



The Rules of the Court

A two-player positional card game. Three lanes, fifteen points, and one question asked over and over: where do you stand?

2 PLAYERS · 30-45 MINUTES · AGES 13+

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Where to find a ruling

Every rule of the game lives on exactly one page. If two pages could answer a question, the later page wins.

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Object of the game

Two sides compete for influence across three lanes. Influence is the only thing that wins; everything else on the field exists to protect it or deny it.

THE WIN

Get your influence to **15 or more in two lanes at the same time**. The moment both are true, you win.

A LANE IS NEVER CLAIMED

Every lane keeps **two influence totals** — yours and your opponent's. They are separate numbers, and they never cancel each other out.

Reaching 15 in a lane does not take that lane, close it, or lock your opponent out of it. They can reach 15 in the very same lane and count it toward their own win. Both of you can stand at 15 in the Court lane at once. The game is decided by who holds two such lanes, not by who got somewhere first.

It follows that influence is never safe. Cards can pull a total back down, and the win is checked against *both* lanes at the same instant — a lane that slips to 14 while you are pushing the second one has *un-*won the game.

THE OTHER WAY TO LOSE

If you are ever required to draw from an empty deck, you lose immediately. Nobody wins on influence in that game; you simply run out.

WHAT EACH PLAYER BRINGS

Deck Exactly 30 cards — not a card more or fewer. Cogum and Capacities in whatever mix you like.

Copies At most 2 copies of any one card.

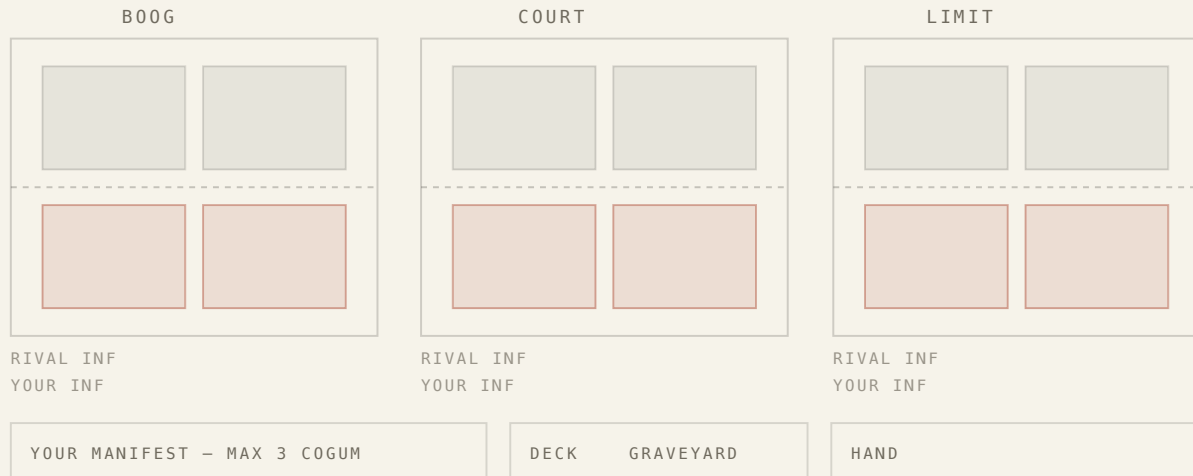
Opening hand 7 cards. There is no mulligan, and no hand-size limit.

Counters Something to track influence per lane, per player — six totals in play.

Decide who goes first however you like. The starting player draws on their first turn, the same as every other turn.

The field

Three lanes run between the two players. Each lane holds two Cogum per side, side by side, and each side of each lane keeps its own influence total.



YOUR SIDE SITS BELOW THE DASHED LINE. THE FAR SIDE MIRRORS IT.

LANES

Three lanes — **Boog**, **Court**, and **Limit**. Two slots per player per lane, so a full lane holds four Cogum: two allies and two Rivals. A slot holds one Cogum and no more; if both of your slots in a lane are full, nothing else of yours can enter it.

