



Official Rules V1.2

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## I. INTRODUCTION

### 1. Welcome to SolRei!

Elsewhere in the aether of possibilities is the world of SolRei. A world where its inhabitants are in touch with an arcane life-force swirling in and around them. This inner force- known as Sol- burns brightly in the hearts of its greatest figures- the Muses! Throughout history, these exceptional individuals and their allies/enemies have taken place in dramatic confrontations that shape the landscape of their world. You'll take on the role of a **Player**, chronicling the journey of these larger-than-life figures and retelling their story through combat by **Embodying your Muse!** Players experience the **Show** through their Muse's eyes, utilizing their Rei to unleash unique Abilities and Arts! Get ready to contend with other Players as you and many others weave a new legend through battles transcending beyond time and space!

### 2. Overview and The Action Deck System

SolRei utilizes a unique card battle system where instead of taking turns, all Players are simultaneously engaged in rounds using the **Action Deck** to make their Muses battle! The Action Deck is a deck of ordinary

Playing cards (Jokers removed). Players place down cards from their hand and try to play the card with the highest number, or **Power** (☒). They can use powerful Arts and Abilities of their Muse to win the Round. By winning Rounds, Players deal damage to their Rivals. **If a Player receives 7 damage, they are KO'd and the last Player standing is the winner of the Match.** The flow of battle depends largely on your strategy in how you use your Action Cards. Reading your Rivals and bluffing with the Action Cards you're given can mean the difference between victory and defeat!

### 3. Things You Will Need to Play

#### Print and Play!

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Muses and their Arts/Advantage are all in play the moment you begin the game. SolRei is a unique card game in that you may print or even write down the proper effects of your cards and use them with very little issue! Nothing needs to be randomized other than your Action Deck, so there is no need to produce uniform cards. For the most up-to-date database of available cards, please go to [The Official Website!](#)

#### Playing Cards

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A standard 52-card deck with the Jokers removed. If you have a favorite deck of cards, feel free to use it!

#### 4. Build for Battle!

While the Action Deck is a standard deck of 52 playing cards, the Muse that you choose determines which Arts and Advantages you can best use.

Keep in mind:

- 1. Advantages' abilities can only be played by Muses which meet requirements of the Advantage.*
- 2. Arts may be used by any Muse, as long as they are not SIGNATURE MOVES; however, if your Muse does not meet the requirements of the Art, they will be BROKEN upon their first use, and unable to be readied again for the rest of the Act.*

In the format known as “Scripted”, you are restricted to the Advantage and set of Arts (Script) that are designated to be a Muse's Set-up. These are indicated on the [Official Website](#), but can also be determined by the card's Serial Numbers having the same letters.

In future formats, when there are more cards released, there will be many different cards that each Muse will be compatible with, and more are still to come, so feel free to experiment and try to find a combination that suits your strategy!

## 5. Set the Stage

SolRei does not require a game mat to play, but it is strongly suggested that first time Players use the below image as a reference for the placement of their cards in order to keep the game organized. *Your play area is known as your Stage!*



### A.Muse

Your Muse will be placed here either in Offensive Position or Defensive Position (sideways) when play starts. Players place their Muse face-down before play begins, and flip them face-up as the first Round begins.

### **B.Action Card**

The Action Card you play from your hand for each round during the Open Phase is placed here face-down, and then flipped face-up during the Showdown Phase.

### **C.Advantage**

Your Advantage is placed here sideways. Players place their Advantage face-down before the Act begins, and flip them face-up as the first Round begins.

### **D.Arts**

Whenever you Ready an Art, it is placed from your Script face-down in one of these four zones. Arts must be Readied in order to be activated. You cannot Ready an Art if these zones are all occupied.

### **E.Damage**

When you lose a Showdown while your Rival is in Offensive Position, you will take a point of Damage. Damage is received by putting the top card of your deck face up into your Damage area. **If you have 7 points of Damage, you are KO'd and are out of the game.**

### **F.Action Deck (Sol)**

Your Action Deck (or Sol) is the amount of potential energy remaining in a Player and their Muse, it is where you draw all of your energy to perform!

Your Action Deck is placed face-down here. When you are asked to perform actions that involve your Deck (drawing cards), you will do so from the Action Deck.

### **G.Discard**

At the Reset Phase of every Round, the Action Card you played is sent to the Discard pile. Additionally, Action Cards discarded to generate Rei are also sent here. The Discard pile should only contain Action Cards.

