Kartomantik

Prepare to Play Your Soul



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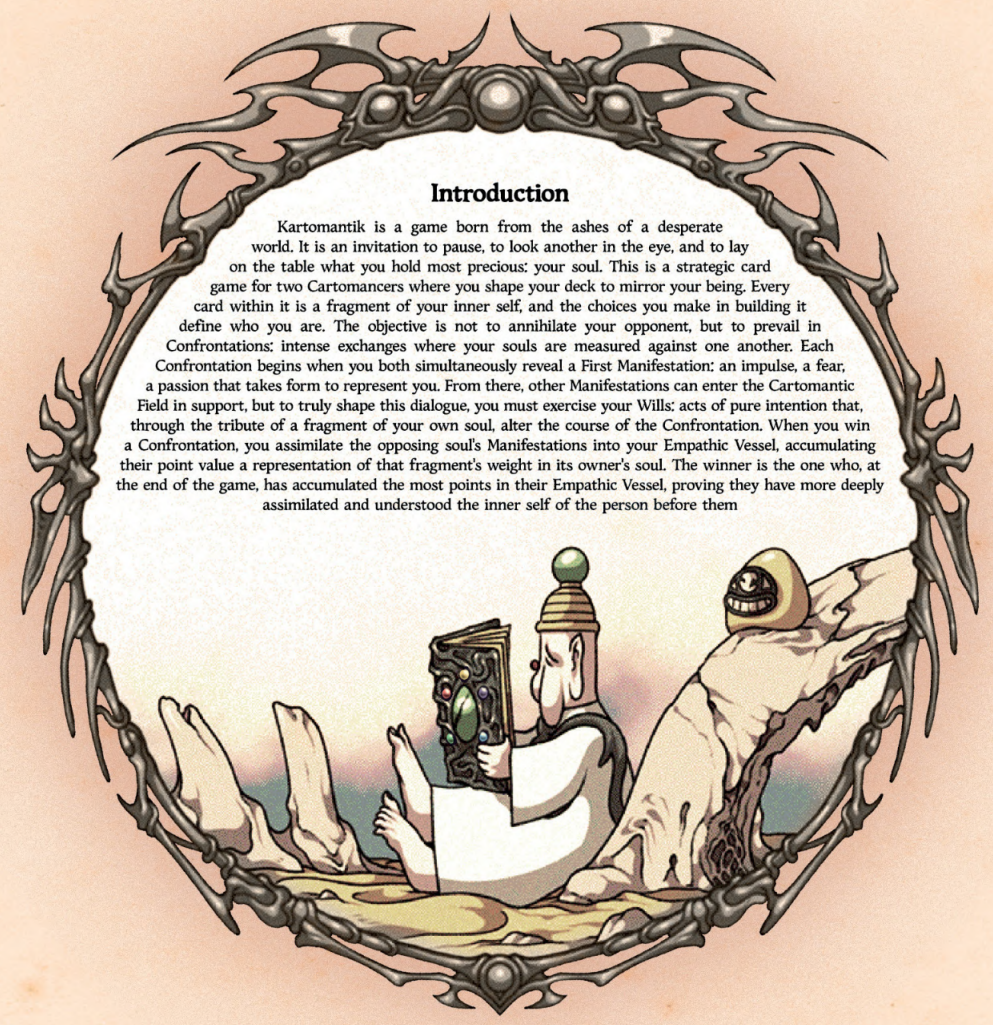
KARTOMANTIK

Prepare to Play Your Soul

RULEBOOK 2.0

Introduction

Kartomantik is a game born from the ashes of a desperate world. It is an invitation to pause, to look another in the eye, and to lay on the table what you hold most precious: your soul. This is a strategic card game for two Cartomancers where you shape your deck to mirror your being. Every card within it is a fragment of your inner self, and the choices you make in building it define who you are. The objective is not to annihilate your opponent, but to prevail in Confrontations: intense exchanges where your souls are measured against one another. Each Confrontation begins when you both simultaneously reveal a First Manifestation: an impulse, a fear, a passion that takes form to represent you. From there, other Manifestations can enter the Cartomantic Field in support, but to truly shape this dialogue, you must exercise your Wills: acts of pure intention that, through the tribute of a fragment of your own soul, alter the course of the Confrontation. When you win a Confrontation, you assimilate the opposing soul's Manifestations into your Empathic Vessel, accumulating their point value a representation of that fragment's weight in its owner's soul. The winner is the one who, at the end of the game, has accumulated the most points in their Empathic Vessel, proving they have more deeply assimilated and understood the inner self of the person before them



1 The Basics

1.1 The Temperaments

Every card that makes up a Cartomancer's soul belongs to a Temperament. These Temperaments, and their distribution within a deck, define the power and personality of that soul. The Temperaments are the fundamental currents of being, each with its own identity and a different way of approaching the Confrontation:

Base Temperaments



Phlegmatic (Green): Patient, collaborative, encompassing. The Phlegmatic does not impose; it expands. In a Confrontation, it puts every fragment of itself on the table, cultivating a presence of many small Manifestations that becomes unstoppable. Its victory is one of empathic saturation: it envelops the opponent so deeply in its own interiority that it leaves them no room to define their own.



Choleric (Red): Passionate, wrathful, overwhelming. The Choleric is a soul that burns with a single, intense flame. It does not dialogue: it declares. In a Confrontation, it manifests emotional peaks of immense power and unleashes Wills that annihilate every obstocle, imposing its own truth with a force that brooks no reply.



Vitreous (Blue): Cold, logical, manipulative. Where others see chaos, the Vitreous sees a pattern. It controls the flow of the Confrontation by drawing answers, invalidating opposing impulses by returning them to the deck, and duplicating the most effective responses. It prevails not by exposing its own soul, but by proving it has understood the other's better than it understands itself.



Capricious (Yellow): Cunning, unpredictable, envious. The Capricious dances on the edge of uncertainty, using its apparent vulnerability as bait. Instead of confronting honestly, it sabotages the dialogue: it neutralizes the strongest impulses, steals what is not its own, and thwarts the opponent's plans with frustrating timing, winning at the moment the other no longer knows how to express themself.



Melancholic (Purple): Nostalgic, tormented, consuming. The Melancholic soul fights its own emptiness by projecting it onto the other. It forces them to lose fragments of themself by making them discard cards, weakens their impulses, and recalls the past from the Limbo. Assimilating the opponent's Manifestations into its Empathic Vessel is the only way it knows to feel, if only for a moment, a little more whole.

Meta-Temperaments



Transcendent (White): Unifying, adaptable, enlightened. If the goal of the game is understanding, the Transcendent is the one who pursues it with sincerity. It embraces all Temperaments, acting as a bridge between them to find a common language. Its cards bend the rules not to cheat, but to create new paths of connection, adapting to every soul to achieve greater awareness.

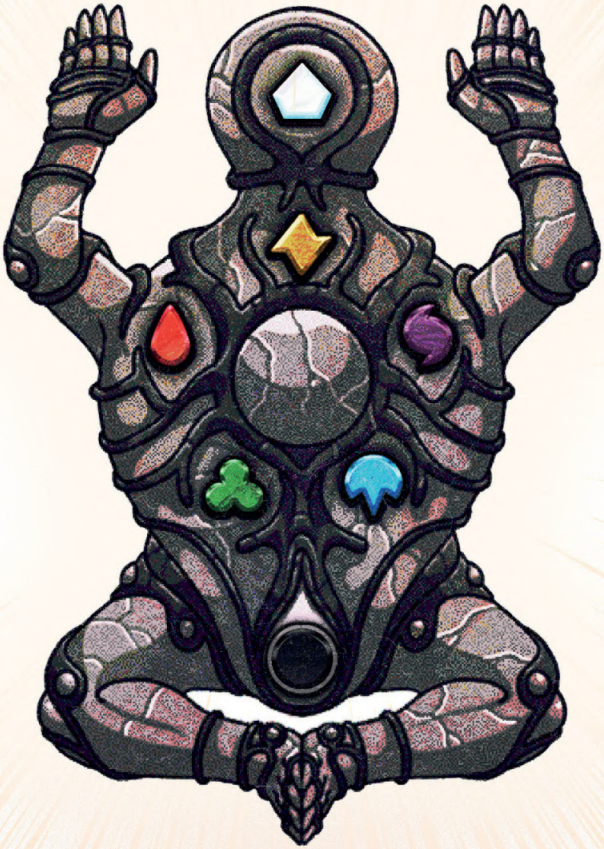


Hollow (Black): Apathetic, selfish, emulative. If the Transcendent is the ascent, the Hollow is the collapse towards victory at any cost. It rejects the spirit of the game to exploit only its mechanics. Its cards are distorted echoes of the other Temperaments, shortcuts that offer immediate power in exchange for fragments of itself. Its victory brings no understanding, only the silence of an objective achieved.