Lanes never close and are never won. They only keep score.

THE MANIFEST

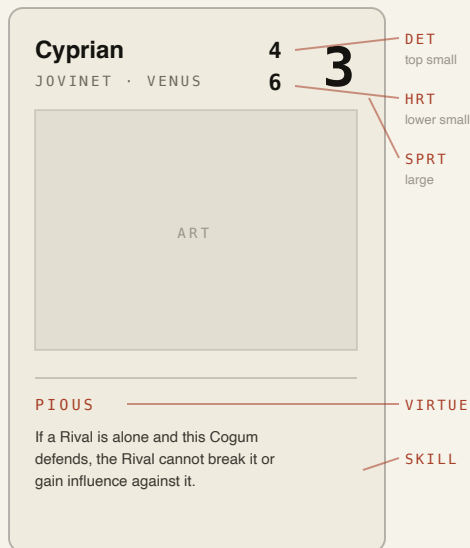
The band between your hand and your lanes. Two different things live there:

- **Capacities.** Every Capacity you play arrives in the Manifest and stays until it has finished — a Talent resolves and leaves, a Prophecy waits face down, a Vow moves out onto its host. Capacities passing through are not limited in number.
- **Cogum, up to three.** A Cogum in your Manifest is in no lane: it scores nothing, blocks nothing, and cannot be engaged. It is a body held in reserve.

The three-Cogum cap is hard. Anything that would push a fourth Cogum in simply does not move it — including a Rival's card trying to bounce your Cogum out of a lane, which makes a full Manifest a kind of armour. It cuts the other way too: three idle bodies do nothing at all, and if your lanes are also full you have nowhere left to summon.

Cogum

Your unit on the field. Beings that enter lanes, move between them, and engage in the Court of Jol. A Cogum is the only card that occupies a slot.



READING THE STATS

DET **Determination.** The small numbers on the top right are aligned vertically — DET is the **top** one. Used when you Instigate.

HRT **Heart.** The **bottom** of the two small numbers. What a Cogum can take when it is Instigated.

SPRT **Spirit.** The **large** number to the right of the other two. Used on both sides of an Influence, and it is the influence a Cogum banks.

SAY IT OUT LOUD

Top number attacks. Bottom number survives. Big number scores.

THE REST OF A COGUM

Virtue What kind of body it is — one of eight. Printed under the art. P. 6

Skill The effect printed on the Cogum, under its Virtue. Always on, never played. Four of the eight Virtues carry one. P. 6

Faction The Order it belongs to — **Jovinet** or **Terrisol**. Some cards and Virtues care which.

Planet Where it comes from: Earth, Moon, Mercury, Venus, Mars, Jupiter, or Saturn. Capacities reference planets to pick out their targets.

A COGUM IN PLAY

- It fills one slot in one lane, or sits in your Manifest — never both, never between.
- While it stands it can be Instigated, defended with, targeted, and attached to.
- When it breaks it goes to the graveyard, and any Vow attached to it goes with it. P. 7
- Cards can raise or lower its stats. Its Virtue and its Skill never change. P. 6

ALLY AND RIVAL

The cards say **ally** for a Cogum you control and **Rival** for one your opponent controls. The words are about control and nothing else — a Rival sitting in the lane beside your own body is still a Rival.

SEE ALSO VIRTUES, P. 6 • INSTIGATE, P. 12 • INFLUENCE, P. 13

Virtues

Every Cogum has a Virtue, printed on its face. Four of the eight carry a **Skill** — the effect printed on the card, always on — and the other four are pure stat lines, paid for in bigger numbers.

WHERE A VIRTUE COMES FROM

A Cogum's Virtue is set by its **highest printed stat** and its faction, and it never changes — nor does the Skill that comes with it. You never have to work either out at the table; both are printed on the card. The derivation only explains why a body with towering Heart is a Pious and never a Zealot.

