

INTRODUCTION

Welcome to The Spoils™ Trading Card Game. Before you play, you should read the front of this rules sheet to learn the basics. The back features a glossary of terms you can refer to if questions come up while you're playing. Although these rules do explain how to play, we recommend you learn the game from another person if you can.



What is a Trading Card Game?

In regular card games, players share a common deck that always stays the same. Trading card games are different because they're always changing. Each player keeps their own collection of cards and uses them to build a personal deck with a customized strategy. Over time, new card sets are released and the game continues to evolve.

The Five Trades

The Spoils™ features cards representing a wide array of characters, settings, and objects within its fantasy setting. Every card in your collection is a part of the *Arcanist*, *Banker*, *Gearsmith*, *Rogue*, or *Warlord* trade. Each trade has a unique look and feel as well as its own set of strategies.

What You Need to Play

The Spoils™ is a two player game, which means you and a friend each need your own deck to play. You also need a way to keep track of the score (*probably with a pen and paper*). We recommend you begin with two pre-constructed decks, which contain everything you need to get your collections started.

The Most Important Rule

In trading card games, the cards can always break the rules. If any card contradicts the rules, the card is always right.

Object of the Game

The object of the game is to decrease the influence score of your opponent's faction card to 0. You do this by playing characters and using them to attack your opponent's faction.

YOUR FACTION CARD

Your faction starts the game in play. It provides essential abilities and affects how the game flows. You are only allowed to use one faction card.

If damage is inflicted to your faction, it loses an equal amount of influence. Once your faction has 0 influence, you lose the game.

THE PARTS OF A FACTION

Although each faction is unique, they all share the same basic parts.

Back Face Art — While most cards have the standard back face, each faction has a unique piece of artwork on its back so that it easily stands out from the rest of your deck.

Name — A faction's name appears at the top of the card in large letters.

Influence — A faction's starting influence score appears at the top, just below the name.

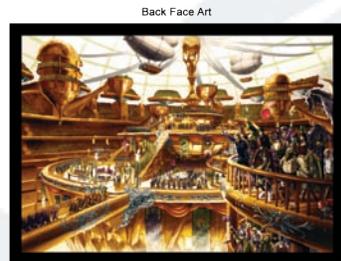
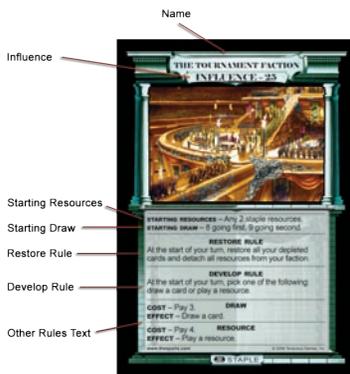
Starting Resources — A faction's starting resources line describes the resources that start the game in play under your control.

Starting Draw — A faction's starting draw line describes the number of cards you draw at the start of the game. This number is usually different if you are taking the first turn of the game instead of the second.

Restore Rule — As you play, resources get used and your characters become depleted from battle. A faction's restore rule replenishes your cards every turn.

Develop Rule — A faction's develop rule lets you draw cards and play resources. Its primary purpose is to provide a steady flow of new options as the game progresses.

Other Rules Text — A faction has additional rules text below the develop rule. This text usually includes abilities that allow you to draw more cards and play more resources. Since you can always use your extra resources to draw more cards, you'll never run out of things to do no matter how long the game goes.



RESOURCES

You use resources to pay for your cards. The more resources you accumulate, the bigger and better things you can play.

Staple Resources

Staple resources are the simplest kind of resource and your deck is usually full of them. Each trade has its own staple resource type. Arcanist uses *Obsession*, Banker uses *Greed*, Gearsmith uses *Elitism*, Rogue uses *Deception*, and Warlord uses *Rage*.

Resource Icons & Threshold

Every staple resource card provides you with a distinct resource icon. These icons appear prominently on the resource and correspond to the threshold icons in the upper left corner of your other cards.

You can't play a card until you've met its threshold. For example, if a card has a threshold of 2 Rage icons, you can't play it until you control at least 2 Rage resource cards. But once you control those resources, you can play any number of cards with a threshold of 2 Rage icons.

