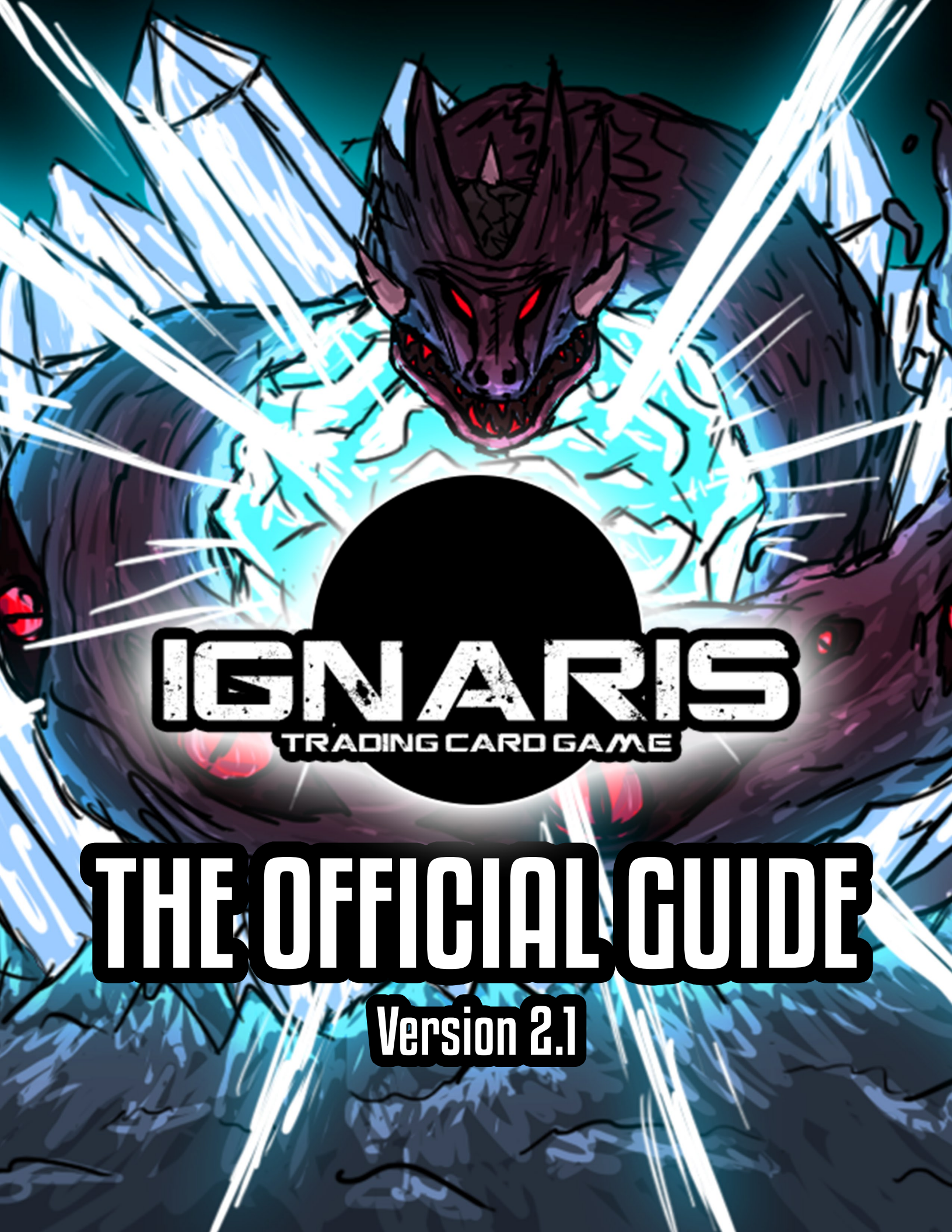




IGNARIS

TRADING CARD GAME

THE OFFICIAL GUIDE

Version 2.1

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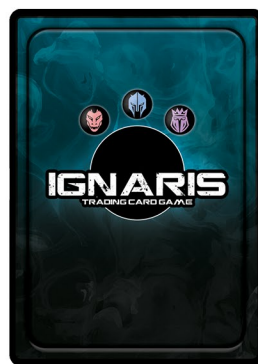
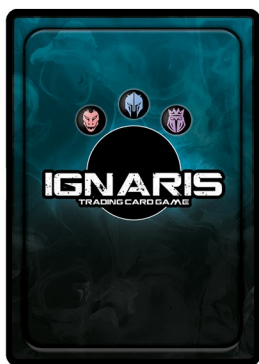
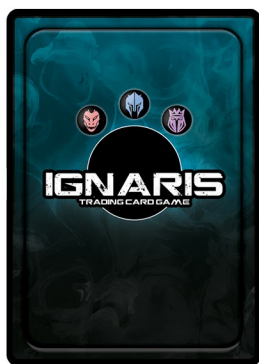




WELCOME TO IGNARIS! THE PLANET OF CONFLICT AND CHAOS...

OBJECTIVE:

The goal of Ignaris is to defeat all 4 of your opponent's Life Cards by shattering them with your Entities, before they shatter all of yours!