JOVINET THE FOUR THAT CARRY A SKILL		
VIRTUE	HIGHEST	SKILL
Zealot	DET	This Cogum enters Ready. It can act the turn it is summoned.
Pious	HRT	If a Rival is alone in its lane — no partner beside it — and this Cogum defends against it, that Rival cannot break it and cannot gain influence against it. Bring a friend, or bring nothing.
Martyr	SPRT	When a Terrisol Instigates this Cogum, the Instigator is broken — whatever the stats say, and whether or not the Martyr survives the exchange.
Agnostic	all equal	When this Cogum enters a lane, move a Rival in that lane to their Manifest, if able. A full Manifest refuses it. P. 4

TERRISOL THE FOUR THAT CARRY NO SKILL		
VIRTUE	HIGHEST	SKILL
Apostate	DET	No printed Skill, by design. Terrisol bodies are plain and larger: what they do is stand somewhere and be hard to move. Watch them against Martyrs.
Skeptic	HRT	
Hermetic	SPRT	
Gnostic	all equal	

SKILLS ARE ALWAYS ON

A Skill is not a Capacity. It is never played, spent, or exhausted, and it cannot be held back — it applies whenever its condition is met, on either player's turn, for as long as the Cogum stands.

SEE ALSO COGUM, P. 5 · INSTIGATE, P. 12

Capacities

Your support cards — techniques, statuses, and auras that act on what is already on the field. A Capacity is an act rather than a body: it takes no slot, and its subtype tells you exactly when it happens.

HOW MANY PER TURN

As many as you like. Cards cost nothing to play, so the only limit on Capacities is what your hand holds and what the subtype's timing allows.

The one exception is the Prayer, which is capped by the response rule on [page 14](#): one per player, per step of an engagement.

THE FOUR SUBTYPES

SUBTYPE	WHEN	WHAT IT DOES
Talent	Your Formation phase	Resolves immediately, then goes to the graveyard — or persists on the field until the end of the turn, if it says so.
Vow	Your Formation phase	Attaches directly to a Cogum — ally or Rival — and keeps working for as long as that Cogum stands. It goes to the graveyard the moment its host breaks.
Prophecy	Your Formation phase	Placed face down in your Manifest. It flips face up and resolves by itself the moment its printed trigger is satisfied — on either player's turn — then goes to the graveyard.
Prayer	During an engagement	Held in hand until an engagement is under way — yours or your opponent's — then played into a step of it. The effect is instantaneous. P. 14

WHERE A CAPACITY SITS

Every Capacity you play arrives in your **Manifest** and stays there until it has finished its business. A Talent resolves and leaves; a Vow moves out onto its host; a Prophecy waits face down, sometimes for the whole game; a Prayer resolves and leaves at once. Capacities never count against the Manifest's three-Cogum cap.

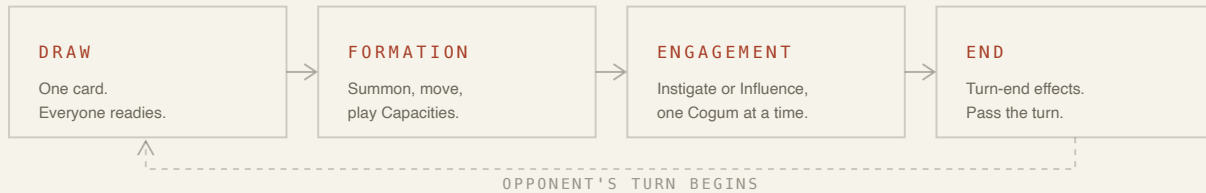
FACE DOWN MEANS SECRET

Your opponent may see that a Prophecy is there. They may not see which. Do not tell them, and do not lie about a trigger that has been satisfied — a Prophecy fires whether or not you want it to.

SEE ALSO FORMATION PHASE, P. 10 • PRAYERS, P. 14

The shape of a turn

Four phases, always in this order, always forward. You cannot go back to a phase you have left.