This set is composed of a total of 300 unique cards:
All cards of the Base Temperaments and Meta-Temperaments are contained within their own pack. Each Base Temperament pack includes 50 cards: 35 Manifestations, 12 Wills of the corresponding Temperament, and 3 Hollow Wills. The Base Temperament packs also contain all the cards necessary for the starter decks (4.1.1).

The Meta-Temperament pack includes 50 cards: 10 Hollow Manifestations, 10 Transcendent Manifestations, 10 Multi-Temperament Wills, and 20 Hollow Wills. Each player can use their own set of cards to build their decks; it is not necessary to share a single set among all participants.



1.2 The Cards

A Kartomantik deck is composed of two types of cards: Manifestations and Wills.

Manifestations

"The very fragments of a Cartomancer's psyche. Each one lays bare impulses, manias, passions, and fears, taking form to represent you in Confrontations."

Card Name

Manifestation Type

Temperament and Power:
The symbols at the base of the card. Their shape and color define its temperament, and their number defines its base power. Essential for winning Confrontations and playing your Wills.



Effects:
The text describing the card's special abilities. Some Manifestations may have the keyword "Support" (3.1). Normally, only one manifestation can be played in the Confrontation, the First Manifestation; only manifestations with Support can be played and enter the Confrontation after it.

Points:
The value of the Manifestation when it is placed in an Empathic Vessel (1.3).
Also used in deck construction; each Cartomancer has a maximum limit of points their deck can contain.

Wills

"Pure intent, acts of determination that a Cartomancer projects onto the Cartomantic Field to alter its balance."

Card Name

Tribute Cost:
Most Wills require a tribute to be played. The symbols present and their number indicate the Temperament and amount of power to be paid as a tribute. How to pay Tributes will be explained later (2.1).
NOTE: Some Wills may require a tribute of multiple temperaments; in that case, both must be paid. The card is considered to be of both temperaments.

Effects:
Text describing the Will's effects.



Will Type:
- **Ephemeral:** A card with an instantaneous effect. It is played, its effect resolves, and then it is placed in the Limbo (1.3).
- **Persistent:** Unlike Ephemeral ones, it remains in play on the Cartomantic Field (1.3), applying its effect continuously or according to specified conditions. These cards cannot be played in response while other cards are on the stack (2.3) and are only played during the End Phase.

NOTE: Each card, in the bottom left corner, also features the symbol of the set to which it belongs and a number to identify and order it among the cards of that set.

1.3 Game Zones



NOTE: You are allowed to look at any face-up card or zone with face-up cards, and to count the number of cards and points in any zone.

1) Hand: The cards the player has available to be played. Hidden from opponents.

2) Deck: The remaining cards of your deck, face-down.

3) Limbo: The zone where played and resolved Ephemeral Wills, Manifestations used as Tributes, and destroyed cards are placed. Cards are face-up.

4) Confrontation Zone: A shared zone where all manifestations played as a First Manifestation or in Support during a Confrontation are placed.

5) Interzone: Zone where a player can place up to 3 of their Manifestations that have won a Confrontation to continue utilizing their effects. Cards are face-up. These Manifestations can be replaced by putting them at the bottom of the owner's Deck whenever another one would enter.

6) Cartomantic Field: Game zone, often shortened to "field," which comprises the Interzone and the Confrontation Zone, and includes played Persistent Wills, which can be placed at the player's discretion.

7) Stalemate Zone: A special zone where Manifestations involved in a Confrontation that ended in a tie (Stalemate) are placed, or moved here by cards or effects. Manifestations remain here until a Confrontation concludes with a winner.

8) Empathic Vessel: The zone where the opponent's Manifestations that have lost a Confrontation are accumulated. The points on these cards are counted at the end of the game to determine the winner. Cards are face-up.

9) Exile: The zone where all exiled cards are placed, with which it is no longer possible to interact for the rest of the match. Cards are face-down.

10) The Stack: A temporary zone where all cards played and effects triggered or activated are placed before they resolve or enter the field, governed by the Stack System (2.3).

1.4 Turn Overview

Players compete in shared turns, which are divided into these phases:

1. **Recovery Phase:**
   Players draw cards from their deck until they have 7 cards in hand.
2. **Confrontation Phase:**
   - Players choose and simultaneously play a First Manifestation from their hand, revealing it in the Confrontation Zone.
   - After the Revelation, players can play Ephemeral Wills and Manifestations with Support or activate effects of cards on the field (played Persistent Wills, Manifestations in the Confrontation Zone, or in the Interzone).
3. **Resolution Phase:**
   - The Confrontation is resolved based on the Power and the Temperament of the Manifestations in the Confrontation.
   - If a player wins the Confrontation, they place the opponent's Manifestations into their Empathic Vessel and decide whether to move their own Manifestations to the bottom of their deck or into their Interzone. In case of a tie, all manifestations in the Confrontation Zone are moved to the Stalemate Zone.
4. **End Phase:**
   Players can play Persistent Wills.

The game ends when a player has no more cards to draw during the Recovery Phase, or can no longer play a First Manifestation. The player who has accumulated the most points in their Empathic Vessel wins. The various turn phases and permitted actions will be explored in more detail in the "Turn Structure and Phases" section (4.2).



2 Playing your Cards

2.1 How to Pay a Tribute

"Every intentional act demands a sacrifice. To channel its power, desire is not enough: you must offer a fragment of your own soul of equal intensity in return. This is a Tribute."

While playing the First Manifestation or put manifestations in Support normally has no cost, many actions (playing Wills, activating effects) require a Tribute to be performed. To pay a Tribute:

1. Declare the Will or effect for which you are paying the Tribute and any of its targets (3.2 - Targets).
2. Choose one or more Manifestations from your hand of the Tribute's Temperament to reach a total power equal to or greater than the required Tribute value. Show your selection to the opponent.
3. Satisfy any additional requirements requested by the action and move the manifestations chosen for the Tribute to the Limbo.

NOTE: If the chosen Manifestations already cover or exceed the cost required by an action, additional Manifestations cannot be used for the Tribute unless specified by the action. Manifestations can be used as a Tribute only if an action specifically requires it.

Excess Essence:

If the base power of the manifestations used as a Tribute is higher than that required, the excess is considered "Excess Essence." This excess can be used to pay for, or contribute to paying for, other Tributes of the same Temperament, acting as a temporary reserve. If you have Excess Essence, it must always be used for the payment of any Tribute that corresponds to its Temperament. Any Excess Essence not used by the end of the turn in which it was generated is lost.

NOTE: Excess Essence does not carry with it the effects of the manifestation from which it originated, unless specified on the manifestation.

Special Tributes and Essences:

Hollow Tributes (●): Many Wills and effects may require a tribute of Hollow temperament ●. This can be paid using a Manifestation of any Temperament.

Hollow (●) and Transcendent (⬠) Essences: A Hollow manifestation can only pay for Hollow tributes. Conversely, a manifestation or excess essence of Transcendent Temperament can be used to pay a Tribute of any Temperament by declaring, for each essence used, which base temperament it represents.

