block all or some of the Attacks against them by selecting Blockers from amongst all eligible controlled cards. All Blockers are declared at the same time. A Tilted card may not be designated as a Blocker.

The Combat Resolution Step

This Step is required if any Attackers were declared in the Attack Step. During this Step, the Attacked players, in the order of the game’s Turns, will choose the order of resolution of the Combats in which their defenders are involved. Combat is resolved via separate, sequential Stacks. When an individual Combat is placed into a Stack, the active player may then contribute to that Stack before ceding priority to the other players. When a Combat Stack is resolved, all of its components are resolved before the Damage and effects of the actual Combat take place. After an individual Combat resolves, the next Combat is placed into a Stack.

Combat

A “Combat” occurs when Attacking and Blocking Creatures compare their respective Attack Values and Defense Values during a Combat Resolution Step.

- 1.5.6.1 A Creature is called an “Attacker” if it is declared an Attacker at the end of an Attack Step. An Attacker is “Blocked” if it was assigned to be opposed by another card during a

Combat, while it was “Attacking.” A Creature is “Blocking” (and is called a “Blocker”) if it was assigned to oppose another card during a combat, while it was not Attacking.

- 1.5.6.2 When resolving a Combat, the Attacker inflicts its Attack Value on the Blocker as Combat Damage. Combat Damage reduces the Defense Value of a Creature until the end of the Turn. If, as a result, the Defense Value of the Blocker is less than or equal to 0, then the Blocker is Destroyed in the Combat Resolution Step.
- 1.5.6.3 An Attacker with an Attack Value of 0 is still considered to have attacked its target, but to have inflicted 0 Combat Damage.
- 1.5.6.4 If a designated Blocker is no longer in play or is no longer able to defend against the Attacker before the resolution of a Combat, then the Attacker is not Blocked and its Attack reaches the player initially targeted in the Attack Step. When a defending player is reached by an Attack that is not Blocked, that defending player chooses one of his or her Summoners that is not Dead to receive Damage from the Attacker. Each point of Damage dealt to a Summoner by an Attacker reduces that Summoner’s Life Points by 1.
- 1.5.6.5 During the Combat Phase, if a Creature card declared an Attacker is Untilted before Combat is resolved, it is no longer considered an Attacker.

End of Turn

When the active player declares the end of the Turn, this element is put into a Stack with all end-of-Turn/Cycle effects. Priority is then given to the player initially seated closest in clockwise rotation, relative to the active player. When resolving this Stack, the active player's Turn ends, and the player initially seated closest in clockwise rotation becomes the new active player.

Zones de jeu



Stock #1

Each player has a personal area where coins are stored; this Zone is called the “Stock.” It may not contain more than 30 coins or fewer than 0 coins. The number of coins must be displayed (using dice or other physical markers) at all times and clearly identifiable by all players.

Ether #2

Each player has a personal area where Ether points are stored, this Zone is called the “Ether.” It may not contain more than 30 Ether points or fewer than 0 Ether points. The number of Ether must be displayed (using dice or other physical markers) at all times and clearly identifiable by all players

When a player has priority, that player may spend 3 points from Ether in order to add an item to the Stock: “Draw or win 1 coin.” This is not an Action

The player who spends Ether points must declare the desired outcome when spending 3 Ether points.

Summoners #3#4

Each player has two Zones, which may each accommodate one Summoner.

Each Summoner Zone has its own “Level Up Zone”.

When a Summoner no longer has any Life Points, it is turned face down and its owner may no longer use that Summoner’s Skills or any remaining Capacity Points. This Summoner is “dead” but may be resurrected via an Effect.

Level Ups #5

Each player has two Level Up slots, one for each of that player’s Summoners. This Zone accommodates “Level Up” cards

There is no limit to the number of Level Up cards that each Level Up Zone may accommodate.

The active player may only play one Level Up card per Turn, during one of the Invocation Phases. Only the active player may play a Level Up card.

Library #6

Each player has a personal Zone to house a “Library.” A Library is made up of all the cards that the player will be able to draw during a game of **Rise**.

A Library must contain exactly 50 cards at the beginning of the game.

Cards which make up a Library are placed face-down (unless otherwise required by gameplay elements).

Cards retain their properties when inside a Library despite being face-down.

Cemetery #7

Each player has a personal Zone to accommodate a “Cemetery.” A player’s Cemetery is made up of all of that player’s cards which have been Discarded, Sacrificed or Destroyed during the game.

Cards which make up a Cemetery are placed face up (unless otherwise required by gameplay elements).

All players may view the contents of any Cemetery at any time.

Exclusion Zone #8

Each player has an Exclusion Zone. All cards excluded from play are placed in the player's Exclusion Zone.

Cards which make up an Exclusion Zone are placed face-up (unless otherwise required by gameplay elements).

All players may view the contents of any Exclusion Zone at any time.

Battlefield #9

Each player has a personal Zone to accommodate all of that player's cards played. All such cards are placed within the Battlefields of their respective players, at the individual player's locational preference, irrespective of the types of cards.

Cards placed on the Battlefield are called "Constant," except for cards that are only "Imminent" Type.

Hand

A player's hand is made up of all the cards that player has drawn from the Library and not yet played, Discarded, or Excluded. Cards may be returned to a player's hand by gameplay elements. Cards returned from play to a player's hand are considered to be a part of that player's hand until they are played, Discarded, or Excluded. A player may Summon cards from a hand.

Cards in a player's hand may only be visible to the player (unless otherwise required by gameplay elements).

Card Properties

Type

All cards have at least one Type. There is no limit to the number of Types a card may have. Each of a card's Types has equal priority and are not mutually exclusive. Card Types may be granted or withdrawn by gameplay elements.

A card may have one or more Types. A card's Types are indicated at the top of the card, before the card's Rank.

Rank

All cards have a Rank. This Rank represents the maximum number of copies of that card which may be placed in a Library when it is constructed.

A card may be Rank 1, 2, 3, 4 or Infinite. This Rank is indicated at the top of the card, after its Type(s).

The Rank of a card defines the maximum number of copies of this card that a Library may contain at the start of a game of **Rise**.

A card of Infinite Rank has no limit on the number of copies that a Library may contain. A Library may only contain 50 cards at the start of a game.

Name

All Cards have a name located at the top of the card, below its type and rank.

Illustration

All cards have an illustration. The illustration of a card extends over the entire card, with the exception of the black strip visible at the bottom of the card.

Abilities

Some cards have Abilities. Abilities are game elements which are indicated by graphic icons. Abilities provide cards that possess them with Effects and/or Actions. Abilities can be assimilated to one or the other. For additional information on specific Abilities, refer to the List of Abilities section of these rules.

A card may have one or more Abilities or none. Abilities are represented by graphic icons with square outlines.

Abilities may be passive if they endow a card with an Effect, or active if they endow a card with an Action.

Any gameplay element that affects Effects has the same impact on passive Abilities.

Any gameplay element that affects Actions has the same impact on active Abilities.

Abilities may be gained. In this case, the card has the Effect or Action granted by the Ability. Abilities may also be lost. In this case, the card no longer possesses the Effect or Action granted by the Ability.

Constraints

Some cards have Constraints. Constraints are restrictions that a player must observe when playing a card.

A card may have one or more Constraints or none. Constraints are preceded by a circle “•” and detailed under a card’s Abilities (if any exist).

Effect

Some cards have Effects. Effects are permanently active gameplay elements, which are triggered at the initiative of their controller or upon the satisfaction of certain stated conditions.

A card may have one or more Effects or none. Effects are preceded by a tilde “~” and detailed under it’s a card’s Constraints (if any exist).

There are three categories of Effects:

- **Effects coming into play:** these Effects are added to the Stack at the same time as the Invocation/Summon of the card that contains them. These Effects are resolved when the Invocation/Summon of the card that contains the Effects is resolved. In the event of Duplication or Copy, these Effects of the new card are added to the Stack again.

- **Continuous or triggered Effects:** these Effects do not go through the Stack; they are resolved permanently or immediately as their required conditions are satisfied. The conditions are checked at all times.

- **Activated Effects:** These Effects are added to the Stack at the initiative of the player who controls them.

If two Effects have opposite consequences, such as “Creatures can no longer be Tilted” and “Tilt all Creatures,” then the first Effect resolved takes precedent over the second. The second Effect is considered null as long as the first Effect is active.

Action

Some cards have Actions. Actions are gameplay elements that may be Activated by their controller if the controller pays the Action’s cost and tosses a coin, if necessary.

A card may have one or more Actions or none. Actions are preceded by a ◇ and listed after its card’s Effects (if any).

An Action may have a resource cost. The quantity and type of resource is indicated after the ◇..

An Action may require a coin toss upon activation. If so, the icon representing the Type of resource linked to the cost will be surrounded by arrows.

Example : 

A card’s Action may be “Activated” only once per Turn and only by its controller. To do this, the Action’s controller pays its resource costs and tosses a coin, if necessary. After its Activation, the effect of an Action is added to the Stack

“Reactivating” an Action is only possible if the Action has already been Activated during the Turn. A Reactivation acts as a new Activation and does not exempt its controller from paying the cost of the Action or from tossing a coin again. There is no limit to the number of Reactivations possible. Reactivating an Action is possible through an Effect, Action, or Ability.