WHAT CARRIES ACROSS A TURN

- **Influence stays.** Nothing about the turn ending touches a lane total.
- **Cogum stay.** Bodies in lanes and Manifests remain where they are.
- **Vows stay**, for as long as their host stands. P. 7
- **Prophecies stay**, face down, until their trigger is satisfied.
- **Talents do not**, unless the card says "until end of turn" — and then they end there.
- **Exhaustion does not.** Everything readies at the start of the next turn — both players'. P. 9

ONLY ONE PLAYER ACTS

The whole turn belongs to the active player. Their opponent does exactly two things during it: they choose defenders when engaged (p. 11), and they play Prayers into the steps of an engagement (p. 14). A Prophecy of theirs may also fire on its own, unasked, if its trigger comes true.

Draw phase

The shortest phase, and the one that hands both players their bodies back.

- 1 **Draw the top card of your deck.** Exactly one. If your deck is empty and you are required to draw, you lose the game on the spot.
- 2 **Both players Ready every Cogum** — in the lanes and in the Manifests, yours and your opponent's alike. Turn every exhausted Cogum upright.

WHY BOTH SIDES READY

Your opponent's Cogum come back Ready at the start of *your* turn, which is what makes them able to defend. A Rival that is Exhausted cannot block — so the lane you attack into is only ever as open as you have made it that turn.

READY AND EXHAUSTED

Ready is the only permission in this game. A Ready Cogum can move, can Instigate, can Influence, and can defend. An Exhausted one can do none of those things — it still occupies its slot, still holds its stats, and can still be Instigated or targeted, but it cannot act and it cannot block.

Acting exhausts a Cogum. So does defending. So does withdrawing to your Manifest. Anything that Readies a Cogum again mid-turn hands its action straight back — that is what those cards are for.

TABLE CONVENTION

Turn a card sideways to show Exhausted, the way you would tap in any other game. Upright is Ready.

Formation phase

Where you build. Everything below may be done in any order, and any of it may be skipped — but once you begin engaging you cannot come back here.

SUMMON

One Cogum per turn, from your hand, into an open slot on your side of the field. This is a hard cap: one, no matter what. A summoned Cogum enters **Exhausted** — it cannot act on the turn it arrives — unless its Skill says otherwise. Zealots enter Ready. P. 6

MOVE

- **Lane to Manifest.** Move any Ready ally out of a lane and into your Manifest. It arrives **Exhausted**. Your Manifest can hold three Cogum and no more.
- **Manifest to lane.** Move any Ready ally from your Manifest into an open slot on your side of the field. It arrives **Ready**, so it can still act this turn.
- **Lane to lane** is not a move you can simply make. It takes a card that says so.

PLAY CAPACITIES

Use Talents, attach Vows, and place Prophecies face down — **as many as you like**. They cost nothing; your hand is the only limit. P. 7

Prayers are the exception and cannot be played here. They belong to an engagement. P. 14

THE ORDER IS YOURS

Summon, then move, then play a Talent — or play the Talent first, move a body up, and summon last. Sequencing is a real decision: a Vow attached before a move, a Cogum walked out of a lane before a Prophecy flips. Nothing here is forced into an order.

Engagement phase

Where the turn is spent. Each of your Ready Cogum may make one engagement — its own choice of Instigate or Influence — and you take them one at a time, in any order and any mix.

ONE ENGAGEMENT, ONE COGUM, START TO FINISH

Declare it, resolve it completely — both Prayer steps included — and only then declare the next. Two engagements are never in the air at once.

THE TWO ENGAGEMENTS

ENGAGEMENT	COMPARES	WINS YOU
Instigate	Your DET against their HRT	A broken Rival. No influence, ever. P. 12
Influence	Your SPRT against their SPRT	Influence in that lane. No broken bodies. P. 13

DECLARING

Name the ally, name the lane, and say which engagement it is making. That ally **Exhausts** — it has spent its action, and it will not get it back unless a card gives it back. This is true even if the engagement is later cancelled or comes to nothing.

