

WITCHES' REVEL

Comprehensive Rules Document.

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Introduction

WITCHES' REVEL is an extendable card game for two players, played with its bespoke cards. 'Extendable' means that cards may be released over time, expanding the game and its possibilities. It is also a deckbuilding game: players can play with decks of their own construction.

WITCHES' REVEL works similarly to other collectible, trading or extendable card games, though some elements are simplified. These rules cover how the interactions it produces work, so you can solve situations where rule application doesn't cover the interaction intuitively. As such, they are verbose and very specific; the best way to learn the game is to do so with the included manual or manual insert cards in a **WITCHES' REVEL** box set product.

If this document covers your needs, read on!

0. Basic Principles

A short primer:

1. Rules & cards ask players to carry out instructions.
2. If card text contradicts the rules, the card text ‘wins’. If something tells you that an action can’t be done, that ‘wins’ over something asking you to do it.
3. If an instruction is only partially possible, do as much of it as you can.
4. If an instruction is wholly impossible, skip it. It must not affect the game at all.
5. If you’re asked to pay a cost, you must carry out all of its instructions and they must all be wholly possible. If you can’t, then the cost and the things it was a cost for are all treated as wholly impossible.
6. If you’re asked to make a choice, do not make a choice that leads only to instructions that are wholly impossible. That’s an illegal choice.
7. To figure out if something is wholly impossible in advance, use only information that is visible to both players.
8. In some rare cases, you will find out that an instruction being carried out is impossible in the middle of doing it. This makes that instruction, and the game state, illegal.
9. To repair an illegal game state, undo everything up to the last legal choice made that led to the game becoming illegal. (If you were following a sequence of steps to carry out an instruction, undo all of them, and any choices made within them.) Continue play from there as if nothing happened, except that making that exact sequence of choices again is now illegal.

The full definition of all of the above lies in the rules below.

0.0. Carrying Out Instructions

WITCHES’ REVEL is a card game played, as indicated in the introduction, with its bespoke cards and this set of rules. Both of them will instruct you on how to proceed at different points in the game. (See 1. Game Elements.)

Sometimes, either the rules or the text on the cards will instruct a player to perform some actions. (For example, you may be asked to ‘draw 1 card’, ‘choose 1 spell’, or the like.) Each single one of these is an **instruction** which that player **carries out** when they execute it.

Some instructions are just executed by doing what they say. A few are just shorthand for a more complex set of steps. These are called **specialized instructions**, and as part and parcel of carrying them out, a player follows the procedure indicated in this rules document. (See 5, ‘Specialized Instructions & Designations’.)

This means that in order to carry out a specialized instruction, you may have to carry out several instructions, possibly in a sequence of steps, as this document indicates. Only when you carry them all out you will have carried out the original instruction, and they’re all part of it. This may determine if that instruction is possible or impossible to carry out. (See 0.2, ‘Possibility & Legality’.)

0.1. The Golden Rule:

No matter what, if any text from a card contradicts any of the rules in this document, the card text always takes precedence.

Note that if a specialized bit of text is defined in the rules, you should follow the rules for it, rather than its immediate English meaning. This isn’t a case of contradiction. (See 5, ‘Specialized Instructions & Designations’.)

Also, if card text couldn’t possibly work in normal circumstances as described by these rules, assume it is contradicting the rules and that it works in the specific circumstances it indicates.

For example: an effect of a card in your hand that says ‘When You Discard This Card From Your Hand:’ as a condition wouldn’t normally work, because only the text of cards on the field is generally relevant. But since this could not work from anywhere else than your hand, assume it is contradicting the rules and it takes precedence, and follow the rules for consequences for this one even if this is discarded from your hand. (See 4.6, ‘Consequences’.)

0.2. Possibility & Legality

An instruction is **wholly possible** if the instructed players can carry it out in its entirety. An instruction may be **partially possible** if only parts of it can be carried out, and **wholly impossible** if no part of it can be carried out. (A set of instructions may also be wholly possible, partially possible or wholly impossible depending on its parts, as well.)

Some effects may tell you that a player can’t perform a specific action or stop a player from performing one specific action. If an instruction attempts to do that action, the ‘can’t’ or ‘stop’ effect wins and that part of the attempted instruction is impossible.

You may be asked to determine whether an instruction (or a set) is possible before performing it. To do so, use the information that is **visible to both players in the moment of determination**. If that information shows that the instruction cannot be carried out in part or in whole, you will determine it is partially possible or wholly impossible. If it doesn't, then treat the instruction as wholly possible, even if it may fail to do anything as it is carried out.

An instruction with a condition may fail to do anything if carried out. Treat it as a possible action if any part of it could do anything if the condition ever held.

(For example, 'Gain 1 Passion if you played a strike spell this turn' is an instruction that has no effect if it is carried out when that player has played no strike spells this turn. This is still a wholly possible instruction as long as that player can gain Passion.)

If a player has to carry out an action that is partially impossible, that player does as much of it as possible. (For example, an instruction to 'draw 2 cards' will only draw the 1 card if there is only 1 card in the deck.)

If a player has to carry out an action that is wholly impossible, that player does none of it. The action must not be applied at all, even in part. If an instruction becomes wholly impossible as part of the process of carrying it out, which can happen with specialized instructions, that instruction is **illegal** and so is the state of the game at that point. The game stops, and has to return to a legal game state. (See 0.5. 'Illegal Choices & Game States'.)

0.3. Paying Costs

As a player is about to carry out an instruction from rules or effects, they may be asked to **pay a cost**. There are two ways to know that they need to pay a cost:

- Some effects indicate a cost that applies to certain instructions in their effects. They are called 'cost effects'. They are written like this: **"To [Action]: [Cost]."** (See 4.3, 'Cost Effects'.) If one of these applies, and you're about to carry out an instruction from a rule or effect that includes a relevant action, you must first pay the cost or you can't carry out that instruction.
- While applying a rule or effect, you may see an instruction of the form **"[cost] to [instructions]"**. (For example: "discard 1 card to draw 1 card".) When you are asked to do something by game text in this form, you are given the chance to pay the indicated cost in order to be able to carry out the '[instructions]' part.

The “[cost]” section, in both cases above, is a sequence of instructions. **When some part of an instruction has a cost, just before carrying out the instruction, you must first pay the cost. To pay the cost, the player must carry out the entire sequence of the cost’s instructions, in full, and they must all be wholly possible.** If even one of the instructions among those is partly or wholly impossible, even if it could be carried out in part, no part of the cost can be paid — that is, the instruction of paying the cost is a wholly impossible instruction.

Some procedures in this rules document specify when exactly you pay the cost associated with certain instructions. Pay the cost when indicated if so.

If a player can’t pay a cost, they also can’t perform the associated action and carry out the associated instructions; treat any of those instructions as if they were wholly impossible. (See 0.2, ‘Possibility & Legality’.)

A player can always decline to pay a cost, even if they could pay it. This is treated the same as the player being unable to pay the cost, for all intents and purposes. This makes the associated actions or instructions wholly impossible as a result.

If you find yourself in a situation such that a part of a cost can’t be paid, but the game state has changed since you started carrying out the instructions of the cost, the game state is now illegal and needs to be repaired. Declining to pay a cost may also make a choice illegal. (See 0.4, ‘Illegal Choices & Game State’.)

0.4. Legal & Illegal Choices

Sometimes, a player may be asked whether they want to carry out a series of instructions or not, typically by text in the form of “... you may [instructions]”. That series of instructions is said to be **optional**.

They may also be asked to make a choice by instructions that say, for example, ‘... [do one thing], or [do another], or...’, or more directly by saying ‘Choose...’. Finally, a choice may be implicit, by using a reference by quality to some game element where you have to select relevant game pieces in order to act on them. (For example, ‘play 1 card from your hand’ requires you to choose 1 card from your hand.) In all these cases, the player makes a choice. Each possibility is called an **option**.

A few rules apply to choices. An option of a choice that would cause you to perform a set of wholly impossible instructions is called **illegal**. An option that does not is **legal**, even if the instructions are only partly possible. (See 0.2 ‘Possibility & Legality’.)

The following rule applies to all choices made by a player in this game: **a player may not select an option when making a choice that is illegal**, if it can be determined to be wholly impossible at the moment of choice. They must select one of the legal ones; if none are legal, then the choice itself is a wholly impossible instruction to carry out.

All instructions that depend on the choice are considered to see whether the choice is illegal or not. They must also all belong to the same effect or, if following a procedure from the rules, the specific step being carried out from that procedure. Instructions outside the effect or step, or instructions that do not depend on the choice, are not taken into consideration to determine the legality of a choice.

Per the rules above, you determine whether a choice is illegal *before* you perform it. This means that you use only information visible to both players to make that determination.

If all options of a choice are illegal, the choice itself is an impossible action and will be skipped. If all options of a choice are determined to be illegal before that choice is taken, based on information visible to both players, then that choice is determined to be wholly impossible ahead of time, which may make another choice treat that in turn as an illegal option.