But what is a Life Card? What are Entities? What is shattering? All will be explained!

OVERVIEW:

To play Ignaris, you'll need a 50-card deck filled with Entities, Runes, Symbiotes, and Sparr. If you're building your own **custom** deck (see page 21), you can include up to **3 copies of the same card**. (Not including Sparr cards which we will get to later!)

Your Life Cards are 4 random cards you draw from the top of your deck without looking, and place on your field during the **setup** of the game. They measure your "health" in-game. If all of them are destroyed, you lose!

Entities are the creatures who fight for you! These cards will interact with each other on the field, executing exhilarating combos and will be responsible for destroying your opponent's Life Cards to win! Entities are divided into 3 types: **Beasts** , **Warriors**  and **Lords** . (See page 20)



Shattering happens when you defeat an opponent's Life Card, by attacking it with an Entity. When attacked, your opponent flips the Life Card over and either keeps it on the field or draws it to their hand, based on the card revealed. **You win when your opponent has DRAWN all their Life Cards.**



OTHER CARD TYPES



Rune cards are powerful, game-changing abilities that can swing the battle in your favor, whether it's playing a card for free or wiping the board clean. You can play Runes during your Main Phase as a **Normal Summon**, or during your opponent's turn as a **Counter Summon**.

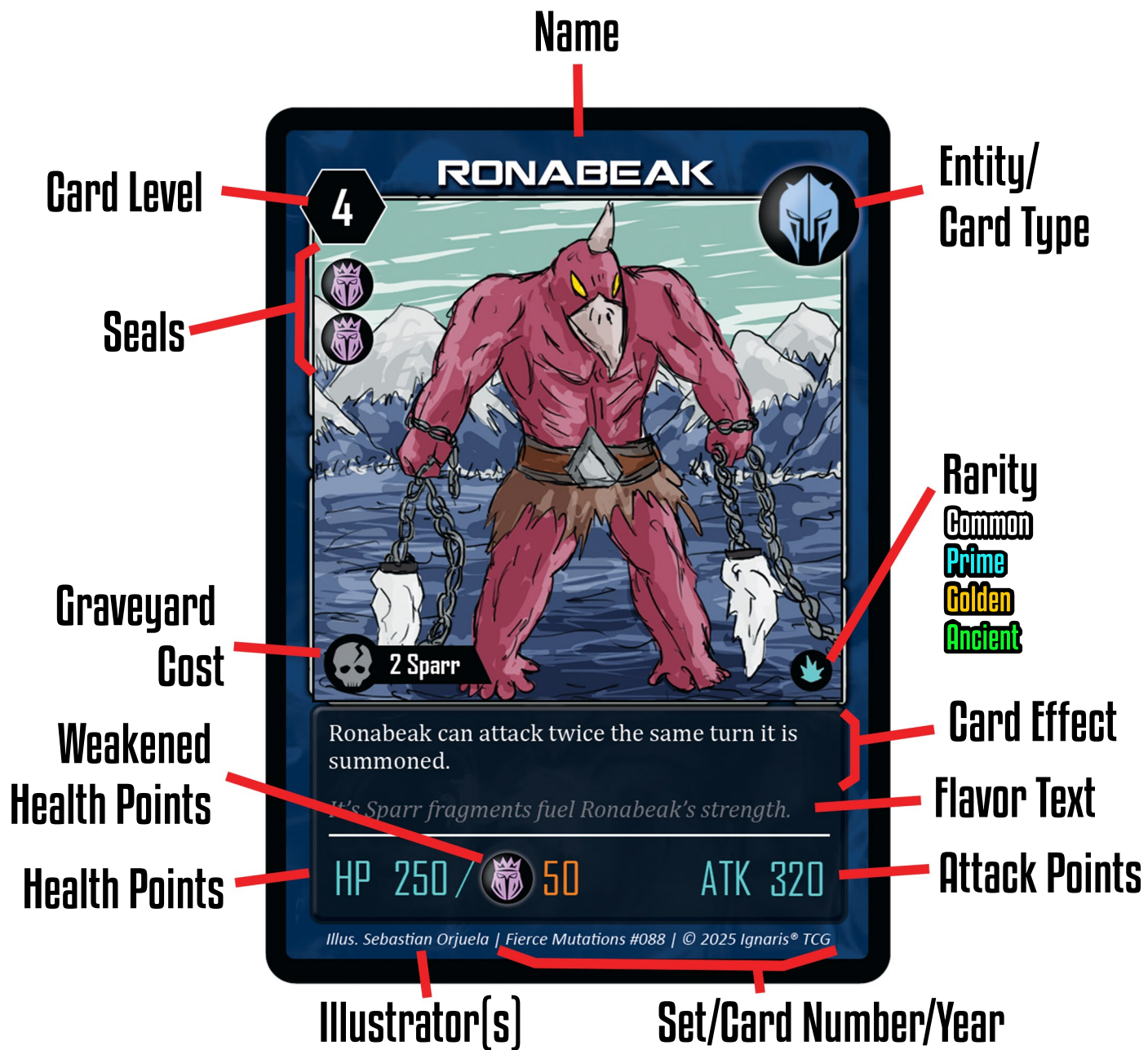


Symbiotes are special attachment cards that you can use to attach onto Entities and give them different stat boosts. This is called **Mutating**. These cards are **FREE** to play anytime during your turn, however, some rarities have a limit to how many you can play per turn. (See page 16)

Your cards don't hit the field for free! You'll need **Sparr**, your core resource! Stack it to summon your Entities and fire off powerful Runes to swing the battle your way!



