

# Luminous Player Guide

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# Game Setup

A game of Luminous is played between at least two players.

## Win Conditions

Each player starts with twenty-five (25) life. To win, you must reduce the opponent's life to 0. Alternatively, if you are the second player to draw a card from your empty deck, you win.

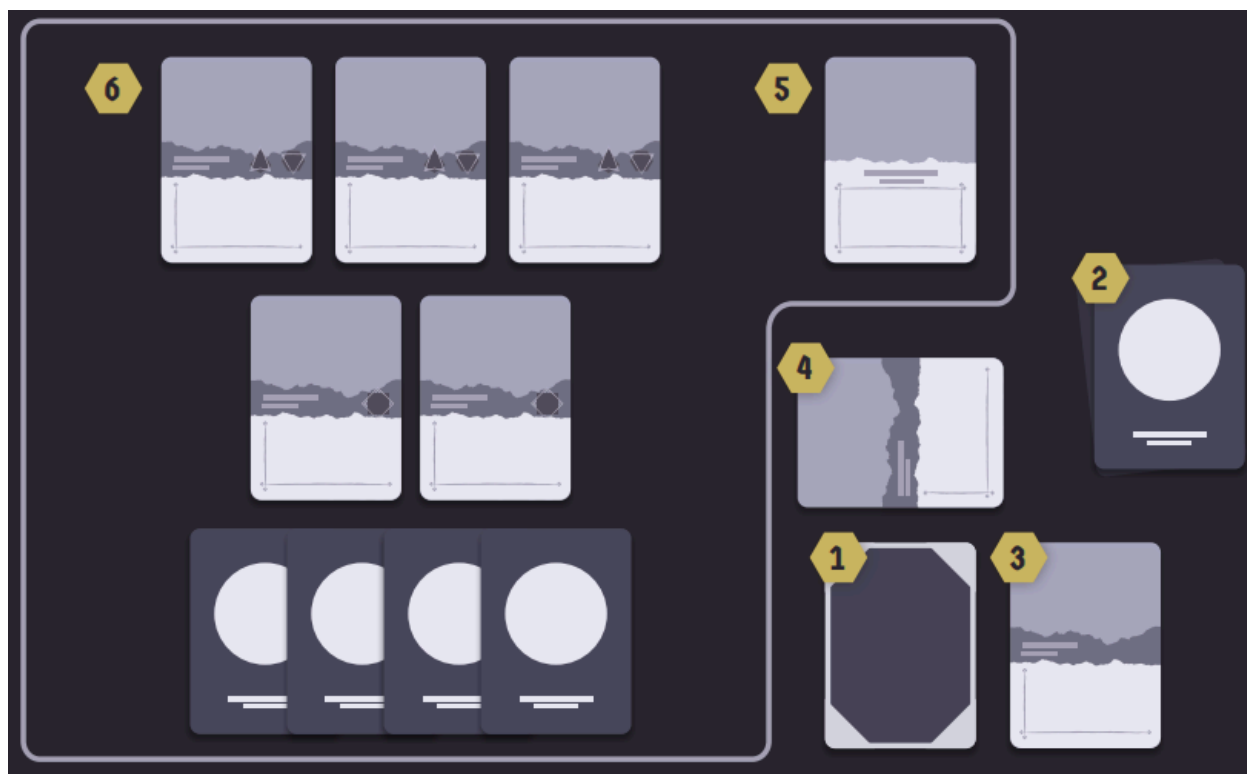
## Deck Guidelines

Each deck is led by a favored. That favored determines the faction(s) allowed in your main deck. If you chose a favored from the Wanderers, you may include cards of one faction of your choice in your deck, as well as any Wanderers cards.

If you chose a favored from one of the other factions, you may only include cards of that faction and the Wanderers. The main deck size is fifty (50) cards, which can include three (3) copies of each card and up to three (3) unique cards. Each player also brings an 18 card orb pile, the orb pile consists of six (6) orbs of each color. (Orange, Green, & Purple)

## Beginning a Game

1. Shuffle your deck. Present the deck to your opponent for an opportunity to cut the deck.
2. Randomly decide who will be the starting player. If you are playing more than one game in a series/match, the player who lost the last game chooses the starting player.
3. The starting player draws four cards to form their opening hand, the player going second draws five cards.
4. Now each player may choose to mulligan, the starting player may do so first. To mulligan, put your hand on the bottom of your deck, and draw that many cards.
5. The starting player may begin their first turn. The starting player does not draw a card during their first draw step.