An Action with a “Success” coin throw whose resolution begins is considered to be “Successful.” An Action with a “Failure” coin throw whose resolution begins is considered to be “Failed.” An Action that has been resolved is considered to be “Completed.”

The Success or Failure nature of a coin toss is only determined at the time of the Action’s resolution because, before that the resolution, the outcome the toss can be Forced by gameplay elements other than the coin toss itself.

It is possible for an Effect to influence the result of a coin toss, in which case, the result is considered to be “Forced.” When the result of an Action is Forced, the actual result of the coin toss is disregarded, and the final outcome is dictated by an Effect.

Example: Alex controls “Sado,” which allows him to gain 1 coin when an opposing Action fails. Oscar activates the Action of his “Life Temple.” He then immediately tosses a coin, and the result is a Success. The Action is not yet considered to have been Successful. Alex triggers the effect of his “Clover Field.” He spends a Charge to Force the result of the “Life Temple” Action into Failure. When resolving the Stack, the “Clover Field” modifies the nature of the “Life Temple” Action, this Action is now resolved as a

Failure. Oscar does not gain Life Points for his Summoners and Alex gains 1 coin because of the triggering of “Sado.”

The result of a Forced coin toss is called “Critical.” Certain Actions have specific Critical outcomes, otherwise these “Critical Successes” and “Critical Failures” are treated as ordinary Successes and Failures.

Flavor Text

Some cards have flavor text located at the bottom of the card text, written in italics. This text is intended to enrich the universe of Rise and help establish the atmosphere in which the different characters represented on the cards evolve. Flavor text does not have any impact on gameplay.

Attack

Creatures and Doors are the only cards which may have an Attack Value, indicated after the  logo. This value is used to inflict Combat Damage.

Defense

Creatures and Doors are the only cards which may have a Defense Value, indicated after the  logo. This value is used to endure Combat Damage.

Numbering

All cards are numbered according to their set or expansion. A card’s number is indicated at the bottom left of a card within the black strip.

Different variants of the same card may share the same numbering within the same set or expansion.

Example: *In the Alpha and Beta sets, the portrait version and the full version of a Summoner share the same number. The two “Lilith” cards have the number 006/308*

Rarity

All cards have a rarity, indicated at the bottom of the card, in the center of the black strip. There are four levels of rarity to ensure even, controlled distribution of the cards making up **Rise** products.

There are 4 rarities :



Cumulative properties

A card may have the same Type, Effect and Ability.

Example: A card may have “Food” Type, have the Ability “Food” and have the Effect “This creature is of Type Food.” You will then have to remove its Type, its Effect and its Ability if you want the card to no longer be of the “Food” Type at all

Special case: Summoners

A card that has the “Summoner” Type has no Rank, Abilities, Constraints, Effects, Actions, or Flavor Text. A Summoner has a Level, Skills and Life Points.



Basic concepts

Playing a Card

“Playing” a card includes both the Summon and Invoke gameplay elements. Playing a card follows the following timeline :

Stacking :

A player declares the intent to Play a card, the Summon/Invocation of the card and all of the Effects of this card are added to the Stack. The card is not yet considered Summoned/Invoked; it is not on the Battlefield and the Summon/Invocation may be canceled.

Resolution :

The card is considered to be Summoned/Invoked, it enters the Battlefield. Its effects are placed in a Stack, then applied one at a time, sequentially from top to bottom.

Resolution corresponds to the completion of an Effect, Action, Ability, Summon or Invocation, according to its instructions. Once resolved, the item leaves the Stack, and its impact is considered active unless otherwise stated.

The card is considered Summoned/Invoked once all Stacks linked to its Summon/Invocation are resolved. Its Summon/Invocation may no longer be cancelled at that point

A card must be on the Battlefield for a player to activate the card’s Actions, except in the case of a card that is only Imminent Type

Invoke

- 1.31.3.1 To “Invoke” a card, a player spends a Capacity Point from one of that player’s Summoners. Invoking a card means placing this card from a player's hand onto that player's Battlefield.
- 1.31.3.2 2 A card that does not have the Imminent Type may only be Invoked by a player during one of that player’s Invocation Phases and when the Stack is empty.
- 1.31.3.3 There is a special case where an Effect, Action or Skill results in a card being Invoked at the time of the Stack’s resolution. This Invocation will be put on the Stack after the Stack is completely resolved.
- 1.31.3.4 Cards that have the Together Ability require spending one Capacity Point from each of its two Summoners to be Invoked.

Summon

- 1.31.4.1 “Summoning” a card means placing this card on a player's Battlefield from any Zone other than from a player’s hand.
- 1.31.4.2 When Summoning a card, no resources are spent.

1.31.4.3 If no Zone is specified when Summoning a card, the card is generated from outside the game to the Battlefield of the player responsible for the Summon. See Tokens

1.31.4.4 Cards that have the Together Ability may not be Summoned.

A card may only be Summoned, Invoked, or come into play as a Copy or Duplication if its Effects may be put into a Stack.

Example: Alex wants to Duplicate a “Focus” Equipment, but his two Summoners already have one Equipment each. Since his Summoners may not have more than one attached Equipment, the Duplication of “Focus” cannot resolve.

Coin Toss (ou « Toss »)

Rise uses chance as a core game mechanic. Many gameplay elements require tossing a coin and observing the result to determine the nature of what is put into the Stack.

A coin toss may have two outcomes: Success or Failure, depending on which side of the coin remains visible after being tossed. The players must agree beforehand on which side is associated with Success, and the other side will be associated with Failure.

A coin toss must be made each time a gameplay element’s requirements include a resource icon surrounded by arrows. The possible outcomes of this toss are detailed after the icon. If the result of a coin toss is not specified, then an empty element associated with the outcome is added to the Stack.

Example Alex Invokes a “Divine Dance” by activating its Action. He then tosses a coin and gets a Failure. During the resolution, “Divine Dance” is Invoked, all Temporal Charges are removed and its Action Failed without producing any Effect because the outcome was not specified by “Divine Dance.” However, Oscar who controls a “Maso,” gains 1 coin because Alex has just resolved a “Action that Failed”.

A coin toss may be replaced by any process with 2 equally probable outcomes (e.g. throwing a 6-sided die with a Success assigned to even numbers and Failure to odd numbers)

A “Rethrow” Cancels the previous result of a coin toss and allows a new toss to be made.

Diseases

The term “Disease” encapsulates two gameplay elements:

- The Abilities, present on a card whose Effects are categorized as Diseases within the Ability definitions.
- An Effect declared as a Disease (i.e., with new interactions).

A Disease may be:

- **Cured**, which removes the Disease from the Infected card or player.

- **Transmitted**, which Infects a new card or a new player with the Disease.
- **Spread**, which Infects all cards that share a Type with the already Infected card with the Disease.

A card that has at least one Disease is said to be “Infected.” A card remains Infected until it is Cured, it leaves the Battlefield or the Charges linked to it disappear. A card may have multiple Diseases simultaneously.

Diseases that depend on a Time Charge disappear when that Charge disappears. When such a Disease is Cured, its remaining Charges disappear.

***Example :** Alex Invokes “Frozen,” targeting Oscar. Since the Disease Ability is present on the “Frozen” card, the Effect: “Place a Time Charge on target Summoner. That Summoner cannot be used for 1 full Cycle” is a Disease. Alex could play “Pandemic” to transmit this Disease to all the other Summoners, or Oscar could Activate the Action to Cure his Summoner and make the Summoner usable again.*

Duplication

“Duplicating a card” means creating a Token representing a copy of the target card on the Battlefield. This Token is a “Duplicate” of the target card in its base form, without the Charges or Effects added during the game to the target card. This Token may not be Duplicated unless due to the result of the Effect of the Clone Ability. Entry Effects apply when the Duplicate Token enters the Battlefield.

Planes

All cards that have the Creature or Door Type must be on a “Plane.” These Planes mainly impact Combat, when declaring Blockers, and when resolving Combat. There are multiple Planes in **Rise**:

- Ground: the default Plane. Unless assigned to another Plane, all Creatures and Doors occupy this Plane. This is also called the “Terrestrial” Plane.
- Air (flying). This is also called the “Celestial” Plane.

When declaring Blockers:

- A Blocker on the Ground Plane may only Block an Attacker on the Ground Plane.
- A Blocker on the Air Plane may Block an Attacker on either the Ground Plane or the Air Plane.

Charges

A “Charge” is a gameplay element which is physically represented by a die, a piece of paper, or any other object which is agreed upon by all the players. Cards may gain, lose, or possess Charges of different Types:

- “Time” Charges, which have a value that represents a duration in game Turns or Cycles.

This value may decrease or increase over the remaining Turns/Cycles before it disappears, if it disappears.

- “+X/+X” Charges, which grant +X to the Attack Value and Defense Value of the card on which they are placed. X may be negative.
- Other Charges whose specific effects are detailed by a card.