0.5. *Repairing Illegal Game States*

The state of the game may also be legal or illegal. If you are carrying out an instruction that is specialized and has multiple steps, and figure out during those steps that the specialized instruction is wholly impossible (*for example, attempting to play a card that has a cost you cannot pay, but is revealed only partway during playing it*), then the state of the game has become illegal. In this case, you will need to repair the illegal game state.

If the game state ever becomes illegal, immediately check what happened to see what was the last choice made while the game state was legal, that led to that state becoming illegal. Then, undo everything that happened since that point in the game, including the selection of the choice, and return to that choice. This is called *repairing* an illegal state. The game ignores anything that happened in the parts that were undone, as if it hadn't happened at all, except for keeping track that those choices led to an illegal state. Choices that led to an illegal state are themselves illegal.

(Though the rules of the game may ignore what happened, it is fine if players may have gained information in the course of it — for example, which card was the one that was

revealed but couldn't be played, even if it is now no longer revealed. That it is undone in the eyes of the game does not require players to obfuscate or ignore that information.)

You may need to undo more than one choice this way:

- When you undo any part of the process of carrying out a specialized instruction, you must also undo all previous parts of the process, including any choices made in the course of it.
- In rare cases, a player may find themselves in a situation where they declined to carry out optional instructions, but it turned out declining led to an illegal game state. (*This happens most often when declining to pay a cost.*) The player is never forced to carry out optional instructions; rather, they may elect to treat the choice itself as impossible rather than return the game to it.

If a choice is made illegal because something became wholly impossible as a result of this repairing process — for example, if a specialized instruction required performing another — repeat the undoing process as further back as it is necessary.

Once an illegal game state is repaired, return to playing the game from the last choice not undone that way. However, the exact sequence of choices that was undone must not be repeated; a player can repeat part of it, but it is illegal to make the same choice that causes the sequence to reoccur. If repairing happens multiple times for the same choices, each of those sequences of options is tracked and must not occur again in the same way for that choice, until players move on to a sequence that does complete.

If all possible choices are determined to be illegal in this way, the choice is now a wholly impossible action. If this was occurring during a step of a procedure to carry out another specialized instruction, you may have to repeat the repairing process until you return to a choice that isn't part of carrying out a specialized instruction.

Once you return to a choice that isn't part of the steps of a specialized instruction, this process ends, even if that choice has become wholly impossible as a result. Carrying out the instruction that is requiring the impossible choice will then be skipped entirely. (See 0.2, 'Possibility & Legality'.)

For example: In their turn, a player is asked to take an action for the turn from a list of options. They could choose to use a Power (see 4.7). If that power has a cost, for example: "Spend 2 Passion to draw 1 card", and that player can't pay the cost, for example because they have no Passion, it is wholly impossible to use a Power if all of its instructions are wholly

impossible at the time it's used, so that choice is illegal. They can't choose to use that Power at all.

For example: In their turn, a player is asked to take an action for the turn from a list of options. One option is to spend 1 play to play 1 card from their hand. They choose to do so, but reveal a card whose cost can't be paid. The action of playing is now illegal, and the game state checks what choices were made up to that point. The choice of which card to reveal is part of the sequence of playing a card, so that procedure is entirely undone. The player is returned to the moment of playing a card, and must not reveal that same card as the card to play.

For example: In their turn, a player is asked to take an action for the turn from a list of options. They may use a Power that says, 'Play 1 strike spell card from your hand'. They start resolving the Power, and reveal a card with a cost they cannot pay. The action of playing is now illegal, and the game state checks what choices were made up to that point. The choice of which card to reveal is part of the sequence of playing a card, so that is undone just like the rest of the procedure. This returns the game to the point where the player can choose to play a card, except they cannot reveal that card again when asked. If that was the only card in their hand, the instruction to play itself is wholly impossible. It is skipped, and the Power does nothing. Note that the game does not rewind before the point where the Power begins resolving, as carrying out its instructions is not itself a choice that's part of a procedure.

0.6. Failing To Find

If you need to choose or search a set of cards for a card with specific qualities, and no matching cards are visible to both players, you can always choose not to find any specific card, even if there are cards with that quality among the ones that are hidden. This is not treated as you attempting to carry out an impossible instruction, but other instructions you may carry out after this may become impossible as there is no found card to act upon or refer to. (See 0.2.)

If you're asked to find a quantity of cards without a reference to any particular quality they may have, then you cannot choose not to find them. You must select that quantity of cards, or, if there are fewer, carry out as much as possible of this partially impossible instruction and select all of them. Choosing or searching for specific qualities among cards that are visible to both players also requires you to find a visible card, if any match.

1. Game Elements

1.1. Definitions

A **game element** is a singular object, whether physical or notional, that the game rules apply to.

Rules in this section define the kinds of game elements you might encounter within the game. Anything not indicated here as a game element is not governed by the rules of the game.

A game element may have **characteristics**. These are indications of what the element does during the game. Each rule in this section defines which characteristics each game element may have. Effects or rules may change the characteristics of an object to be other than the ones indicated on the specific element; this becomes part of the state of that object if so. (See section 3, ‘Game State’.)

1.2. Cards

WITCHES’ REVEL is a card game, and its cards are treated as game elements.

‘Cards’ is used in a technical sense here. While many things can be ‘a card’, what ‘a card’ means for the rules of this game is a card representation of one of **WITCHES’ REVEL**’s notional cards — those that are represented in the Card Index and designated with one of the rules-relevant card types (see 1.3, ‘Characteristics’):

- ‘... a Witch...’
- ‘A Resource’
- ‘A Strike Spell’
- ‘A Shield Spell’
- ‘A Stance’

Any other card object is not a game element as far as the rules of this game are concerned. Most **WITCHES’ REVEL** products contain cards not marked with any of the above: those cards are *reminder cards*, used to represent other game elements that are not themselves ‘cards’, again as far as the rules of the game are concerned.

This means, for example, that if a rule refers to ‘a card’, it means only the set of cards indicated above. For example, you can’t add a Stamina reminder card to your deck

during deckbuilding, because your deck is defined to be made of cards in the sense above.

1.3. Characteristics

Cards have the following characteristics printed onto them, and the game rules may give 1 or more of the following characteristics to other game elements in similar fashion:

- All cards have a **title**, in the center of the card below its illustration. Some cards have a **subtitle** under it. Collectively, the title, and the subtitle if present, make up a card's **name**.

When a card has a subtitle, you may see it written in rules or the Card Index after the title, with a dash. (For example: "Celosia - A Wielder of Willful Rage".) This is the full name of the card with the subtitle.

- All cards have one or more **types** under their name. They're typically written "**A [Type]**". If a card has multiple types, they're written like this: "**A [First Type] & A [Second Type]**". Some types have rules relevance and define how and where the card works: 'witch', 'resource', 'stance', 'strike spell' and 'shield spell'. Other types have no special rules associated with them, but the effects of game elements may refer to them.

Witch cards can specify their type slightly differently, in the form "[They're] a Witch of [Resource]", with the appropriate pronoun. The part in the latter brackets is the name of the **associated resource card** of that witch, and indicates which resource card you start the game with.

Cards whose type includes 'spell' are also collectively known as '**spell cards**'. (For example, if an effect tells you to discard 1 spell card from hand, you may discard a shield spell card or a strike spell card.)

- Cards may have **effects text** under the title, which defines what the card may do during the game. Each paragraph or delineated section of the effects text is called an **effect**.
- Certain cards may have a number in the upper right corner. This is referred to as a **printed value**. If it's over a red triangle, that value is referred to as a **printed ▲**

Power, and if it's over a blue circle, that value is referred to as a **printed • Resistance**.

Sometimes the game will ask about the **▲ Power** or **• Resistance** of a game element. For cards, this is the same as the printed version of that value, except that it's modified by any effects or rules that may change it (such as the inherent effect of a +1 counter). If you're asked for a kind of value the game element doesn't have, it has none of that amount, and, if it needs a numeric value for that amount, it will be zero. (For example, a shield spell card has no **▲ Power**; an effect that tries to count the **▲ Power** of that card will see zero of it.)

- Cards may have symbols in the bottom right corner. These are **stitch icons**. Currently, these are used to determine whether stitching is allowed. (See 5.7, 'Playing A Card...')

In addition to this, cards from **WITCHES' REVEL** products may have collation information at the bottom of the card. These may include an illustration credit, a product designation, and a collection number. These elements are not relevant to the game rules and are not part of the characteristics of the card.

Note: It is not necessary to buy a physical **WITCHES' REVEL** product to play the game. You may print your own cards, or use professionally printed card proxies. Note that the card text in the Card Index supersedes any card text on the card itself — the characteristics in the Index are those that count during the game, even if a proxy or edited card says otherwise. Ensure the card's name is fully visible and that the card or proxy is indistinguishable from other cards or proxies in your deck. (See 7.3, 'Card Sleeving'.)