Face-Down Resources

When a card lets you play a resource, you don't always need an actual resource card. You can instead put any card from your hand into play face-down. While they don't provide any resource icons, face-down resources do everything else regular resources can do.

So why play face-down resources? Well, sometimes you don't draw enough regular resource cards and it's important to keep playing resources throughout the game. It can be hard to give up a cool card by putting it face-down, but if you don't continue to play resources you'll fall behind later in the game. Remember that your faction lets you draw extra cards, so there's no limit to the number of resources you can effectively use.



SATISFYING COSTS

Cost Number

Most cards have a cost number in the upper left corner. It represents the number of resources needed to play the card. To pay a card's numeric cost, you must attach that many resources to your faction.

Once a resource has been attached to your faction, it can't be used again until it becomes detached. Your faction's restore rule tells you how and when your resources can be detached.

Extra Costs

Some cards have extra costs written in their rules text. They are clearly labeled and are usually a list of instructions. If you can't follow all of these instructions, then you can't play the card. For example, if an extra cost says "pick an item" then you can't play the card if there are no items in play to pick.

Sometimes an extra cost instructs you to "pay" a number. To satisfy this cost, you must attach that number of resources to your faction.

YOUR OTHER CARDS

Although each trade's cards have a unique look, most cards share the same layout. Learning this layout is the key to understanding what your cards can do during the game.

THE PARTS OF A CARD

The six different types of cards are called *faction*, *resource*, *character*, *tactic*, *item*, and *location*. Faction and resource cards are special, but the remaining card types all have the same basic parts.

Name — A card's name is written at the top in large letters. Just below you'll find the subtitle, a descriptive line of text related to the card's overall theme.

Cost Number — A card's cost number appears in the upper left corner. It represents the number of resources needed to play the card.



Threshold — A card's threshold consists of resource icons in the upper left corner, just below the cost number. It represents the resource icons you must control in order to play the card.

Battle Stats — A card's battle stats appear in the upper right corner, consisting of strength (*STR*), life (*LIFE*), and speed (*SPD*). All characters have these numbers which define how they behave in battles. In addition, some items actually affect a character's battle stats. Those adjustments are conveniently represented in the item's upper right corner, preceded by a "+" or "-" symbol.

Type Line — A card's type line appears in the middle, just below the artwork. Written on this line are its trade, type, and subtypes (*which are located after the dash*). Subtypes are descriptive words that sometimes interact with other cards during the game. Not every card has subtypes.

Rules Text — A card's rules text appears on the bottom half, just below the type line. This text explains what the card can do during the game.

Some paragraphs of rules text begin with threshold icons. These paragraphs are only active while you control the appropriate resource icons.

Any text written in italics is not part of the rules text; it's usually just a descriptive paragraph relating to the card's overall theme or a simple reminder.

Collector Info — A card's collector info appears at the bottom, just below the rules text. The set icon identifies which set this card belongs to. The rarity is either *common*, *uncommon*, *rare*, or *ultra rare* and it defines how often you'll find the card in a booster pack. The collector number helps you organize your cards. For example, "196/220" means it's the 196th card in a set of 220 cards.

Structure (Locations Only) — A location's structure appears in the upper right corner instead of battle stats. It represents the amount of damage it takes to destroy the location.

GENERAL RULES

GAME AREAS

During the game, every card is always within one of the game areas.

Deck — This is the stack of cards you brought to the game. When you draw cards, they come from your deck. No one is allowed to look through your deck or shuffle it unless instructed to do so.

Hand — This is the group of cards that you currently have access to. Keep your hand hidden from your opponent. There is no limit to the number of cards you can have in your hand.

Being Played — This is where a card goes when you play it from your hand. It stays in this area until your opponent is done responding and it resolves.

In Play — This is the place on the table where you put the cards you've played. Most cards can't do anything until they're in play.

Discard Pile — This is where you put your cards when they are discarded or destroyed. You should keep this pile face-up next to your deck.

Out of Game — This is where a card goes when it is removed from the game. You should set the card aside face-up for the rest of the game, but remember to retrieve it afterwards.

CARD TYPES

Character

You can only play characters during your turn. When a character resolves, put it into play. Your characters can attack and block while they're in play. However, a character can't attack unless it started the turn in play under your control.