The source of a Charge is the card responsible for creating the Charge

A card that gains a Charge keeps the Charge indefinitely. A card that has a Charge loses the Charge as soon as the source of the Charge is no longer in play. A card that loses a Charge removes the Charge from the card. When a card is Destroyed, Excluded or returned to a player’s hand, it loses all Charges.

The Charges of a Copied or Duplicated card are not added to the Copy or Duplicate.

Return



When the “Return” Ability is activated, the target card returns to its owner’s hand.

Indivisibility of a Source

Damage inflicted by the Effect, Action, or Skill of a single card may not be distributed across multiple targets. All damage from the same source is indivisible.

Example : Alex Attacked Oscar with “El Diablo,” which has 6 Attack Value. It is not Blocked. When resolving Combat, the Damage will be inflicted on one of Oscar's Summoners. Oscar controls “Atlas,” which has 3 Life Points remaining, and “Yris,” which has 7 Life Points remaining. Oscar decides to inflict the damage from the Attack on "Atlas." This Summoner suffers all the damage from the Attack, which kills him, but Oscar managed to preserve the 7 Life Points of his "Yris.”

Card Type

Certain shorthand descriptions may be made to facilitate the readability of the cards. For example, no distinction is drawn between a “Creature Type card,” a “Creature card,” and a “Creature”.

Summoner

A Summoner is a card that has the “Summoner” Type, it is not a Constant card because it is not on the Battlefield. Each player starts the game with two Summoners placed in their respective Summoners Zones.

Each player starts a game with two different Summoners, representing different characters.

Example : Alex cannot play “Harnya the Satyr” and “Lovely Harnya” together because they are both versions of the same character.

Different players may play the same Summoner(s) as each other.

A Summoner starts the game at level 1 and may gain or lose levels during a game. The maximum level of a Summoner, which may not be exceeded, is equal to the number indicated in front of the Summoner’s bottom-most Skill detailed on the Summoner card.

A Summoner begins the game with a number of Life Points equal to the number detailed at the bottom right of the Summoner card. A Summoner may gain or lose Life Points, and when a Summoner’s Life Points reach 0, that Summoner is “Dead.” A Summoner may not have more than 30 Life Points.

A Summoner has a number Capacity Points equal to its level. This Summoner regains all of its Capacity Points when it is Untilted during its Awakening Phase. Its owner may spend the Capacity Points of a Summoner when that player has priority to:

- Summon a card,
- Activate one of that player’s Summoners’ Skills.

During the transition to the next player's Turn, all Summoners Tilted during this Turn lose all their unused Capacity Points.

Example : During the transition to the next player's Turn, all Summoners Tilted during this Turn lose all their unused Capacity Points.

Activating a Summoner's Skill is done by spending a Capacity Point of the Summoner, provided that:

- The Summoner is of a level greater than or equal to the number indicated in front of the Skill.
- The Skill has not already been Activated this Turn.
- The owner of the Summoner has priority and has already had an Awakening Phase during the game.

In order for a Summoner to spend a Capacity Point for the first time during a Turn, the Summoner must first be Tilted.

A Summoner may only have one piece of equipment equipped. A Summoner may be Infected with one or more Diseases.

Imminent

An Imminent is a card that has the “Imminent” Type.

An Imminent whose only Type is “Imminent” is not a Constant card .

When an Imminent non-Constant card is played, the player may pay the cost of any number of Actions present on the card to put them in a Stack with the Effects of the card. If the player does not do so when Invoking the card, the player will not be able to do so later.

Example : When Alex plays “Devastation,” he spends a Capacity Point from one of his Summoners to Invoke “Devastation.” Immediately when he declares to Invoke the card, Alex decides to activate the Action, too, so he pays 3 coins. What is put in the Stack is the Invocation of the card, its Effects, and its Activated Actions. “Devastation” has no Effect, so only its Action is put into the Stack with the Invocation. Oscar plays a “Protection Mirror” targeting Alex’s “Devastation.” When the Stack is resolved, Alex’s Invocation is Canceled. Oscar instead Invokes the same card with the same Actions put in the Stack originally, without having to repay the Action’s costs. The “Protection Mirror” does not save Oscar, who is forced to play the “Devastation” with the same activated Action.

Example : Alex wants to play “Make a Wish,” but fears that Oscar will play a “Protection Mirror.” To be on the safe side, he plays “Make a Wish” by choosing to only activate the first Action. Oscar ultimately plays nothing in response. The Stack resolves the Invocation, as well as the Effects of “Make a Wish” and the activated Action. “Make a Wish” has no Effect and only one Action has been activated. Alex cannot activate the second Action of “Make a Wish” because he did not activate it during the Invocation.

When an Imminent non-Constant card has been resolved, it is sent to the Cemetery but is not considered Destroyed.

Incantation

An Incantation is a card that has the “Incantation” Type.

An Incantation is a Constant card; it remains on the Battlefield indefinitely after being played if it is not Canceled, Destroyed or Excluded.

A player may only play an Incantation during one of that player’s Invocation Phases, unless the Incantation is also Imminent Type.

An Incantation has no Attack Value or Defense Value. An Incantation may have one or more Equipment cards equipped. An Incantation may be affected by one or more Diseases.

Creatures

A Creature is a card that has the “Creature” Type .

A Creature is a Constant card; it remains on the Battlefield indefinitely after being played if it is not Canceled, Destroyed or Excluded .

A player may only play a Creature during one of that player's Summoning Phases, unless the Creature is also Imminent Type.

A Creature has "Invocation Sickness" on the Turn in which it enters the Battlefield and only on the Turn in which it enters the Battlefield. A Creature with Invocation Sickness may not Attack (unless otherwise allowed by gameplay elements). A Creature has Invocation Sickness even if it has been Invoked. Invocation Sickness has no impact on a Creature's Effects or Actions.

A Creature has an Attack Value and a Defense Value. Creatures may Attack or Block an opposing Attack (unless otherwise indicated by gameplay elements).

Example : "Master Chef" is a Creature but it cannot Attack because its Effect prohibits it from doing so. If "Master Chef" were to lose its Effect, it could Attack!

An Attacker is Tilted 90°. A Tilted Creature may not Block. A Tilted Creature may only be Untilted by an Effect or during its controller's Awakening Phase. A Tilted Creature may still activate its Effects or Actions.

A Creature may not have a negative Attack Value. Any negative Attack Value will be treated as an Attack Value of 0.

A Creature with a Defense Value less than or equal to 0 is Destroyed, unless otherwise indicated by gameplay elements.

If an Indestructible Creature has a Defense Value equal to 0 through a Charge, the Creature becomes Inactive.

If an Indestructible Creature has a Defense Value less than 0 through a Charge, the Creature is Excluded.

A Creature may have one or more Equipment cards equipped. A Creature may be Infected with one or more Diseases.

Door

A Door is a card that has the "Door" Type .

A Door is a Constant card; it remains on the Battlefield indefinitely after being played if it is not Canceled, Destroyed or Excluded.

A Door has an Attack Value and a Defense Value, but it may not Attack (unless otherwise allowed by gameplay elements).

A Door may be "Closed" (Untilted) or "Open" (Tilted). Opening and Closing a Door is possible via gameplay elements. A Door comes into play Closed (unless otherwise stated or required by gameplay elements).

An Open Door may not defend as long as it remains Open. It may not be Untilted during its controller's Awakening Phase. An Open Door may still activate its Effects or Actions (unless otherwise indicated or required by gameplay elements)

A Door may not have a negative Attack Value. Any negative Attack Value will be treated as an Attack Value of 0.

A Door with a Defense Value is equal to or less than 0 is Destroyed, unless otherwise indicated or required by gameplay elements.

All Doors may Block as if they had the Horde Ability, but they do not have the Horde Ability .

All Doors may Block as if they had the Distance Ability, but they do not have the Distance Ability .

All Doors are considered to have the Lock Ability, but they do not have the Lock Ability .

A Door with a Defense Value equal to or less than 0 is Destroyed, unless otherwise indicated by gameplay elements.

A Door may have one or more Equipment cards equipped. A Door may be Infected with one or more Diseases.

Door-Creature

A Door-Creature is considered to be both a Door and a Creature. Door-Creatures behave like Doors, except that they may Attack. If a Door-Creature Attacks, it Tilts but is not considered the Opened as a Door. The Tilted Door-Creature Attacker will be Untilted during the next Awakening Phase of its controller.

Level Up

A Level Up Card has the “Level Up” Type.

A Level Up card is not a Constant card because it is in the Level Up Zone and not on the Battlefield.

Playing a Level Up is not considered to be a Summon or an Invocation.

It is possible to play a Level Up on a Summoner which has already reached its maximum level. The Summoner does not gain any additional Capacity Points, but the player benefits from the additional Effects of this Level Up.

Special case of Mixed deck building: when creating decks with cards from several sets, a player may use only one Level Up card of Rank 1, two of Rank 2, three of Rank 3, four of Rank 4. Rank Infinite Level Up cards are not restricted.