1.4. Tokens

A token is a small object that, as a game element, tracks some information about the game.

These game rules define only 1 kind of token, called a **victory token**. Each victory token is marked so that it clearly indicates 1 of the two players. Victory tokens are optionally used during the game to track which player is winning certain areas that are part of the field.

1.4. Counters

A counter is a game element that tracks a specific count or number. Each counter tracks 1 of that count. Counters can be represented as a collection of small objects, or can be ‘summarized’ by using an object tracking the number, such as a die showing an appropriate number at its top. Players must make sure they have ways to keep track of the amounts of counters they may encounter during the game.

You may be asked to **add** or **remove** counters from a game element. Place or take away the appropriate amount of counters from that game element when you do. Counters placed onto a game element become part of that element’s state, and will be removed if the game clears that state. (See 3.2, ‘State Lifetime’.)

These game rules define the following kinds of counter:

- The first kind is called a **+1 counter** (a ‘plus one’ counter). You will see instructions refer to this kind of counter as a ‘+1’ for short (for example, ‘add a +1 to this spell’). These counters have inherent effects; as long as it is placed onto a game element, each of these counters adds 1 to its ▲ Power if that element has any ▲ Power, or 1 to its ● Resistance if that element has any ● Resistance.
- The second kind is called a **mark counter**. You use mark counters to keep track of values associated with a card; currently, the Passion resource is the only card that uses mark counters, and they determine how much Passion its player currently has. (See 5.10, ‘Gaining, Losing & Spending’.)

1.5. Markers

A marker is a kind of notional game element that rules and effects can create or remove during the game. These elements are not associated with a physical object, like a card or counter is, but they can be represented during play using any sort of object that unambiguously indicates where the marker is and what kind of marker it is.

Typically, markers are placed in similar locations as cards, it is recommended to use cards to represent them that are distinguishable from regular **WITCHES’ REVEL** cards. **WITCHES’ REVEL** products may contain *reminder cards* that are useful for this purpose. These cards are not among the ones that the game rules care about; they can’t be added to your deck or used as your witch or resource. (For example, each preconstructed deck in *Eternal Rhapsody* is accompanied by 4 Stamina reminder cards.)

Markers may have characteristics; their characteristics are all the same for the same kind of marker and are defined in the rules, not on any specific card. (You do not need to read the comprehensive rules to know their characteristics, usually; you will see which markers have which characteristics by reading the reminder card in the product that introduces them).

For more rules on markers, see 6, 'Markers'.

1.6. Areas of Play

An area of play is a game element that represents a specific space on the table between the two players. Areas belong to a specific player, and they together make up the space where play takes place.

Each area of play may contain only certain game elements. Some of these areas make up the field, the location where cards are 'in play' and their effects normally applicable.

For more rules on areas, see 3.4, 'Areas of Play'.

1.7. Spells

A **spell** is a notional game element that is associated with 1 or more spell cards on the field. A spell is composed of all cards that are on a player's side of a spell space.

Most spells are usually composed of 1 card, and in most cases the rules will prevent a spell from being composed by multiple unrelated cards. However, stitching can place 2 strike spell cards in the same space, causing the spell to become composed of 2 cards. (See 5.7, 'Playing A Card...')

A spell is always composed of at least 1 card and exists for as long as there are cards in the space. If a side of a spell space is empty, there is no spell there. If a card is placed there, that action also causes the spell to start existing in that space, associated with that card. If it becomes empty, the associated spell ceases to exist as its cards leave the field.

Spells have characteristics. In particular, any characteristics of the cards that are part of it are also collectively part of the characteristics of the spell. For example, the spell has all the types of both cards, both their names, and both their effect texts (and so all their effects). Any numeric characteristics of the cards are added together. For example, a spell has ▲ Power that is the sum of the ▲ Power of all its cards, plus any other effect or

rule that changes the value. For spells composed only of 1 card, the spell will just have the same characteristics as that card, with no changes.

Individual cards do not have state while they're part of a spell. The spell has a single state on behalf of all its constituent cards, and effects apply to it rather than to any constituent card unless the effect says otherwise. (For example, placing +1s is done onto the spell, not one of the cards in it. If the spell is stitched, the +1s continue to apply to the stitched spell as a whole, not to either of the cards in it. For information on state, see section 3, 'Game State'.)

A spell becomes **stitched** if it comes to have 2 strike spell cards because a player stitched onto it. (See 5.7, 'Playing A Card...')

If an instruction asks to move a spell out of a spell space, all of its cards are moved instead in the same way. For example, if you discard a spell, you will discard all of its cards. If a spell is moved into an area that requires an ordering, like a deck, those cards will be placed in that area where instructed, in the order their player chooses.

(For example, if a stitched spell is stashed at the bottom of a deck, both its cards go to the bottom of that player's deck in the order they choose. See 5.3, 'Stashing'.)

1.8. Random Selection

Players are required to select randomly at least once a game, to determine who goes first.

While the method of random selection isn't a game element per se, it has to be agreed upon and fair. A coin flip or a die roll is a sufficient method, for example, but any method that meets these requirements may do.

1.9. Ownership & Control

A player **owns** all game elements they bring with them as the game begins, as well as any notional game element that the rules indicate as belonging to that player or kept track by that player.

A player **controls** any game elements they placed on the field or that started the game on their side of the field. Only elements on the field can be controlled. (Currently, there is no way to change who controls a game element once it's placed on the field.)

While a player controls a game element with effects text, such as a card, ‘you’ in its text refers to that player. While no player controls that element, ‘you’ in that text refers to its owner. Doing certain things also requires control of the card, like using its Powers (see 4.7, ‘Powers’).

Who controls a game element may also change the meaning of game text that refers to ‘you...’, ‘your...’ or ‘[a player]’s ...’, or to something’s ‘player’. (See 4.10, ‘References...’, for the rules of this.)

As an exception to the above, some elements do not have owners and/or controllers. Specifically:

- Tokens are not controlled or owned by any one player as far as the rules of the game are concerned. (You retain actual, real-life ownership of anything you bring with you for the game, so your tokens will be your own to keep after you’re done; they just do not count as being owned by anyone as game elements, during the game itself, for the purposes of the rules.)
- Counters are not owned by any player (likewise, only for game purposes), and they are controlled by the player upon whose game elements they are placed. (For example, ‘your +1s’ refers to +1s placed upon your side of the field.)

Markers are also owned by the player who brings them into the field, and controlled by that player also unless indicated otherwise. For example, you own and control the Stamina markers you start the game with.

1.10. Opposing

Some rules or effects may refer to an ‘opposing’ game element (for example, “the opposing witch”). This refers to a relevant element your opponent controls or, for areas, the version of that area that that opponent owns.

Some rules or effects may refer to a spell ‘opposing’ another. This refers to a spell that is on the opposing side of the same spell space as another.

1.11. Resources

A resource card is a kind of card you start the game with. You start the game with a single copy of the resource card associated with your witch. (See 1.3, ‘Characteristics’.)

Some resource cards have **named resources** associated with them. A named resource has the name of the card that it's associated with. For example, the Passion resource card is associated with the Passion named resource.

Players can interact with a named resource if an effect tells them they are able to gain, lose, and/or spend it. (See 5.10, 'Gaining, Losing & Spending Resources'.)

2. Game Progression

2.1. Players & Required Material

WITCHES' REVEL is a game for 2 players.

Each player must bring to the game at least 1 deck of **WITCHES' REVEL** cards. Each deck must abide by the deckbuilding rules. (See section 7, 'Deckbuilding'.)

Players will also need appropriate accessories to represent relevant markers (*such as reminder cards for their Stamina markers*), for relevant counters, and to select randomly, in a fair and agreed-upon manner, who is the first player.

Finally, players should bring any other accessories that will help represent the game state, such as victory tokens. These are optional but recommended.

2.2. Setup

Before the game begins, players must set up the initial state of the game by following these steps:

- Players identify areas on the table, and place the relevant cards of their deck onto the appropriate ones (see 3.4, 'Areas of Play'):
 - Their witch card is placed in their witch area.
 - The resource card associated with their witch is placed in the resource area. (See 1.3, 'Characteristics'.)
 - Add 4 Stamina markers from their reserve to their stamina area.
- Players shuffle the rest of their deck and place it as a pile in the deck area.
- Players randomly select who is the first player.
- Each player draws 3 cards, adding them to their hand.

- In turn order, each player may select any number of those cards and stash them. They then draw as many cards as they have stashed this way. (*Cards are stashed by putting them at the bottom of their player's deck in the order of that player's choice. See 5.3, 'Stashing'.*)
- The game begins. The first player takes the first turn of the game. (See 2.3, 'The Turn'.)

2.3. The Turn

The game of **WITCHES' REVEL** is played in turns. The first player takes the first turn of the game, then, if no player has yet won the game, the game continues with a successive turn of their opponent's.