A character's strength represents how much damage it can inflict in battle, while its speed defines when that damage is inflicted. Its life represents how much damage it takes to destroy it. If the damage a character receives in a single turn is ever equal to or greater than its life, destroy it immediately.

Tactic

Tactics have a one-time impact on the game. When a tactic resolves, follow its instructions and put it into your discard pile.

Tactics are special because they can be played in response to your opponent's actions, even if it isn't your turn. There are also special times during battles when you can play tactics. (*For more information, see "Responding to Your Opponent" and "How to Attack" below.*)

Item

You can only play items during your turn. When an item resolves, put it into play. Items stay in play and have an ongoing impact on the game.

Some items can be attached to other cards in play. For example, an item with the subtype "gear" usually has the keyword "Attach to Character" in its rules text, which means it should be attached to a character while it's in play.

Location

You can only play locations during your turn. When a location resolves, put it into play. Locations stay in play and have an ongoing impact on the game. However, they are vulnerable since they can be attacked by your opponent's characters.

If a location receives damage, keep track of it. Unlike characters, the damage a location receives is not forgotten at the end of each turn. If the damage a location has received this game is ever equal to or greater than its structure, destroy it immediately.

IMPORTANT TERMS

Deplete — Sometimes you're instructed to deplete a card to show it's been used. You can indicate that a card is depleted however you want as long as it's clear to your opponent. You can only deplete a card if it isn't depleted already.

Restore — To restore a card, undo whatever you did to deplete it. Your faction's restore rule tells you how your cards are restored each turn.

PLAYING THE GAME

How to Start

1. Your faction card starts the game in play.
2. Flip a coin or roll dice to decide who goes first.
3. Look at your faction and find the starting resources line. Search your deck for the appropriate resources and put them into play. If your pre-constructed deck has two kinds of staple resources, make sure you start with one of each.
4. Look at your faction and find the starting draw line. Draw the appropriate number of cards.
5. You may choose any number of cards in your hand and put them on the bottom of your deck in any order. Then, draw the same number of cards to replace the old ones. This is called a mulligan and it can be done only once.
6. The game starts.

During Your Turn

While it's your turn, you may play a card, use an ability, and attack as many times as you want. When you're done, announce that you're ending your turn.

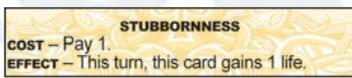
Many cards have abilities and other effects that change what happens while you play. Remember to pay attention to all the cards, even if they belong to your opponent.

How to Play a Card

1. Pick a card in your hand. Make sure your resource icons meet the card's threshold.
2. Announce that you're playing the card and put it onto the table.
3. Satisfy all of the card's costs. This includes the numeric cost and any extra costs listed in its rules text. If you can't do this, you can't play the card.
4. Wait for your opponent to respond.
5. The card resolves. If it's a character, item, or location put it into play. If it's a tactic, follow its instructions and put it into your discard pile.

Abilities

Many cards have abilities in their rules text. Every ability has a center-justified name and a clearly labeled cost and effect section. For example:



Some abilities even have threshold icons next to the name. You can't use an ability unless you've met its threshold and can satisfy all its costs.

Just like tactics, abilities can be used in response to your opponent's actions even if it isn't your turn. There are also special times during battles when you can use abilities.

How to Use an Ability

1. Pick an ability you control. If the ability has a threshold, make sure your resource icons meet it.
2. Announce that you're using the ability.
3. Satisfy all of the ability's costs, listed in its cost section. If you can't do this, you can't use the ability.
4. Wait for your opponent to respond.
5. The ability resolves. Follow the instructions in the ability's effect section.

Responding to Your Opponent

You get a chance to respond every time your opponent plays a card, uses an ability, or ends their turn. If you choose to respond, you can play tactics and use abilities. All your responses resolve before your opponent's action happens.

Keep in mind that even responses can be responded to. A series of responses can go back and forth between players any number of times. Just remember that the last response made always resolves first.