Example : Alex plays a “Healthy Level Up” on his already level 4 “Ozate.” “Ozate” does not gain any additional Capacity Points. “Ozate” remains level 4, but the “Healthy Level Up” is added the Level Up Zone. The Effect “This Summoner gains 3 Life Points” is added to the resolution Stack.

Tokens

A “Token” is not necessarily an official **Rise** card and may be any object allowing the player to simulate an official **Rise** card.

A Token may be Duplicated.

A card of Infinite Rank that has been Summoned from outside the game may be replaced by a Token).

A Token may be represented using any physical object which is agreed upon by all the players, so long as it does not cause confusion in gameplay.

Example : Alex calls an Infinite Rank Monster Type Creature onto his Battlefield. He may not use the Infinite Rank card “Skeleton” to represent “Bilious Beast.” However, he may use a square of paper which has all the characteristics of the original card.



To go further...

Priority

A player must have “priority” to Invoke a card, Activate an Effect, Activate an Action, use a Summoner Skill, spend 3 Ether points to “Draw a card or gain 1 coin,” or to change the Phase in the Turn.

The players exchange priority in Turns. The active player is the first player to have priority. If the active player refuses to add to the Stack, then the active player cedes priority to the next player in the Turn rotation as well as the opportunity to add to the Stack.

Example : Alex begins his Turn. He executes his Awakening Phase and then his Restoration Phase. Oscar may not put an element on the Stack (Activate an Action, Summon an Imminent, use a Summoner's Skill, etc.) until Alex has put a gameplay element onto the Stack. If Alex does not put any gameplay element onto the Stack, Oscar then regains priority to put a gameplay element onto the Stack.

It is not possible for a player to keep priority. As soon as a player adds a gameplay element onto the resolution Stack, that player immediately cedes priority to the next player in the Turn rotation. If no other player acts while having priority, the priority returns to the active player, who may then respond to what the active player put onto the Stack without limitation as long as the active player may respond.

Example : Alex activates the “Basic Clone” Action. He pays the cost and performs the coin toss. The toss is a Success. The “Summon a copy of this creature” result is placed onto the Stack. Oscar then obtains priority and Invokes the “Mute” card, the Invocation of which is added to the Stack. Alex does not respond and gives priority back to Oscar, who does not respond further, and the Stack resolves. The Invocation of “Mute” resolves, “No Action can be Activated during this Turn.” Then the “Basic Clone” Action resolves since it was already Activated.

Activates

The state of the game at a given moment is defined by the number of players, the Life Points of their Summoners, the number and position of their cards in play, and the resources in all their respective Zones

It also includes the list of Effects, Actions, and Skills that have been activated or produced a gameplay element during the Turn.

To modify the state of the game, the most common method is the use of a resolution “Stack.” A Stack manages the order and sequence of events in a structured manner.

The resolution Stack is a virtual location (not designated on the game board) in which various game elements are placed in order before changing the state of the game.

A Stack has two steps: a construction step and a resolution step.

An element is placed into the Stack when it takes part in the construction of the Stack and is resolved when its text modifies the state of the game.

The following is a list of all gameplay elements which pass through the resolution Stack:

- Additional Effect of a Level Up,
- Invocation or Summon,
- Effect, Action, Skill upon activation,
- Start of the Combat Phase,
- Combat resolution.
- End-of-turn declaration.

Some items do not go through the resolution Stack and are instantly resolved:

- Spend 3 Ether points.
- Activating an Effect or Action,
- Declaring Attackers,
- Declaring Blockers,
- Continuous or triggered effects.

Example : Alex Summons a “Divine Hunt” and the Summon is added to the Stack. In response, Oscar activates the first Skill of “Lazarus,” which does not go through the Stack. One “Lazarus” Capacity Point is instantly spent; the Skill is activated and cannot be activated again until another Turn. However, the Skill itself and its impact are added to the resolution Stack. Alex then decides to spend 3 Ether, which does not go through the Stack, and the “Draw a card” result is added to the Stack.

Stacking

During the Stack construction step, players exchange priority to add gameplay elements to the Stack. The components of the Stack are placed on top of each other chronologically, from oldest at the bottom to newest at the top of that Stack. No components are resolved during this construction. The resolution begins when all players successively do not act on granted priority.

Adding an item onto a Stack takes different forms depending on the item. A player must spend a Capacity Point to add to a Stack the Summoning of a card (with its Effects) or use a Summoner’s Skill. Alternatively, a player must spend resources and sometimes toss a coin to add an Action to a Stack.

Special case - target/targeted: It is necessary to designate all the targets in accordance with a card’s text that a player wishes to add to a Stack. In the context of a coin toss, a player must define the targets for all possible outcomes.

Example : Alex wants to Activate the “Ultra Laser Unicorn” Action, but Oscar does not control any Creatures or Doors. Alex may not Activate this Action because no target may be defined for the Stack.

Resolution

During the Stack resolution step, the components of a Stack are resolved sequentially in reverse order of their chronology, from the most recent to the oldest. There is no longer any exchange of priority between players during Stack resolution.

A component of a Stack may contain several sentences. Some of these sentences may not be resolvable. Those sentences that may be resolved are resolved.

Example : Skill 3 of “Hermetic Champion” is made up of 2 sentences: “Target Creature gains [Iron Skin]. Draw up to 3 cards. Alex must define a valid target (a Creature) to put this Skill onto the Stack. During the resolution of the Stack, if the target Creature is no longer valid (because it was Destroyed, for example), then the first sentence of the Skill is not resolved but the second sentence is resolved, and Alex draws up to 3 cards

Before a component is resolved in the Stack, players must confirm that:

- The defined targets still exist (if there were targets).
- The card which added the component to be resolved is still on the Battlefield.
- The Summoner whose Skill is going to be resolved is not Dead.

Example : Alex spends a Capacity Point of his “Azell” to activate its first Skill: “Azell gives ‘Reach’ to one of your target Creatures” by targeting the “Polymorph” he controls. Oscar activates his “White Flame” Action by targeting “Azell” and the coin toss is a Success. “Azell” is about to die and its Skill cannot be resolved. Alex then activates the third Skill of his “Tyran” to Destroy targeted Creature, targeting Oscar's “White Flame.” The “White Flame” is Destroyed, its action cannot be resolved, and the Stack progresses to its next component. “Polymorph” gains ‘Reach’ since “Azell” did not die!

Special case of “,” or “and” when solving:

Commas and “and” are used to express accumulation.

Example : Alex has the “Catacombs” Door, while Oscar has nothing on his Battlefield. Alex plays an “Electric Orb” but does not need to designate targets for the Effect to be added to the Stack. When the Effect resolves, no Creature is present and “Catacombs” is the only Door present. Alex's “Electric Orb” does not harm any Creature, necessarily harms the only Door present, and leaves Alex with the choice of the Summoner which will receive 2 points of Damage.

Special case of “then” when resolving:

The conjunction “then” expresses a link between cause and effect. When the text is resolved, the second part of the sentence is resolved if and only if the condition detailed in the first part of the text has been satisfied in full.



~ **Succès** = Excluez la carte Constante ciblée puis cet
Invocateur perd 2

~ **Échec** = L'adversaire ciblé Exclut une carte Constante
de son choix puis l'un de ses Invocateurs perd 2



Additional Stacks

It is possible for multiple Stacks to exist at the same time. Players build and then resolve one Stack before they may build and resolve the next Stack.

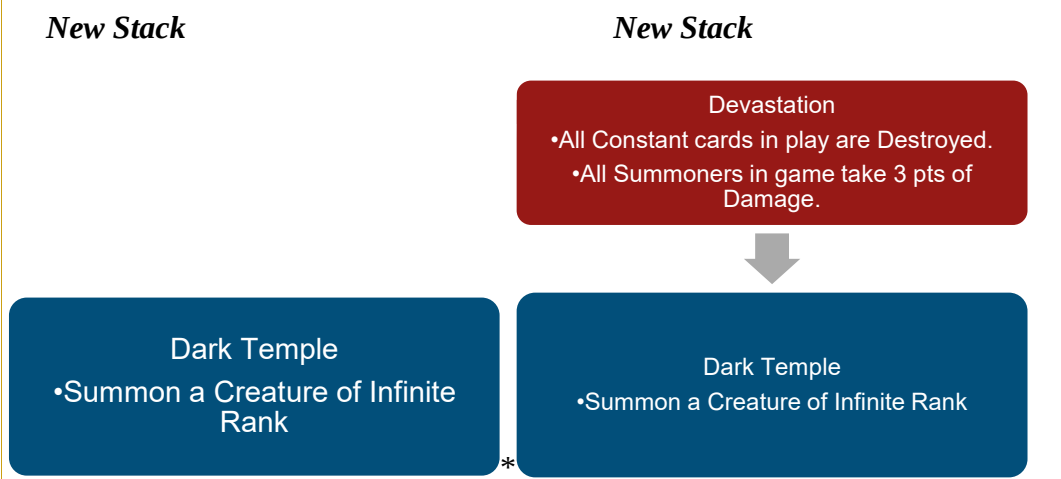
Additional Stacks are created in two situations:

- When several Effects are triggered simultaneously (start-of-Turn Effects, end-of-Turn Effects, etc.), and
- When a card enters the Battlefield following the resolution of a component in the Stack.