### **H. Script**

Your Script is a deck of your Muse's Arts. When you Ready an Art, you select an Art from the Script and place it in one of your unoccupied Art zones.

## II. TYPES OF CARDS

### 1. Action Cards

The **Action Deck** (Your deck of playing cards minus jokers) is made up of two types of Action Cards and will be the main cards you play:

#### 2-10: Attack Cards

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Numbered cards represent Attack Cards. When battling a Rival, playing the Attack Card with the higher number-its Power (P) value- wins the round.

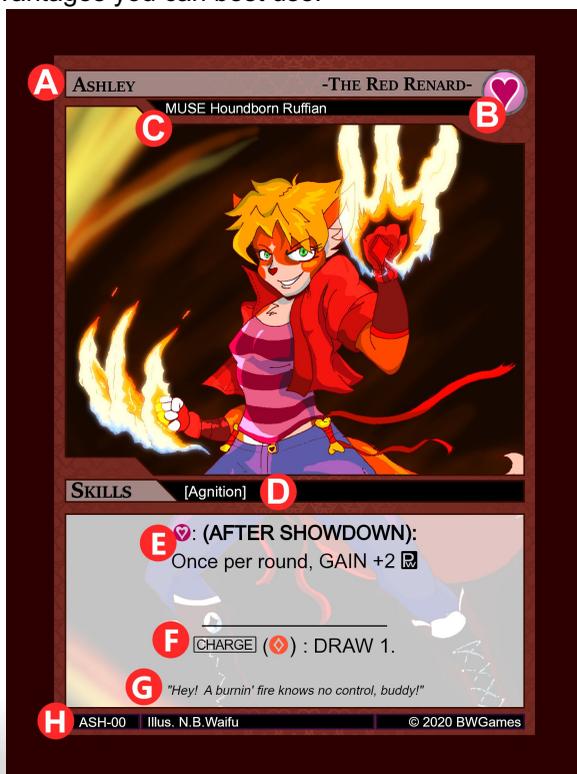
#### JQKA: Charge Cards (CHARGE)

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Face-Cards and Aces- cards without numbers written on them- are called Charge Cards. They have no Power (P) value and automatically lose the round against all Attack Cards, since they cannot gain Power (P) normally; however, using one enables a Player to gain CHARGE during the Charge Phase of the round it is played.

## 2. Muse Cards

Your Muse card is the cornerstone of your strategy. They are your avatar and representative. They often possess simple- yet potent- powers suited to different playstyles. They will also determine what Arts and Advantages you can best use.



### **A. Signature/Title**

Your Muse's name and an additional title for your Muse. Arts with SIGNATURE MOVE will require you to have a specific Muse in order to use them.

*(Marked by SIGNATURE-Name)*

### **B. Alignment**

Muses have Alignments to determine what types of Action Cards they can use to BLOCK.

### **C. Type**

Muses also have Types which describe their species/profession. These may also determine which Arts your Muse can use.

*(Marked by TYPE- Muse Type)*

### **D. Skills**

Skills are the types of techniques and disciplines your Muse is experienced in. Some Arts work best when they are used by Muses with corresponding Skills.

*(Marked by [Skill:Skill Type])*

### **E. Effect**

The special abilities of your Muse and how to unleash them.

### **F. Charge Bonus**

If you play a Charge Card of the specified suit (in

parenthesis), you will gain the indicated effect during your Charge Phase in addition to charging normally.

### **G.Flavor Text**

This text has no gameplay purpose. Flavor text merely adds a bit of context or character to your cards.

### **H.Serial Number**

For collection purposes as well as determining a Muse's Script, every card has a Serial Number.

### 3. Advantage Cards

These give your Muse an additional power. Advantage cards are useful extensions to your Muse's abilities.



#### A.Name

Your Advantage's name. Some abilities may require you to have certain Advantages in order to gain special effects.

#### B.Advantage Type

A description of the nature of your Advantage.

### **C.Skill Requirements**

To utilize this Advantage, your Muse may need to have a certain set of Skills, a certain Type, or even a certain Signature.

### **D.Effect**

The special abilities of your Advantage and how to unleash them. Make sure to read carefully for when and how you can activate your Advantage's special effects!

### **E.Flavor Text**

This text has no gameplay purpose. Flavor text merely adds a bit of context or character to your cards.

