

Version number: 0.1

The following describes all rule changes and additions that are designed to benefit Neverrift's gameplay experience. Most of them were developed over time and created in cooperation with Neverrift's players.

Please use the feedback channel on Discord to tell us about additional rules you would like to see included or changes you'd recommend to the current document.

Effects & Effect Order

Effects of creatures and places trigger when they are played on the battleground unless the card text states otherwise.

This is a hierarchy for complex effect chains: Firstly, the currently active player has priority, meaning in general, that effects will benefit this player.

1. Aura effects (excluding Aura effects that trigger with attacks. **Siege** always triggers first)
2. Card effects that trigger before the attack (effects with the wording 'when played', 'when this card comes into play' and effects that are not further specified)
3. Card attack (triggers effects that trigger with the attack)
4. Aura effects that trigger after attacks
5. Card effects that trigger after the attack

Effects might be unresolved until it's the effect's time to trigger. If the condition is not met anymore, the effect fizzles*. If multiple effects of the same hierarchy level trigger at the same time, the active player can decide on the order. Same rule as above: If the condition is not met after the first effect was executed, the other effect(s) fizzle*.

**Effect is negated*

Spells

When a spell is played, it leaves the player's hand and its status is changed to unresolved. All necessary effects have to be executed and all optional effects can be executed for it to be resolved. Some spell's effects are executed instantly, others wait for a specific action to be executed.

A spell is considered resolved/fulfilled/completed/cast once all effect's have been executed. A resolved spell is put onto the discard pile.

If there are no valid target(s) for a spell's effect the effect fizzles* and the spell is discarded without being resolved.

If only a single condition for a spell's effect's execution is not met, the remaining effects fizzle* and the spell is discarded.

**Effect is negated*

Passing a turn (Skip-passing)

To prevent players from continuously passing turns back and forth (seen in control-/combo-decks) the following rule is applied:

Should a passing player pass their next turn again, the creature penalty gets increased by 1, meaning the following player gets to tame two creatures this time. This counter goes on for every subsequent pass (specific to every player) and is not reset, even if the passing chain is interrupted.

Attack & Attack Values

As soon as a creature enters the battleground it attacks (played from hand). There are attack values from 0 - 10. 10 is represented by "A" and is the highest possible attack value, while 0 is the lowest possible attack value. When buffs and debuffs are applied on a creature's attack values, a buffer is in place that can exceed the value of 10 (or fall below the value of 0). E.g. Firstly apply all buffs on a creature (auras, card effects, tamer effects) then apply all debuffs on that sum and add it to the creature (final values cannot fall below 0 or exceed 10).

Movement

All change in position for cards is considered movement. There are different types of movements:

- Free Movement
- Directed Movement
- Limited Movement

Most card effects are a combination of these types.

List of all movements follows

Hand Size

The maximum hand size is 10. The 11th card is put onto the discard pile immediately.

End of Game & Elimination

The game ends once all fields on the battleground are occupied yet the effects of the last card are executed in chronological order. Should the last effect make a field available again, the game continues.

A player is eliminated* from the game as soon as their turn is passed and they do not have sufficient creatures under their control to fulfill the passing requirements (See passing rules).

A player is eliminated* from the game as soon as their deck is empty and they are required to draw a card.

A player is eliminated* if they resign.

**Eliminated players are excluded from the game and take the next lowest spot in placement. In multiplayer format: Cards of eliminated players stay on the battleground. Their creatures can still be tamed by other players.*

Errors & Misprints

- (EN & DE) Sirenfalls (Sirenenfälle) - Effect is wrong (Should be Aura)
 - (EN & DE) Stampede (Herdensturm) - Effect is worded incompletely (Should only trigger after first attack)
 - (EN & DE) The Neverrift - Effect is incomplete (Destroy all adjacent cards. No cards can be played on or moved onto adjacent fields to this place. This place can never be moved or destroyed.)
 - (EN) Saltborn Deckhand & Saltborn Captain - Effect is wrong (No "Draw a card")
 - (DE) Python, Feuermähnenlöwe, Lazarett, Universität - Effect is wrong ("Eigentümer" statt "Besitzer")
 - (EN) Marketplace - Effect is wrong (Condition for the draw is a creature not a place)
 - (EN) Board Game RE Starter Deck has 3 "Jade Scorpions" (One of them is a "Graceful Foal")
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