When several Effects are triggered simultaneously, each Effect opens a separate Stack. The active player chooses a Stack to continue building and the priority exchanges continue until the resolution of that Stack. When this Stack is fully resolved, the active player chooses a new Stack to build and then resolve until all such Stacks are resolved.

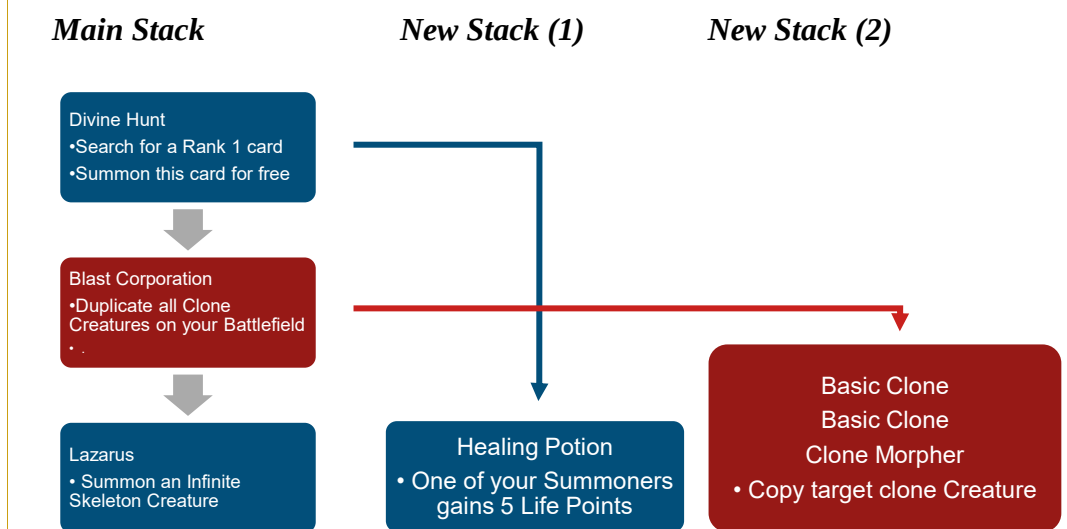
Example : Alex controls a “Dark Temple,” which allows him to Summon a Creature of Infinite Rank at the beginning of each Cycle, and a “Life Temple,” which allows him to make each Summoner gain 1 Life Point at the start of each Cycle. When Alex enters his Invocation Phase, the start of Turn/Cycle Effects each create one Stack. He then decides to address the Stack created by the “Dark Temple” Effect and not add anything to this Stack. Oscar doesn't respond either, the Stack is resolved, and the Creature is Summoned. Now, Alex wants to address the Stack created by the “Life Temple” Effect. He gives priority to Oscar, who plays a “Devastation” and Activates its Action. Priority is refused by Alex, then Oscar, and this Stack enters resolution. The “Devastation” Action destroys all Constant cards in play and all Summoners lose 3 Life Points. This kills Alex's

“Atlas,” which only had 1 Life Point left. In addition, the Effect of the “Life Temple” is not resolved since it is no longer on the Battlefield.



When a card enters the Battlefield following the resolution of a component of a Stack, it initiates a specific Stack. Players may build and then resolve this Stack when the initial Stack is completely resolved. If several Stacks are created, then they are built and resolved according to the chronology of their initiations.

Example : Alex controls two “Basic Clones” as well as a third, which is actually a “Clone Morpher.” Oscar activates the first Skill of his “Lazarus,” then Alex Invokes “Blast Corporation” and Oscar Invokes “Divine Hunt.” The resolution of “Divine Hunt” will create a new Stack in which the desired card will be Summoned. The resolution of “Blast Corporation” will create a new Stack in which the Duplications from “Blast Corporation” will come into play, namely the two “Basic Clone” and the “Clone Morpher.” These Stacks will give rise to priority exchanges and will be resolved according to the chronological order of their appearance



List of Abilities



Assimilation

“Assimilation” is a passive Ability.

A card that has the Assimilation Ability also has the Effect: “Before the Combat Phase, you may combine Creatures with Assimilation” (i.e. the assimilated cards are stacked on top of each other). A new Creature is created by this combination. This new Creature has all the properties of the card on the top of the pile, exception that its Attack Value is equal to the sum of the Attack Values of the assimilated cards and its Defense Value is equal to the sum of the Defense Values of the assimilated cards

Losing the Assimilation Ability has no impact for an already Assimilated Creature.

Creatures in the pile of an Assimilation are no longer considered to be in play, except for the Creature on top of the stack.

The new Creature resulting from an Assimilation is subject to Invocation Sickness the Turn it comes into play. If it is Destroyed or Excluded, it is considered to be only one single creature which has been Destroyed or Excluded. However, all cards present in the Assimilation pile go to the Cemetery or the Exclusion Zone, as applicable.



Advantage

“Advantage” is a passive Ability.

A card that has the Advantage Ability also has the Effect: “If this card would deal Combat Damage to a Summoner, the controller of this card chooses which Summoner which receives the Combat Damage.



Bomb

“Bomb” is a passive Ability.

A card that has the Bomb Ability also has the Effect: “This card is also the Explosive Type.”



Cloning

“Cloning” is an active Ability.

A card that has the Cloning Ability also has the Action:



:

Success: Duplicate this Creature on your Battlefield

Failure: Destroy this Creature.

May be Activated only during your Turn and only if this card is Clone Type.



Constancy

“Constancy” is a passive Ability..

A card that has the Constancy Ability also has the Effect: “This card may not receive -X / -X Charges.”

It is strictly impossible to put a -X / -X Charge on a card that has the Constancy Ability.

Example : Alex has “Vehuiah” and “Guni” on his Battlefield. Oscar plays an Imminent card, but Alex tries to respond with the Action of “Vehuiah.” However, neither “Guni” nor “Vehuiah” may receive a -1 / -1 Charge since both have the Ability “Constancy.” Alex may still trigger the “Vehuiah” Action, but in case of Failure his Summoners will each lose 1 Life Point.

A card with Constancy may not be the target to receive a -X / -X Charge.



Distance

“Distance” is a passive Ability.

A card that has the Distance Ability also has the Effect: “This card may only be Blocked by a Creature with the Reach Ability or by a Creature on the same Plane as this Creature if it either has the Distance Ability or is a Door.”

The Distance Ability does not alter the Plane of its card



Diversion

“Diversion” is an active Ability.

A card that has the Diversion Ability also has the Action:



:

Success: Until the end of the Turn, target Creature may not Block.

This Action may only be Activated before the Combat Phase of the Turn begins



Drain

“Drain” is a passive Ability.

A card that has the “Drain” Ability also has the Effect: “After the Combat Phase, if this Creature was Blocked and survived, it gains a +1/+1 Charge.”



Water

“Water” is a passive Ability.

A card that has the Water Ability also has the Effect: “This card is also the Water Type.”



Electric

“Electric” is a passive Ability.

A card that has the “Electric” Ability also has the Effect: “This card is also the Electric Type.”



Chained

“Chained” is a passive Ability.

A card that has the Chained Ability does not have any additional Effects.

If an Effect other than that of the card with the Chained Ability removes this Ability, then the card which previously had the Chained Ability does not benefit from any Effect linked to the loss of the Chained Ability.



Root

“Root” is a passive Ability.

A card that has the Root Ability also has the Effect: “This Creature may only be Destroyed by Combat Damage or by Sacrifice.”



Together

“Together” is a passive Ability.

A card that has the Together Ability also has the Effect: “Invoking this card requires spending two Capacity Points; one from each Summoner.” It is not possible to Summon a card with the Together Ability

Example : *FOUR ARM* or *MYRTHIL*



Equipment

“Equipment” is a passive Ability.

A card that has the Equipment Ability is also called an Equipment Card. It also has the Effect:

“This card is attached to the card it equips while it is in play. If the card it equips is returned to a player’s hand, sent to the Cemetery, or Excluded, then this card is sent to the same destination.”:

Summoner may only have one Equipment Card equipped.

When the Equipment Ability (and, therefore, the Effect) is removed or Canceled, the Equipment Card is no longer equipped and is sent to the Cemetery (unless impacted by other gameplay elements).



Dodge

“Dodge” is an active Ability.

A card that has the Dodge Ability also has the Action:



Success: Target Creature an opponent controls inflicts no Combat Damage during this Combat Phase. A card with a Disease Ability that you control Infects the targeted Creature.

This Action may only be Activated when resolving a Combat involving this Creature.”



Exhumed

“Exhumed” is an active Ability.

A card that has the Exhumed Ability also has the Action:



Success: Target Creature you control gains a +1/+1 Charge. If this target Creature is Zombie Type, it gains a +2/+2 Charge instead. Activate this Action only when this Creature is Destroyed.”

If a creature with the Exhumed Ability is Excluded or Discarded, then it is not Destroyed and the Exhumed Action may not be Activated.



Explosion

“Explosion” is a passive Ability.