### **F.Serial Number**

For collection purposes as well as determining a Muse's Script, every card has a Serial Number.

## 4. Art Cards

Arts function similarly to effects from your Muse and Advantages, but differ slightly in that they need to first be **Readied** (placed from your Script face-down in an Art zone) in order to be activated, and are **Exhausted** (returned to the Script) during the Ready Phase of the Round they are activated. Arts begin in your Script.



### **A.Name**

Your Art's name. Each Art you control must have a different name.

### **B.Art Type**

A description of the nature of your Art.

### **C.Cost**

To activate a Ready Art, you must Spend the matching Action Cards seen in this area- either by Discarding them from your hand or Exhausting them from your Damage Zone.

### **D.Skill Requirements**

You may activate any Art regardless of your Muse's Skills or Type, but if your Muse does not meet the Skill Requirements of the Art during the Reset Phase, that Art will be BROKEN (*turned sideways face down*) and placed into your damage zone for the rest of the Act.

**The only exception to this is for SIGNATURE MOVES.**

**These can only be activated if your Muse has the SIGNATURE specified in the requirements.**

### **E.Effect**

The special abilities of your Art. Arts may have certain additional costs or requirements to activate, so make sure you read them carefully!

## F.Flavor Text

This text has no gameplay purpose. Flavor text merely adds a bit of context or character to your cards.

## G.Serial Number

For collection purposes as well as determining a Muse's Script, every card has a Serial Number.



*A Signature Move is distinguished by its red and blue border.*

## 5. Activating Abilities and Arts

### Generating Rei

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Some Abilities will have costs requiring you to Spend Rei to activate them. To generate Rei of a specific suit, you can do any combination of either Discarding Action Cards of the corresponding suit or Exhausting Damage of the corresponding suit. Some Abilities will merely ask for Red (R) or Black (B) Rei, which only require that the Action Card be Red (♠/♥) or Black (♣/♠). Further still, costs represented by a green circle (●), can be paid with Rei of any suit. Unused Rei disappears if it is not used in the step of the game it was generated in (For example, you cannot use Rei generated in the BEFORE SHOWDOWN step of the Showdown Phase in the AFTER SHOWDOWN step.)

### Filtering Rei

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You may Spend "● ●" (*any two cards from your hand or damage zone*) to generate a single unit of Rei of any suit (♥, ♠, ♣, or ♠).

## **Timing**

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To activate an ability of a Muse, Art or an Advantage, you must first determine if the **Timing** is correct. The timing of an effect is written in (PARENTHESIS) before the ability you wish to activate, and indicates the step of the round in which you are allowed to activate the ability. *(For example: You can only activate this ability BEFORE revealing your cards in the Showdown Phase.)*

## **Activating Arts**

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Before paying an Art's cost, an Art must be Ready (face-down in an Art slot) in order to be activated. After paying for the Art and flipping it face-up to activate its effect. Unless the Art is Augmented or Broken, it is Exhausted (returned to the Script) during the Reset Phase and cannot be used until it is Readied again.

## **Broken Arts**

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If an Art that has requirements your Muse does not meet would return to the Script, it will instead be sent BROKEN (face-down and sideways) into your damage zone. This counts towards your total damage and will result in being K.O.'d if breaking an Art would make your damage reach 7. This Art cannot be readied for the rest of the Act.

### III. PLAYING THE GAME.

#### 1.How to win

In SolRei's Scripted format, the winner of a Show is determined by the winner of two out of three games, known as Acts.

You win the Act when:

**A. Your Rival has 7 points of damage in their Damage Zone.**

**B. Your Rival would receive a point of damage with no cards in their Action Deck.**

**C. Your Rival cannot play a card during the Open Phase.**

**IMPORTANT!** If both you and your Rival cannot play a card during the Open Phase, the Act is considered a Draw Game.

## 2.Starting an Act

As an Act begins, you and your Rival will need to take a few steps to prepare the Stage for the game:

A. Introduce yourself/greet your Rival. As you do so, shuffle your Action Deck and present it to your Rival to shuffle and cut your deck. Make sure you are careful with your opponent's cards!

B. Set up your side of the game. Your Stage should have 2 face-down cards: Your Muse, and your Advantage (located to the right of your Muse). Your Arts should be face-down in your Script in any order you wish, as you choose them at will .