2.1.1 Example of a Tribute

- A player wants to play an Ephemeral Will, "Incinerate," with a cost of 4 (Choleric) Tributes.
- In their hand, they have two manifestations: one with 2 base power and another with 3 . Neither is sufficient on its own, so the player uses both, adding their base power together.
- The player shows these manifestations to the opponent and declares they are using them as a tribute for the "Incinerate" Will.
- The Will is played, and the manifestations used as Tribute are placed in the Limbo.
- Having paid for a Will with a cost of 4 with a total power of 5, the player gains 1 Excess Essence, which they can use until the end of that turn.





2.2 Priority

Now that you know how to pay tributes and play Wills, you must understand when you have the right to perform these actions. Since Kartomantik is a shared-turn game, it relies on Priority to decide which player is allowed to act.

Who has Priority:

- During the Confrontation Phase, the player who would lose the Confrontation if it were resolved at that moment (4.2.3 - Resolution) has Priority.
- In every other game phase, the player who won the last resolved Confrontation has Priority.

Having Priority means having the right to perform an action, such as playing a card or activating an effect. The player with Priority can choose to perform an action or to "pass," giving up Priority to the opponent.

NOTE: In the special case where there is no way to determine which player has Priority, each player rolls a die. Whoever rolls higher has Priority.



2.3 The Stack System

When, having Priority, you play a card or a card's effect is triggered or activated, these actions do not resolve immediately, they are placed on the Stack, a shared zone where they accumulate while waiting to resolve according to the following steps:

1. A player puts an action onto the Stack (plays a card, activates its effect, or an effect they control is triggered).
2. Priority passes to the opponent, who can respond by putting an action on top of the Stack, or pass. As long as there are actions on the Stack, players exchange Priority automatically each time they add an action to the top of the Stack or pass.
3. When both players pass consecutively without adding actions to the Stack, it begins to resolve. Actions on the Stack resolve one at a time in reverse order, starting from the last one added to the Stack (the one on top).
4. Each time an action on top of the Stack is resolved and another action is still present on the Stack, every player can interrupt the resolution of the Stack, returning to point 2. Specifically, Priority passes to the player who does not control the action currently on top of the Stack, who can again decide to respond or pass, and so on.

The process continues until all actions on the Stack have been resolved. After the Stack has emptied, players return to applying the normal rules of Priority and can start a new Stack if they still have actions to perform.

NOTE: Persistent Wills cannot be used in response; they can only be placed on the Stack if there are no other cards already on it.

NOTE: When a player performs an action that uses the Stack, what is placed on the Stack can be:

- **A Card:** When you play a card from your hand or from zones other than the field (an Ephemeral Will, a Persistent Will, or a Manifestation with Support), it is the card itself that is placed on the Stack. It waits there for its resolution. If the action resolves, the card produces its effect and then moves to the appropriate zone (Limbo for Ephemeral Wills, Cartomantic Field for Persistent Wills, and the Confrontation Zone for support manifestations).
- **An Effect:** When you activate an effect of a card that is already on the field (e.g., a Manifestation in the Interzone or a Persistent Will), it is only the effect that is placed on the Stack. The card that generated it remains where it is.

2.3.1 Examples of the Stack System

Case 1:

Let's imagine a situation during a Confrontation. Player A has Priority and wants to weaken Player B's "Gar Fild, the Malleable" (3 power) to win the Confrontation.

1. Player A plays an Ephemeral Will, "Oppress," targeting "Gar Fild." The effect of Oppress is: "A target manifestation on the field gets -3 power until the end of the turn." The card is placed on the Stack.
2. Priority passes to Player B, who responds by playing "Entrust" on their "Gar Fild." The effect of Entrust is: "Double the base power of a target manifestation on the field." The card is placed on the Stack, on top of "Oppress."
3. Both players choose not to take any more actions, passing Priority. Since they have passed consecutively, the Stack begins to resolve from top to bottom.
4. First, the last action added resolves: "Entrust." The base power of "Gar Fild" is doubled, bringing its total power to 6. The Will goes to the Limbo.
5. Next, "Oppress" resolves. Its effect is applied to "Gar Fild," which now has 6 Power. Its power is reduced by 3, bringing it to 3. This is not enough to destroy it. "Oppress" also goes to the Limbo.



The Stack is now empty. "Gar Fild, the Malleable" has survived the interaction, and the Confrontation continues.

Case 2:

Now, let's see what happens if Player B were at a disadvantage and acted first:

1. Player B, having Priority because they are at a disadvantage, plays "Entrust" on "Gar Fild." The card is placed on the Stack.
2. Priority passes to Player A, who plays "Oppress" on the same "Gar Fild" in response. "Oppress" is placed on the Stack, on top of "Entrust."
3. Both players pass, and the Stack begins to resolve.
4. This time, "Oppress" resolves first. It applies its effect to "Gar Fild," which still has 3 Power. Its power drops to 0 (3-3=0), and it is destroyed.
5. Next, "Entrust" attempts to resolve. When it tries to resolve, its target, "Gar Fild," is no longer on the field. The effect cannot be applied, and the card goes to the Limbo without having done anything.



3 Understanding the Cards

To master Kartomantik, it is crucial to understand how to interpret and apply card effects. The following section serves as a comprehensive guide to these interactions. For a new player, an initial read-through to familiarize yourself with the general concepts is recommended, without the need to memorize every specific rule.

Use this chapter as a rules glossary to resolve specific doubts as they arise.

3.1 Types of Effects



Activated:

Effects that you can choose to use by paying a Tribute or meeting a condition. You can recognize them by phrases like "Pay [cost]:". Activated effects use the Stack and can only be used after the Revelation of the First Manifestation.
NOTE: When a card requires being Exhausted to activate its effect, turn the card 90°, that effect cannot be used again until the card is Restored during the next Recovery Phase (4.2.1).



Passive:

Effects that are always active as long as the card remains on the field (or in the zone they specify). They do not have, nor do they require, conditions to be used. You can recognize them by phrases like "As long as...". They do not use the Stack.
NOTE: Passive effects that affect other cards (e.g., "Manifestations you control get +1 power as long as they are in the Confrontation Zone") apply exclusively as long as both the card generating the effect and the cards affected by it remain in the specified zone; they immediately cease to be applied when the cards enter a zone not covered by the card's text.



Triggered:

Effects that activate automatically when a specific condition is met. You can recognize them by words like "When...", "Whenever...", "If...". They are placed on the Stack as soon as their condition is met, even during the resolution of the Stack, after the action that triggered them has resolved (players can respond). When multiple cards have a trigger at the same time (e.g., “At Revelation”), those effects are simultaneous. If simultaneous effects are controlled by different players, they are placed on the Stack according to the rules of Priority: the player with Priority puts their effects on the Stack first, then the opponent puts their effects on the Stack.
If multiple simultaneous effects belong to the same player, that player chooses their order on the Stack. In the case of simultaneous effects, all must enter the Stack before it is possible to respond.
NOTE: If a Manifestation has a triggered effect that occurs when it's used as tribute or to pay an alternative cost (e.g., discarding a card), the paid action and that Manifestation's effect are simultaneous.



Support and Chain:

Support is a special activated effect, normally without costs, that allows manifestations to be played and enter the Confrontation Zone after the First Manifestation, from the hand or the Interzone. If "from hand" is specified, that card can only be played in Support from your hand.

Chain is an effect that allows you to put any manifestation into Support from the zone specified on the card. A Chained manifestation is considered "played."

3.2 Reading the Effects: Key Rules

The Golden Rule:
If the text of a card has an effect that contradicts the game rules, the text of that card takes precedence over the game rules. If effects contradict each other: Absolute restrictions (effects using words like "cannot" or "can only") always take precedence over effects that allow or try to force an action. For example, if one effect says "You cannot draw cards" and another says "Draw 3 cards," the effect that prevents the action always prevails.