## Game Zones

Each place that a card can exist is referred to as a zone. The different zones are:

1. **Main Deck** - Your main deck is randomized and is placed face down. No player may look at the cards in a main deck unless a card tells them to do so.
2. **Orb Pile** - Your orb pile is played face up. The contents of each player's orb pile are public knowledge.
3. **Discard Pile** - Usually placed adjacent to the main deck. The discard pile is face-up and all cards in it are public knowledge. Cards go to the discard pile when they are: discarded, destroyed, or a spell card after it finishes resolving.
4. **Void** - Usually above the main deck and in landscape position to signify a difference from the discard pile. The void is face-up and public knowledge unless a card is sent there face-down. A card that is "voided" will be added to its owner's void.
5. **Favored Zone** - Where your favored is placed when play begins. Favored cannot leave play.
6. **Play Area** - When units, relics, or orbs are played they are put into the play area. Orbs are distinguished by being placed separately, but are still considered "in play."



## Parts of a Card

### Cost - Essence Cost / Orb Check

There are two parts of a card's cost, the Essence Cost and the Orb Check.

1. **Essence Cost** - **Expend** orbs to create **essence** to pay the Essence Cost.
2. **Orb Check** - After the Essence Cost is paid, perform the Orb Check by having orbs of the correct color that were not used to pay for the Essence Cost. No double dipping!

**Name** - The name of each card distinguishes it from other cards. You may only have three of the exact same named cards in your deck/side deck.

**Type** - A card's type defines its properties. See next page for card types.

**Attack** - The attack of a unit defines how much damage it will deal in combat.

**Health** - The health of a unit defines how much damage it can take before it would be destroyed. When a unit reaches 0 health, it gets put into the discard pile. Damage is healed at the end of each turn.

**Ability Text** - The ability text defines what the card does and how it interacts with other cards. Some text involves keywords, which are bolded, like **Arrive**. These words are stand-ins for the longer definition of the ability. You can find all the keywords in the glossary.

**Flavor Text** - This has no relevance to how the card plays in the game. It exists to express the lore and immerse you into the world of Luminous.

**Supplementary Information** - This includes information like the name of the artist, copyright, and set code/set number.

# Card Types

Each card in Luminous has a type. Types define where a card starts, how it can be played, and how it interacts with the play area.

**Favored** - The favored you choose lets you and your opponent know what faction you're playing and what cards you can play in your deck.

**Unit** - Your main fighting force. When you play a unit, it is put into play. A unit cannot attack or expend for abilities the turn it enters play. Units die if they are dealt damage equal to or greater than its health in one turn, and they recover their health at the end of every turn.

## Relic

Items with various helpful and harmful abilities. When you play a relic it is put into play. Like units, relics cannot expend for abilities the turn they enter play. Relics have a durability value, and when their durability reaches 0, they are destroyed. Unlike units, they do not recover durability at the end of the turn. Units may attack relics instead of the opposing favored.

## Spell

Spells are powerful incantations to turn the tide of battle. When you play a spell, it is put into the discard pile after resolving its ability text.

## Fast

Fast adds the ability for the card to be played during combat and during your opponent's turn, as long as you have priority. Units, relics, and spells can all be fast.

## Unique

Unique cards are more powerful than normal cards. Because of this, players may only include a single copy of a unique card in their deck. Additionally, a deck may only contain three (3) unique cards.

**Orb** - The resources you will use to play your cards. Basic orbs exist separately from your deck in a zone called the orb pile. The orb pile is face-up, public information, and non-randomized. Orbs that are not basic are included in your main deck instead of your orb pile.

An orb is ready to expend the turn it is played. Orbs expend (turn to landscape orientation) to create an essence of its color to pay for the cost of a card or ability. You may also use orbs to satisfy orb checks as long as they haven't already been used to pay a cost for the same card. The position of the orb does not matter for this check.

### KEY CONCEPT

## Expend

*To expend a card, set it in landscape position. Expended cards may not attack, block, or expend to activate abilities.*

## Token

Tokens are not put into your deck during deck construction and are created by the effects of other cards. Most card effects "play" the token, triggering any on play effects. If a token would go into any zone other than the play area, it is removed from the game instead.

- While Luminous Blooms do not have a type other than token, they stay in play once played and will remain there until sacrifice.