C. Determine which Player is going to be on OFFENSE first. Players can use any method (Rock Paper Scissors, Coin Toss, etc.). The winner decides whether or not they would like to be on OFFENSE first. In a Show, the loser of the previous Act gets to choose if they would like to be on OFFENSE first.

**D. After all set up is completed, Players draw 5 cards as their starting hand and flip their Muse and Advantage cards face up.**

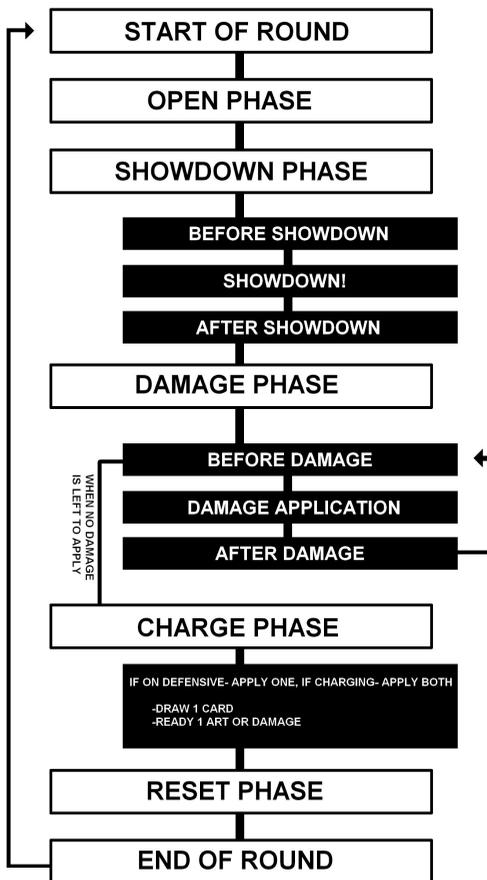
## **THE MULLIGAN RULE**

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At the start of the Act, if your opening hand is truly not favorable, you may decide to shuffle your hand back into your deck and draw another 5 cards. This can only be done once per Act.

**The Stage is Set. The Players in place.**  
***The Curtain Rises: Embody your Muse!***

### 3. Turn structure and breakdown



### **A.START OF ROUND**

As the Round begins, Players prepare by placing their Muses into their battle position. If they were in OFFENSIVE position (upright) , they switch to DEFENSIVE position (sideways), and vice-versa.

**MAIN ACTIONS- Change Battle Position.**

### **B.OPEN PHASE**

In this phase, both Players can place any Action Card in their hand face down in their Action Card Zone. Players may change the card they have placed down until all Players agree to move onto the next phase.

**MAIN ACTIONS- Place an Action Card face-down.**

### **C.SHOWDOWN PHASE**

*PICTURE THIS: Two Muses approach ever closer to one another, each with a different strategy and battle plan in mind. They rely on their instincts and experience to guide them safely through this next clash. The space between the two Muses shrinks- both preparing their powerful techniques until suddenly- BANG! The action begins with an epic struggle for power. Muses pull out any tricks they have to gain the upper hand until eventually- one stands on top!*

In SolRei, a major component of combat is in the **Showdown Phase**. In this phase, Players reveal the cards they played in the Open Phase to determine a winner of the Showdown! This phase is split into three simple steps:

### **BEFORE SHOWDOWN**

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A standby step for Players to use abilities before showing their cards. Players cannot change their placed Action Cards at this point.

### **SHOWDOWN!**

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All Players show their face-down Action Cards simultaneously. Power  values of Action Cards are compared. Numbered Action Cards (Attack Cards)  are calculated at their number value. **CHARGE** Cards (K Q J A) have no  value and cannot gain .

### **AFTER SHOWDOWN**

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Any changes to  made prior to this step are calculated and applied to the Action Cards. Players may additionally play abilities on this step to turn the tide of battle in their favor. At the end of this step, when all Players have used all desired effects, the Player with the higher  value will be the winner of the showdown.

A Player on the OFFENSIVE will automatically deal one point of Damage ★ to their Rival UPON WINNING the Showdown Phase.