Owner and Controller:
Each player is always the Owner of the cards they started the game with in their deck and, unless an effect changes it, they are also the Controller, meaning the player who can play them and activate their effects. If a card of which you are the Controller generates an effect, you are also the Controller of that effect. When the text of a card addresses the player directly, for example with "you" or "your," it always refers to the current Controller of the card.

Game Zones:
If an effect indicates a zone (e.g., "put in the Interzone") without specifying the owner, it always means the one belonging to the card's controller. Each player is the Owner of all their non-shared game zones: Interzone, Limbo, Deck, Hand, Empathic Vessel, and Exile. The Limbo, the Deck, the Hand, and Exile can contain only cards of which you are the Owner. The Empathic Vessel, conversely, can only contain cards (manifestations) of which you are NOT the Owner. *NOTE: Manifestations in Empathic Vessels are always under the control of their Owner.*
When cards enter a shared game zone, such as the Confrontation Zone, the Stack, or the Stalemate Zone, these cards enter under the control of their Owner, unless the cards specify otherwise.

Targets:
Many cards, to resolve, need one or more targets, the object upon which they have an effect. Every time the word "target" is used in the text of a card in relation to something (a player, a manifestation, etc.), the controller of that card must declare a valid target before putting that action on the Stack. For example, if an effect says "A target manifestation on the field gets -1 power," that effect requires a target. Its controller must therefore declare a Manifestation on the field as a target before putting the effect on the Stack. The target must be valid both when the effect is put on the Stack and when it resolves. If the target is no longer valid when the effect resolves (if, for example, the manifestation has been removed from the field), the effect does not take place.

Action Validity:
You cannot play a card or activate an effect if you cannot fulfill all of its requirements. This includes paying Tributes, additional costs (e.g., discarding cards), and choosing a sufficient number of valid targets.

Modifiers and Counters:
Anything that alters the base characteristics of a card or a zone, whether in permanent or temporary form, is called a Modifier. If a manifestation's power increases or decreases, or if a card loses its effects or gains others beyond those it would normally have, these are Modifiers.

Modifiers are, unless otherwise indicated, permanent, but only as long as the card remains on the Cartomantic Field or in the Stalemate Zone. This means that, for example, a manifestation with Modifiers can move between the field (Interzone, Confrontation Zone) and the Stalemate Zone without losing its modifiers; however, if it leaves one of these zones to enter a Limbo, an Empathic Vessel, a deck, the hand, or Exile, the manifestation loses all its Modifiers.
Counters are instead a resource that must be placed on a card; each Counter has a specific name and is useless on its own, but can be used to satisfy the requirements of cards that need them to activate certain effects. Counters follow the same rules as Modifiers.

Power vs Base Power:
Base Power is a generally stable value, indicated by the number of symbols present on a manifestation. In addition to indicating its starting power, it also indicates the value of that manifestation when used as a Tribute.
Power is a variable value determined by the sum of the Base Power and all the modifiers affecting it in a temporary or permanent way. Furthermore, Power is the value calculated to determine the result of a confrontation.
NOTE: When a manifestation reaches 0 or less Power, that manifestation is destroyed.

Independence of Effects:
An activated or triggered effect, once put on the Stack, exists independently of its source. If the card that generated the effect is removed from the game while the effect is still on the Stack, the effect will still resolve. An effect that triggers when a card undergoes a certain event (such as being destroyed) triggers at the instant that event occurs. That effect will go onto the Stack even if the card that generated it is leaving the game.

"Memory" of Effects:
Sometimes, a card's effect doesn't just resolve, but it creates a new rule or a delayed effect that "attaches" to another card. This new rule remains valid even if the original source of the effect leaves the field, as if the target card retains a memory of it. For example, if you play a Will that says: "Chain from your hand. If the Chained manifestation wins the confrontation, exile it." Even if the original Will is now in the Limbo, the rule to exile is "remembered" by the manifestation. At the end of the Confrontation, that manifestation will be exiled.
NOTE: This Memory is lost by the card only if the latter enters a deck or if it is exiled.

Play and Move:
Cards have multiple ways to enter the field; the most common consists of playing them. A card is normally "played" when it is Revealed as a First Manifestation, enters the Stack from the hand or deck, or is played from other zones due to an effect. Cards, however, can also enter the field by being moved, which always occur via other cards or effects. If a card, for example, speaks of "putting" something in an area, that's a movement, and the same applies to manifestations that enter in Support. These are considered movements; the cards enter the zones specified by these effects without first passing through the Stack, and therefore are not considered "played" unless the effect explicitly states it (as, for example, with the "Chain" effect).

To interpret all the effects of your cards and their keywords, go to the "Keywords" section (6).

4 Playing a Game

Now that you have understood the basic mechanics, it's time to sit down and try the game. Let's go into detail to see how a game of Kartomantik unfolds between two players.

4.1 Building a Deck

To start playing, each player must have their own deck.

Each deck must be built according to these rules:

- There must be exactly 30 cards.
- The sum of the Points of all Manifestations in the deck must not exceed 500. Will cards do not have a point cost for deck construction.
- There can be no more than one copy of the same card (same name) in the deck.

It is recommended to have between 8 and 12 Wills in a deck, and to ensure that their tributes can all be paid. For multi-temperament decks, it is preferable to add Hollow Wills or manifestations, Transcendent or not, that can pay for multiple temperaments.

If players want to play best-of-3 (Bo3), they can create, in addition to a normal deck, a Sideboard of 6 cards with no point limits. Before the start of each match, each player can modify their deck by replacing cards in it with any card chosen from their Sideboard, respecting the normal construction limits.

4.1.1 Starter Decks

To try the game for the first time, it is recommended to build the starter decks:

Choleric 	Atavic Fury (235); Candle Serpent (189); Ancient Bicep (190); Tigrolione (191); Twin-Headed Druid (193); Fiery Furybeast (195); Perfidious Baranchio (196); Wandering Veteran (197); Skapus, the Vile (198); Titan of the Blazing Womb (199); Glabron, the Oppressing (200); Fintus, the Spectacular (202); Thornmaster (203); Pimbo (204); Gorb, the Musclebound (206); Borombo, the Mad (210); Bell, Ardent Fanatic (214); Solar Apparition (216); Bolbakazim, the Cursed (217); Friendly Presence (218); Migmomirf (219); Incinerate (225); Corrode (226); Damage (227); Oppress (228); Rematch! (232); Wretched Arena (234); Weaken (272); Duel Honorably (279); Volcano (300).
Capricious 	Atavic Volatility (188); Auriwings (142); Absent Trinket (143); Roly-Polymancer (144); Yzzit, the Gambler (146); Pok, the Teaser (148); Incoherent Pard (149); Unpredictable Loudmouth (150); Static Scuttler (151); Loop, the Insistent (152); Cimba, the Boisterous (153); Mimer (154); Rogue Tadpole (155); Juggling Amphora (156); Knobbly Colossus (159); Ranba, Silent Abductor (161); Unruly Flail (163); Bloatuba (164); Planar Beak (165); Obtrusive Mass (166); The Stomper (167); Starkaz, the Brilliant (169); Trim the Excess (177); Neutralize (179); Annihilating Nectar (180); Salvage the Fragments (181); Pin Down (183); Ignore (285); Empathic Mask (289); Trap (291).
Melancholic 	Atavic Oppression (141); Little Abhorrence (95); Timid Brain (96); Repudiated Orphan (97); Mourning Offal (98); Yurfuq, Sad Lily (101); Tenebro, Night Assailant (102); Forgotten Pile (103); Dark Apparition (104); Underground Snail (106); Solenero, the Contrite (108); Zombieswing (110); Diabolical Giant (111); Mind Parasite (112); Lament, Thought-Nullifier (114); Forfog, the Hanged (115); Zrutrug, the Indebted (118); Repelling Urn (120); Carcass Devourer (121); Armored Pachywyrm (122); Urolong, Rueful Necromancer (125); Disfigure (130); Claim the Forsaken (131); Shattering the Self (135); Reforging Fate (136); Traumatize (139); Revive (140); Recover from the Abyss (270); Pray the Ether (281); karmapult (296).
Vitreous 	Atavic Introspection (94); Concealed Manta (48); Artificial Thinker (49); Isolated Wordsmith (50); Keen-Eyed Seeker (52); Hurlon, Thought-Implanter (54); Chitinous Repeller (55); Reliable Ammonite (57); Rigid Omen (59); Inspired Nimbus (63); Ohmom, the Azure (64); Coral Skull (65); Skysailing Triad (66); Shababba, Divining Cube (68); Hermeto, the Observer (70); Tipson, the Mediator (72); Expansive Ponderer (73); Dew Invoker (74); Shymon, the Mastermind (76); Blue Entity (80); Glimpse the Omens (83); Defer (84); Mirror the Impulse (85); Imitate (86); Consult (88); Dominate the Aspects (92); Banish (93); Ponder (267); Deny (276); Grimoire (297).
Phlegmatic 	Atavic Welcome (47); Wind Sprout (1); Sated Swineheart (2); Merciful Pago (3); Tiptup, the Whistler (4); World Spore (7); Graceful Petal (8); Amiable Blockhead (10); First Stone (11); Sprawling Tentacle (12); Flower Tender (13); Echo of the Wilds (16); Stoic Snoozer (17); Jondo, the Pure Heart (19); Pan Zuto, the Beckoner (20); Spontaneous Incubator (21); Lady of the Humps (23); Stampeding Brood (24); Advocate of Catharsis (27); Mobile Sanctuary (28); Forest Guide (31); Unite Impulses (36); Plea for Generosity (37); Entrust (40); Rally (44); Reap What You've Sown (45); Heartening Monument (46); Strengthen (266); Essence Forager (268); Accentuate (275).