CARD ANATOMY

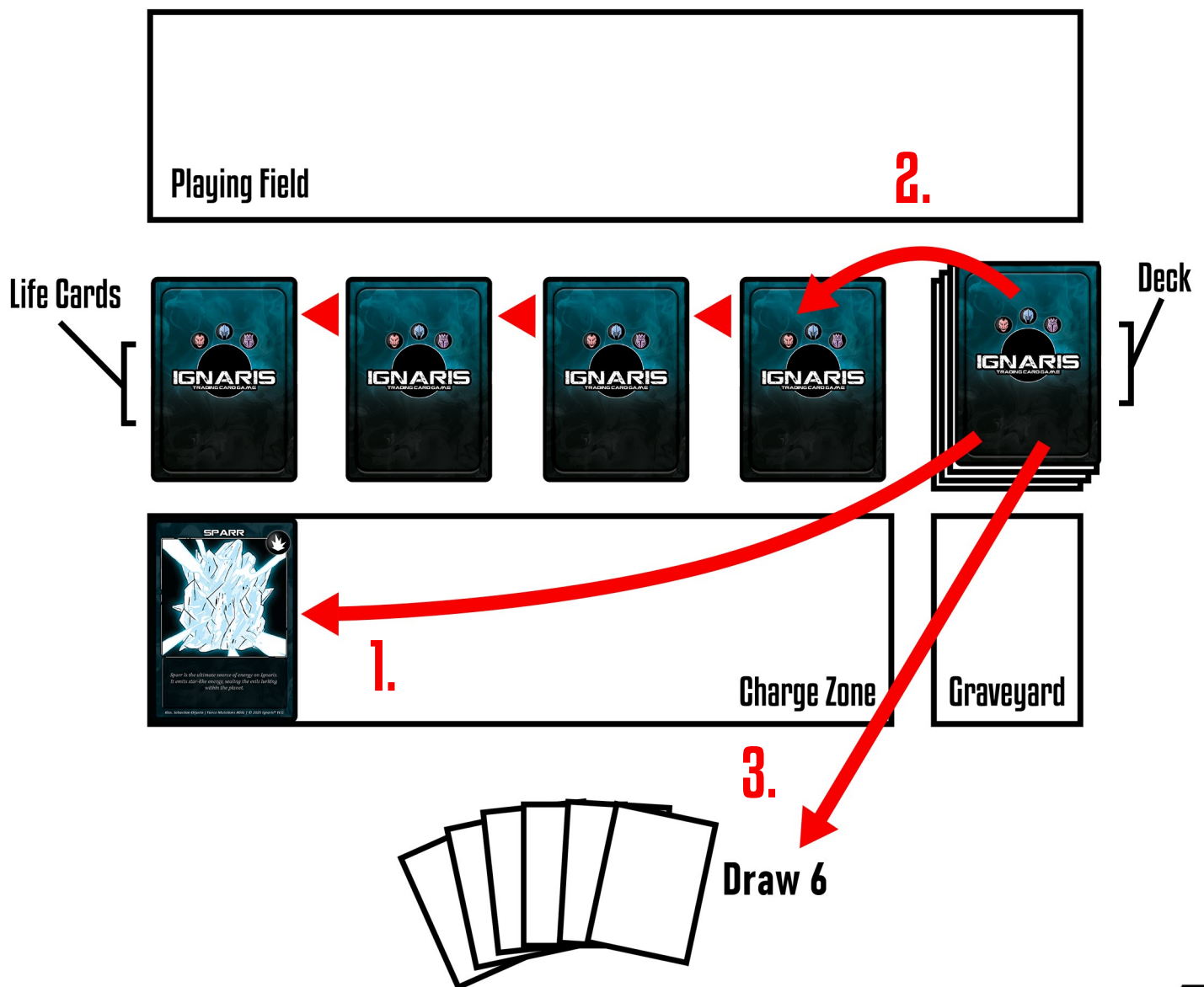


GAME SETUP:

(Each player)

1. Before you begin a match, take 1 Sparr card out of your 50-card deck and place it in your Charge Zone.
2. Shuffle your deck and place the top 4 cards face down next to it: these are your Life Cards.

Draw 6 cards to form your starting hand. If you don't like your hand, you can shuffle it back into your deck and draw 6 new cards. You can do this up to 2 times (this is called a mulligan).



PLAYER TURN PHASES

There are **5** total phases of a turn.