These below are the steps to carry out a turn of the game:

1. The player whose turn is starting becomes the current player. (See 3.3, 'The Current Player'.)
2. The current player formally begins the turn and draws 1 card.
 - Consequences that are relevant when a turn begins become relevant in this step (*and are resolved after the card is drawn*).
3. The current player is allotted **plays**, an ephemeral count. If no rule or effect modifies the amount, that player is allotted **1 play**. Plays can be **spent** during the turn, reducing the available amount, and any that were not spent are lost as the turn concludes. (*Spending an amount of plays requires having that number of plays remaining.*)
4. The current player is given the chance to **act** during the turn. (*They make a choice as described in 2.4, 'Acting During The Turn'.*)
5. Once the current player has acted and any of the action's consequences have resolved, check if that player has passed during this turn. If they did not, return to the step above (*giving the player another chance to act*). Otherwise, proceed to the next step.
6. The current player loses all unspent plays, then formally ends the turn.

- Consequences that are relevant when a turn ends become relevant in this step. (While the formal moment of turn's end has passed, it is still technically the current player's turn until the cleanup check that follows this step has completed.)

After each step in this list, players carry out a cleanup check, resolving any relevant consequences for that step. (See 2.5, 'Cleanup Check'; this is an exception to the rule that you have to finish a list of steps before performing a cleanup check.) The game does not progress to the next step, nor to a following turn, until each of these checks conclude.

Once the last step in this list and its associated cleanup check ends, the turn has actually concluded. Any effects that end as a turn ends expire at this point. Before the next turn begins, perform an **outcome check** (see 2.6, 'Outcome Checks') to see whether the game should conclude. If so, follow the instructions there. Otherwise, the next player in turn order now takes a new turn, following the steps above once more.

2.4. Acting During The Turn

When a player is given a chance to act during their turn, they may choose to carry out any of the following.

- Spend 1 play they currently have to play 1 card from their hand. (See the procedure for playing a card at 5.5, 'Playing a Card'. Losing 1 play is a cost, and is subject to the rules in 0.3, 'Paying Costs'.)
- Spend 1 play they currently have to draw 1 card. Spending that play by paying the cost of this action is referred to as **skipping** that play.
- Choose 1 of their Powers that was not used this turn and use it. (See 4.7, 'Powers'. To use a power, it must not be composed entirely of wholly impossible instructions. This has no cost.)
- Pass the turn.

This is a choice by a player, and that player must select an option from this list that is legal. (See 0.4, 'Legal & Illegal Choices'. For example, you can't choose the options that cost 1 play to make if you have no plays left.) It is always legal for that player to choose to pass the turn.

Carrying out the instruction of passing the turn will cause the procedure of the turn to move to its end. (See 2.3, ‘The Turn’, and 5.11, ‘Passing’.)

2.5. Cleanup Checks

A cleanup check is a moment of the game where the game takes care of any consequences of events that have just occurred.

The game performs a cleanup check every time one of the following finishes occurring, before continuing further:

- A player completes one of the steps of playing a turn. (See 2.3, ‘The Turn’.)

For example, after each time a player acts during their turn, a cleanup check occurs.

- A player completes a list of steps indicated in a rule beside this one.

For example, after each time a player plays a card, which includes a list of steps in a rule, a cleanup check occurs.

- A consequence resolves, and one or more consequences have become newly relevant during that resolution.

This means that every time you resolve a consequence that triggers other consequences, you stop and resolve the latter before returning to the game. If multiple consequences were waiting to resolve, and resolving 1 of them causes a newly relevant consequence, the others will “stop” and wait until the entire set of consequences-of-consequences conclude.

To carry out a cleanup check, players follow these steps:

1. Each player whose deck is empty of cards loses all of their remaining Stamina. (See 5.6, ‘Losing Stamina’.)
2. Any cards that were revealed, for which was not specified for what duration they would stay revealed, stop being revealed now. (See 5.4, ‘Revealing Cards’.)
3. Track all consequences that have become relevant and are not waiting to be resolved by a cleanup check. They are now all waiting to be resolved by this check. (If there are none, skip steps 4-7.)

4. If the current player has any of their consequences waiting to be resolved by this check, they choose 1 of those instances and resolve it by carrying out its instructions.
5. If any consequences have newly become relevant during the last step, perform a new cleanup check for the newly relevant consequences. Wait until that check concludes to continue these steps.
6. If there are any more relevant consequences waiting to be resolved by this check for the current player, return to step 2.
7. The steps in 4-6 repeat here, except for the current player's opponent rather than the current player.
8. If this cleanup check is the first one that occurs after a strike spell card has been played, its player checks for overpower for that spell. (See 5.8, 'Checking For Overpower...')

2.6. Outcome Checks

An **outcome check** is carried out after each turn ends and before the following turn begins.

To make an outcome check, follow these steps:

- Check if the current player is winning in every spell space. (*The player whose turn just concluded remains the current player during an outcome check.*) If so, that player wins by domination and the game is over. (See 2.7, 'Winning The Game By Domination'.)
- If the Final Turn did not begin yet, check if the current player has no Stamina remaining. If so, the next turn will be designated as a Final Turn. (See 2.8, 'The Final Turn'.)
- If the last turn that was played was the Final Turn, conclude the game. (See 2.9. 'Final Outcome Check & Winning The Game'.)

2.7. Winning The Game By Domination

If, during an outcome check (see 2.6), the current player — who just finished their turn — is winning in all spell spaces, the game is over and that player wins it by **domination**.

Note that, if a player is winning in all spaces *during* their turn, the game proceeds as usual and isn't over yet. Also, if a player is winning in all spaces *during another* player's turn, the game proceeds as usual as well. A player must be in that position after the end of their turn, in the associated outcome check, to win this way.

2.8. The Final Turn

If the current player has no Stamina during an outcome check:

- The next turn is designated a **Final Turn**. This modifies the way it is played.
- Count the Stamina card remaining for the player that would take the next turn.

Then, you continue on to that turn. Final Turns are played with the rules for regular turns, except for the following.

- Instead of allotting 1 play, that player will be allotted **1 play for each remaining Stamina you counted above**, to a minimum of 1.
- You do not perform a regular outcome check after that turn. Instead, follow the steps for a final outcome check. (See 2.9, 'Final Outcome Check...')

2.9. Final Outcome Check & Winning The Game By Exhaustion

After a Final Turn concludes, do not perform the usual outcome check. Instead, follow these steps to carry out a **final outcome check**:

- Check which player is winning in the most spell spaces. If there is one, the game is over and that player wins the game by **exhaustion**.
- On a tie, check the total amount of ▲ Power of all spells on each side of the field. If one player has more than any other, the game is over and that player wins the game by exhaustion as well.
- On a tie, the game is over and has ended in a true tie.

The game always ends during a final outcome check. There is no turn following it.

3. Game State

3.1. Definition

The **state** of the game is the collection of information that is needed to decide how to represent the game and progress through it.

Parts of the overall state of the game may be associated with specific game elements. For example, areas contain other cards; spells may be subject to the application of an effect; +1 counters may be placed onto spells; and so on. If a game element moves from one area to another, that part of the state may be *cleared*. (See 3.2.)

Unlike other game elements, tokens and counters never have state — they are fully fungible with one another, and the game keeps track of them by associating their kind and number with the game element they are placed on. Markers in reserve also have no state and are fungible for as long as they remain there. Markers that are on the field have state like other game elements do.

3.2. State Lifetime

Any part of the state that is specific to a single game element is **cleared** by the game as that game element moves from an area of play to another. As part of moving that card, the following all apply:

- Any effects that apply to that game element that do not indicate otherwise stop applying to that game element.
- Any alterations to that element's characteristics end. For example, a card's ▲ Power will return to being that card's usual printed ▲ Power.
- Any counters that were on that game element are removed from it.
- If the card was revealed, it stops being revealed. (See 5.4, 'Revealing Cards'.)

3.3. The Current Player

Part of the state of the game, at any time, is the fact that one of the players is the **current player**.

The player who is selected to go first randomly begins the game as the current player. Each time a player's turn begins, they become the current player.

During moments where no player is currently taking a turn, the last player who was designated as the current player remains current. For example, the last player who took a turn is the current player during a subsequent outcome check. (See 2.6, 'Outcome Checks'.)

3.4. Areas of Play

Part of the state of the game is which game elements exist within **areas of play**, which are parts of the space between the two players.