Each of these starter decks contains exactly 30 cards with a total of 400 points. Once you've learned how to play, you can upgrade them and experiment with new synergies, by exploring the other cards available in the set.

4.2 Turn Structure and Phases

After the players have chosen and thoroughly shuffled their decks, the game begins with the first turn, starting directly with the first Recovery Phase.

It is recommended to have counters and small objects to use as tokens for your card effects.

4.2.1 Recovery Phase

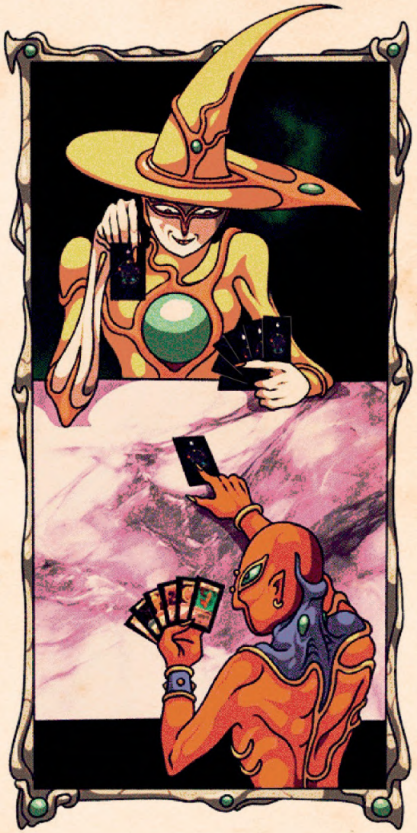
1. If it is not the first turn, resolve any "at the beginning of the turn" effects and restore all your exhausted cards.
2. Each player draws cards from their deck until they reach the hand limit of 7 cards. If a player's hand has already reached the limit, that player does not draw.
3. Each player checks if they have at least one Manifestation card in hand that can be played as a First Manifestation, otherwise they must perform a **Mulligan**. All manifestations, unless specified otherwise, can be played as a First Manifestation.
4. After checking for the First Manifestation, resolve or play any effects that can occur "before the Revelation."

The Mulligan:

If a player has no manifestations playable as a First Manifestation, they must declare it, show their hand to the opponent to confirm, shuffle all cards from their hand back into their Deck, and draw again up to the hand limit. This is a "Mulligan." The Mulligan is allowed at the first turn, only once, even in case you have a valid Manifestation in your hand. In that case, lose 10 points.

NOTE: If after a second Mulligan a player does not have a playable First Manifestation, that player immediately loses the game.

4.2.2 Confrontation Phase



The Confrontation is composed of two sub-phases: Revelation and Reaction.

Revelation:

1. Both players must secretly choose a Manifestation card from their hand to play as their First Manifestation for the turn. The chosen card is set apart from the hand (e.g., kept face-down on the table or simply clearly identified) to show that the choice has been made.
2. Simultaneously, the players uncover their chosen First Manifestation and place it on their side of the Confrontation Zone.
3. All Immediate effects on Revelation are triggered.
4. Then, "when it enters the field" or "when it enters the Confrontation Zone" effects of the First Manifestations and any manifestations played due to their effects are triggered.

NOTE: If, due to a card's effect, one First Manifestation is played after the other player's, those effects trigger only when both have been played.

NOTE: If you already have manifestations in the Confrontation Zone, you cannot reveal a First Manifestation. Instead, you must choose which of those manifestations will be counted as the First Manifestation and which as the last one played. If, due to one or more effects, there are multiple First Manifestations, choose one and place the others at the bottom of the deck in any order.

Reaction:

- All "after the Revelation" effects are triggered.
- From now on, players can:
  - Play Ephemeral Wills from their hand (paying any Tributes).
  - Play Manifestations with Support from their hand or Interzone to add them to the Confrontation.
  - Use activated effects of Persistent Wills or Manifestations already on the field.

NOTE: If a manifestation that entered in Support due to cards or effects triggers an “enters the field” or “enters the Confrontation Zone” effect, these also trigger in this game phase.

All these actions follow the rules of Priority and the Stack. The Confrontation phase continues until the Stack is empty and both players decide to pass.

4.2.3 Resolution Phase:

Once both players have passed during the Reaction part of the phase:

Each player sums the current Power (base power plus any modifiers) of all their Manifestations in the Confrontation Zone. If a player has no manifestations in the Confrontation, their total power is considered 0. When one player has greater total power, that player wins the Confrontation.

When a Player Wins:

- Any on-win, on-loss, or "at the Resolution" effects are triggered.
  Players can play Wills from their hand and use activated effects until both players pass consecutively, before cards are moved to their respective zones. *Those effects do not alter the outcome of the Confrontation.*
- The winning player places all Manifestations owned by the opponent present in the Confrontation Area and in the Stalemate Zone into their Empathic Vessel.
- For each Manifestation they are the owner of present in the Confrontation Area or in the Stalemate Zone, they can decide, in any order, to:
  - Place it at the bottom of their Deck, face-down.
  - Place it in a space in their Interzone. If that space was already oc
    manifestation is placed at the bottom of its owner's Deck, face-do

In case of a tie in power:

The natural dominance of the Temperaments is used. Compare the Temperame
the last manifestation that entered the Confrontation under each player's contr
one player has the dominant Temperament, they win the Confrontation.
The hierarchy is as follows:

- Phlegmatic beats Vitreous and Capricious.
- Vitreous beats Melancholic and Choleric.
- Melancholic beats Capricious and Phlegmatic.
- Capricious beats Choleric and Vitreous.
- Choleric beats Phlegmatic and Melancholic.
- Transcendent beats any other Temperament.
- Hollow is beaten by any other Temperament.





If the total power in the Confrontation and the Temperament of the last manifestations played are both equal, the Confrontation ends in a Stalemate.

Stalemate:
In the event of a tie, all Manifestations of both players currently in the Confrontation Zone leave the field and are moved to the Stalemate Zone. They remain there until a Confrontation is won, retaining all their permanent modifiers.
NOTE: Since they did not participate in the Confrontation, Manifestations leaving the Stalemate do not trigger their on-win, on-loss effects, even if a Confrontation is resolved with a winner.