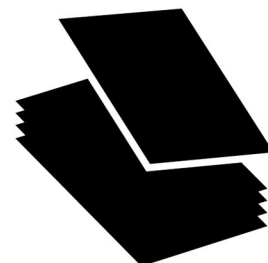
1. RESURGE PHASE (Skip on the first turn of each player)

“Resurging” means rotating a card back upright, making it ready for play again! **Resurge** any Entities that have been exerted last turn, as well as 1 Sparr card if any Sparr is exerted. (See page 10)



2. DRAW PHASE

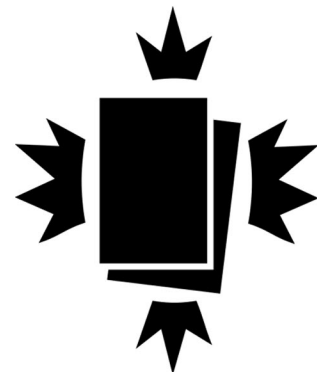
Draw **3** cards. (The first player draws 2).



3. MAIN PHASE

Charge your Sparr to **summon** Entities and Runes on the field, **mutate** Entities, and activate Entity **effects**.

Prepare your field for chaos! (See page 9)



4. STRIKE PHASE (First player skips this phase)

Slay your opponent's Entities, then **attack** their Life Cards once their field is clear! (See page 12)



5. DISCARD PHASE

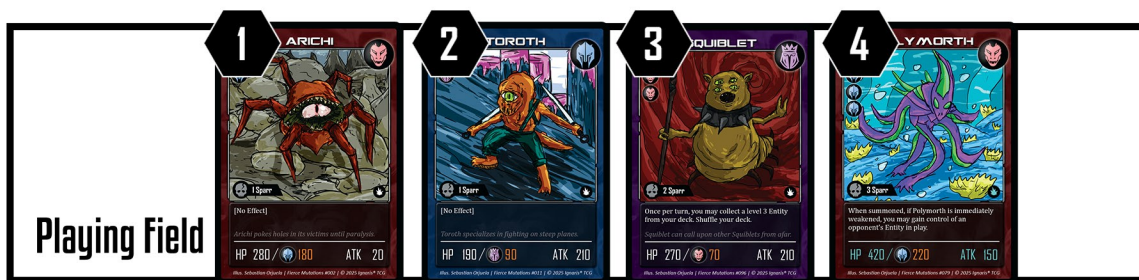
Discard cards to your Graveyard until you have 9 cards left in your hand.



SPARR AND SUMMONING

On your **Main Phase** you may charge as many Sparr cards you have in your hand by placing each of them in your Charge Zone. Your total number of charged Sparr is your **Sparr Level**. Your Sparr Level determines which cards you can summon that turn.

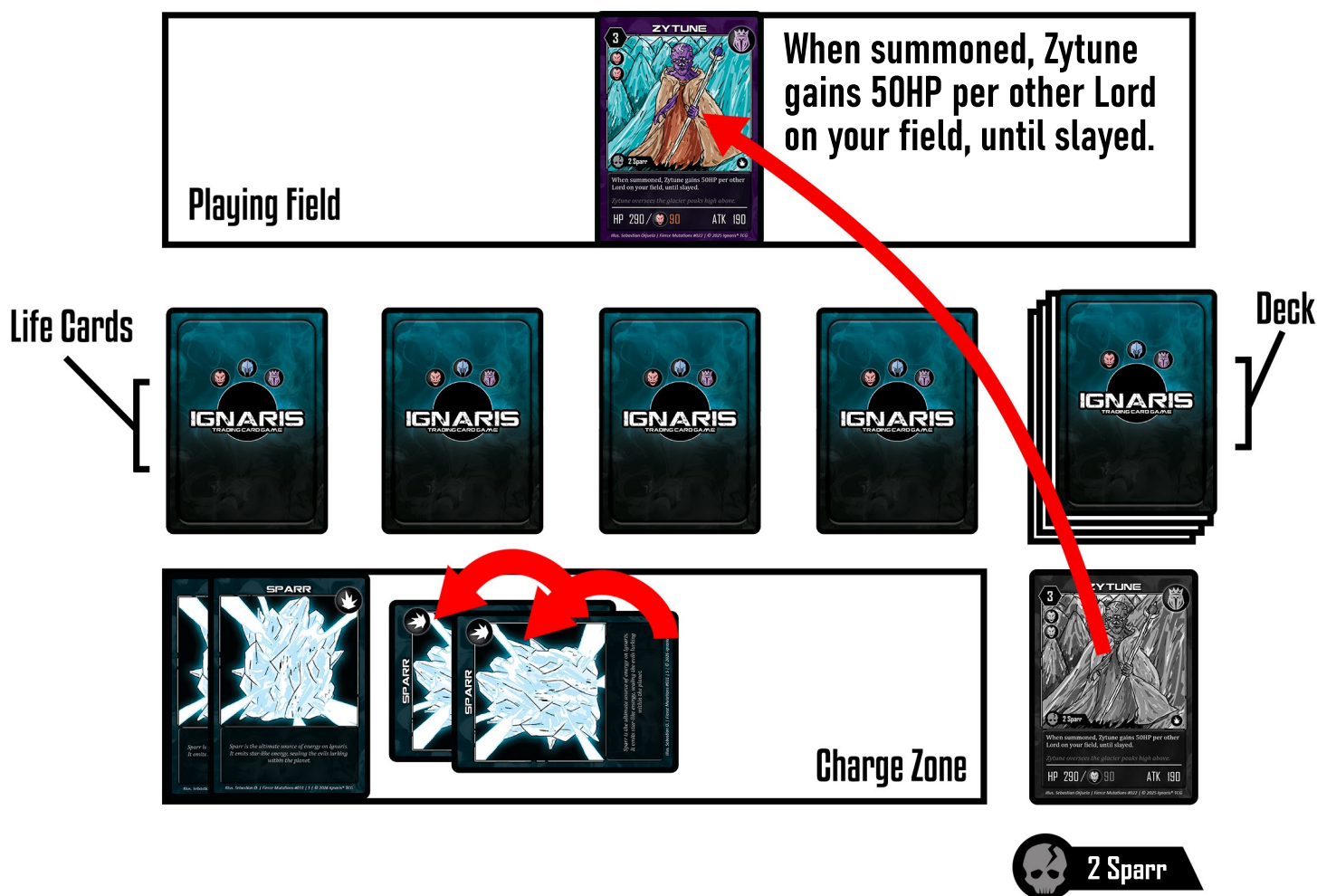
No need to spend each individual Sparr card! If your Sparr Level meets or exceeds the level requirement of an Entity or Rune in your hand, you may summon it to the field. **You may only have a maximum of 4 Entities on your field at a time.**