*(If both Players 🎴 is the same, the result is a draw, so neither Player wins the showdown or deals damage.)*

**MAIN ACTIONS- Activate Arts and Abilities.**  
**Players reveal their Action Cards and compare their 🎴.**

#### **D.DAMAGE PHASE**

Damage is calculated and dealt to Players after the results of the Showdown Phase. Only the winner of the Showdown Phase does Damage through gaining ★. Even if no damage is being dealt this round, Players can activate effects that can change the amount of Damage being dealt. Like the Showdown Phase, it is also split into three steps:

**MAIN ACTIONS- Activate Arts and Abilities.**  
**BLOCK or take calculated points of damage.**

#### **BEFORE DAMAGE**

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Once all Damage (★) has been calculated for the Player who has lost the showdown, that Player may then decide, one at a time, whether or not they would

like to BLOCK the incoming damage. Damage can be blocked using certain Abilities or Arts, but Damage may also be Blocked by either:

**1.DISCARDING** a card from your hand whose suit matches the Alignment of your Muse.

**OR**

**2.BREAKING** (*turning face-down sideways*) a face-up card in your Damage whose suit matches the Alignment of your Muse. This card cannot be readied again for the rest of the Act.

If both Players have Damage to take in this phase, the OFFENSIVE Player must take their Damage first.

## **DAMAGE APPLICATION**

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If a Player chooses not to BLOCK an incoming Damage, they will decide to take Damage by either:

**1.Flipping the top card of their deck face up onto their Damage zone.**

**OR**

**2.Placing a card from their hand face up onto their Damage zone.**

If they did BLOCK, move straight to AFTER DAMAGE.  
*If a Player takes a point of damage, but has no cards left in their Action Deck, they automatically lose the Act, regardless of their damage on the Stage.*

## **AFTER DAMAGE**

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If a Player has taken/BLOCKED damage, and they have not taken all of the damage calculated for them this round, return to BEFORE DAMAGE where they may repeat the choice to BLOCK the next incoming damage. This happens until there is no more damage to distribute, in which case the DAMAGE PHASE ends.

## **E.CHARGE PHASE**

During the Charge phase, the defensive Player Readies 1 Art/Damage OR Draws 1 card unless they played a **CHARGE** Card.

If a **CHARGE** Card is played as the Action Card, the Player who played the **CHARGE** Card gets to instead perform a **CHARGE** during this phase. A charging Player must do actions in this order:

1. Ready 1 Art/Damage
2. Draw 1 Card
3. A Muse's Charge **CHARGE** bonus, if triggered by playing a **CHARGE** Card which matches the suit of your Muse's **CHARGE** bonus.

*IMPORTANT: If both Players played a **CHARGE** Card, then the Player on OFFENSIVE performs their charge first.*

**MAIN ACTIONS- Activate Arts and Abilities.**

If **CHARGE** was played: choose an Exhausted point of damage or an Exhausted Art to be Readied, then Draw 1 card. If your **CHARGE** card matches a suit indicated on your Muse's **CHARGE** Bonus, perform the effect listed under your Muse's **CHARGE** Bonus

## **F. RESET PHASE**

This phase is a short phase for card effects to activate and to set Players up for the next round. All Action Cards are sent to the Discard pile. All Arts that were activated this round are returned to the Script (unless the Art is Broken or Augmented). All gained Power , Damage , and other effects are reset unless stated otherwise.

**MAIN ACTIONS- Send your Action Card to the Discard.**

## **G. END OF ROUND**

Any abilities that trigger during this Phase activate first. The Round then ends with all Players Drawing a card from their deck. If a Player has no cards left in their Action Deck, they do not Draw a card, but play continues until the Player takes a point of Damage or cannot play a card in the Open Phase.

**MAIN ACTIONS- Draw one card.**

#### 4. Winning a Showdown and Damage Calculation

At the end of the Showdown Phase, the Player who has the highest Power (P) wins the round. If the winning Player is on OFFENSE, then they automatically GAIN +1 Damage (D) to deal to the DEFENSIVE Player. Regardless of OFFENSIVE or DEFENSIVE position, by using Abilities or Arts, the winning Player may gain more Damage (D) to be dealt to the Player who lost the Showdown. In case of a tie, your two attacks cancel out and neither Player wins the round, and you move to the Damage Phase with neither Player able to gain D. The round will not end until all Damage (D) calculated has been resolved through BLOCKING or taking the Damage (D).

