

How to build a Deck (Library)

- First, you must choose two Summoners. You then compose a library with the different types of cards available, while respecting their indicated ranks.
- The rank (listed on the top of the card) indicates the maximum number of copies of that card that can exist in a library: (Ex: You may only have 1 copy of a Rank 1 card, 2 copies of a Rank 2 and so on, whereas a player can use a card of infinite rank as many times as desired up to the deck maximum of 50)

To play Rise, a player must have :

- 50 card deck (AKA the 'Library')
- 2 different 'Summoners' cards.
- 'Stock' card.
- 'Ether' card.
- Some dice.
- A coin.
- * 'Stock' & 'Ether' may be played using tokens or proxies in their stead *

How To Play

- Before a game begins, players must toss a coin or roll a die in order to decide who will play first.
- Highest roll determines who plays first. In the case of a tie, the players in question must reroll to determine a winner.

- The starting player does not draw any cards during the 'Restoration' phase on their first turn. Instead, they start the game by drawing 6 cards and gain 2 coins to their 'Stock'. All other players start the game by drawing 4 cards and gain 1 coin, but have a normal 'Restoration' phase.

- If any players don't like their hand, they may choose to mulligan (reshuffle all cards and draw a new hand) up to 3 times without penalty. After the 3rd mulligan, a player must begin the game or concede victory.

Turn Phases

- 1 Awakening
- 2 Restoration
- 3 Invocation
- 4 Attack
- 5 Damage Resolution
- 6 End of Turn
- 7 Opponent's Turn

1 Awakening:

- Here (If not prohibited by an effect) a player's 'Summoners' regain their 'Capacity Points' and the player untilts their 'Summoner(s)' and card(s) on their battlefield.

2 Restoration:

- Players either Draw one card and gain 2 Coins or Draw two cards and gain 1 Coin. There is no limit to the number of cards a player may have in their hand.

- All cards at the beginning of the player's turn that require a 'Stock', 'Coin Toss' Or have an automatic effect, trigger their 'Action/Base Effect' at this time. (Unless otherwise specified)

- From this moment until the end of turn, the player may increase the level of their 'Summoner(s)' by playing a level up card. If a 'Summoner' is tilted prior to being Leveled Up, the 'Capacity Point' is not available until the affected 'Summoner' has been untilted.

3 Invocation:

- Players may tilt a 'Summoner' to invoke (Play) a card or to use one of their 'Summoner Skills' by spending a 'Capacity Point'.

- Players who have not yet played their first turn cannot use their 'Summoner Skills'.

- Each time a player uses a 'Summoner Skill' or invokes a card from their hand, it costs one 'Capacity Point' (Unless otherwise specified).

- Once a 'Summoner' is tilted, players should aim to use all of their 'Capacity Points' before the end of turn; for a tilted 'Summoner's' unspent 'Capacity Point(s)' are reduced to 0 after the turn has ended.

4 Attack:

- All creatures come into play with invocation sickness, which means they cannot attack the turn they come into play (Unless otherwise specified).
- The player determines if they wish to attack, or not.
- If the player decides to attack (Attacks may also be forced), they must announce and tilt all planned attacking creatures.
- The player may target several opponents and the defending opponent(s) may choose which target(s) to block (Unless otherwise specified).
- Blocking targets must be on the same plane as the attacker (ie: a ground creature may not block a creature with Flight unless it also has Flight, the 'Ability' Reach, or a 'Base Effect' that allows it).
- If no defender is present, damage gets dealt to the opponent's 'Summoner'. Before the damage is resolved, players may respond by performing a 'Summoner Skill', 'Action' or by invoking 'Imminent' card(s). 'Actions' and 'Summoner Skills' are performed at 'Imminent' speed.

5 Damage Resolution:

- If the attack points are superior or equal to the points of defense, the 'Creature/Door' dies. If both have an attack power superior or equal to the points of defense, both 'Creature(s)/Door(s)' die (Defender dies first).
- If the attack power is less than the defense, nothing happens.
- A single attack cannot be divided between defenders or 'Summoners', but if the attacker has the pierce 'Ability' and its attack power is greater than the defense value of the defender, the residual damage is dealt to one of the opponent's Summoners (Chosen by the defender, unless stated otherwise by an 'Base Effect' or 'Action').
- In the case of the *Advantage* 'Ability', the attacker chooses among the defenders (if on the same plane) and/or the opposing 'Summoner(s)' who will take the damage.

6 End of turn:

- After the 'Attack' phase has resolved, a player may still invoke card(s) from their hand.
- If a player does not wish to, or cannot play anything more, they may now pass turn to the next player.
- After a player has announced their passing of turn, but before the turn effectively passes to the next player, opponents can still perform a 'Summoner skill', 'Action', and/or invoke 'Imminent' card(s).

7 Opponent's Turn:

- During an opponent's turn, players can use their 'Summoner Skills' or 'Capacity Points'; perform 'Actions' and/or invoke card(s) solely of 'Imminent' type.

- 'Level Up' cards can only be played once per turn and cannot be played on an opponent's turn (Even if stolen).

- 'Action' on 'Constant' cards can only be used once per turn (Unless otherwise specified), are performed at 'Imminent' speed and do not require the card to tilt.

- Players cannot invoke any card(s) during an opponent's turn until their opponent has drawn their card(s).

- The second time a player has no cards left in their 'Library' during the 'Draw' phase of their turn or if a 'Summoner Skill', 'Base Effect' or an 'Action' forces them to draw a card(s), the player must sacrifice one of their 'Summoners'.

- * A game ends when all but one player loses both of their 'Summoners'. *