Example: If your Sparr Level is 4, you may summon cards from levels 1-4. The maximum level you can summon that turn is 4.

SPARR AND REVIVING

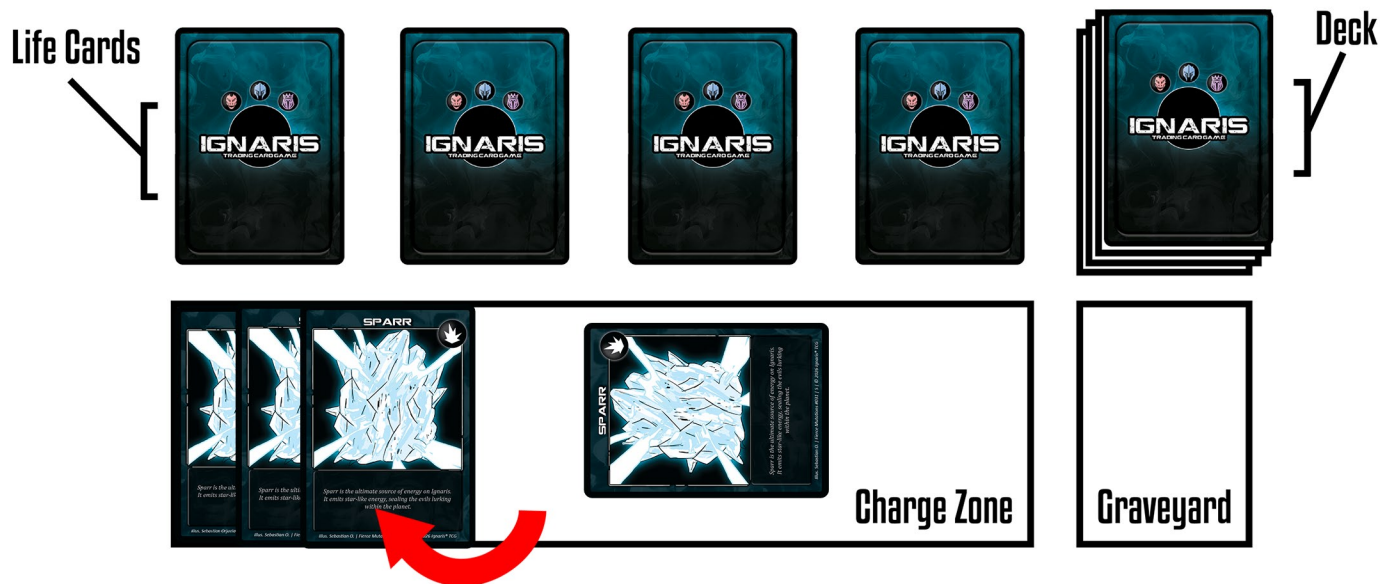
Sparr isn't just for summoning! You can use Sparr cards to bring back fallen Entities that have been sent to your **Graveyard**! Each fallen Entity has a **Graveyard Cost**. On your **Main Phase**, exert that amount of Sparr in your Charge Zone. When you do, you can re-summon that Entity, and all of its summoning effects activate again! However exerted Sparr does not count toward your Sparr Level anymore.