4.2.4 End Phase

When the Confrontation has been resolved and the Manifestations have been moved to their respective zones, players can play Ephemeral Wills and Persistent Wills from their hand, or use activated effects, with Priority going to the player who won the last resolved Confrontation.
Each time during the End Phase a Stack initiated by a player resolves completely, priority passes to their opponent.

Once the Stack is empty and both players pass consecutively:

1. Resolve any "at the end of the turn" effects.
2. All "until the end of the turn" effects wear off.

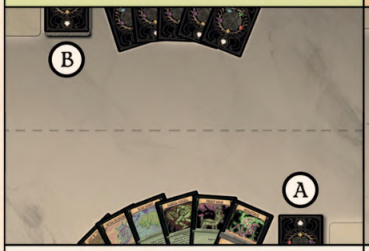
The turn ends. If a player ended the turn with more than seven cards in hand, they place the excess cards at the bottom of their deck in any order.

A new turn begins from the recovery phase until one of the two End Game Conditions (4.4.1) is met.

4.2.5 Example Turn

Let's look at an example turn between Player A, with a Phlegmatic ♣ deck, and Player B, with a Choleric ♦ Deck.

Recovery



1. The turn begins. Both players draw cards until they have 7 in hand and confirm they have a card to play as a First Manifestation.

Revelation



2. Players begin the Confrontation. They choose their First Manifestation from their hand and indicate their choice by placing it face-down on the table.



3. Player A (Phlegmatic) uncovers **Lady of the Humps** (Power 2♣) with the effect: *"When Lady of the Humps enters the field, search your deck for a manifestation and Chain it, then shuffle the deck. If the Chained manifestation wins the confrontation, exile it."* Player B (Choleric) uncovers **Gorb, the Musclebound** (Power 6 ♦) with the effect: *"When Gorb enters the field, you cannot put manifestations in Support under your control until the end of the turn."*



4. The "when it enters the field" effects are triggered. Player A resolves the effect of Lady of the Humps and chains (puts into support) Amiable Blockhead (Power 4♣) from the deck. Player A's total power is 6♣ (2+4) versus Player B's total power of 6♦. They are tied, but since Choleric has dominance over Phlegmatic , Player[1] A is at a disadvantage and gains Priority.

Reaction



5. Having resolved the effects of the First Manifestations, the Confrontation moves to the reaction sub-phase.
Player A, having Priority, plays the Will **Accentuate** which gives *"+1 power until the end of the turn"* and targets their Amiable Blockhead. The card goes on the Stack



6. Priority passes to Player B. They pay a tribute to play **Oppress** in response, which puts *"-3 power on a manifestation"*, also targeting Amiable Blockhead. The manifestation used as a tribute goes to the Limbo. Oppress goes on top of the Stack. Then both players pass.

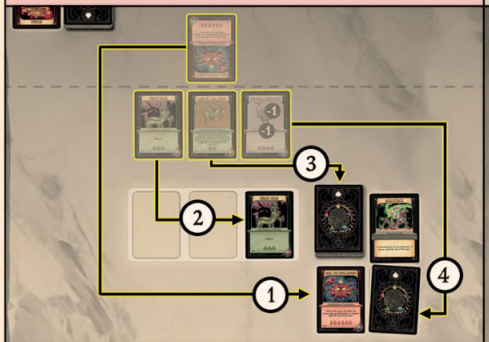


7. The Stack resolves from top to bottom: **Oppress** resolves: the Power of Amiable Blockhead drops to 1 (4-3=1). Oppress goes to the Limbo. Then **Accentuate** resolves: the Power of Amiable Blockhead rises to 2 (1+1=2). Accentuate goes to the Limbo. Player A's total power is now 4♣ (Lady of the Humps 2 + Amiable Blockhead 2), against Gorb's 6♦. Player A is still at a disadvantage and has Priority.



8. Player A plays **Forest Guide** (Power 3♣) as support, reaching a total of 7♣. Now that Player A is winning (7 to 6), Priority passes to Player B. However, due to Gorb's effect, they cannot play Manifestations as support and decide to pass. Player A also passes.

Resolution



9. Since both players have passed, the Confrontation resolves: Player A wins the Confrontation with a total power of 7 against 6. **Gorb, the Musclebound** is placed in their Empathic Vessel (1).

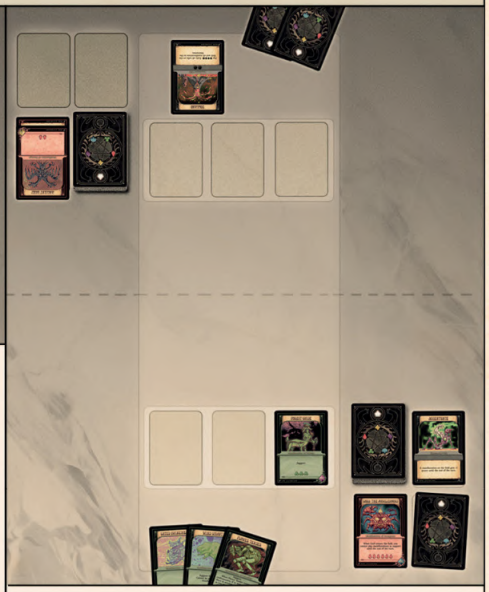
Player A then decides where to move their Manifestations:

- **Forest Guide** is placed in the Interzone (2) to continue using its Support effect in future turns.
- **Lady of the Humps** is placed at the bottom of the deck (3) to be drawn again in the future.
- **Amiable Blockhead** is exiled (4), as specified by the effect of Lady of the Humps.

Final Phase



10. The Final Phase begins.
Player A, having won, has Priority, but has nothing to play and passes.
Player B, now with Priority, decides to play the Persistent Will **Volcano**, which says *"Pay ●●●●: Exile all Wills on the field and all manifestations in every Interzone."* They prepare it for a future turn, with the intention of exiling the opponent's Forest Guide.



11. Both players pass, and the turn concludes.

4.3 Summary of Phases and Permitted Actions

Recovery Phase			Confrontation Phase					Resolution Phase			End Phase		
			Revelation				Reaction						
STEP 1	STEP 2:	STEP 3:	STEP 1:	STEP 2:	STEP 3:	STEP 4:	STEP 1:	STEP 1:	STEP 2:	STEP 3:	STEP 1:	STEP 2:	STEP 3:
"At the beginning of the turn" effects trigger. Exhausted cards are Restored.	Each player draws until they have 7 cards, then checks if they can play a First Manifestation. If a player cannot, they must take a Mulligan.	Play cards and trigger any "before the Revelation" effects.	First Manifestations are chosen.	First Manifestations are revealed.	"Immediate" effects on Revelation trigger.	"Enters the field" or "enters the Confrontation Zone" effects trigger.	"After the Revelation" effects trigger. Players can play Manifestations with Support, Ephemeral Wills, and activate effects of Manifestations and Persistent Wills.	Each player sums the Power of their Manifestations in the Confrontation, then the confrontation is resolved.	on-win, on-loss, "At Resolution" effects trigger.	Players move the cards to the appropriate zones, based on the outcome of the Confrontation.	Each player can play their Persistent Wills.	"At the end of the turn" effects trigger.	All "until the end of the turn" effects wear off.
When can I play manifestations with support?							✓						
When can I play ephemeral wills?							✓		✓		✓	✓	
When can I play persistent wills?											✓		
When can I activate the activated effects of manifestations and persistent wills?							✓		✓		✓	✓	
When do I consider passive and triggered effects of manifestations and wills?	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

NOTE: When a card refers to Skipping a Phase, the player cannot take any actions during that phase, triggered effects on cards they control are not triggered, and passive effects referring to that phase are not considered.

NOTE: Manifestations can only enter the Confrontation Zone during a Confrontation.