## Playing a Turn

Turns by default consist of three phases:

- **Start Phase**
- **Main Phase**
- **End Phase**

### Start Phase

During the **Start Phase** the active player does these three in order:

1. *Ready Step* - Ready all cards you control.
2. *Effect Step* - Any effects that happen at the start of turn happen now.
3. *Draw Step* - Draw a card.

#### **Key Concept: Active Player**

*If it is your turn, you are considered the active player. If it is not your turn, you are considered a non-active player.*

#### **Key Concept: Ready**

*To ready a card, set it in portrait position. A ready card may now expend to attack or activate abilities this turn.*

### Main Phase

Once the Start Phase is over, the **Main Phase** begins and the active player is given priority.

#### **Key Concept: Priority**

*Priority, or the ability to perform an action, is passed from one player to the next after each action is taken. A player may only take actions while they have priority. A player may choose to pass, or take no action, any time they have priority.*

During the Main Phase the active player may take one of these actions:

- [Play an orb](#). (*This doesn't pass priority.*)
- Play a card from their hand.
- Activate the ability of a card they control.
- Attack the enemy player with a ready unit they control. (This creates a [Combat Phase](#). Only one unit may attack at a time.)
- Pass priority.

Priority is passed to the other player after an action is performed and abilities have resolved. See [Playing a Card](#) to learn about playing cards and resolving abilities.

The non-active player may perform one of these actions while they have priority:

- Play a fast card from their hand.
- Activate the ability of a card they control.
- Pass priority.

***When both players pass consecutively without performing an action the Main Phase ends and the End Phase begins.***

## Playing an Orb

Once per turn, while they have priority during their main phase, the active player may play an orb. Playing an orb does not pass priority.

They may play a basic orb from their orb pile or a non-basic orb from their hand, but still only one each turn.

Once a player has six (6) basic orbs in play, they may no longer play orbs from their orb pile. Their options become the following:

- Play a non-basic orb from their hand.
- Play a Luminous Bloom token.
- Pivot.

### ***Key Concept: Pivot***

*Return one ready basic orb they control to their orb pile to play a new orb from their orb pile.*

## Combat Phase

A **Combat Phase** is created each time the active player expends one of their units to attack the opposing favored. Any number of Combat Phases may exist, so long as the player has enough units to declare as attackers.

### Attack Step

The active player has expended one of their units to attack their opponent. We are now in the attack step. This is the step where players would resolve any effects that triggered by a unit expending/attacking. Once all triggers have resolved, move to the Block/Effect Step.

### Block/Effect Step

Attacking was the action of the active player, so the first player to be given priority inside the combat phase is the defending player.

The actions the defending player may perform during combat are:

- Block with any number of units. Blocking expends them.
- Play a fast card.
- Activate the ability of a card they control.
- (!) Pass priority.

The actions the attacking player may perform during combat are:

- Play a fast card.
- Activate the ability of a card they control.
- Pass priority.

(!) Passing without taking an action before you have blocked forfeits your ability to block in this combat phase. You may only block if you have not yet passed this combat.

***When both players pass consecutively without performing an action the Block/Effect Step ends.***

### Combat Damage Step

Players are not given priority during the combat damage step. The Combat Damage Step resolves one of two ways.

- A. If the attack was blocked:
  1. The attacking unit deals damage equal to its attack distributed as the controller chooses to the blocking units.



2. The blocking units deal damage equal to their attack to the attacking unit.
  3. Combat damage is dealt simultaneously.
  4. Units dealt lethal damage are destroyed and put into their owner's discard pile.
- B. If the attack was not blocked:
1. The attacking unit deals damage equal to its attack to the defending player.

Any triggers from combat damage being dealt or units being destroyed now resolve. Examples of this are a unit with Contact dealing damage to the opposing player, or a unit with Depart being destroyed. Once triggers have resolved the Combat Phase ends, a new Main Phase begins, and the active player is given priority.

## End Phase

During the **End Phase**, the active player does these three steps in order. Priority is not given to either player during this phase. No actions may be taken during this phase.

1. *Effect Step*: Effects that trigger at the end of turn happen now.
2. *Cleanup Step*: Effects that last until the end of turn are removed. The active player discards down to 6 cards in hand.
3. *Reset Damage Step*: Damage on units is removed.

## Playing a Card / Resolving Effects

To play a card, follow these steps.

### **Announce the Card/Ability**

Announce that you are playing a card or activating/triggering an ability by saying its name and revealing it to all players.