Each player has, and sets up space for, the following areas:

- A **witch area**, where that player's witch begins play.
- A **resource area**, where the resource indicated on that player's witch card begins play.
- A **stamina area**, an area that begins play for that player containing 4 of their Stamina markers.
- A **deck**, an area where the deck of cards that do not begin play elsewhere is placed. The game begins by shuffling those cards and placing them here as a pile, with no player being able to look at them, and remains an unseen pile throughout the game.
- **Discards**, an area where cards move to when discarded. It is typically organized as a pile, though its order doesn't matter. Cards in discards are visible to all players.
- A **hand**, representing the cards a player will keep in hand as the game progresses. This is the area where cards that are drawn go to, and cards in it are only visible to its player.
- Five **spell space's sides**, which are where spell cards are played and spells reside during the game. Each of your sides of a spell space pairs up with a different 1 of your opponent's, making up together a **spell space**. Spells in the same space will face and confront each other during the game.
- A **stance area**, which is where stance cards are played. It starts empty, and may only contain 1 stance at a time.

- **Reserve**, a space where you notionally keep any copies of markers you need during the game, and where markers that leave the field return to. (See 6, ‘Markers’.)

A player’s witch area, resource area, stamina area, stance area, and each of their side of a spell space constitutes **that player’s side of the field**. Both players’ sides of the field join up to constitute **the field**. Any other area is not part of the field (and said to be ‘off’ the field).

Unless specified otherwise, game elements only have their effects apply if they are on the field. When a game element moves from an area off the field to an area on the field, it is said to enter the field; and when it moves vice versa, it is said to leave the field.

Generally, a space may only contain elements that conform to the specific rules for that space, and only those owned or controlled by the player that owns that space. For example, spell spaces can only contain spell cards, and your side of a spell space can only contain your spell cards. However, effects may place game elements on those cards that are other than specified; for example, +1 counters may be placed onto spells, even if they’re owned by no player.

At times, an instruction on a rule or effect may ask you to perform an operation that moves elements from an area to another, or to reorder game elements, except that you’re asked to perform this operation on an area. For example, you may be asked to discard your hand or shuffle your deck. In this case, apply that operation to all the game elements in that area that are relevant. (*For example, when you are asked to discard your hand, discard all cards in your hand.*)

3.5. Areas of Play — Witch, Resource And Stamina Areas

As the game is set up, each player places specific cards in their witch, resource and stamina areas. These areas are all considered to be part of the field (‘in play’).

The rules for these areas are as follows:

- Only witch cards can be in the witch area. Each player selects 1 witch card to start in that area as the game begins.
- Only resource cards can be in the resource area. Each player places the resource card mentioned in their witch’s type line here as the game begins, if any.

- Only Stamina markers can be in the stamina areas. The game begins with 4 Stamina markers already in this area.
- Game elements in these areas are on their player's side of the field (in play), and are visible to all players during the game.

3.6. Areas of Play — Deck

A player's deck is considered to be its own area. It is always kept as an ordered pile that no player may look at. It starts with all cards in it that are not already starting elsewhere on the field, shuffled.

All cards that go to the deck are placed in specific parts of it. One common thing to do is called *stashing*; to stash means to place cards at the bottom of the deck. (See 5.3, 'Stashing'.) Cards are always kept in the appropriate order, and no player may look at them, even if they know which cards they are (*because they have been just stashed, for example*).

A deck may only contain cards owned by its player. If a card would go to the wrong deck, move it to the same position in its player's deck instead.

If a deck is empty during a cleanup check, its player loses all their remaining Stamina at that time. (See 2.5, 'Cleanup Checks'.) A deck may become temporarily empty because an effect is manipulating it; as long as it is not empty when the cleanup check occurs, no Stamina will be lost as a result.

You may always carry out the instruction of shuffling a deck, even if it's empty. In that case, it will have no effect.

You may also always carry out the instruction of shuffling a set of cards into the deck that is specified by a quality, even if the set of cards turns out to be empty. In that case, shuffle your deck.

3.7. Areas of Play — Discards

Discards is an area of the game where discarded cards move to. It is usually kept as a pile, but its order isn't important to the rules of the game.

Cards in discards are visible to all players. They are not considered to be on the field.

A discards area may only contain cards owned by its player. If a card would go to the wrong discards, it goes to the appropriate one instead.

3.8. *Areas of Play — Hand*

A player's hand of cards is considered to be its own area.

Cards in hand are only visible to their player. The hand has no specific ordering, and it is always considered randomized when seen by another player — for example, a player may shuffle the cards in their hand after returning a card to it, and it is correct that the opponent not be able to know which card is which.

One exception to this rule is if a specific card is being tracked by the game as an illegal choice to make. (See 0.5, 'Repairing Illegal Game States'.) In that case, keep the card face down, but separate from the rest of your hand until you no longer need to track it as an illegal choice. Once done, it can be randomized again.

To draw a card means to move it from wherever it is to its player's hand. Generally, you will only draw cards from your deck. (See 5.2, 'Drawing & Next Draws'.)

A player may have only cards in hand that they own. If a card would go to the wrong player's hand, it is put into the appropriate player's hand instead.

3.9. *Areas of Play — Stance Area*

Players make space for a stance area when the game begins. The stance area is considered to be part of the field ('in play'). It starts with no cards in it.

When a player plays a stance card, it is placed here.

A stance area may contain only 1 stance card at a time. Playing a new stance card will discard its player's other stance card from their area as part of its cost. (See 5.6, 'Playing a Stance'.)

3.10. *Winning In A Spell Space*

Each spell space has a portion of game state associated with it. The game continuously tracks which player is **winning** in each spell space; which player is winning changes as the contents of a spell space changes. This information is used as the game concludes to determine who wins the game. (See 2.7 & 2.9.)

To know which player is winning in a spell space:

- Check whether any spell in the space has 1 or more ▲ Power.
- If both do, the single player whose spell has the greatest ▲ Power is winning in that space. (No player is winning if they're tied.)
- If only 1 does, check if the opposing spell has lesser ● Resistance than it. If it does, then the player of the spell with ▲ Power is winning in that space.

If none of the above are met, then no player is winning in that spell space.

If you're using victory tokens, you should add, remove or change the victory token in a spell space as the winner changes, to ease keeping track of who is winning where.

4. Applying Effects

4.1. Definitions

Any game element can have *effects text*. For example, the effects text of a card is printed under its name and type.

Each paragraph of the effects text of a game element is called an **effect**. (*Effects are similar to 'abilities' from other games.*)

Each effect is applied at an appropriate time during the game (or, in a few cases, even before it — for example, during deckbuilding). There are several kinds of effect; each kind is applied in a different way.

In general, only effects of game elements on the field are applied. However, an effect may apply at other times if, as written, it indicates it specifically applies while not on the field, or if it is modifying an instruction that involves it. (See 0.1.)

4.2. Kinds of Effects

How each of the different kinds of effects applies is discussed in a separate rule for each kind. To distinguish between kinds of effects, check how they are written, and match it to the list below.

- If an effect has an initial part separated by a colon from its instructions, check what the effect says:

- If the initial part is written “**To [Action]: ...**” (for example, “To Play: ...”), the effect is a **cost effect**. It indicates that to do the specified action, a cost must be paid. (See 4.3, ‘Cost Effects’.)
- If the initial part ends with “**... Power Is: ...**” (for example, “This Spell’s Power Is: ...” or “Her Power Is: ...”), it’s a **Power**. Powers can be used during your turn, each once per turn. (See 4.7, ‘Cost Effects’.)
- If the initial part does not contain the word ‘would’ or ‘tries’, the effect is a **consequence**. A consequence applies every time the condition — the event described in its initial part — comes to pass. (See 4.6, ‘Consequences’.)
- If the initial part contains the word ‘would’ or ‘tries’, it’s an **interruption**. Interruptions apply to change or stop events that may be happening during the game. (See 4.9, ‘Interruptions’.)
- If the effect does not have an initial part, it’s an **ongoing effect**. Rather than carry out its instructions at specific times, it applies continuously for as long as it’s appropriate. (See 4.4, ‘Ongoing Effects’.)

4.3. Cost Effects

A cost effect is an effect written “**To [Action]: [Instructions]**”. This introduces a cost that must be paid in order to carry out an instruction that includes the action; if the cost isn’t paid in full, the instruction with that action is impossible. (See 0.3, ‘Paying Costs’.)

“To Play: ...” is a common shorthand that means “To Play This Card: ...”. (See 4.8, ‘Shorthands’.)

Some cost effects may apply to actions performed with the card before it enters the field. In particular, “To Play: ...” cost effects always apply as you play the card, even if it’s not yet on the field.

4.4. Ongoing Effects

An ongoing effect is any effect that does not start with an initial part and a colon.

Ongoing effects typically do not contain instructions, but statements. These all apply to the game the entire time the effect is active. Unless the effect states otherwise, or could only function from outside the field, the ongoing effect begins applying while its card is on the field, and stops applying when it leaves the field.

The effects apply continuously and immediately. (For example, if an ongoing effect says “Your strike spells have +1 ▲ Power”, then any strike spell will enter the field with that bonus already applied. There will not be a moment where its original ▲ Power is used, not even momentarily.) If they stop applying, they stop similarly.

Ongoing effects that contain statements with the word “Only...” introduce limits. (See 4.5.)