DEFENDING

THE CHOICE IS WHICH, NOT WHETHER

Only a **Ready** Rival in that lane can defend — and while one stands there, one **must**. The defending player chooses which of their Ready Rivals in the lane steps in. They may not decline.

The defending Rival **Exhausts** as well. Blocking costs it its next action just as surely as attacking did.

If no Ready Rival stands in that lane — because they are all exhausted, or because the lane is empty of them — the engagement is **undefended**, and resolves against nobody. What that means depends on which engagement you declared; the two answers are not the same.

WHEN THE PHASE ENDS

When you have no Ready Cogum left that can legally engage — or when you simply choose to stop — you move to the End phase.

SEE ALSO PRAYERS, P. 14 · READY AND EXHAUSTED, P. 9

Instigate

An attempt to remove a body. Instigating never moves influence — not a single point, in any outcome. It clears the way for the Cogum that will.

- 1 Select one of your **Ready** Cogum and **Exhaust** it. Name its lane.
- 2 *The declaration is answered.* Prayers, p. 14
- 3 Your opponent chooses a Ready Rival in that lane to defend. It **Exhausts** too.
- 4 *The choice of defender is answered.* Prayers, p. 14
- 5 Compare your ally's **DET** to the defending Rival's **HRT**.

READING THE TWO NUMBERS

On your Instigating ally, DET is the **top** of the small vertically aligned numbers at the top right. On the defending Rival, HRT is the **bottom** of that same pair. P. 5

HOW IT RESOLVES

IF	THEN
DET is greater than or equal to HRT	The defending Rival breaks and goes to the graveyard, along with any Vow attached to it.
HRT is strictly greater than DET	The defending Rival Persists — it stays on the field, exhausted, unharmed.
No Rival could defend	Nothing happens. An unopposed Instigation breaks nothing and scores nothing. Your Cogum still exhausted to make it.

TIES BREAK

Equal numbers kill. DET 4 against HRT 4 breaks the defender. To survive, Heart must be *strictly* higher than the Determination coming at it.

TWO SKILLS CHANGE THIS

- **Martyr.** When a *Terrisol* Instigates a Martyr, the Instigator is broken — whatever the numbers say, and whether or not the Martyr itself survives. P. 6
- **Pious.** A Rival standing *alone* in its lane cannot break a Pious that defends against it, however high its DET. P. 6

Influence

The only engagement that wins the game. Influencing never breaks a body — it moves points onto your side of a lane, and a Rival can only reduce how many.

- 1 Select one of your **Ready** Cogum and **Exhaust** it. Name its lane.
- 2 *The declaration is answered.* [Prayers, p. 14](#)
- 3 Your opponent chooses a Ready Rival in that lane to defend. It **Exhausts** too.
- 4 *The choice of defender is answered.* [Prayers, p. 14](#)
- 5 Compare your ally's **SPRT** to the defending Rival's **SPRT**.

READING THE NUMBER

SPRT is the **large** number at the top right, to the right of the two small vertically aligned ones. Both sides of an Influence read the same stat. P. 5

HOW IT RESOLVES

IF	THEN
No Rival could defend	Gain the full SPRT of your Influencing Cogum as influence in that lane.
Your SPRT is strictly greater than theirs	Gain influence equal to the difference between the two, in that lane.
Their SPRT matches or beats yours	Gain nothing. The defender absorbed it. Neither body is harmed; both are exhausted.

WHERE THE POINTS GO

Influence is added to **your** total in **that lane**. Your opponent's total in the same lane is untouched — you are not taking points off them, you are putting points on you. Both totals can pass 15. [Object of the game, p. 3](#)

WHY EXHAUSTION IS THE REAL GAME

Only Ready Rivals can block. A lane where every Rival is exhausted is an open lane, and an open lane pays full SPRT instead of a difference. Making a Rival spend its readiness — by Instigating into it, by drawing out a defence, by a card that exhausts it outright — is usually worth more than the body it protects.

