ENTER THE RITE

2-4 players / 15-25 minutes

OBJECTIVE

Be the last player with HP remaining.

Play spirits, spells and traps to damage opponents, protect yourself and build Rites. On your turn, change both the Color and Type of the previous Standard card. Bring back the Color from two Standard cards earlier to unlock your new card's Rite.

If you cannot play, the previous card may strike once more. The first elimination starts the Final Eclipse: no healing and less protection.

8	0	4	5
HP	SHIELD	CARDS	HAND LIMIT



1 Prepare the deck

Shuffle all 85 cards. Give each player 8 HP, 0 Shield and 4 cards.

2 Arrange the table

Keep the draw pile and face-up discards in reach. Keep the two newest Standard cards in order; ongoing cards stay visible beside them.

3 Begin clockwise

Choose a starting player at random. There is no starting card: the first player may play any card.

80 STANDARD + 5 LEGENDARY

Standard: 2 copies of each of 40 cards.

10 Shield cards

READ THE PATTERN

A legal card changes two things. A Rite remembers only Color.



COLOR
The outer frame: here, Shadow / purple.

TYPE
Upper-left symbol: here, Trap.

TARGET
The letter applies to the whole effect line.

IMMEDIATE
Resolve when played: here, T Break 2.

RITE
Resolve if triggered: here, T Discard 1.

LAST HIT
Resolve once if a later player is blocked.

FIVE COLORS. FIVE REALMS.



FIRE
Red



RIVER
Blue



SKY
Gray



SHADOW
Purple



FOREST
Green



LEGENDARY
Gold / no Color

WHAT YOU MAY PLAY

A Standard card must have a different Color AND a different Type from the current Standard card. If either matches, it is not legal.

Standard = any non-Legendary card.
Types: Warrior, Beast, Spell and Trap.

A Legendary is always playable. The first Standard card, including the first after a Legendary, may have any Color and Type.

HOW A RITE TRIGGERS

CARD 1	CARD 2	CARD 3
FOREST	SHADOW	FOREST
Warrior	Trap	Spell

1 + 3: SAME COLOR = RITE

Resolve Immediate, then card 3's Rite; Type need not match. Count only played Standard cards. A Legendary resets the sequence.

PLAY OR BE BLOCKED

Resolve the card fully before the turn continues.



ONE CARD. ONE LAST HIT.

Each played Standard card can resolve its Last Hit only once. Another blocked player does not trigger it again before a new card is played.

LAST HIT ENDS

A Legendary removes the previous Last Hit. It also ends if its resolving player is eliminated. A skipped turn never triggers Last Hit.

SUCCESSFUL TURN

1. **Play one legal card**
   Resolve Immediate, then its Rite if triggered.
2. **Check elimination**
   After both effects finish, eliminate all players at 0 HP. The first elimination starts Final Eclipse.
3. **Draw and finish**
   If still in play, draw 1 unless Exhaust prevents it. Discard down to 5; end your turn. Seal affecting this turn ends.

BLOCKED TURN

1. **Check every card**
   You are blocked only if no Standard or Legendary card is playable.
2. **Resolve unused Last Hit**
   The player who played the latest Standard card resolves its unused Last Hit, if available, from their position.
3. **Check, draw and finish**
   Eliminate players at 0 HP; activate Final Eclipse after the first elimination. If still in play, draw 2 and discard to 5. Seal ends. The Standard-card sequence does not change.

EFFECTS AT A GLANCE

Follow printed instructions from left to right. Resolve as much as possible.

DEAL X

Deal X damage. Shield absorbs damage before HP.

BREAK X / BREAK ALL

Remove X Shield, or all Shield. Excess Break never reduces HP.

SHIELD X

Gain X Shield up to the current limit. Excess Shield is lost.

HEAL X

Restore X lost HP, up to 8. Healing is ignored during Final Eclipse.

SHIELD LIMIT

2 before Final Eclipse.
1 during Final Eclipse.

WHEN X IS TOO MUCH

Complete as much as possible. If a hand contains fewer than X cards, use only the cards available.

DRAW X

Draw X cards.

DISCARD X

The affected player discards X random cards from their hand.

STEAL X

Take X random cards from the affected player and add them to your hand.

CYCLE X

Draw X, then discard X cards of your choice. Complete the whole Cycle before a hand-limit check.

RANDOM CARDS

Shuffle the affected hand face-down and take the required cards without looking.



RESOLVE IN ORDER

Every target is read from the resolving player's position.

TARGET CODES

S	Self
T	One opponent of your choice
R	Player to your right
L	Player to your left
O	Opposite player
A	All opponents
-	No letter: global effect

With 2 players, R, L and O all mean the other player. With 3 players, choose either opponent for O. Skip eliminated players for L/R; determine O from the remaining player count.



RESOLVING PLAYER

The original player remains the resolving player for a card's Last Hit and delayed effects. Determine targets from that player's position.

ONE TARGET PER LINE

A target code applies to every instruction on that effect line, including instructions separated by commas.