BATTLES

How to Attack

You win the game by attacking your opponent's faction. Characters can act alone or join together in battle parties. The way you combine your characters can drastically affect a battle's outcome. Since you can attack as many times as you want each turn, you have lots of battle options. To attack, follow these steps:

1. Announce that you want to attack. By default, you are attacking your opponent's faction but you can choose to target one of their locations instead.
2. Choose one or more characters you control that are not depleted to form the attacking party. Then, deplete the attacking characters. Remember, a character can't attack unless it started the turn in play under your control.
3. Once the attacking party is formed, you can play tactics and use abilities. Then, your opponent can do the same.
4. Your opponent may choose one or more characters they control that are not depleted to form the blocking party.
5. Resolve the battle.

How to Resolve a Battle

Characters with the same speed inflict their damage at the same time, but each speed group is handled separately. Start with the highest speed characters and work your way down. For each group, follow these steps:

1. Before damage is assigned, the attacking player can play tactics and use abilities. Then, the defending player can do the same.
2. All characters in this group assign damage equal to their strength to the opposing party. This damage can be divided however their controller wants. If there are no blocking characters left, the attacking characters assign their damage to the target of the attack instead.
3. The assigned damage is now locked in. It will be inflicted even if its source leaves play.
4. Before damage is actually inflicted, the attacking player can play tactics and use abilities. Then, the defending player can do the same.
5. All locked in damage is inflicted. Any characters destroyed by this damage leave play immediately, even if they haven't acted yet.

Repeat these steps until you've handled every character. Afterwards, all surviving characters in both parties are depleted and the battle is over.

WHAT'S NEXT?

Personalize Your Deck

Once you've mastered the pre-constructed decks, you should try customizing your deck to fit your personality. You can accumulate more cards by trading or getting booster packs.

An official The Spoils™ deck must contain at least 75 cards in addition to a faction. You can't include more than 4 copies of the same card in your deck. However, you can include any number of staple resources.

Player Community

There's an active forum community online at www.thespoils.com. Our members are eager to help new players with just about anything.

Another great way to make new friends is by going to tournaments. The atmosphere at small events is casual, so you'll have a good time even if you're just a spectator. If your local game shop isn't running tournaments yet, send an email to sales@thespoils.com and we'll get them on board.

Questions?

As you acquire more cards and play more games, you'll discover new and unfamiliar concepts. You should refer to the glossary of terms on the back of this sheet if you encounter anything you don't understand.

If you still have questions, email rules@thespoils.com. You can also check the comprehensive rules reference, available online at www.thespoils.com/rules.

visit www.thespoils.com

Active Player

The player whose turn it is currently.

All

If an effect says "all" it is referring to everything, even if you control it. For example, if a card says "inflict 2 damage to all characters" then it would inflict damage to your characters as well as your opponent's.

Assign Damage

When you are resolving a battle, damage gets assigned before it is actually inflicted. This gives the players a chance to react to the damage with tactics and abilities. However, once damage has been assigned it will still be inflicted even if its source leaves play beforehand.

If there is nothing left for a character to assign its battle damage to, the character doesn't do anything but it is still considered to have assigned its battle damage.

At

If a phrase begins with the word "at" then it is probably a trigger. (*"At the start of your turn, draw a card."*)

See also **Trigger**

Attach

To attach one card to another, arrange the attaching card so it overlaps the target card. When you attach a card to something, it is simultaneously detached from anything else it is already attached to.

An attaching card can only be attached to one target at a time. However, target cards can have any number of cards attached to them at once.

If a target card leaves play, any cards attached to it leave play in the same way. This includes being destroyed, removed from the game, put into owner's hand, or shuffled into owner's deck.

See also **Attach to [Type]**

Attach to [Type]

A keyword that summarizes how to handle certain cards that need to be attached to other cards.

When you play a card with this keyword, you must pick a target card of the appropriate type as the first extra cost. When the attaching card resolves, it enters play attached to the target card.

If the attaching card's target is no longer in play by the time it resolves, put it into its owner's discard pile instead of into play.

If the attaching card is put into play by an effect that does not specify a target for it, you must pick a target card as the attaching card enters play.

If the target card stops being the appropriate type, destroy the attaching card immediately.

See also **Attach**

Attacking Character

Any character that is currently part of an attacking party.

Attacking Party

The group of characters under the attacking player's control during a battle. The attacking party is always targeting either a faction or location.

See also **Target of an Attack**

Attacking Player

The player who started the current battle.

Battle

A period of time starting when a player attacks and ending when the battle is finished being resolved.