A card that has the Explosion Ability also has the Effect: “Once, during your Combat Phase, if this Creature is equipped with a card with the  Ability, Sacrifice this Creature then Destroy target Creature controlled by an opponent on the same Plane .”



Fire

“Fire” is a passive Ability.

A card that has the Fire Ability also has the Effect:
“This card is also the Fire Type”.



Ice

“Ice” is a passive Ability.

A card that has the Ice Ability also has the Effect:
“This card is also the Ice Type”.



Horde

« Horde » is a passive Ability.

A card that has the Horde Ability then also has the Effect: “When this Creature is declared as a Blocker, it may Block against an additional Attacker as long as the sum of the Attack Values of the Attackers already Blocked is less than the Defense Value of this card.

A card with the “Horde” Ability inflicts its Attack Value on all blocked creatures until it is Destroyed.



Copycat

“Copycat” is a passive Ability.

A card that has the Copycat Ability also has the Effect: “Once per Turn, this card may Reactivate an Action from one of your cards as if it had that Action itself”.



Immunity

“Immunity” is a passive Ability.

A card that has the Immunity Ability also has the Effect: “This card may not be Infected with a Disease”.



Disease

“Disease” is a passive Ability.

A card that has the Disease Ability then also has the Effect: “The Effects of this card are diseases.”



Morpher

“Morpher” is a passive Ability.

A card that has the Morpher Ability also has the Effect: “This card comes into play by Copying a target indicated in the Morpher Effect. It retains its ??? Type, the Morpher Ability, and the Action present on the card. This card is Destroyed if it loses the Morpher Ability or if it is not a Copy of any card..

Example : Alex Summons a “Clone Morpher” targeting his “Basic Clone.” Oscar then Activates the second Skill of his “Atlas” to Destroy the “Basic Clone.” If Alex does not respond, then he will lose both his “Basic Clone” and his “Clone Morpher,” which targets his first clone to copy it. Alex then decides to Activate the first Skill of his “Atlas” to save his “Basic Clone.” After resolution, Alex has a “Basic Clone” and a Copied “Basic Clone” with the ??? Type, the Morpher Ability and the basic action of the “Clone Morpher.” Oscar Activates the first Skill of his “Yzate” to remove the Morpher Ability from the Copied “Basic Clone.” Upon resolution, the “Clone Morpher” loses the Morpher Ability and is Destroyed .



Multi-target

“Multi-target” is a passive Ability.

A card that has the Multi-target Ability also has the Effect: “When Activating an Action on this card, it is possible to Reactivate it as many times as desired by paying its cost. It is possible to change the target for each Reactivation. All Actions on this card are subject to the Fixed Price Ability

The Multi-target Ability includes the Fixed Price Ability. When a card has the Multi-target Ability, none of its Actions may have their costs modified or be Activated without cost.



Food

“Food” is a passive Ability.

A card that has the Food Ability also has the Effect:
“This card is also a Food Type.”



Shadow

“Shadow” is a passive Ability.

A card that has Shadow also has the Effect: "This Creature loses all its other Creature Types, Abilities, Actions and Effects and may not Block or be Blocked"



Wall-Pass

“Wall-Pass” is a passive ability.

A card that possesses the “Gatekeeper” Ability also has the Effect: “This creature cannot be Blocked by a Door and is not affected by a Door’s Effect or Action “.



Iron Skin

“Iron Skin” is a Passive Ability.

A card that has the Iron Skin Ability also has the Effect: “When this Creature Blocks, it gains a +1/+1 Charge after the Combat Phase.”



Pierce

“Pierce” is a passive Ability..

A card that has the Pierce Ability also has the Effect: “When this Creature Attacks, if it is Blocked, it inflicts on the defending player the excess of its Attack Value beyond the Defense Value of the Blocker, if any.

The defending player who receives this Combat Damage chooses which of his or her Summoners receives the Combat Damage.

The Pierce Ability does not impact combat outside the scope of the Attack Step of the Combat Phase.



Reach

“Reach” is a passive Ability.

A card that has the Reach Ability also has the Effect: “This creature may Block all cards that are not Unblockable”



Possession

“Possession” is an active Ability.

A card that has the Possession Ability also has the Action:



Success: After the Combat Phase, even if this Creature is no longer on the Battlefield, take control of target opposing Creature that participated in Combat with this Creature during this Turn. Untilt the targeted Creature and place it on your Battlefield until its owner's next Turn. Activate only when this creature Attacks or Blocks.”

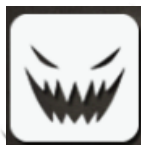
If a Creature with the Possession Ability Blocks several Attackers, its controller chooses which Attacker will be Possessed.



Fixed Price

“Fixed Price” is a passive Ability.

A card that has the Fixed Price Ability also has the Effect: “The cost of this card’s Actions may not be modified or eliminated.”



Rage

“Rage” is an active Ability.

A card that has the Rage Ability also has the Action:



Success: This creature gains a +1/+1 Charge. You may continue to toss an additional coin as long as the preceding toss was a Success. This Creature gains a +1/+1 Charge for each Successful toss. Remove these Charges at the end of the Turn.”

In the event of a Failed toss after Activating Rage, no additional coin tosses may be made for the Rage Action and no gameplay element may allow for a reperformance of the Failed toss. The Creature keeps the +1/+1 Charges gained until the end of the Turn.

Successive coin tosses after Activation of the Action are not true Successes or Failures. They may not be forced by other gameplay elements, and a single Action for the collective result of the tosses is put on the Stack.



Réanimation

“Reanimation” is an active Ability.

A card that has the Reanimation Ability also has the Action:



Success: This card remains on the Battlefield and is reset. This card gains a +1/+1 Charge. If this card would be Destroyed again, Exclude it instead. Activate only when this creature is Destroyed.

Despite a Success during the Activation of the Reanimation Action, the card which has the Reanimation Ability is considered to be Destroyed during its first Destruction, causing any Effect linked to that Destruction.

Example : Alex controls two “Skeleton” Creatures on which there are +1/+1 Charges and “Support” while Oscar plays a “Devastation” by paying its Action. During the resolution, Alex's two “Skeleton” Creatures are Destroyed simultaneously, which allows Alex to immediately draw two cards and gain 2 Ether points. Alex may then Activate the Actions of his “Skeleton” Creatures. He activates a first Reanimation, which ends with a Failure, Oscar does not respond, then a second Reanimation, which ends with a Success. Alex's first “Skeleton” is removed from the game

(since it is an Infinite Rank Creature) while his second "Skeleton" remains on the Battlefield being reset (without any Charge).

When several cards that have the Reanimation Ability are Destroyed simultaneously, the Reanimation Actions are Activated in succession and open as many additional Stacks as the number of Reanimation Actions Activated.



Fightback

"Fightback" is a passive Ability.

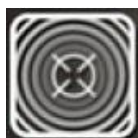
A card that has the Fightback Ability also has the Effect: "When this card Blocks during a Combat, its base Attack Value is doubled while this Combat is resolved."



Bleeding

« Saignement » est une Aptitude passive.

A card that has the Bleeding Ability then also has the Effect: "When this Creature is Blocked and survives, the Blocker gains a -1/-1 Charge after the Combat Phase."



Splash

"Splash" is a passive Ability.

A card that has the Splash Ability also has the Effect: "Every time this Creature deals Combat Damage to one Summoner, it deals the same amount of Damage to the other Summoner."



Symbiosis

"Symbiosis" is a passive Ability.

A card that has the Symbiosis Ability also has the Effect: "This card benefits from the text "Symbiosis:"

A card that loses the “Symbiosis” Ability is considered to no longer have the “Symbiosis.” Effect as long as it no longer has the Ability.



Fixed Time

“Fixed Time” is a passive Ability.

A card that has the Fixed Time Ability also has the Effect: “The Effects and Actions of this card occur based on the conditions of the game at the time of the declaration of these Effects and Actions and not based on the conditions of the game at the time of their resolution.”

Example : Alex plays “Prophecy of Excess” while Oscar has four cards in his hand. Oscar responds by Summoning a “Candy Cuttest Kitty”. During the resolution, the “Candy Cuttest Kitty” is Summoned, the “Prophecy of Excess” is resolved, and Oscar loses 2 Life Points on each of his Summoners because, when “Prophecy of Excess” was declared, he had four cards in his hands (i.e. more than three).



Lock

“Lock” is a passive Ability.

A card that has the Lock Ability also has the Effect: “This card may be Opened or Closed by an Effect.”

Doors behave as if they had the Lock Ability, but they do not.

A card that loses the Lock Ability can no longer be Opened or Closed; if it is Tilted, the Lock Ability is lost, and it will Untilt during its controller’s the next Awakening Phase.



Flight

“Flight” is a passive Ability.

A card that has the Flight Ability also has the Effect: “This card is on the Air Plane

When a creature loses the Flight Ability, it is on the Ground Plane.



Poison

“Poison” is a passive Ability.