4.5. Limits

Some ongoing effects have statements that have the word “Only...”. These are **limits**.

Currently, the only kind of limit printed on cards applies during deckbuilding, not during the game. While you’re building a deck, respect all limits that indicate quantities of cards per deck; a deck can’t be brought to a game if it doesn’t respect the limits of its cards. These limits override the usual ones (a maximum of 2 copies of a spell or a maximum of 1 copy of a stance per deck).

4.6. Consequences

An effect written in the form “[Condition]: [Instructions]” that isn’t a cost effect (see 4.3) or Power (see 4.7), and whose condition doesn’t use the words ‘tried’ or ‘would’, is a **consequence**. The condition describes a situation or event that causes that consequence to become **relevant**. Once a consequence is relevant, the game will **resolve** it at the earliest opportunity, requiring its player to carry out its instructions. (See 2.5, ‘Cleanup Checks’.)

Note that effects written this way, but whose condition includes the word ‘tries’ or ‘would’, are interruptions rather than consequences. (See 4.9.)

A consequence becomes relevant as soon as the event indicated in the card finishes occurring. (For example, an “On Play: ...” consequence becomes relevant as soon as a player completes carrying out the instruction of playing the card — this means, after its cost is paid and the card has been placed on the field. See 5.5, ‘Playing A Card’.)

A consequence can become relevant multiple times if the event described in its condition occurs multiple times. If so, each relevant instance of the consequence resolves separately.

Consequences are not resolved right away. Players resolve any newly relevant consequences during a cleanup check. (See 2.5, 'Cleanup Checks'.)

Note: Other games call effects 'abilities', and may call effects structured similarly to consequences as 'triggered abilities'. Becoming relevant is similar to a triggered ability meeting its trigger condition in other games.

4.7. Powers

An effect written “[Something’s] **Power Is:** [Instructions]” (for example: “This Spell’s Power Is: ...” or “Her Power Is: ...”) is a **Power**.

Powers are a special case of consequences (see 4.6). However, rather than have a specific condition that describes when they happen, they are **used** by their player during their turn. (See 2.4, 'Acting During The Turn'.) Only the player that controls the game element that has the Power may use it. (See 1.9, 'Ownership & Control'.)

Each use causes the Power to become relevant in a way that works like a consequence does. Once a Power is relevant, it is resolved during the next cleanup check.

Each Power can only be used once per turn, and can't be used outside of their player's turn. This is part of the state of the game element that has the Power; if it leaves the field, this is part of the state of that element that is cleared, and future uses of that Power once it returns to the field are available again. A Power can't become relevant by any means outside of its player's turn.

In addition to the above, a Power can't be used if it is composed of wholly impossible instructions at the moment where it would be used. If a Power is used and its instructions reveal themselves to all be wholly impossible as it resolves, it does nothing and it remains used in that turn.

Note: Other games call effects similar to Powers 'activated abilities', or similar.

4.8. Shorthands

Certain phrases on cards are shorter versions of what actually counts or gets applied. They are referred to as 'shorthands'.

For a cost effect, the following is a shortcut:

- “To Play: ...” means “To Play This Card: ...”.

For Powers:

- Any "... Power Is:" prefix is a shorthand for: "The First Time You Use This Power During Each Of Your Turns: ...", and also enables their player to carry out the instruction to use the Power in their turn. (See 4.7.)

For consequences:

- "On Play: ..." means "Each Time You Play This Card: ..."
- "If Playing This Overpowers: ..." or "If Playing This Overpowers A Spell: ..." means "Each Time This Spell Overpowers Another Spell, If That Overpower Check Occurred As Part Of Playing This Card: ..." For the latter case, references to 'it' or 'that spell' in the instructions refer to the spell that was overpowered. (See 5.8, 'Checking For Overpower & Overpowering'.)

4.9. Interruptions

An interruption is written as in the form "[Condition]: [Instructions]", except that, unlike consequences, the condition includes the word 'tries' or 'would'.

For example: "When Your Opponent Tries To Overpower: ..." indicates an interruption.

Interruptions do not wait for a cleanup check to resolve. Instead, they become relevant just before the indicated situation or instruction is about to occur, or to be carried out, and they are **resolved** as they become relevant.

Some interruptions can become relevant while a card is not visible to all players. For example, some interruptions may become relevant while their card is in a player's hand. To make one such interruption relevant, its player reveals its card (*which then remains revealed until the next cleanup check, if it doesn't change areas in the meanwhile*).

If one or more interruptions become relevant for the same situation or instruction, apply the following steps to resolve them:

1. If the current player has any relevant interruptions of their own, they select an interruption not yet resolved among them and carry out its instructions. The instructions may change what the upcoming situation or action is.

2. Check again which relevant interruptions from any player still apply to the newly modified situation or action. Any that no longer do **stop** being relevant, and will not be resolved by these steps.
3. If the current player has any still-relevant interruptions, repeat step 2.
4. The steps at 1-3 repeat, except for the current player's opponent rather than the current player.

Unlike other lists of steps, there is no cleanup check after this list completes. Rather, continue with the situation or instruction as potentially modified. Any consequences that become relevant in this process are carried out at the next cleanup check. (See 2.5, 'Cleanup Checks'.)

Interruptions cannot become relevant twice in the same situation or event. Once one has resolved or has stopped being relevant during one pass through the list of steps above, it no longer can become relevant again until the entire list of the steps above completes. Only after that it may become relevant again, if another matching situation or instruction occurs.

For example, let's say one interruption changes an instruction to a different one. A second interruption, newly relevant, changes it back to the original instruction. The first interruption does not become relevant again at this point.

An interruption may instruct you to 'stop' or 'prevent' the situation or instruction. If so, once the interruption is resolved and the game returns to the original action being carried out, the newly modified situation just won't occur, and any instructions modified this way are skipped.

When skipping an instruction, do nothing as you attempt to carry it out rather than perform it; carrying out a skipped instruction is always by itself possible, no matter what the instruction was or did. As a result, a set of instructions that includes one that was skipped is never by itself wholly impossible, and thus does not by itself impact the legality of the game state. (See 0.2, 'Possibility & Legality'.)

Some interruptions exist that include the text "...: If this card is in your hand, ...". These interruptions can become relevant when the card is in your hand and not on the field. If one does, reveal the card when the interruption would become relevant to make it so. Revealing a card this way is optional; if you do not reveal it, the interruption doesn't become relevant and is not applied. (See 5.4, 'Revealing Cards'.)

Note: Other games may call effects similar to interruptions ‘replacement effects’ or ‘interrupts’.

4.10. References In Effects Text

Certain instructions on effects may **refer** to a game element or a set of game elements, whether explicitly or by referring to some of their qualities. The following rules apply to those references:

- If the instruction doesn’t specify where to find the indicated elements, the player that is carrying it out finds or chooses them among the relevant ones that are on the field.

For example: ‘Discard your stance’ will discard any 1 stance card you control that’s currently on the field on your side, not a stance card in your hand or discards.

- If an instruction just mentions a type, it means to refer to applicable elements of that type that are in the specified location. If it doesn’t specify a location, it means the applicable elements of that type on the field.
- If an instruction only mentions a marker’s name, it means to refer to markers that exist with that name. If it doesn’t specify where, it means those on the field.
- If an instruction refers to ‘**your** [something]’, or ‘[a player]’s [something]’, and it specifies that it should be something not on the field, it means to refer to the appropriate number and kind of game elements that match that description, and that are in the appropriate areas that you or the specified player own. Likewise, if it refers in the same circumstances to “[something]’s **player**”, it means the player that owns the specified element.
- If an instruction refers to ‘**your** [something]’, or ‘[a player]’s [something]’, and it specifies that it should be something on the field or does not specify, it means the appropriate number of game elements that match that description on the field that the relevant player controls. Likewise, if it refers in the same circumstances to “[something]’s **player**”, it means the player that controls the specified element.
- If an instruction refers to ‘**this** [type]’, and the type matches the element it’s from, it means that particular game element in the location it is as you carry out this instruction. (For example, ‘this spell’ refers to the spell that has the effect being carried out.)

- If a player carries out an instruction to draw that does not specify what or from where, but only an amount, they draw that many of their next draws from their deck. (See 5.2, 'Drawing & Next Draws'.)

For example: “Your spells” means all of the spells you control on the field, not any spells your opponent controls or any spell cards in discards.

Finally, if an instruction refers to a game element, a future instruction may apply again to that reference. (For example, “Choose 1 spell. Discard it.”) This reference becomes jointly part of the state of both the game element whose effects’ instructions you are carrying out, and that element. Cards may just indicate a further instruction of this kind with pronouns (“Discard it”), specifying explicitly what they are talking about (“Discard each spells chosen this way”), or using the construction ‘above’ to indicate a choice most recently made while carrying out the instruction of an effect printed above the one containing this. (For example: “On Play: Choose any 1 other spell.” and “When This Spell Is Discarded: Discard the spell chosen above.”).

