

Parts of a Turn

Now that you know how the game system works, we can put it all together and see what you do each turn.

Ready

Ready (straighten) any exhausted (sideways) cards that you have in play. Effects that last “until upkeep” expire if appropriate, simultaneously.

Upkeep

Get 1 gold for each of your workers.

Also do anything that any card tells you to do during your upkeep.

Main Phase

This is the bulk of your turn. You can do these things in any order:

- Hire a worker (maximum of once per turn)
- Build a tech building or add-on
- Summon your hero from your command zone
- Level up your hero if it's in play
- Play cards from your hand or abilities on cards already in play
- Perform any number of combats (one at a time)
- Lock in your patrol zone. **This ends your main phase.**

Discard/Draw (You can call it the “Draw Phase”)

Discard your entire hand face down. Next, draw the same number of cards from your draw pile that you just discarded, plus two more cards, but capped at 5 cards.

End of Turn abilities

“End of turn” abilities resolve here.

Effects expiring at the End of Turn

“Until end of turn”, “This turn” effects expire if appropriate, simultaneously.

Tech

If you have at least 10 workers, select zero, one, or two cards from your Codex. If you have fewer than 10 workers, select two cards from your Codex. At the start of your next turn, put these cards in your discard pile. Until you do, you may change your selection.