RESOLUTION ORDER

Resolve instructions left to right. Finish Immediate and Rite completely. Effects affecting multiple players resolve simultaneously. Then eliminate all players at 0 HP and activate Final Eclipse after the first elimination.

HAND LIMIT: 5

Do not check partway through Immediate, Rite or Cycle. After all card effects and the normal Draw step, choose and discard excess cards until you hold 5. Do the same after a blocked Draw 2. This is not a random Discard X effect.

CARD TEXT

If card text directly conflicts with this rulebook, card text takes priority.

LINGERING EFFECTS

Keep the creating card visible until its effect ends.

SEAL

No Rite can trigger during the affected player's next turn. Seal ends after that turn would have occurred, whether it is played, blocked or skipped.

EXHAUST

The next player who successfully plays a card skips the normal Draw 1. Exhaust persists through blocked and skipped turns.

ECHO

The next Rite triggered by any player resolves twice; then Echo ends. If the creating card immediately triggers a Rite, that Rite resolves twice.

NO STACKING

Seal, Exhaust and Echo do not stack. Applying an already active effect again has no additional effect.

OWNERSHIP

Seal belongs to the affected player. Exhaust and Echo are global and remain active if their creator is eliminated.

VISIBLE REMINDERS

Keep unresolved ongoing cards beside the discard pile. Keep an Echo card sideways until the doubled Rite resolves.

REVERSE

Reverse play immediately. With 2 players, Reverse acts as Skip instead.

SKIP

The next player in the current direction loses their turn: no draw and no Last Hit.

EXTRA TURN

Finish the current turn, including its normal Draw step and hand-limit check. Then take one complete additional turn.



OUTSIDE THE PATTERN

Legendary cards reset the sequence and can rescue an unplayable hand.



BREAK ALL, THEN DEAL 2

Choose one opponent (T). Remove all of their Shield, then deal 2 damage to that same opponent.

ALWAYS PLAYABLE

A Legendary has no Color or Type and may be played regardless of the current card. It cannot trigger a Rite and has no Last Hit.

RESET THE PATTERN

Playing a Legendary resets the Standard-card sequence and removes the previous Standard card's Last Hit. Until another Standard is played, no Last Hit is available.

CONSECUTIVE LEGENDARIES

Several Legendaries may be played consecutively; each resolves normally. The next Standard may have any Color and Type and starts a new sequence.

REMOVE AFTER THE RESET

When that Standard is played, remove all Legendaries played since the previous Standard from the game. An unresolved ongoing effect remains active: keep its creating card visible until it ends.

WHEN THE DRAW PILE RUNS OUT

Keep the two newest Standard cards, all visible Legendaries and every unresolved ongoing card out of the shuffle. Shuffle all other discards to rebuild the draw pile. If cards are still insufficient, draw as many as possible.

THE FINAL ECLIPSE

The first elimination changes the rules for every remaining player.

ELIMINATION

Finish Immediate and Rite, then eliminate every player at 0 HP. After Last Hit, eliminate players before the blocked turn continues; an eliminated player does not draw.

FIRST ELIMINATION

Activate Final Eclipse immediately after resolving the first elimination. Healing is ignored; other instructions still resolve. The Shield limit becomes 1: reduce higher totals to 1 at once.

CLEAN UP

Discard eliminated hands. Remove their Seal, personal effects and unused Last Hit. Ignore them in turn order and targeting. Global Exhaust and Echo remain active.



WINNING THE GAME

LAST PLAYER STANDING

The last remaining player wins. If one effect eliminates every remaining player, the game ends in a draw.

QUICK REFERENCE

Keep this page open while you play.

8 STARTING HP 0 Shield	**4** STARTING HAND One shared deck	**5** HAND LIMIT Choose excess cards

SUCCESSFUL TURN

1. Play 1 legal card.
2. Resolve Immediate, then Rite if triggered.
3. Eliminate players at 0 HP. Activate Final Eclipse after the first elimination.
4. If still in play, draw 1 unless Exhaust prevents it.
5. Choose excess cards and discard to 5. Seal affecting this turn ends.

BLOCKED TURN

1. No Standard or Legendary is playable.
2. Resolve the latest unused Last Hit once, from the original player's position.
3. Eliminate; activate Final Eclipse after the first elimination.
4. If still in play, draw 2 and discard to 5. Seal ends.
5. The Standard-card sequence does not change.

LEGAL PLAY

Different Color AND different Type. A Legendary is always playable.

RITE

Same Color as two Standard cards earlier. Type may differ. Legendary resets the sequence and removes Last Hit.

TARGET CODES

S	Self	**T**	Choose opponent	**L / R**	Left / right
O	Opposite	**A**	All opponents	**-**	Global effect

2 players: L / R / O = other player. 3 players: choose an opponent for O.

REMEMBER

Seal: no Rite; ends even if blocked/skipped.
Exhaust: next successful play skips Draw 1.
Echo: next Rite twice; statuses do not stack.
Skipped turn: no draw, no Last Hit.

LIMITS & ECLIPSE

Shield cap: 2; after first elimination: 1.
Final Eclipse: no healing.
Hand limit: after effects and normal Draw.