Battle Damage

The damage inflicted by characters as part of the steps in **How to Resolve a Battle** on the front of this sheet.

Battle Party

A group of characters, either attacking or blocking, that are involved in a battle.

Being Attacked

You are "being attacked" during any battle in which your opponent has attacked one of your factions or locations.

Block

To stop an attacking party from damaging its target by getting in its way.

Blocking Character

Any character that is currently part of a blocking party.

Blocking Party

The group of characters under the defending player's control during a battle. If the defending player chooses not to block with any characters, there is no blocking party during that battle.

Can, Cannot

If an effect says you "can" do something but another effect says you "cannot", the most recent effect always wins.

There's a difference between saying you "can" do something and being instructed to "do" that thing. For example, if a card says "characters cannot be destroyed" then all "destroy a character" instructions have no effect.

Card Type

There are six card types: faction, resource, character, tactic, item, and location. A card's type can be found on its type line, just after its trade. Some cards can have more than one type at the same time.

If a card with the "character" type loses that type, it forgets all damage it received this turn and it is removed from any battle it is currently in.

If an effect refers to a specific type, but the card it is trying to affect is no longer that type, then the card is not affected by that effect. For example, if an effect says "destroy the character" but the card it is trying to destroy is no longer a character, nothing happens.

See also **Remove From Battle**

Concede

If you think you are going to lose, you can give up at any time during a game. If you concede, your opponent wins the game immediately.

Conditional

Conditionals use the word "while" followed by a condition to define an effect that is only active while the condition is true. For example, a card might say "while your opponent controls a character, this card gains 1 strength and 1 life." This effect immediately ceases if your opponent ever stops controlling a character.

Constructed Play

A way of playing The Spoils™ using decks that you build ahead of time. An official constructed deck needs a faction card and a minimum of 75 additional cards. You can't include more than 4 copies of any regular card. However, you can include any number of staple resources in your deck.

See also **Limited Play**

Control

You control the cards that you play. You also control the effects and abilities on cards you control.

Some effects let a player take control of a card that isn't theirs. If this happens to a character in a battle, the character is removed from the battle immediately.

If more than one effect takes control of a card, the most recent effect wins.

See also **Owner, Remove From Battle**

Controller

The player who controls a card, ability, or effect.

Covert

A keyword that summarizes how to handle cards that have special attacking and blocking rules.

If all members of an attacking party have the covert keyword in their rules text, that party is considered a covert party. Only covert characters can block a covert party. Also, covert characters can't block regular parties.

If an effect says a character "gains covert" then the character is considered to actually have the covert keyword in its rules text.

Covert Party

An attacking party containing only covert characters. If any of the members of a covert party lose covert during the battle, the party immediately isn't covert anymore. However, if the blocking party is already formed, nothing changes since the characters have already blocked.

Damage

This is what destroys characters and locations and reduces your faction's influence. Each card type has its own way of handling damage that is inflicted to it.

If something tries to inflict 0 damage, then no damage is actually inflicted.

Damage Source

See **Source**

Deck

Different types of play have their own set of deck building rules. See **Constructed Play** and **Limited Play**.

Defending Player

The player being attacked during a battle.

Deplete

Sometimes you're instructed to deplete a card to show it's been used. You can indicate that a card is depleted however you want as long as it's clear to your opponent. You can only deplete a card if it isn't depleted already.

See also **Restore**

Destroy

To put a card in play into its owner's discard pile.

Detach

To detach a card, physically separate it from the card it was attached to.

See also **Attach**

Discard

To put a card from your hand into your discard pile.

Draw

To put the top card of your deck into your hand. If you run out of cards to draw you don't lose the game, you just fail to draw the remaining cards.

Cards are always drawn as a group. For example, if a card says "draw 2 cards" then you get them at the same time instead of 2 separate "draw a card" events.

A draw is also the term for a game that has no winner. Even though it's unlikely to happen, if both factions' influence score becomes 0 at the same time then the game is a draw.

Duplicate

If you are instructed to duplicate a tactic, an "invisible" copy is created. Its cost number is considered to be 0 and you don't need to meet its threshold. The copy has all the rules text of the original, so you must still satisfy all its extra costs. If you can't, the duplicate is terminated.

If a card's rules text has several labeled options, you can choose a new option for the duplicate.