Only Food  type creatures may have the Poison Ability. At the beginning of the Invocation Phase of the controller of the card(s) with the Poison Ability, one of that player's Summoners loses one Life Point for card with the Poison Ability. The Summoner that loses each Life Point is determined by the player who controls the card(s) with the Poison Ability.

A Creature may not accumulate more than one instance of the Poison Ability. Poison is not a Disease and may not be Cured. The Effect of Poison does not apply if the card with the Poison Ability is inactive. If a card with the Poison Ability loses its Food Type, it also automatically loses the Poison Ability.



Velocity

“Velocity” is a passive Ability.

A Creature that has the Velocity Ability may Attack during the Turn in which it comes into play. If it Attacks in this way, its base Attack Value will be 0 during Combat. This change to the base Attack Value does not impact any +X/+X Charges.

The Velocity Effect may only be activated during the Turn in which the Creature is Invoked or Summoned.



Candy

“Candy” is a passive Ability.

A card that has the “Candy” Ability also has the Effect: “also has the Effect: “This card is also a Candy Type.”



Adept

« Adept » is a passive Ability.

A card that has the 'Adept' Ability also has the Effect: "This card is also of the Adept type".



Corrupted

« Corrupted » is a passive Ability.

A card that has the 'Corrupted' Ability also has the Effect: 'This card is also of the Corrupted type'. A card is considered corrupted if the name of the card contains the term "corrupted", however, it is also possible to use effects or actions to corrupt a card by giving it a 'corruption charge'. In the latter case, the corruption charge is represented by a die, a coin, or any other visual means agreed upon with the opponent(s) to symbolise it. If the charge disappears, the card is no longer corrupted and returns to its original state.

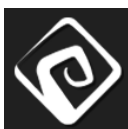
An uncorrupted card that becomes corrupted does not gain the same abilities as the existing basic corrupted card. (Corrupting El Diablo does not give it the abilities of Corrupted El Diablo from the Corrupted set.)



Soon



Soon



Soon

List of disease

Some Diseases are so common in **Rise** that they have specific names and graphic icons. This chapter defines these Diseases. This is not an exhaustive list of all the Diseases present in **Rise**. Any Effect may be a Disease as long as it is categorized as such.



Allergy

“Allergy” is a Disease.

A Creature Infected by Allergy receives a cumulative -1 / -1 Charge as long as it remains Infected.



Amok

“Amok” is a Disease .

For each Creature Infected by Amok, the Creature’s controller performs a coin toss at the start of that player’s Turn. On a Success, the Creature Infected by Amok randomly Confronts an allied Creature and can no longer activate an Action during that Turn.

Example : Alex Attacks with “El Diablo” and “Cutest Kitty.” In response, Oscar Activates the Action of “Amok” on “El Diablo” and the toss is a Success. “El Diablo” receives the Amok Disease. On Alex's Turn, after his Restoration Phase, Alex must toss a coin. It’s a Success. “El Diablo” Attacks the “Cutest Kitty,” the only other allied Creature. Alex has no Summoner Skill, Action or Imminent card to prevent this from occurring. “El Diablo” and “Cutest Kitty” inflict their Attack Values on each other. The “Cutest Kitty” dies and, when it dies, causes both of Oscar’s Summoners to lose two Life Points and destroys the “El Diablo” which Attacked it.



Dementia

“Dementia” is a Disease.

For each Creature Infected by Dementia, the Creature’s controller performs a coin toss at the start of that player’s Turn. On a Success, the Creature Infected by Dementia subtracts its Attack Value from its defense and may no longer Activate an Action during that Turn.

Example : Alex has a “Nocturne” Infected by Dementia. At the start of his Turn, after his Restoration Phase, Alex must toss a coin. It’s a Success. “Nocturne” is about to inflict its own Attack, but Alex spends Capacity Point to use the first Skill of “Atlas:” “Atlas prevents all Damage to target Creature you control until the end of Turn”. Thus, Alex protected his “Nocturne” from damaging and Destroying itself. The “Nocturne” Action may not be used this Turn. Alex could also have used the “Nocturne” Action before the Dementia coin toss resolved



Madness

“Madness” is a Disease.

When a player Infects a Creature with Madness, that Creature comes under that player’s control. The Infected Creature remains under that player’s control as long as the Creature is Infected by Madness.



Paralysis

“Paralysis” is a Disease.

For each Creature Infected by Paralysis, that Creature’s controller performs a coin toss at the start of that player’s Turn. On a Success, the Creature Infected by Paralysis becomes Inactive until the end of the Turn.

Example : At the start of his Turn, Alex tosses a coin to resolve the Effect of Paralysis, which Infects his “Master Chef” equipped with a “Mushroom.” It’s a Success. The “Master Chef” is subject to the negative Effect of Paralysis and becomes Inactive. Alex may no longer Tilt the “Master Chef,” Activate its Actions or Effects, or Attack or defend with it. In addition, Alex no longer benefits from the Effects of the “Master Chef.” Alex may not “Invoke a Food card for free” while the “Master Chef” remains Inactive, and the “Master Chef” who had a +2/+2 Charge Counter thanks to the effect of the doubled “Mushroom” now finds itself with a +1/+1 Charge Counter.



Paranoia

“Paranoia” is a Disease.

For each Creature Infected by Paranoia, that Creature’s controller performs a coin toss at the start of that player’s Turn. If Successful, the next time the Creature infected by Paranoia should take Damage, it will take double the amount of that Damage.

The Effect of Paranoia is not removed at the end of the Turn and cannot be combined.



Example: Alex has a “Miel” Infected by Paranoia. The coin toss of Paranoia results in a Success, meaning that Miel will receive double Damage the next time it receives Damage from a source. Oscar plays “High Voltage” and pays the cost of its Action to inflict 3 Damage on all Creatures. “Miel” will receive 6 Damage and be Destroyed in the absence of intervention. Alex then uses the second Skill of Atlas to “Inflict 1 Damage to up to 3 target Creatures” and targets “Miel.” Miel suffers double the Damage caused by Atlas (2 Damage) and then the Damage from “High Voltage” (3 Damage, for a combined 5 Damage). “Miel” survives.

Parasite

“Parasite” is a Disease.

A Creature Infected by Parasite receives a -1/-1 Charge at the beginning of the Turn after which the Creature was Infected by Parasite. The Infected Creature receives another -1/-1 Charge at the beginning of the second Turn after which it was Infected by Parasite. The Infected Creature receives another -1/-1 Charge at the beginning of the third Turn after which it was Infected by Parasite. If the Infected Creature is Destroyed by any of these Charges, then the player who Infected the target Creature with Parasite chooses a Summoner of the player who controls the Infected Creature and inflicts 3 Damage on that Summoner.



Trauma

“Trauma” is a Disease.

For each Creature Infected by Trauma, the Creature’s controller performs a coin toss at the start of that player’s Turn. On a Success, the Creature Infected by Trauma is Destroyed and the player who initiated the Infection inflicts 2 Damage on one of his or her Summoners.



Schizophrenia

“Schizophrenia” is a Disease.

For each Creature Infected by Schizophrenia, that Creature’s controller performs a coin toss at the start of that player’s Turn. On a Success, the player who initiated the Infection takes control of the Infected Creature’s Actions. The cost of the Actions remains the responsibility of the owner of the Creature.

Example: Alex has 2 coins in his Stock and a “Grave Robber” on his Battlefield, Infected with Schizophrenia. At the start of Alex’s Turn, the Schizophrenia coin

toss results in a Success. Oscar is now the only player who may use the Actions of the Infected "Grave Robber" during Alex's Turn. Although Oscar has 9 coins in his Stock, he must use Alex's coins to Activate the "Grave Robber" Actions. Oscar may not Activate the second Action of the "Grave Robber," which costs 3 coins, but may Activate the first Action, which costs 1 coin. Using the first Action will result in 1 of Alex's coins being paid



Cold

"Cold" is a Disease.

The player Infected by Cold must pay 1 coin before each of that player's Restoration Phases. Cold disappears if the opponent is unable to pay.

Glossary

- **Activate**

It is possible to “Activate” an Effect, an Action or a Summoner Skill.

Activating an Effect is done by simple declaration.

Activating an Action is done by paying its cost (if any) and tossing a coin (if required).

Activating a Skill is done by spending a Capacity Point.

- **Opponent**

The term “opponent” means any player other than the active player.

- **Confrontation**

“Confrontation” takes place when Creatures oppose their Attack and Defense Values, outside of a Combat.

- **Cancelled**

A gameplay element that is already placed in the Stack and awaiting resolution may be “Cancelled.” Cancelling an item means removing the item from the resolution Stack.

- **Summon**

Summoning a card means placing a card in play from a specific area: a card may be Summoned from a Library, a Graveyard, an Exclusion Zone or from outside the game. The Summoned card must meet the conditions of its Type(s) in order to remain in play or apply an Effect. A card may not be Summoned from a player’s hand.

- **Block (see Combat Phase)**

• « Constant » Card

A “Constant” card is a card that has another Type in addition to Imminent or a card that does not have the Imminent Type and is on a Battlefield.

“Summoners,” “Level Ups,” “Stock” and “Ether” cards are not considered Constant cards and never will be.