SEE ALSO [OBJECT OF THE GAME, P. 3](#) · [INSTIGATE, P. 12](#)

Prayers

The only cards played on someone else's turn, and the whole of this game's interaction. One rule governs all of it.

THE RULE

An engagement has two actions — **the declaration**, and **the choice of defender**. Each action is answered: the player who did *not* take it may play one Prayer, then the player who *did* may play one Prayer.

Everything else follows from that sentence. **Answer, then reply.**

- **Two steps** to an engagement, because there are two actions — and both steps happen even when nobody defends.
- **One Prayer each, per step**, whether or not the other player played one. Yours is never contingent on theirs. Four Prayers is the most an engagement can hold.
- **The player who did not just act speaks first.** The defending player answers the declaration; the engaging player answers the choice of defender.
- **Passing is final for that step.** Once you pass you have spoken — if your opponent then plays a Prayer, you do not get to answer it. Your next chance is the next step.
- **A Prayer resolves the instant it is played**, completely. Nothing is stacked and nothing resolves backwards; the other player answers a board that already includes it.
- **Prayers cost nothing** and go to the graveyard once they have resolved.

AT THE TABLE

ENGAGING	<i>"Instigate — Cyprian, Court lane."</i>
DEFENDING	Answers first: plays a Prayer, or says <i>"Amen."</i>
ENGAGING	Replies: plays a Prayer, or <i>"Amen."</i>
FIRST STEP CLOSED	
DEFENDING	<i>"Aurel defends."</i>
ENGAGING	Answers first now: Prayer, or <i>"Amen."</i>
DEFENDING	Replies: Prayer, or <i>"Amen."</i>
SECOND STEP CLOSED — COMPARE STATS AND RESOLVE	

"Amen" is binding — say it out loud rather than passing in silence. A Prayer may also be played *before* its target exists: one naming the defending Rival is legal in the first step, and applies the moment a defender is named.

SEE ALSO CAPACITIES, P. 7 · PRAYER QUESTIONS, P. 19

End phase

You reach the End phase when you have no Ready Cogum left that can legally engage, or when you decide you are finished engaging.

- 1 **Resolve anything that happens at the end of a turn.** Printed effects that say "at the end of your turn" fire here. If more than one is waiting, the active player chooses the order in which they resolve.
- 2 **Talents that persist "until end of turn" end.** So does every temporary change to a stat. Anything that was going to wear off, wears off here.
- 3 **Pass the turn.** Your opponent becomes the active player and begins at their Draw phase, where every Cogum on the table — yours included — Readies again. P. 9

THERE IS NO DISCARD STEP

You keep every card in your hand. Hand size is not limited, and nothing about ending a turn costs you cards.

WHAT DOES NOT HAPPEN HERE

- **Influence is not scored at end of turn.** It is banked the moment an Influence resolves, and it sits in the lane until something moves it. P. 13
- **Nothing readies here.** Readying belongs to the Draw phase, which means an exhausted body stays exhausted through your opponent's whole Formation phase and is only standing again when their Draw comes round.
- **The game does not wait for the End phase to be won.** The instant your influence stands at 15 or more in two lanes, the game is over — mid-engagement, mid-Prayer, any time at all. P. 3

Glossary

Every term the cards use, and nothing else. Where a term has a page of its own, that page is the ruling.

Ally. A Cogum you control.

Amen. The word for passing in a Prayer step. Binding.
P. 14

Break. To be destroyed and sent to the graveyard, with any attached Vow.

Capacity. A support card: Talent, Vow, Prophecy, or Prayer. P. 7

Cogum. A body. The only card that takes a slot. P. 5

DET. Determination. Top small number. Attacks. P. 5

Engagement. One Instigate or one Influence, start to finish. P. 11

Exhausted. Spent. Cannot act, move, or defend. Turned sideways.

Faction. The Order a Cogum belongs to: Jovinet or Terrisol.

Graveyard. Face-up discard pile. Broken Cogum and spent Capacities.