If an effect restricts you from playing tactics, any duplicates created while that restriction is active are terminated immediately.

See also **Terminate**

Effect

Anything that a card or ability does to affect the game.

Enters Play

A card enters play any time it moves from one game area into the in play area.

Errata

To reword a card so it functions as intended. Most errata clarifies the card's text so that it interacts properly in complicated situations.

Every card must be played according to its most recent version. You can find the current text for all cards on our web site at www.thespoils.com/rules.

Even Number

Any number that is a multiple of two. (0, 2, 4, 6, 8, etc.)

Face-Down

When a card's front face can't be seen during game play. Every face down card in play is considered a resource.

A face-down resource's controller is always allowed to look at it if they want.

Face-Up

When a card's front face can be seen by both players. Most cards are face-up while they're in play, in a discard pile, or out of game.

Flipping Cards

If a face-down resource is flipped face-up, it stops being a resource and it is considered to have left play. If applicable, its face-up version is considered to have entered play as a completely new card.

If a face-up card is flipped face-down, it is considered to have left play. It becomes a face-down resource and that resource is considered to have entered play as though it were a completely new card.

Flip Up

A keyword that summarizes how to handle cards that can be played while they are face-down resources.

If one of your face-down resources has the Flip Up keyword, you may play the card as though it were in your hand by flipping it face-up. You must substitute its regular threshold and cost number for its Flip Up threshold and cost number. Also, if the card has any Flip Up extra costs they must be satisfied before its regular extra costs.

A card's Flip Up threshold and costs are affected by anything that would affect regular thresholds and costs.

See also **Flipping Cards**

Form a Battle Party

When you form a battle party, each of the characters performs an "attack" or "block" action. Anything that triggers when a character attacks or blocks happens at this time. (*"If this card attacks, your faction gains 2 influence."*)

Once the party is formed, the characters are in a state of "attacking" or "blocking" which may activate certain effects on your cards. (*"While this card is attacking, it gains 1 strength."*)

If a character is added to a party after it is originally formed, the character didn't technically perform the "attack" or "block" action so anything that would normally trigger doesn't. However, the character is still considered to be "attacking" or "blocking" so any effects that check for that are still active.

Free

If an effect lets you play a card for "free" then its cost number is considered to be 0 while you play it. But you still need to meet its threshold and satisfy its extra costs.

See also **Numeric Cost**

Game Area

Cards are always within one of these game areas: deck, hand, being played, in play, discard pile, or out of game.

If a card moves from one game area to another, any unresolved effects that were going to impact it in the old area "lose track" of it. For example, if an effect would put a character into your hand when it resolves but that character is destroyed in response, you don't get to put the character into your hand from your discard pile.

Gear

A special subtype of item that is attached to a character while it's in play.

See also **Attach to [Type]**

If

When a phrase begins with the word "if" then it is probably a trigger. (*"If this card is destroyed, draw a card."*)

See also **Trigger**

In a Battle

A character is considered to be "in a battle" while they are a member of either an attacking or blocking party.

In a Party With

If a character refers to another character that is "in a party with" it, any member of that party meets this criteria, even the character doing the check. For example, if a card says "pick a character in a party with this card" then you could pick the card itself.

Increase

To add to a number's value. If a number is increased and/or reduced by more than one effect at the same time, apply all increases in any order you want followed by all reductions in any order you want.

See also **Reduce**

Inflict

To apply damage to a character, faction, or location.

Influence

The score on your faction that keeps you in the game. When damage is inflicted to your faction, it loses an equal amount of influence. Once your faction has 0 influence, you lose the game. If both factions go to 0 influence at the same time, the game is a draw.

See also **Loses, Draw**

Instead

If a phrase contains the word "instead" then it is probably a replacement. (*"If this card would go to a discard pile from play, put it into its owner's hand instead."*)

See also **Replacement**

Italic Text

Text that appears in italics is not considered rules text. It is simply a reminder or descriptive text about the card's overall theme.

Keyword

Used to summarize complex card effects. Keywords appear in bold letters in a card's rules text.

Leaves Play

When a card moves from in play to another area. This happens regardless of which area the card moves to.

Limited Play

A way of playing The Spoils™ using only cards from sealed packs. An official limited deck needs a faction card and a minimum of 45 additional cards. You're allowed to add any number of staple resources to your deck.