Inactive cards are considered Constant.

• Target

A target is valid as long as the targeted card is still in the indicated Zone. If a target is no longer valid, the card's Effect considered to “Fizz” (i.e., does nothing)

A card targets the Battlefield unless another specific Zone is indicated.

• Combat (see Combat Phase)

A “Combat” only takes place during a Combat Resolution Step in a Combat Phase. A Combat pits an Attacker against a Blocker, the cards inflict their respective Attack Value on each other in Combat Damage, and the Combat Damage reduces the Defense Values of the participating Attacker and Blocker until the end of the Turn.

Any forced Attack or forced Block is not considered a Confrontation, not a Combat.

Example: Oscar plays “Obligation” during Alex’s Turn and uses the first Action of “Obligation” to force two of Alex’s creatures to Attack and Block each other. Oscar spends 2 coins and then targets Alex’s “Basic Clone” and the “Gold Eater,” which currently has 6 Attack Value and 6 Defense Value. The “Basic Clone” dies from the Confrontation and Alex will remove 1 coin from his Stock after his Combat Phase. This is not a Combat and even if Alex played “Prophecy of Injustice” after his Combat Phase, it would have no effect on this Confrontation. Therefore, Alex chooses not to declare a Combat Phase, so he does not have to lose 1 coin to the Effect of the “Gold Eater.”

• Controller

The “controller” of a card is the player who has that card on his or her Battlefield (unless otherwise indicated).

The controller of a card is the player who benefits from its Effects, Activates its Actions, may Sacrifice it, may select it for participation in a Combat Phase, benefits from the Effects linked to its Destruction, etc. (unless otherwise indicated)

· Copy

To “Copy” a card means to replace all the properties of that card with the properties of another card. Consequently, Equipment, Charges or any other gameplay element that is not a property of that card are not Copied.

· Victorious Creature

A “Victorious” Creature is a Creature which has participated in a Combat and which is still in play at the end of the Combat Phase while the Creature which was opposed to it in Combat is Destroyed.

Example : « *Prophecy of Injustice* »

· Cycle

A “Cycle” is a unit used to measure time that is equal to a certain number of Turns. This number is equal to the number of players participating in the game.

A Cycle considers the Turns having completed at least one end of Turn.

Example : *In a 2-player game, one Cycle is equivalent to 2 Turns. Oscar plays "Freeze" on one of Alex's Summoners during Alex's Turn. This Summoner is then unusable until the start of Alex's next Turn, after having seen the end of Alex's Turn then the end of Oscar's Turn (i.e. 2 Turns).*

A Cycle may be affected by cancelled Turns.

Example : *In a 2-player game, one Cycle is equivalent to 2 Turns. Alex plays “Destiny” and resolves its Effect. Oscar's Turn is canceled. It's Alex's Turn again. Only one Turn occurred, that of Alex during which he played “Destiny.” A Cycle has not yet been completed since the second Turn, in this case the second Turn of Alex, has not completed.*

· Destroy

“Destroying” a card results in this card being sent to its owner's Cemetery. It is classified as Destroyed. If the Destroyed card is of Infinite Rank, it does not go to the Cemetery, but it is removed from the game and its controller gains 1 Ether.

A card with the “Indestructible” Ability may not be Destroyed, except by Sacrificing it.

• Damage

Damage that cards inflict on each other during Combat is called “Combat Damage.”

Damage inflicted by an Effect, Action, or Skill is called “Damage.”

Any loss of Life Points is considered “Damage.”.

• Duplication

A valid target is required to Duplicate a card. A Duplicate or Copy is not a valid target.

Any voluntary, forced, or involuntary Duplication of a card with an invalid target is impossible.

As long as a Duplicated card is in play, its original card may no longer be Duplicated.

• Exclude

“Excluding” a card results in sending the card to its owner’s Exclusion Zone. It is classified as Excluded.

Only Constant cards may be Excluded.

• Face down

A “face-down” card is a card for which only the back side is visible.

• Frozen

A “Frozen” Constant becomes Inactive. If this card is a Creature, it additionally gains a -1/-1 charge for a duration dictated by the card inflicting the condition.

• Death

A Summoner is not Destroyed when its Life Points are equal to 0; it is Dead. A Dead Summoner is not considered to be in play. A Dead Summoner may be resurrected by gameplay elements. A resurrected Summoner is no longer considered to be Dead and is considered to be in play.

• Capacity Point

A Capacity Point is a resource used by a Summoner to Invoke a card or Activate a Summoner Skill. It is permissible to Tilt the different Level Up cards of a Summoner for each Capacity Point used in order to visualize the Capacity Points used and available. These Level Up cards are not considered to be Tilted; they simply provide a visual representation of used Capacity Points.

Capacity Points are associated with their respective Summoners.

• Owner

A card has an owner at the start of the game and never changes. The owner of a card corresponds to the player who had this card in the player's Library before the start of the game. Summoners have an owner at the start of the game and a Summoner's owner may not change.

• Reactivate

"Reactivate" means Activate again

It is only possible to Reactivate an Effect, an Action, or a Skill if it has already been Activated during the Turn. This Effect, Action, or Skill must not be designated as "once per Turn" in its text..

• Réessayer

"Retry" applies to a coin toss and allows the coin to be tossed again to produce a new result, ignoring the previous result.

Example : Alex Invokes "Regression" and then designates the necessary targets, pays the resource cost and performs a coin toss. It's a Failure. Oscar, who controls a "Sado," seizes this opportunity to play a "Salt" on this Action. Alex is preparing to lose 2 Life Points on each of his Summoners. Alex cannot endure this Damage, so he activates the second Skill of his "Yris:" "Retry a Failed Action." This begins the resolution of the Stack. Alex chooses to try the "Regression" Action again. He tosses the coin again and it's a Success. "Salt" doubles the

“Regression” Action. The “Regression” Action is now a Success, so it does not trigger the “Sado” Effect and causes the targeted Summoner to lose a Level

• Resources

Life Points , Ether  and coins  are resources. Each of them is limited to a maximum of 30.

Certain resources may be necessary to pay the cost of Actions or Summoner Skills.

Resources spent on adding a gameplay element to a Stack are consumed, regardless of the resolution of that gameplay element.

• Resurrect

When a Summoner is dead, it may be resurrected. The resurrected Summoner returns to play under the conditions dictated by the resurrection (with the Level Ups assigned at the time of that Summoner's Death). The summoner is returned Untilted and may reuse Capacity Points.

• Revealing

Revealing a card means showing the card to all players and keeping it face up if it is in a

• Restoration

Restoration reactivates all of a Summoner's deactivated Skills and Levels

• Sacrifice

“Sacrificing” a card results in sending the card to its owner’s Cemetery. The card is classified as both Sacrificed and Destroyed. If the Destroyed card is of Infinite Rank, it does not go to the Cemetery but is removed from the game and its controller gains 1 Ether point.

Only the controller of a card may Sacrifice the card.

An Indestructible card or a card with the Root Ability may be Sacrificed.

• Cure

A player, a Summoner or a card may be “cured,” which removes all the Diseases with which it was previously Infected. Poison is not a Disease.

• Treat

A card may be “treated,” which results in the removal of any Poison Ability by which it was affected.

• Protect

Protecting a constant card means making it immune to negative effects.

Comprehensive list of all negative effects:

Destroy, Sacrifice, Exclude or render Inactive a card;

Apply Damage to a card;

Infect a card with a Disease;

Place one or more negative Charges;

Cause a Type, Action, Effect or Ability to be lost or removed;

Change a card’s controller;

Return a card to a hand; and

Prevent a card from Blocking

• Prevent

“Prevent” refers to the cancellation or prevention of an Event, most commonly Damage. This can take the form of:

An Action - a player chooses to prevent an Effect or Damage by performing a specific Action.

An Effect - an Ability or Effect automatically triggers prevention.

Damage - in this case, "preventing Damage" means that Damage is cancelled before it is inflicted

• Évènement

An “Event” is a card or Effect that is triggered at a specific point in the game and produces an immediate impact on play. When an Event is played, its effects are applied according to the instructions on the card, and then it is discarded (unless otherwise required by gameplay elements). Events may only be played when the specified conditions are met and follow the game's own rules of priority or timing.

• Turn

The start of a Turn is marked by entry into the Invocation Phase

• Cycle

A cycle corresponds to a number of turns equal to the number of players. It begins with one player and ends when that player's turn returns.

Special Case

Response window for “Loses a Level”

When a card indicates that a target Summoner has lost a Level (e.g. “Distress” or “Oracle” Skill), it may be played in response to the Activation of an opposing Summoner's Capacity Point, even if this Capacity Point is already placed in the Stack. Level loss applies before the Activated Skill of Invocation is resolved.

⚠ If the card is played in response to the use of a Summoner's last Stacked Capacity Point and the Level is lost prior to resolution, the Activated Skill or Invocation is cancelled (i.e., it Fizzles and does not resolve).

Drawing without a card in the Library

When a player must draw a card, but the player's library does not contain any cards, that player must Sacrifice one of his or her Summoners for each card that cannot be drawn.