HRT. Heart. Bottom small number. Survives. P. 5

INF. Influence — the score. 15 in two lanes wins. P. 3

Influence. The engagement that banks INF. P. 13

Instigate. The engagement that breaks bodies. P. 12

Lane. Boog, Court, or Limit. Two slots a side. P. 4

Manifest. Your reserve band. Capacities pass through; at most three Cogum stay. P. 4

Persist. To survive an Instigation and stay on the field.

Planet. A Cogum's origin: Earth, Moon, Mercury, Venus, Mars, Jupiter, Saturn.

Prayer. A Capacity played inside an engagement. P. 14

Prophecy. A Capacity placed face down that fires on its own trigger. P. 7

Ready. Upright and able to act. The only permission in the game. P. 9

Rival. A Cogum your opponent controls.

Skill. The effect printed on a Cogum. Always on, never played. P. 6

Slot. One space in a lane. Holds one Cogum.

SPRT. Spirit. The large number. Scores. P. 5

Step. One of the two answered moments in an engagement. P. 14

Summon. To play a Cogum from your hand into a slot. Once per turn. P. 10

Talent. A Capacity that resolves at once, or lasts until end of turn. P. 7

Undefended. An engagement no Rival could block.
P. 11

Virtue. A Cogum's kind — one of eight. P. 6

Vow. A Capacity attached to a Cogum until that Cogum breaks. P. 7

Frequently asked

Winning, lanes, and the field.

I reached 15 influence in a lane. Is that lane mine now?

No. Lanes are never claimed, never closed, and never taken. Reaching 15 does one thing: it makes that one of the two lanes you need. Your opponent keeps playing in it exactly as before. P. 3

Can we both be at 15 in the same lane?

Yes, and it happens often. Each lane keeps two separate totals. Both of you can stand at 15 or 20 in the Court lane at the same time — you each still need a *second* lane to win.

Do I win the moment I hit 15 in my second lane, or at the end of the turn?

The moment. The win is checked continuously — mid-engagement, mid-Prayer, on your turn or theirs. As soon as two of your lanes read 15 or more at the same instant, the game is over.

Can influence go back down?

Yes. Cards can reduce a lane total. That is why the win checks both lanes at the same moment: a lane that drops to 14 while you push the second one has un-won the game.

How many Cogum fit in a lane?

Two per player — four in a full lane. A slot holds one body. If both of your slots in a lane are full, you cannot put anything else of yours there. P. 4

What happens if my Manifest already holds three Cogum?

Nothing else goes in. A fourth simply does not move — your own withdrawal is refused, and so is a Rival's card trying to bounce your Cogum out of a lane. A full Manifest is bounce-proof, and also completely idle. P. 4

Can I lose without my opponent ever scoring?

Yes. If you are required to draw from an empty deck, you lose immediately. Watch the pile.

Are the three lanes different from each other?

Only by name and position — Boog, Court, and Limit play by identical rules. Cards are what make a particular lane matter.

Frequently asked

Cards, Capacities, and the turn.

How many cards can I play in a turn?

One Cogum — a hard cap — and **as many Capacities as you like**. Cards cost nothing, so your hand is the only limit. The single exception is the Prayer rule: one per player per step of an engagement. P. 7

A card puts a Cogum into a lane. Does that use up my summon?

No. The one-per-turn cap is on *summoning from your hand* during Formation. A card that puts a body into a lane by its own text does what it says, whenever it says it.

Can a Cogum act the turn it arrives?

Usually not — a summoned Cogum enters Exhausted. Zealots are the exception; their Skill reads "This Cogum enters Ready." A Cogum moved out of your Manifest into a lane also arrives Ready. P. 10

What is the difference between a Talent and a Vow?

How long it lasts and what it holds on to. A **Talent** resolves the moment you play it and leaves — or lingers on the field until the end of the turn if it says so. A **Vow** attaches to one Cogum and works for as long as that Cogum stands.

What happens to a Vow when its Cogum breaks?