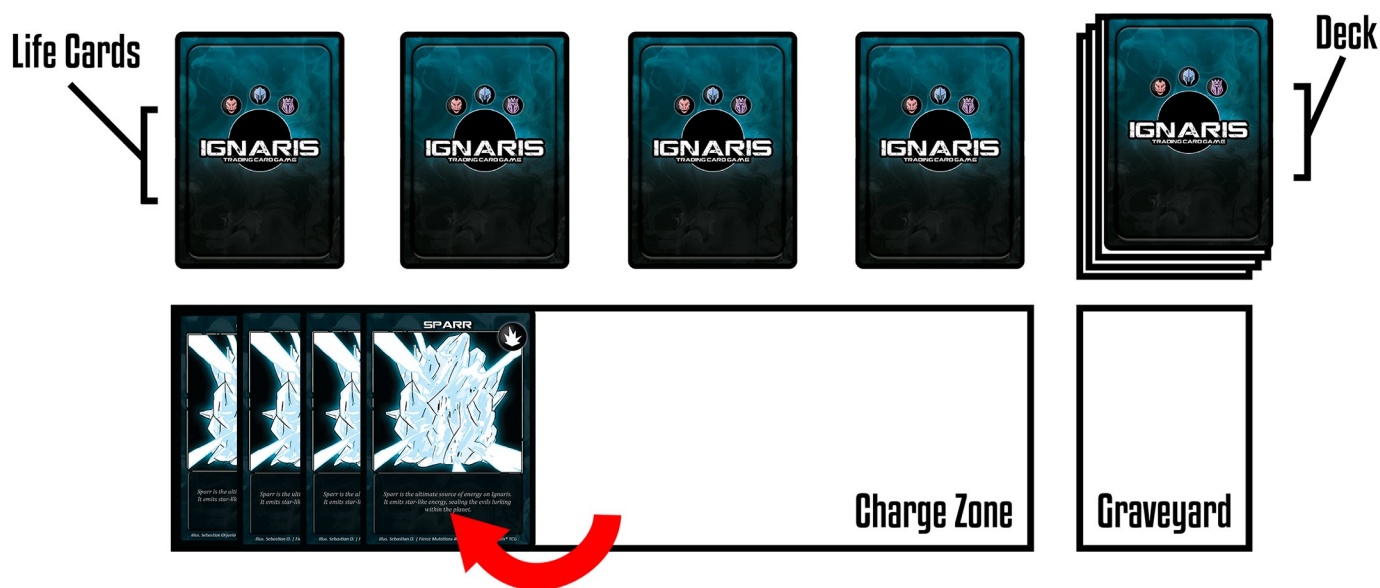
Example: Zytune's Graveyard Cost is 2 Sparr. By exerting 2 Sparr in your Charge Zone, you can re-summon Zytune on your field and perform its summoning effects again!

After reviving, Sparr refills over time. During your Resurge Phase, resurge 1 Sparr card each turn by turning it upright; it counts toward your Sparr Level again. Stronger Entities require multiple turns to fully restore your Sparr.

Turn 1



Turn 2



SLAYING ENTITIES

During your **Strike Phase**, you may attack Entities or your opponent's Life Cards. The first player skips this phase.

To slay an Entity, declare an attack and rotate your attacking Entity sideways to **exert** it (opposing Entity does not exert). Both Entities enter battle, comparing **ATK** to **HP** simultaneously:

If your Entity's ATK is equal to or greater than the opponent's Entity's HP, and the opponent does not respond, the slayed Entity is sent to the Graveyard.

If the opposing Entity's ATK is equal to or greater than your Entity's HP, your Entity is also slayed.

If an Entity's ATK is lower than the opposing Entity's HP, no Entity is slayed.



MULTI-ENTITY ATTACKS

Yes, you can attack a single Entity using multiple of your own!

When you declare an attack with multiple Entities, all attacking Entities must exert to target the same opposing Entity. Their ATK values are combined into one devastating strike.

However, **HP is not shared.**



After the attack, the defending Entity may strike back using its own ATK value, against each attacking Entity individually. Any attacker whose HP is less than or equal to the defender's ATK is immediately slain.



EXERTING EXPLAINED

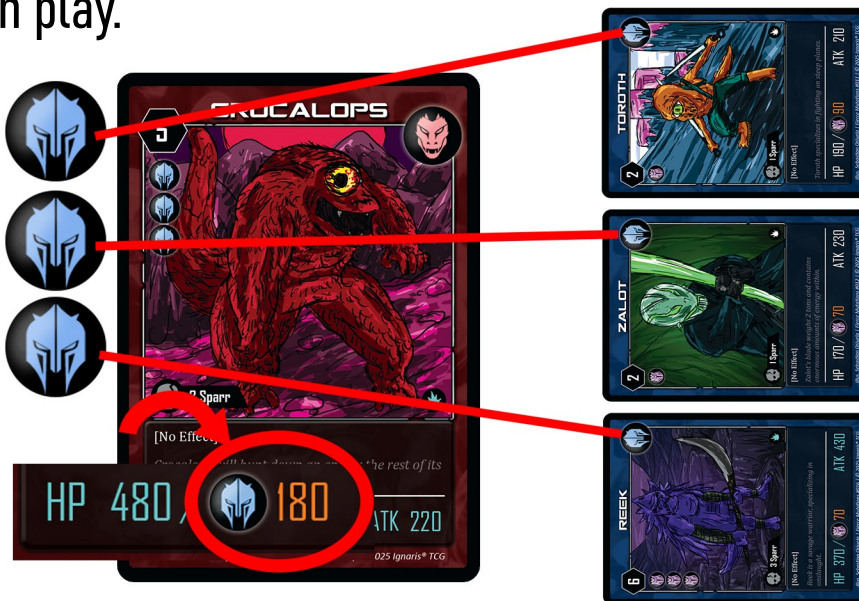
Once you **exert** an Entity (rotating your card sideways), it stays exerted until your next **Resurge Phase**.