This means, in practice:

- For as long as the state holds — that is, both elements remain in their respective areas — that reference will continue applying. Any changes in the referred-to objects will be available for the future instructions to ‘see’ and will apply as you carry them out.
- If either element leaves their respective area, and the effects are still applicable, the reference is ‘lost’. Effects with a lost reference still apply, but their instructions can’t affect the element whose reference was lost.

(For example, if a spell has “On Play: Choose any 1 other spell.” and “When This Spell Is Discarded: Discard the spell chosen above.”, and the spell is drawn back to a player’s hand in between the two effects resolving, the latter will not be able to discard it, since it’s no longer on the field and the reference is lost.)

- Any attempt of an instruction to find or count any characteristic or value associated with a reference that was lost will use the value that was correct at the time the reference was lost. Effects that anticipate this will refer to that element with the past tense.

(For example, a spell may have: “If Playing This Overpowers A Spell: Gain Passion equal to the ▲ Power or ● Resistance that spell had.” Since the instruction is carried out just after the spell has been discarded, it will use the ▲ Power or ● Resistance the spell had before it left the field.)

Note that effects may continue to follow a game element that change zones if they indicate to do so within their text.

(For example: if an effect says “Discard any 1 spell. Choose 1 of the cards discarded this way. Its player draws it back”, since the latter part refers to ‘cards discarded this way’, it can make a new reference to the appropriate discarded cards, even if those cards were part of a spell and not in discards prior to that point, and that spell no longer exists.)

5. Specialized Instructions & Designations

5.1. Definitions

A specialized instruction is a part of a rule or effect that you may be asked to carry out, and that a rule defines more precisely than the normal definition of those words.

A specialized designation is a part of a rule or effect that is used to refer to certain game elements or their parts, and that a rule defines more precisely than the normal definition of those words.

You can find the definition for each instruction or designation of this kind in this section.

5.2. Drawing & Next Draws

When a player is asked to **draw** cards, they move those cards from wherever they are to their hand.

When a player is asked to draw an amount of cards, but not which ones or from where, they move that many of their next draws from your deck to your hand.

When a rule or effect refers to a player’s ‘**next draw**’, it refers to the top card of your deck. If it refers to an amount of next draws, it refers to that many cards from the top of the appropriate deck. (For example, your next 3 draws are the top 3 cards of your deck.)

5.3. Stashing

When a player is asked to **stash** an amount of cards or specific cards, they put those cards at the bottom of their deck, ordered as they prefer. Cards whose fronts are not visible to some players (such as in hand or from a deck) are not revealed as they are stashed this way. Their player may look at them as they reorder them to their preference.

When a player is asked to **stash** cards that have specific qualities, that player follows these steps:

- They reveal the indicated amount of cards, all of which must have the specified quality. (See 5.4, 'Revealing Cards'.) If they can't do so, this instruction of stashing cards is wholly impossible (see 0.2).
- They put those cards at the bottom of their deck, ordered as they prefer. Their player may look at them as they reorder them to their preference. *(They cease being revealed as they move to the deck, and the order is not revealed to the opponent.)*

5.4. Revealing Cards

When you **reveal** a card, it becomes and stays **revealed**. While a card is revealed, show its full characteristics so that all players are able to examine it. That one card remains visible to all players as long as it stays revealed, regardless of whether it would normally be or not depending on the area it is in. Being revealed is part of the state of that card. (See 3, 'Game State'.)

Revealing a card that is already in an area whose contents are visible to all players is an impossible instruction.

Cards revealed while in a player's hand remain in that player's hand, visible to all players, and can be distinguished from other cards for as long as they remain revealed. They still count as being part of the hand.

If a player carries out the instruction to reveal a card, it remains revealed for the duration the instruction indicates. If it doesn't provide one, the card remains revealed until the appropriate step at the beginning of the next cleanup check (see 2.5).

Once a card stops being revealed, if it's in an area where it should be hidden to some or all players, it returns to following the rules of that area. *(For example, once it's no longer*

revealed you may return a card in your hand to be visible only to you and hidden to your opponents, and shuffle it with other cards in your hand.)

If a revealed card's state is cleared, for example because it moves to another area, it also stops being revealed as that happens. It will then follow the normal visibility rules for the area it moves to. (See 3.2, 'State Lifetime'.)

5.5. Playing A Card

To carry out the instruction of playing a card, the procedure is to first reveal it (see 5.4). Then, the procedure continues with you carrying out a different set of steps for playing it depending on its type.

Normally, you play cards as an action you take during your turn, by spending 1 play to play 1 card from your hand. (See 2.4.) However, effects may be able to play a card from somewhere else other than your hand. The steps of playing the card remain the same either way.

If the card is a strike spell card or shield spell card, continue the procedure of playing it by carrying out the steps at 5.6.

If the card is a stance card, continue the procedure of playing it by carrying out the steps at 5.7.

If somehow you're asked to play any other card, the action of playing is impossible. If revealing the card changed the game state, you may need to repair the game state (see 0.5).

5.6. Playing A Card — Playing a Stance

When a rule or effect asks you to play a card, and the card is a stance card, you must complete the procedure of playing it by carrying out the instructions in this rule. These rules include a cost to be paid; if for any reason it cannot be paid, the card cannot be played. (See 0.2, 'Impossible Instructions', and 0.3, 'Paying Costs'.)

Carry out playing a stance card by going through these steps:

- Pay the cost of playing the card. As the first element of the cost of playing a stance card while you already control a stance, you must discard it from the field. Then, if the card has other costs, you must pay them now.

- Once that cost and any other costs are paid, carry out playing the stance by putting it into the stance area on the field.

After you play a stance, as you do every time a rule has a list of, perform a cleanup check. (This will resolve its “On Play:” effects.)

5.7. Playing A Card — Playing or Stitching a Spell

When a rule or effect asks you to play a card, and the card is a spell card, you must carry out the instructions in this rule. These rules include a cost to be paid; if it cannot be paid, the card cannot be played. (See 0.2, ‘Impossible Instructions’, and 0.3, ‘Paying Costs’.)

Carry out playing a spell card by going through these steps:

- First, pay the cost of playing the card as follows:
 - Announce where the spell card will be placed as the first element of paying its cost. You may choose your side of any spell space that is either empty or that has a shield spell in it, or, if the spell is a strike spell, your side of any spell space that has a strike spell in it composed of exactly 1 card and sharing a stitch icon with the card you want to play. If you choose the latter, the action of playing this spell will also count as the action of **stitching** this spell.
 - If you can't choose a space this way, you can't pay the cost, and thus can't play the card.
 - If you announce that the spell will be stitched, this same action you are carrying out counts as both playing and stitching the spell. (For example, “On Play: ...” consequences of the new card will be relevant.)
 - If the side you announced in the last step contains a shield spell, discard it from that space as the second element of paying its cost.
 - Consequences become relevant only after you have completed these steps. If a consequence becomes relevant when a shield spell is discarded this way, resolve it with any other consequences after you complete playing the new card.
 - If for some reason you are prevented from discarding that shield spell, you can't pay this cost, and thus can't play the new card.

- Some cards have effects that define a cost for themselves or other cards. Pay any of those costs as required right now. (See 4.3, 'Cost Effects'.)

If you can't do any part of these, you are attempting to carry out an instruction without paying its cost in full. Paying the cost and performing the instruction to play the card thus become wholly impossible. You may need to back up and repair the game state (see 0.5).

Once you pay the cost to play a spell, to carry out playing it, follow these steps:

- If the side you announced above is empty, place the spell card there. This action creates a new spell game element, consisting of a single card. (See 1.7, 'Spells'.)
- If by announcing a side above you indicated that the spell is going to be stitched, add it to the spell already in the space. The spell now consists of the combined characteristics of the two cards. (See 1.7, 'Spells'.) That spell becomes stitched as a result of this. Then, you lose 1 Stamina. (See 5.9, 'Losing Stamina'.)

After these steps conclude, the card has been formally played. As usual, after completing a list of steps in the rules, carry out a cleanup check. Any "On Play: ..." effects that apply will resolve in that check.

As part of the cleanup check associated with this list, if the spell card you just played has become a strike spell on the field, or was stitched to become part of one, you check for overpower. (See 2.5, 'Cleanup Checks', and 5.8, 'Checking For Overpower...'. If the spell card you played wasn't a strike spell, this doesn't happen.)

5.8. Checking For Overpower & Overpowering

When you're asked to check for overpower for a spell, follow these steps:

- Check if that spell has 1 or more ▲ Power. If not, skip the following steps. The spell will not overpower. (*Shield spells, for example, have no ▲ Power and cannot overpower.*)
- Check if there's another spell in its same space, and if that spell has a value (▲ Power or ● Resistance) that is **strictly less** than that ▲ Power.
- If the above applies, the player of that first spell is directed to have the first spell **overpower** the second. Its player carries out this instruction by discarding that second spell from the field.