It goes to the graveyard with it. A Vow lives on its host and dies with it.

Can I attach a Vow to my opponent's Cogum?

If the card lets you. Vows are not always gifts.

Can a Prophecy I place this turn trigger this turn?

Yes. A Prophecy fires the moment its printed trigger is satisfied, on either player's turn, including the turn you placed it. It fires whether or not you want it to.

Can I move a Cogum from one lane straight to another?

Not on its own. Manifest and lane, in either direction, are the two moves you get; a lane-to-lane step needs a card that grants it. P. 10

Do I have to discard down at the end of my turn?

No. There is no hand limit and no discard step.

Frequently asked

Engagements and Prayers.

Can one Cogum Instigate while another Influences on the same turn?

Yes. Each Ready Cogum makes its own engagement and chooses its own kind, one at a time, in any order and any mix. P. 11

Can the same Cogum engage twice?

Only if something Readies it again. Engaging exhausts it, and Ready is the gate — so a card that skips or undoes that exhaustion is worth a second action.

Can my opponent refuse to defend?

No. If a Ready Rival stands in that lane, one must step in. They choose *which*, never *whether*. Only when no Ready Rival is there is the engagement undefended. P. 11

Nobody could defend my Instigation. What do I get?

Nothing at all. An unopposed Instigation breaks nothing and scores nothing, and your Cogum still exhausted to make it. Influence is the engagement that pays into an open lane. P. 12

DET 5 against HRT 5. Who wins?

The attacker. Ties break. Heart must be strictly higher than the Determination coming at it to survive.

When exactly can I play a Prayer?

In one of the two steps of an engagement — after the declaration, and after the defender is chosen. Never in Formation. P. 14

Can I play a Prayer on my own turn?

Yes. Both players get a Prayer in both steps, whoever declared the engagement.

I passed, and then they played a Prayer. Can I answer it?

Not in that step — passing is final. You get your next Prayer in the next step, if the engagement is still going.

Can I play two Prayers in the same engagement?

Yes — one in each step. Never two in the same step.

Their Prayer resolves before mine even though I have not answered. Is that right?

Yes. A Prayer resolves completely the instant it is played. Nothing is stacked and nothing resolves backwards; you answer a board that already includes it.

My Prayer targets the defending Rival, but no defender has been chosen yet.

Play it anyway. It waits, and applies the moment a defender is named. If none ever is, it does nothing — and it is still spent.

A Prayer removed the attacking Cogum. What happens to the engagement?

It ends, and nothing resolves — but the engagement is still spent. That Cogum does not get to engage again this turn.

Quick reference

The whole turn, for the table. Tear this page out.

THE TURN

Draw	One card. Both players Ready everything.
Formation	One summon (enters Exhausted). Move Manifest ↔ lane. Any number of Talents, Vows, Prophecies.
Engagement	Each Ready Cogum: one Instigate or one Influence. One at a time.
End	Turn-end effects. "Until end of turn" ends. Pass.

INSTIGATE — DET VS HRT

DET ≥ HRT	Defender breaks
HRT > DET	Defender persists
Undefended	Nothing happens

INFLUENCE — SPRT VS SPRT

Undefended	Gain full SPRT
Yours > theirs	Gain the difference
Theirs ≥ yours	Gain nothing

PRAYERS

Two actions, each answered: the player who did *not* take it plays one Prayer, then the player who did.

Step 1	Declaration — defender answers, engager replies
Step 2	Defender chosen — engager answers, defender replies
Cap	One each, per step. Four per engagement.
Passing	Final for that step. Say "Amen."
Timing	Resolves instantly. No stack.

NUMBERS

Win	15 INF in 2 lanes at once
Lane	2 slots per player
Manifest	3 Cogum max
Deck	Exactly 30, 2 copies max
Opening hand	7, no mulligan, no limit
Summon	1 per turn

WHERE TO READ A STAT

DET	Small, top right — top number
HRT	Small, top right — bottom number
SPRT	Large number beside them