While exerted, the Entity cannot defend your Life Cards. If all of your Entities are exerted, your opponent may attack your Life Cards directly, as if your field were empty! Exerted Entities can also be attacked if your opponent chooses to do so.

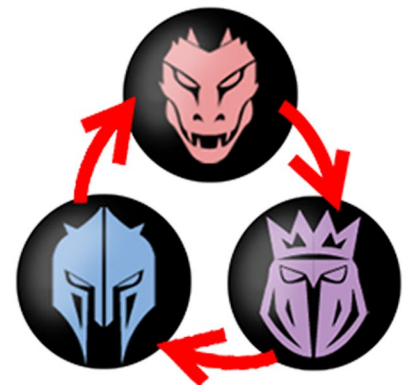


WEAKNESS & PHANTOM SEALS

Each Entity has a normal and weakened HP value. An Entity drops to its weakened HP when your opponent has enough Entities it's weak against, shown by **Weakness Seals**, and this applies as long as those Entities are in play.



Beasts are weak to Warriors.
Warriors are weak to Lords.
Lords are weak to Beasts.



Phantom Seals are additional Entity symbols that count as Entities on your field without occupying an Entity slot, used to weaken opposing Entities, most commonly found on Symbiotes.



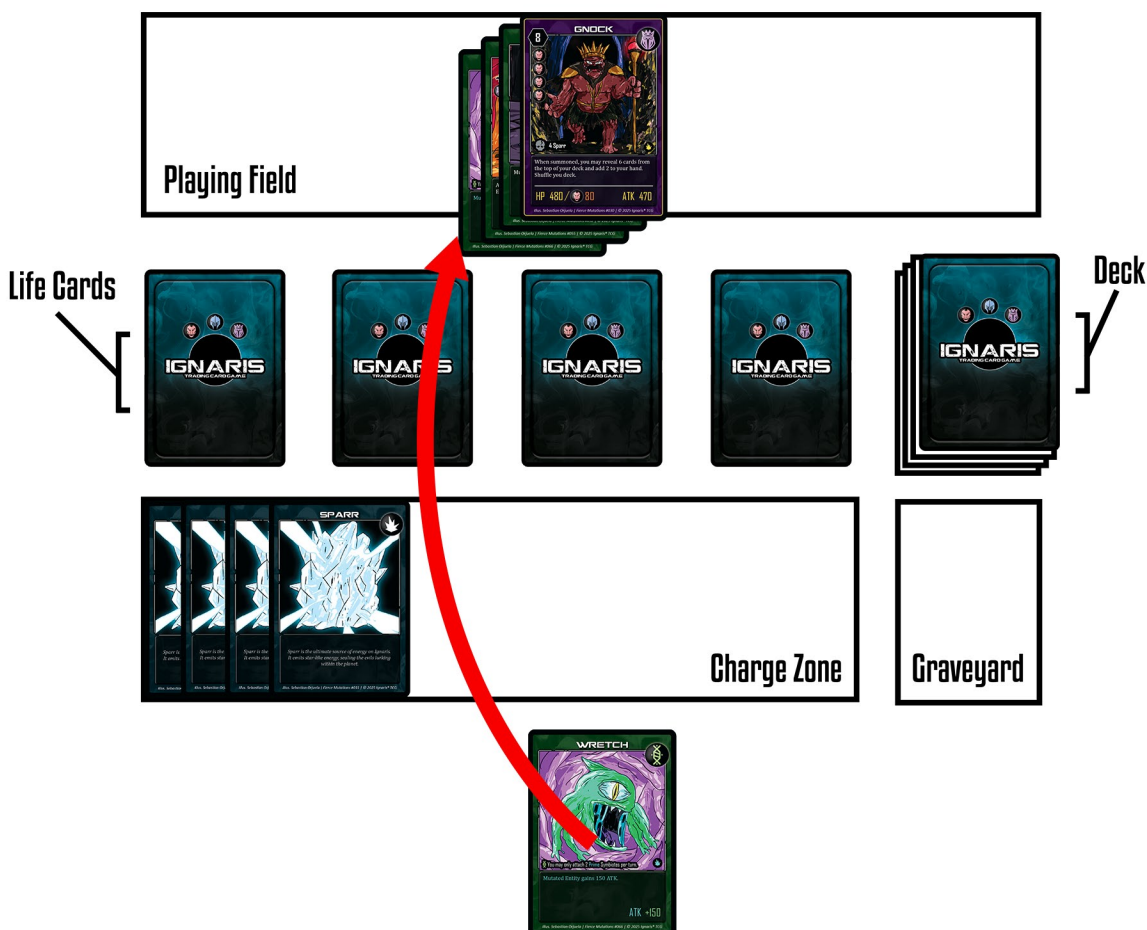
SYMBIOTES & MUTATIONS

You may mutate an Entity any time during your turn, by attaching a Symbiote beneath it. A Symbiote always follows and copies the behavior of its host.