- For the purposes of conditions becoming relevant, carrying out this instruction also counts as that player overpowering. Any consequence with a condition similar to ‘When A Player Overpowers’ becomes relevant as a result of this action, and any interruption that is relevant ‘When A Player Tries To Overpower’ or that stops a player from overpowering applies to this action.

Some cards have consequences with a condition that reads “If Playing This Overpower...:”. This is shorthand for “Each Time This Spell Overpowers, If The Check For Overpower Was Caused By Playing (Or Stitching) This Card: ...”. If you carry out an overpower instruction above, and the check for overpower occurred while playing that card, that consequence becomes relevant now as well.

Note that the rules for playing a card cause “On Play:” and similarly-timed consequences of playing a card to occur before those rules call to check for overpower. Finish resolving those effects before you apply the steps above.

Note that some effects stop a player from overpowering. If so, the step that would have a spell overpower another doesn’t occur. No “If Playing This Overpowers...:” effects will apply.

5.9. Losing Stamina

If a rule or effect asks a player to lose Stamina, they must discard that many Stamina markers from their stamina area on the field.

If you’re asked to lose more Stamina than you have of those markers, discard all of the markers you have.

Since Stamina is represented by markers, they go to reserve when they are discarded, and do not mix with other cards in discards. (See 6, ‘Markers’.)

Losing Stamina is never part of a cost in this game. Anything that causes you to lose Stamina does so as an instruction separate from any cost the actions may have. If losing Stamina is part of an effect or rule, even if you don’t have enough, you will still lose as much as possible, and apply the rest of the effect or rule regardless of whether you lost the exact indicated amount or not.

5.10. Gaining, Losing & Spending Resources

If an ongoing effect states that a player is able to gain, to lose, and/or to spend a specific *named resource*, then all of the following that are relevant hold true for that player. (See 1.11, ‘Resources’.)

- If any of the above holds, the game state associates a named resource value with that player. During the game, the amount of mark counters on the resource card of the same name as that resource is the amount of that resource that they are considered to have, and vice versa. (For example, if four mark counters are on a player’s *Passion* card, that player has 4 *Passion*.)
- If they are able to gain a named resource, an instruction for that player to gain that much of it causes them to add that many mark counters to the resource card of the same name in their resource area.
- If they are able to lose a named resource, an instruction for that player to lose that much of it causes them to remove that many mark counters from a resource card of the same name in their resource area. (If there are fewer counters than the amount, all counters are removed.)
- If they are able to spend a named resource, an instruction for that player to spend that much of it means to remove exactly that many mark counters from that resource card. If there are fewer mark counters on that card than that amount, you can’t spend that amount of the resource. (This may be relevant, for example, if you need to pay costs — you may not be able to pay a cost if it requires you to spend an amount you do not have.)

Typically, the ongoing effect that allows the above is found in the card text of the appropriate resource card.

If a player does not have an ongoing effect to gain, to lose and/or to spend a named resource (generally, because they don’t have the appropriate resource card), then instructions to gain, lose or spend that resource do not have any effect for that player. (This can happen if their *witch* does not start with the appropriate resource for a card in their deck, for example.) If an effect asks for the amount of a named resource for a player in this situation, it will treat that player as having none of that resource, and if it tries to count the amount, it will treat it as zero.

5.11. Passing

A player may be asked to carry out the instruction of passing the turn.

During a player's turn, that player carrying out the instruction of passing the turn has no inherent, immediate effect and is always possible. However, the turn will move to its conclusion rather than allow that player to act again the next time it otherwise would. (See 2.3, 'The Turn'.)

That player may pass the turn any number of times. Passing more than once has no additional effect.

Players cannot pass while they aren't taking the current turn — that is, it is a wholly impossible instruction to carry out for those players. Generally, those players will skip and ignore it during an opponent's turn, or outside of a turn, like during an outcome check. (See 0.2, 'Possibility & Legality', and 2.6, 'Outcome Checks'.)

6. Markers

6.1. Definitions

A marker is a game element that isn't tied to a physical object. Rather, the game adds a marker to the field when needed, and then removes it when it leaves the field.

The rules define what kinds of markers exist in the game. All markers of the same kind have the same characteristics.

Markers have names. The rules refer to markers by name. For example, a Stamina marker has the name "Stamina".

Just like cards, all markers of the same name are considered to be copies of one another.

All markers have a type characteristic that includes the type 'Marker'. A marker may be referred to by its name as if it were a type; in that case, the reference applies to any relevant copy of that marker. (For example, 'a Stamina marker' means any marker named 'Stamina'.)

Markers are owned by the player whose reserve they notionally were moved out of (or, if they start already on the field when the game begins, by the player who started the game

with them). Unless an effect instructs otherwise, they are also controlled by the same player as they enter the field.

6.2. Reserve & Representing A Marker

Players can use anything they desire to represent a marker, as long as it's clear what kind of marker it represents and its location.

To help with this, some **WITCHES' REVEL** products provide reminder cards that can be used to represent markers. Reminder cards aren't 'cards' as far as the game rules are concerned; they cannot be added to a deck, for example. If a rule or effect talks about a card, it will not affect a marker, for example, even if it is represented by a reminder card.

The game has an area called *reserve*. Notionally, this area contains appropriate, usually infinite, amounts of any kind of marker in the game. When a marker is added to the game, it moves from reserve to the appropriate location. When a marker leaves the field, instead of going anywhere else, it goes to reserve. In practice, if there's a physical space for reserve on your play area, you should keep in it your reminder cards, or other ways to represent markers you will need during the game.

Players are not required to show any information to their opponent on any marker they have in reserve until the first time a marker is added to the field; from that point on, the fact they may play that marker, and what effects text it has, if any, is public information.

Markers that leave the field are fungible and have no specific identity or state. You cannot distinguish between copies of the same marker in reserve.

6.3. Kinds of Markers

Currently, the game has only 1 kind of marker, a Stamina marker. (See 6.4.)

6.4. Stamina Markers

A Stamina marker is a marker with the name "Stamina", type "A Marker", and no other characteristics. The rules track how many of those markers a player has on the field.

You don't play Stamina markers. Rather, players start the game with 4 Stamina markers added to their stamina area during setup. (*The stamina area is part of the field, and so are the markers in it. See 3.5, 'Areas of Play — ...'*)

Players have a value called Stamina, that tracks how many of their Stamina markers are on the field. For example, a player having 2 Stamina means that there are 2 Stamina markers in their stamina area on the field, and vice versa.

Rules and effects may instruct you to lose discard Stamina markers (*for example, when an instruction tells you to lose Stamina, an amount of those markers is discarded*). Markers that are discarded go to reserve, and they don't interact or mix with other cards outside the field. (See 5.9, Losing Stamina.)

7. Deckbuilding

7.1. Deck Composition

A **WITCHES' REVEL** deck is composed of two parts:

- A set of starting cards, which include 1 witch card and any resource cards mentioned in its type line. (Players also need to bring a way to represent 4 Stamina markers, which is usually included with the starting cards.)
- A draw deck composed of 25 cards.

Players can create a deck from the set of all **WITCHES' REVEL** cards, with the following two limits:

- If a player includes a spell card, they can include only up to 2 copies of that card. (See 7.2, 'Copies Of Cards'.)
- If a player includes a stance card, they can include only 1 copy of that card.

Some cards may have limits in their card text. If so, they replace the limits indicated above as far as the cards indicated in the limit are concerned. (See 4.5, 'Limits'.)

7.2. Copies Of Cards

Two cards are said to be **copies** of one another if their *name* is the same in the same language. (Its *name* includes both its title and any subtitle it may have; see 1.3, 'Characteristics'.)

Some cards may be different versions of the same card (*for example, a regular version and a promotional version, or a borderless art version*). If they have the same name, they are considered to be copies of one another, even if they are physically different.

7.3. Card Sleeving

During the game, cards that are hidden from 1 or more players are shown to that player with their back facing the players and must be indistinguishable from one another when viewed that way. If the cards all have the regular **WITCHES' REVEL** card back, keeping them correctly oriented is sufficient to ensure this rule is followed.

Certain promotional or premium prints of cards may not have the regular **WITCHES' REVEL** card back. For example, they may have a full illustration on their back. If you play with these cards, you must use card sleeves so that the back of all cards is indistinguishable, whether they have the regular back or not.

Cards from these **WITCHES' REVEL** products currently require sleeves if added to your deck:

- All promotional cards. (Check for 'Promo' at the bottom right of the front face of the card.)
- All cards from the collector's upgrade pack, Prismatic Reflection of Passion. (Check for 'Prismatic Reflection of Passion' at the bottom right of the front face of the card.)

In addition to the above, any unofficial print of a card, including home-printed or professionally printed proxies, should be sleeved, perhaps with a backing card from this or another game, so that it is indistinguishable from all other cards or proxies in the deck.