





TRAP!s occur the instant they are drawn (unless otherwise specified), cannot be counteracted, interrupted, or evaded (tho their effects may be, e.g. damage or the effect of a **MAGICAL TRAP!**). Trap! Cards are immediately replaced when resolved (unless it is an Object), and are discarded and replaced when dealt on the initial deal. **CURSED** is functionally equivalent as Trap!, and used on Objects for flavor (therefore no card redraw). REMOVE CURSE on a Cursed Object gives one the right to drop it (never discard) or give it/throw it at an Opponent in LOS (an attack) who must take it if the attack succeeds (Rule 01). [*]

OBJECTs are just **Cards** until Instantiation; Instantiation is not Creation. Instantiation may not be interrupted or counteracted or done out of turn or in a reactive situation. It may be possible to create **Objects** via **Spells** such as CLONE, which could override this rule. See Features → Objects for more details on instantiated Objects. Some Objects are Cursed (e.g. **LODESTONE**) and the **TRAP!** Rules also apply for these. (Rules 21, 22, 34)

PHYSICAL Cards are **Cards** that are not **Spells**, such as **PICK LOCK** or **THIEF**. They are typically considered neutrals or attacks w.r.t. to the other Rules (default is neutral). They generally may not be counteracted by counteractions that only work on Spells. Physical cards generally instantiate Features which are not Creations, (e.g. **HANDFUL OF TACKS**), while Spells generally Create Features (e.g. **CREATE PIT**)

INTERRUPTs (1) may not be used to interrupt your own turn, unless another wizard or creature is attacking you or currently interrupting it themselves. (2) There is no “speed mechanic” with interrupts, thus it is sufficient to say “interrupt” when another player is taking their turn, within a reasonable amount of time from the point you wish to interrupt, then play the specific card. A good faith effort must be made to interrupt as quickly as possible, without knowledge of their actions after the interrupt point. Action is set to the specified Interrupt point, not not necessarily when and where the word was said. (3) Interrupts are not counteractions, and may not be played if you are restricted to “may only cast counteractions”, unless in a counteraction context, in which case it does become a Counteraction for the purposes of other rules, cards, and effects. Examples and clarifications are in the House Rules document, which has precedence. [*] (Rule 34)

COUNTERACTIONS (1) with duration always expire on the start of the turn of the Opponent who initiates the action, unless specified otherwise [*]. If the counteraction is countering a counteraction, the “initiator” is deemed to be he who played the counteraction being reacted to (2) Counteractions always occur before attacks, including counteractive effects from **STONES** (3) Counteractions which cause a spell to “bounce forever” between 2 Opponents (e.g. two **HALOs**), cause a **CATAclysm** with strength of the original spell (with a default of 1 for non point-based spells), and the original spell fails [*]. (3) Counteractions may be used in turn as Neutrals [E6 base rules, page 3]. It is unclear if this has ever been done or what a use case might be for this [**] (Rules 23, 44)

ATTACK
(650-899)

NEUTRAL
(400-649)