**IMPORTANT: A Player who lost the Showdown Phase's Damage D is set to 0 for the rest of the round; they CANNOT deal Damage D to the Player who won by increasing their Damage D. Special effects such as RETALIATE are the only way that a Player losing the Showdown Phase can deal damage to the winning Player.**

## 5. Activating multiple Abilities: The Exchange

If a Player activates an Ability/Art, it is possible for more effects to be played in response before the original effect takes place. Once a Player activates an effect, the opposing Player then has a chance to respond with their own Ability/Art, and then the Player activating the original effect may then respond in turn. If a Player decides not to respond to an effect with one of their own, the Player who originally played their effect may put another effect on top of their first effect.

The act of putting together multiple effects reacting to each other is called an **Exchange**. Once both Players no longer wish to add more effects to the Exchange, the effects are then played out, starting with the last effect to be activated, and continuing with the effect played before that one, all the way until the first effect activated in the Exchange resolves. Because of the Exchange, it is important to make sure your opponent has the opportunity to respond to your card effects before you carry out their effects.

## 6. Offensive priority

If both Players wish to activate an Art/Ability at the same time, **the Player on the OFFENSIVE always has the right to activate their effect first.** Before moving onto a new phase or step, both Players should have an opportunity to confirm that neither of them wish to activate any new effects, starting with the OFFENSIVE Player.

## IV. EXTRA RULES

### 1. Public Knowledge

All Muses and Advantages are public knowledge after the Act begins and may be checked even when flipped face down. Arts that are face-down are not allowed to be checked by a Rival. The amount of cards in the Damage Area and Discard Pile are considered public knowledge and are allowed to be checked by both Players freely without disrupting their face up/face down status. While the amount of cards in a Player's hand must be freely given, the actual cards are private.

### 2. Rules Vs. Abilities

If a card's ability contradicts the rules of the game, such as allowing cards to be swapped during the Showdown Phase, you are to resolve the effect of the card regardless of what the rules state.

### 3. Non-Exchange Actions

Some actions, such as: **Generating Rei, Drawing or Discarding cards, Paying a Cost, Taking or Blocking Damage, Revealing Cards during Showdown, Readyng Arts/Damage and Changing position**

**(OFFENSE/DEFENSE) during the START OF ROUND,** do not count towards effects activated in an Exchange, because they are not the activation of an Art/Ability.

#### **4. Simultaneous Abilities/Effects**

If two automatic effects would trigger at the same time, it will become an Exchange, starting with the OFFENSIVE Players effects activating, and then the DEFENSIVE Players effects activating afterward. Since it is an Exchange, the DEFENSIVE Players effect will resolve first. If both the effects that happened were from the same Player, then they get to choose the order of activation.

#### **5. Simultaneous Action**

Any time multiple Players are prompted to act (such as by the effect of CHARGE), the Player on OFFENSIVE will always perform their effect first. The exception to this rule, however, is that the START OF ROUND position change, the reveal for the SHOWDOWN PHASE, and the END OF ROUND draw all happen simultaneously.

## V. GLOSSARY

### 1. Game Phases

**START OF ROUND-** This phase marks the beginning of the turn. During this phase:

- Players switch between OFFENSIVE/DEFENSIVE positions. The Player on Offense switches to Defense (turning their Muse sideways) and the Player on Defense switches to Offense (turning their Muse upright).

**OPEN PHASE-** Players choose a card from their hand and place it face-down in their "Action Card" zone. Players may change the card they have placed down until all Players agree to move onto the next phase.

**SHOWDOWN PHASE-** The main component of combat in SolRei. Broken down into 3 Steps:

- BEFORE SHOWDOWN- A standby step for Players to use abilities before showing their cards. Players cannot change their placed Action Cards at this point.

-SHOWDOWN!- All Players show their face-down Action Cards.

-AFTER SHOWDOWN- Power (P) values of Action Cards are compared.

**DAMAGE PHASE-** Damage is calculated and dealt to Players after the results of the showdown phase. It is also split into three steps:

-BEFORE DAMAGE- Damage is resolved one point at a time, Players decide whether or not they would like to BLOCK a point of incoming damage.

-DAMAGE APPLICATION- If a Player takes damage and does not BLOCK, they flip the top card of their deck face up onto their Damage area.

-AFTER DAMAGE- If a Player has taken damage, and they have not taken all of the damage calculated for them this round, return to BEFORE DAMAGE where they may repeat the choice to BLOCK the next incoming damage. This happens until there is no more damage to distribute.