4.4 End of the Game and Point Calculation

4.4.1 End Game Conditions

The game ends IMMEDIATELY if one of the following conditions is met:

- A player, during the Recovery Phase, could not draw enough cards to reach the required hand limit.
- A player, during the Recovery Phase, after their second consecutive Mulligan, still does not have a playable First Manifestation in hand. In this case, the player loses the match.

4.4.2 Point Calculation

Once the match has ended:

1. Each player sums the values in Points of all Manifestation cards present in their Empathic Vessel at the end of the match and the Points gained or lost from card effects.
2. If a player still has Manifestation cards in their deck, they obtain 5 bonus Points for each Manifestation card remaining inside it.

NOTE: Cards that are still in the Stalemate Zone at the end of the match are not considered in the point calculation.

4.4.3 Win Condition

The player with the highest total of Points wins the match. In case of a tie in Points, the match is a draw.

5 Multiplayer Modes

5.1 Free-for-All

Mode for 3 to 5 players to confront each other at the same time. It is the ideal format for a more casual and unpredictable gaming experience. The base rules of Kartomantik remain valid, with the following modifications and additions.

Priority

During a confrontation in Free-for-All, priority is passed based on Disadvantage, which is the number of players by whom one would be beaten individually by Power or Temperament:

- The player with priority is the player at an absolute disadvantage, meaning the one who would be beaten by every single other player.
- If the player with priority passes on an empty stack, priority goes to the player with the next greatest disadvantage after them.
- If there are multiple players with the same disadvantage, priority instead passes to the closest player, in clockwise order, to the player who is passing priority.
- If a player at a disadvantage passes, they cannot obtain priority again until another player performs an action, returning priority to the player with the greatest disadvantage.

When, on an empty Stack, all players have passed consecutively, the turn moves to the next phase.

Outside of the confrontation or in case of a stalemate, the player who won the last resolved confrontation has priority, and priority is passed clockwise.

In case it cannot be decided who has priority, rely on the base rules for priority.

The Stack

1. When a player with Priority performs an action, it is placed on top of the Stack. Priority passes immediately to the next player clockwise.
2. Players continue to pass Priority clockwise, adding actions to the Stack or passing.
3. The Stack begins to resolve only when all players have passed consecutively.

Resolution and Stalemate

- A player wins a Confrontation only if their total Power and Temperament (if necessary) would allow them to individually defeat every other player present in the Confrontation.
  Resolution proceeds normally, putting all opposing manifestations from the confrontation and stalemate into one's own empathic vessel. (It is recommended to have separate piles for each player)
- The Confrontation instead ends in a Stalemate in any case where there is no single winner. For example:
  - If the last manifestations to enter the Confrontation of the two players with the highest total power have the same Temperament.
  - If a chain of dominance is created between the Temperaments (e.g., Player A beats B, B beats C, and C beats A).

End Phase

Each time that, during the End Phase, a Stack initiated by a player resolves completely, priority passes to the closest player in clockwise order.

End of the Game

If a player cannot reach the required hand limit during recovery or loses the game, for example, due to two consecutive mulligans, the game DOES NOT end.
That player can no longer take part in Confrontations, but retains the right to play Wills and activate effects.

The game continues as long as at least two players are still able to reach the hand limit during their Recovery.



5.2 2vs2 Mode

Four-player mode for a team confrontation. It is designed for those seeking a group dynamic based on coordination between teammates. The base rules remain valid, with the following modifications and additions.

Deck Building

- Each deck must be composed of exactly 21 cards.
- The sum of the Points of all Manifestations in the deck must not exceed 400.
- As in the base rules, there cannot be more than one copy of the same card in your own deck.

Game Zones

The team shares a single Interzone extended to 4 total spaces. And they share the Field and Confrontation Zone.
Limbo, Deck, Hand, and Empathic Vessel remain separate instead.

Note: Players cannot look at their teammate's hand.

Card Control

When a card's text refers to cards or effects under a player's control, consider also cards or effects controlled by their teammate.

The ownership and control of each card remain with the owner and cannot be shared.

Priority

Outside of the Stack, Priority is assigned to the team, as if they were single players, following the base rules (e.g., the team that would lose the Confrontation at that moment has Priority, or the team that won the last Confrontation).
When a team obtains Priority, the two players decide together which of the two will use it to perform an action (play a Will, activate an effect, etc.). If they choose to pass, Priority passes to the opposing team.

The Stack

To ensure that everyone can react, the Stack uses the Free-for-All logic:

1. When a player with Priority performs an action, it is placed on top of the Stack. Priority passes immediately to the next player clockwise.
2. Players continue to pass Priority clockwise, adding actions to the Stack or passing.
3. The Stack begins to resolve only when all four players pass consecutively.

Revelation

Each team can have a single First Manifestation on the field.
At revelation, the players of each team decide which of the two must choose the First Manifestation.
When both teams have chosen, the players uncover the chosen First Manifestation and place it on their side of the Confrontation Zone. Revelation and reaction proceed as per the base rules.

Resolution

- To determine the result of a Confrontation, sum the total Power of all Manifestations controlled by both players of Team A, against the total Power of all the Manifestations of Team B, as if they were single players, following the base rules.
- When a team wins the Confrontation:
    - The two players of the winning team decide between themselves in which of the two Empathic Vessels to put the opposing team's manifestations.
    - They decide which manifestations to put in the interzone, or at the bottom of the respective owners' decks.

End of the Game

If one or more players cannot reach the required hand limit during recovery, but their teammate can, the game does not end immediately, but the final turn is played. Those players can still participate and use all the cards at their disposal.

If a player loses the game, for example due to two consecutive mulligans, their team loses.

Point Calculation and Victory

At the end of the game, the team's score is calculated by summing the total Points present in the Empathic Vessels of both players, and counting the bonus points of both for the manifestations still in their decks. The team with the highest combined total wins the game.

In case of alternative win or loss conditions, they are shared by the players.

5.3 Bazaar Draft Mode

Auction draft mode for 2-6 players. Players compete to acquire the most valuable cards through a free auction system, then face off in a tournament where each player challenges every other player exactly once. Victory is measured by the ability to accumulate points across all tournament matches.

Draft Preparation

Dividing the Cards

Separate all cards from the set into 4 distinct piles:

- **Wills Pile**: All Will cards (Ephemeral and Persistent)
- **Minor Manifestations Pile**: Manifestations from 0 to 15 Points.
- **Medium Manifestations Pile**: Manifestations from 20 to 35 Points.
- **Major Manifestations Pile**: Manifestations from 40 to 50 Points.

Shuffle each pile thoroughly.

NOTE: The composition of the piles can be modified based on the group's preferences. For example, it is recommended to remove the cards "Atavic Fury" (235), "Atavic Volatility" (188), "Atavic Oppression" (141), "Atavic Introspection" (94), "Atavic Welcome" (47), and all multi-temperament Persistent Wills to better balance the draft. You can customize which cards to include in each pile, as long as there are enough cards to complete the draft with the expected number of players.

Creating the Draft Deck

Based on the number of players, draw the indicated number of cards from each pile according to this table:

Players	Wills	Manif. 0-15	Manif. 20-35	Manif. 40-50	Total
2	24	18	21	9	72
3	36	27	32	13	108
4	48	36	42	18	144
5	60	45	53	22	180
6	72	54	63	27	216

Combine all the drawn cards into a single deck and shuffle it thoroughly. This will be the **Draft Deck**.

Playing the Draft

Uncovering Phase

1. Uncover and place a number of cards from the Draft Deck onto the table equal to twice the number of players (e.g., 3 players = 6 uncovered cards, 4 players = 8 uncovered cards, etc.).
2. Determine the starting order with a die roll (whoever rolls higher goes first). Proceed clockwise from that player.