### **Pay the Cost**

Expend orbs and/or sacrifice Luminous Bloom tokens to create the essence needed to pay for the essence cost. Then, if the card has an orb check, make sure that you have an orb in play of that color that was not used to pay for this card. The orb check does not care if the orb is expended.

### **Resolve the Card/Ability**

If it is a spell or activated ability, declare choices and perform the effect listed in the textbox. Spells go to the discard pile after performing their effects. If it is a unit or relic, put it into play.

Resolve any effects that were triggered from the card entering play, such as **Arrive** abilities.

### **Batches - Resolving Multiple Triggered Effects**

There may be scenarios in which multiple effects happen (or “trigger”) at the same time. This creates a **batch**.

- The active player (the person whose turn it is) resolves their triggers first in any order they choose.
  - If resolving triggers creates new triggers, they resolve in the **same batch**.
  - The choice of which trigger to resolve is made after the previous finishes, so a player may choose either a new or old trigger to resolve next.

**Important:** All triggers for the other player wait to resolve.

When all of the active player’s triggers have resolved, the non-active player may begin resolving their triggers.

Repeat this process until there are no triggers in the **batch** to resolve.

## Key Concepts

**GOLDEN RULE** - If an effect would contradict these rules, obey the effect of the card.

**Cost:** Effects may reference a card's cost, in this case it is looking for the total number of symbols in both Essence Cost and Orb Check combined.

**Draw:** Moving a card from a zone into your hand. If not otherwise specified, you would draw the card from your deck. Draw X means putting X cards from that zone into your hand, where X is a numerical value.

**Discard:** Moving a card from a zone into your discard pile. If not otherwise specified, you would discard the card from your hand. Discard X means putting X cards from that zone into your discard pile, where X is a numerical value.

**Destroy(ed):** A destroyed card is removed from play. Often moving the card to the discard pile. However, when a token is destroyed it does not enter the discard pile.

**Expend(ed)** - A card is expended by turning to the landscape position. An expended card cannot attack, block, or expend to activate abilities.

**Ready:** A card is readied by turning it to the portrait position. A card that has been readied may attack or expend to activate abilities this turn. Even if a unit has already attacked this turn, readying it will allow it to attack again.

**Sacrifice:** To sacrifice something, the owner of the card must choose to destroy it. This may be required to pay a cost, like sacrificing a Luminous Bloom token.

## Keyword Glossary

### Battle Skills

**Dash:** This card may expend to attack and activate abilities the turn it is played.

**Deadly:** Any damage from this card is considered lethal.

**Flight:** This unit may only be blocked by units with Flight or Watchful.

**Guardian:** This unit does not expend to block.

**Lunge:** In combat, the attacking unit with Lunge deals damage before units without Lunge. A unit dealt lethal damage this way is destroyed and does not deal damage in the normal damage step. Lunge has no effect while blocking.

**Overwhelm:** Any past-lethal damage dealt to a unit caused by this card is dealt to the unit's controller. A blocking unit with Overwhelm does not deal excess damage to the opponent.

**Siphon:** Gain life equal to the damage dealt by this card.

**Steadfast:** This card readies during each end phase (during the effect step).

**Watchful:** This unit may block attacking units with Flight.

## Trigger Keywords

**Arrive:** This is triggered when the card enters play. Enact the effect listed after Arrive is triggered.

**Depart:** This is triggered when the card is put into the discard pile from play.

**Contact:** This is triggered when the unit deals combat damage to the opponent. Enact the effect listed after Contact is triggered. This effect resolves even if the unit died to combat damage.

**On Attack:** This is triggered when the unit is declared as an attacker and enters the combat step.

**Xth Wave:** This is triggered when the unit is declared as the Xth attacker of the turn.

Example: Second Wave will trigger when the unit with Second Wave is the second unit to attack that turn.

## Effect Keywords

**Mulch:** This is triggered when the card is put into the discard pile from your deck or from play. Spells never enter play, so they only trigger mulch when milled. Some mulch effects have costs associated. You must pay the cost if you wish to resolve the triggered ability. Enact the effect listed after Mulch is triggered.

**Scavenge:** You may void 2 cards from your discard pile, if you do, Draw 1.

**Bolster X:** Put X durability counters on a relic you control.

**Cull X:** Discard the top X cards of your deck.

**Pivot:** Return one *ready* basic orb to your orb pile to play an orb from your orb pile.

**Tribute X:** You may sacrifice a unit with power X or greater as you play this card. If you do, play a copy of this card (without tribute) without paying its cost.