**CHARGE PHASE-** If an Action Card which triggers Charge **CHARGE** (K, Q, J, A) was played in the Showdown Phase, that Player gets to perform a Charge **CHARGE** during this phase. A Charging Player must do actions in this order:

1. Ready 1 Damage/Art
2. Draw 1 Card
3. A Muse's Charge **CHARGE** bonus, if triggered.

**END OF ROUND-** All Players draw a card from their deck. All gained Power **Ⓜ**, Damage **★**, and other gained abilities are reset unless stated otherwise.

## 2. Gameplay terms

**Sol**- The remaining energy reserves you and your Muse possess. This is represented by the remaining cards in your Action Deck.

**Rei**- Resources generated from Exhausting or Discarding your cards. This resource is used to pay the costs for your Abilities/Arts. For example: Exhausting a Heart ♡ will generate Heart ♡ Rei.

**Power** (Ⓜ)- The strength value of your Attack Card. In the SHOWDOWN PHASE, the higher Power Ⓜ determines the winner of the round.

**Damage** (★)- An injury to a Muse's will to battle. Losing a Showdown Phase while on DEFENSE will result in taking a point of damage. After seven points of damage, your Muse is considered KO'd and you lose the Act.

**Offense-** Represented by turning your Muse upright. While on Offense, you will deal a point of damage (★) to a defending Rival if you win the showdown phase. At the end of a round you were on offense, you change to DEFENSE and pass the OFFENSE to the next Player.

**Defense-** Represented by turning your Muse sideways. As stated before, losing a showdown phase while on DEFENSE will result in taking a point of damage. At the CHARGE PHASE, if you are on DEFENSE, you may ready 1 Art/Damage OR Draw 1 unless you CHARGE.

**Rival-** An opponent Player.

**Attacking Rival-** An opponent Player on OFFENSE while you are on DEFENSE.

**Defending Rival-** An opponent Player on DEFENSE while you are on OFFENSE.

**Engaged Rival-** An opponent Player you are battling regardless of OFFENSE/DEFENSE.

**This round-** The round starting from the START OF ROUND up until the END OF ROUND.

**Winning the round-** When engaged Rival ends the SHOWDOWN PHASE with a Power  lower than yours.

**Losing the round-** When engaged Rival ends the SHOWDOWN PHASE with a Power  higher than yours.

### 3.KEYWORDS

**GAIN-** Add the following to your Muse. This can be Damage  and Power  increases, but also Abilities.

**DRAW X-** Draw X card(s) from your deck.

**CRISIS-** Crisis abilities require you to have at least as much damage as the amount of Damage  after the keyword in order to use the ability.

**CULTIVATE X-** Attach the top X cards to your Muse face-down.

**HARVEST X-** As a cost, remove X face-down cards from your Muse.

**READY X (Target)-** Flip X face-down card(s) in your Damage Zone face-up or place a card from your Script into an available Art Zone face-down to be used again as a resource.

**EXHAUST X (Target)-** Flip X Damage or return X Non-Broken Arts to the script.

**COUNTER X-** BLOCK X Damage  from a Player and Deal X Damage  to them for each damage blocked.

**RETALIATE X-** Each time a Player deals or has dealt you Damage this round, return Damage to that Player up to **X** times.

**AUGMENT-** An Art with **AUGMENT** that has been activated does not return to the Script at the Reset Phase, but if another Art with **AUGMENT** is activated **OR** the Player controlling an Augmented Art takes Damage, the Augmented art is immediately EXHAUSTED.

Arts with **AUGMENT** may have (WHILE AUGMENTED) abilities which are active as long as the Art is face-up in the Art zones.

**DISCARD X-** Discard **X** card(s) from the hand.

**SWAP-** To Swap, replace your Attack Card with a card in your hand. If the previous Attack Card was face-up, the new card is Swapped in face-up

**BREAK-** Flip a Broken card face-down sideways, it can no longer be Activated/Readied for the rest of the Act. If it is an Art, the broken Art does not return to the Script at the Reset Phase and instead is placed face-down sideways in the damage zone as a point of damage.

**BLOCK X-** Avoid taking **X** damage.

**CHECK X-** Look at the top **X** card(s) of your deck. You can put them on the top or bottom of your deck in any order.

**NEGATE-** Target ability does not activate; costs are still paid.

**SPEND-** An additional cost- either requiring Rei or Exhausting your Arts or Damage to pay the cost for an ability.