Selection and Auction Phase

Player Turn:

1. The active player chooses one of the uncovered cards on the table. This opens an auction for that card.
2. Any other player can start the auction by making a bid (minimum 5 Points, or any multiple of 5).
3. The auction proceeds with players taking turns bidding, following these rules:
    - ***Other players:*** *Can only raise the bid, offering an amount higher than the current bid (each bid must be in increments of 5 Points). There is no limit to the points that can be bid by a player.*
    - **Active player:** Has a special right. After each bid from another player, they can choose to match the bid to become the highest bidder, or raise it themselves.
4. The auction ends when, after a bid has been made, all other players choose to "pass" and not raise the bid.
    - If no one made a bid, the active player takes the card for free.
    - Otherwise, the player with the final highest bid wins the card and notes down the Points spent, which will be used in the Debt Calculation.

If the active player lost the auction, they take another turn by immediately choosing another card. Otherwise, the turn passes to the next player.

Snake Draft Order:

The draft follows a snake draft order to balance the advantage of choice. This pattern applies only within a single set of uncovered cards and resets each time the table is refilled.

Example with 4 players (A, B, C, D):
The selection for each group of uncovered cards proceeds as follows:

- **Round 1 (Clockwise):** The first player (A) chooses a card, followed by the second, and so on, up to the last player of the round (D): (A → B → C → D)
- **Round 2 (Counter-clockwise):** The last player (D), who just chose their first card, immediately starts the second round by choosing another. The order then proceeds in reverse. (D → C → B → A)

For the next set of cards, players start again from the first player as in Round 1, and so on.

Acquisition Limit:

- Each player can acquire a maximum of 2 cards before the table is refilled.
- When it is the turn of a player who has already taken 2 cards, that player skips their turn and cannot participate in auctions until the table is refilled.

Refilling the Table

When all the uncovered cards have been taken, uncover new cards from the Draft Deck (a number equal to twice the number of players).

Conclusion of the Draft

The draft ends when:

- The Draft Deck is depleted.
- Each player has acquired exactly 36 cards.

After the draft, each player builds a deck of exactly 30 cards, only one copy of each, from the 36 they acquired. Unlike in the base rules, there is no limit to the total Points the deck can contain.

Debt Calculation

Before the tournament begins, each player calculates their Debt:

1. Sum the Points of all Manifestations in your 30-card deck.
2. Sum all the Points spent in auctions during the draft.
3. Add the two previous values together.
4. If this total exceeds 500 Points, the excess amount is counted as Debt and must be recorded.

Example: A player has a deck with a total of 480 Points and spent 100 points in auctions. The total is 580 Points (480 Manifestation Points + 100 auction Points = 580 total Points). Since the player exceeded the 500-Point threshold by 80, they will have a Debt of 80 points.

Tournament and Victory Condition

Each player faces every other player exactly once. The matches follow the base rules.

At the end of the tournament, each player sums up all the points earned in all matches played and subtracts their Debt points from this total.
The player with the highest final score wins the draft.

In the event of a tie between two or more players, the tied players face off in a tiebreaker match.

6 Keywords

About to: A special timing, which interrupts the normal flow of the game to apply effects, just before the event that is "about to" happen occurs.

Base Power: The power value printed on the card, before any modifier.

Cancel: The canceled effect cannot be resolved.

Chain: Put a manifestation under your control into Support. Once it has entered the field, it is considered played and Chained.

Conceal: A Concealed card is placed face-down in the zone specified by the effect. As long as it is Concealed, all its characteristics, except the Type, can be consulted only by its controller.

Confrontation Zone: Shared zone where all manifestations that are played and put into the Confrontation are placed.

Controller: The controller is the player who can play and activate the effects of the cards. If a player controls a card of which they are not the owner, when the card leaves the field or the Stalemate Zone, it returns under the control of its owner.

Copy: Creates a copy of a card. Unless specified otherwise, the copy has only the original printed characteristics of the copied card (name, temperament, cost, power, text) and does not inherit modifiers or counters. Copies are not considered Played.

Counter: Object to mark changes given by effects on a card.

Currently: At the moment in which the card or effect resolves on the Stack.

Destroy: Put the destroyed card into its owner's Limbo.

Discard: Put the Discarded cards into the Limbo from the hand or from the deck.

Empathic Vessel: Zone where the opposing Manifestations that have lost the Confrontation are accumulated.

Ephemeral Wills: Cards that can be played by paying a tribute. They can be played in response after Revelation. Once their effect resolves on the Stack, they are moved to the Limbo.

Exhaust: Rotate the card horizontally. It cannot be Exhausted again until the card is Restored, at the beginning of the turn or via effects.

Exile: Put the card in its owner's exile zone, making it inaccessible for the rest of the game.

Field: The Cartomantic Field, the game zone that comprises the Interzone, the Confrontation, and in which played Persistent Wills are placed.

First Manifestation: The manifestation that was played at Revelation by its controller. If that card leaves the Confrontation, its controller must choose another of their manifestations in the Confrontation as the new First Manifestation. If a player controls no manifestations in the Confrontation Zone, at the moment they play or put a manifestation into Support, the latter enters as the First Manifestation.

Gain/Lose Points: Add or remove the specified value to the total points of the player's Empathic Vessel. Points in the Empathic Vessel can also go into the negative and are independent of the points of captured manifestations.

Gets -/+ power: Decrease or increase the power of the manifestation; the manifestation remains the same Temperament. When a manifestation reaches 0 power or less it is destroyed.

Immediate Effect: An effect to which it is not possible to respond; it resolves on the Stack with priority over other effects. If an Immediate Effect triggers at Revelation, it triggers and resolves on the Stack before other Triggered effects have the opportunity to enter the Stack.

Immunity: Immune cards and players are not influenced in any way by the specified source.

in Support: Any manifestation that is in the Confrontation Zone, and entered while a First Manifestation was already present, is defined as "in Support".

Interzone: Zone where the player can place up to 3 of their Manifestations that have won a Confrontation to continue exploiting their effects as Support, or passive and triggered effects that require the manifestation to be "on the field". Those Manifestations can be replaced by putting them at the bottom of one's Deck every time another one would enter.

Limbo: Zone where resolved Ephemeral Wills, Manifestations used as a Tribute, and destroyed cards are placed.

Modifier: Any temporary or permanent change to the characteristics of a card (power, temperament, etc.) caused by an effect.

Neutralize: Cancel the effect of the neutralized card and send it to its owner's Limbo.

Owner: You are always the Owner of all the cards that are in your deck at the beginning of the game.

Persist: If a manifestation with Persist has won the confrontation, it remains in the Confrontation Zone as a First Manifestation.

Persistent Wills: Cards that can be played by paying a tribute. They can be played only on an empty Stack during the End Phase and, once they resolve on the Stack, they enter the field. As a requirement for the activation of their effects, all persistent wills must be on the field.

Points: If not specified "of a manifestation" it refers to the points in the Empathic Vessel.

Protection: Protected cards and players cannot be chosen as targets by the specified source. Protected manifestations cannot obtain Modifiers from the specified source.

Reduce: Decrease the power of the manifestation. It is an alternative cost for the activation of the effects of some cards, therefore it is not considered as a decrease in power via cards or effects.

Restore: Return an Exhausted card to a vertical position. That card can be Exhausted again.

Sacrifice: Put your sacrificed manifestation into the Limbo as the cost of an effect.

Show: Show the card (or cards) to your opponent and then put it back in its original zone, unless the effect specifies otherwise.

Stalemate Zone: Special zone where the Manifestations involved in a Stalemate are placed. Controller and Modifiers remain unchanged.

Support: A manifestation with Support can enter the Confrontation, from the hand or from the Interzone, after the First Manifestation. If "from the hand" is specified it can be played in Support exclusively from the hand.

Target: The element (a card, a player, etc.) that the controller of the effect or card must choose for it to have an effect.

Token: A manifestation or a will created by the effects of other cards. If a token leaves the Cartomantic Field it is exiled. Unless specified otherwise, manifestation tokens are exiled at Resolution.

Uncover: Put one or more cards face-up.