See also **Constructed Play**

Loses

If a faction loses influence it's not the same as receiving damage, so anything that would affect damage doesn't affect the loss of influence. For example, a card might say "your opponent's faction loses 2 influence" while another card says "if damage is inflicted to a faction, reduce the amount by 1." Your opponent's faction would still lose 2 influence because the other effect only reduces damage.

May

If an instruction contains the word "may" then you don't have to follow it.

If you forgot to follow a "may" instruction then it's assumed you chose not to do it.

Micromajig Token

Any object used to represent a Micromajig created by an effect. Micromajigs are considered Gearsmith character cards with 1 strength, 1 life, 3 speed, and the "majig" subtype. If a Micromajig leaves play, it is removed from the game.

The owner of a Micromajig is the player who controlled the effect that created it.

Minimum

If something is reduced to "a minimum of" that restriction doesn't apply if the thing was already less than that minimum. For example, if a numeric cost of 0 is reduced by 1, to a minimum of 1, then that numeric cost is still 0.

See also **Reduce**

Mulligan

To redraw part of your starting hand. You're allowed to put any number of cards from your starting hand on the bottom of your deck in any order then draw an equal number of cards. You only get to do this once per game.

Must

If a phrase contains the word "must" then it is probably a requirement. (*"If you are attacked and this card could block, this card must block."*)

See also **Requirement**

Name a Card

If you are instructed to "name a card" then you must choose an actual The Spoils™ card.

Numeric Cost

The numeric cost of a card is usually equal to its cost number. If a card doesn't have a cost number, its numeric cost is equal to 0.

While a card is being played, its numeric cost is handled differently. You must calculate it by keeping a running total of cost additions, increases, and reductions.

When you play a card, its running total starts as its cost number. Then, you satisfy its extra costs. If an extra cost says "pay" followed by a number, you don't pay it right away. Instead, you add that number to the running total.

Once all the extra costs are satisfied, you then apply all cost increases to the running total in any order you want, followed by all cost reductions in any order you want. The overall total is the card's numeric cost while it's being played. Finally, you pay that amount.

An ability's numeric cost is handled in the same way. But since abilities don't have an inherent cost number, any ability without a "pay" instruction in its cost section is considered to not have a numeric cost at all.

Opposing Party

The party under your opponent's control during a battle.

Own

You own any card that started the game as a part of your deck, regardless of who currently controls it. Ownership of a card cannot change during a game.

See also **Control**

Owner

The player who owns a card.

Party

See **Battle Party**

Pay

If you are instructed to "pay" a number, you must attach that number of resources to your faction.

Pick

The word "pick" is a special term used when a card needs to affect another card.

Unless otherwise mentioned, you can only pick cards in play. Also, you can't pick a faction unless an instruction specifically says to pick a faction.

Play a Card

If you are instructed to "play a card" then you must follow the steps in **How to Play a Card** on the front of this sheet. This means you can't play a resource since they are handled differently. However, you can play a character, item, or location even if it's not your turn.

See also **Play a Resource, Put**

Play a Resource

If you are instructed to "play a resource" then you can either put an actual resource card from your hand into play, or you can put any card from your hand into play as a face-down resource.

Provides

If a card says it "provides" resource icons, those icons are exactly like the ones on your staple resources. (*"This card provides - (☉☉)"*)

Put

If you are instructed to "put" a card it's not the same as to "play" it. Putting a card simply moves it from one area to another, while playing a card follows its own set of steps.

See also **Play a Card**

Reduce

To subtract from a number's value. If an effect tries to reduce a number below 0, that number stays at 0. Negative numbers don't exist in The Spoils™.

If a number is increased and/or reduced by more than one effect at the same time, apply all increases in any order you want followed by all reductions in any order you want.

See also **Increase**

Remove From Battle

If a character is removed from battle, it is no longer attacking or blocking. Any battle damage assigned to the character is not inflicted.

Remove From Game

To put a card into the out of game area.

Replacement

Replacements use the word "instead" to define one thing that replaces another. For example, a card might say "if this card is put into your discard pile from play, remove it from the game instead." In that case, the card would never go to the discard pile; going to the discard pile is completely replaced with removing it from the game.