- If a mutated Entity is **slayed**, both it and its Symbiote go to the Graveyard.
If it returns to your **hand** (e.g., Swap), the Symbiote returns with it.
- If it's sent to your **deck** (e.g., Flick), the Symbiote is shuffled in too.

Some Symbiotes have a per-turn play limit based on rarity. You may play any number of Common Symbiotes per turn, up to **2** Prime Symbiotes per turn, and only **1** Golden Symbiote per turn.

You can only attach 3 Symbiotes to an Entity maximum.



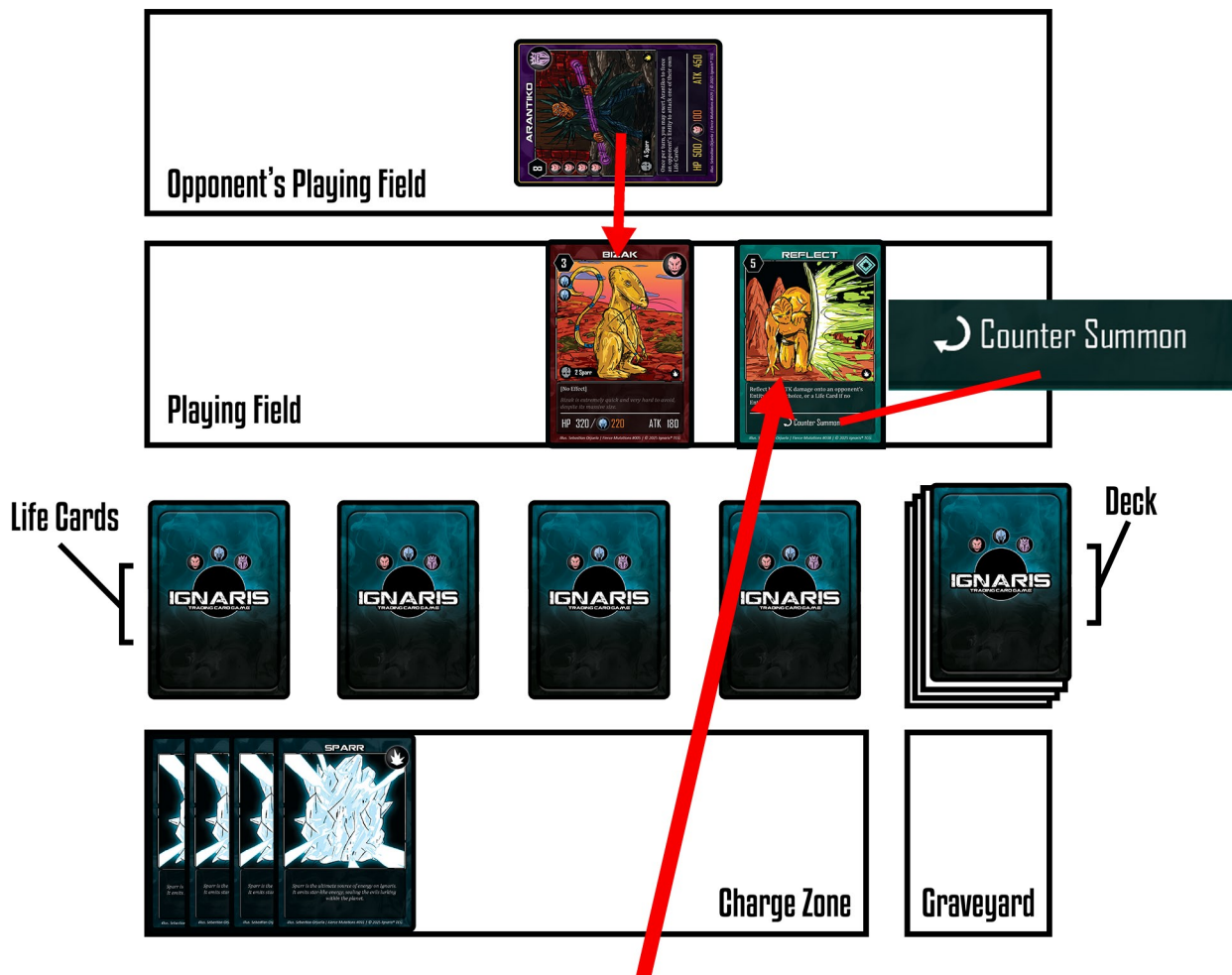
SUMMONING RUNES

On your Main Phase, your Sparr level also determines what level of Runes you can summon that turn. Runes act as special abilities you can use once and then discard to your Graveyard, unless a card requires it to stay on the field. Runes cannot be revived by exerting Sparr cards.

There are 2 types of Rune cards:

Normal Summon - You may only summon this Rune on your Main Phase.

Counter Summon - You may summon this Rune during your Main Phase or anytime during an opponent's turn. If a Life Card is revealed to be a Counter Summon Rune, you may immediately play it for free (See page 18)



SHATTERING AND WINNING

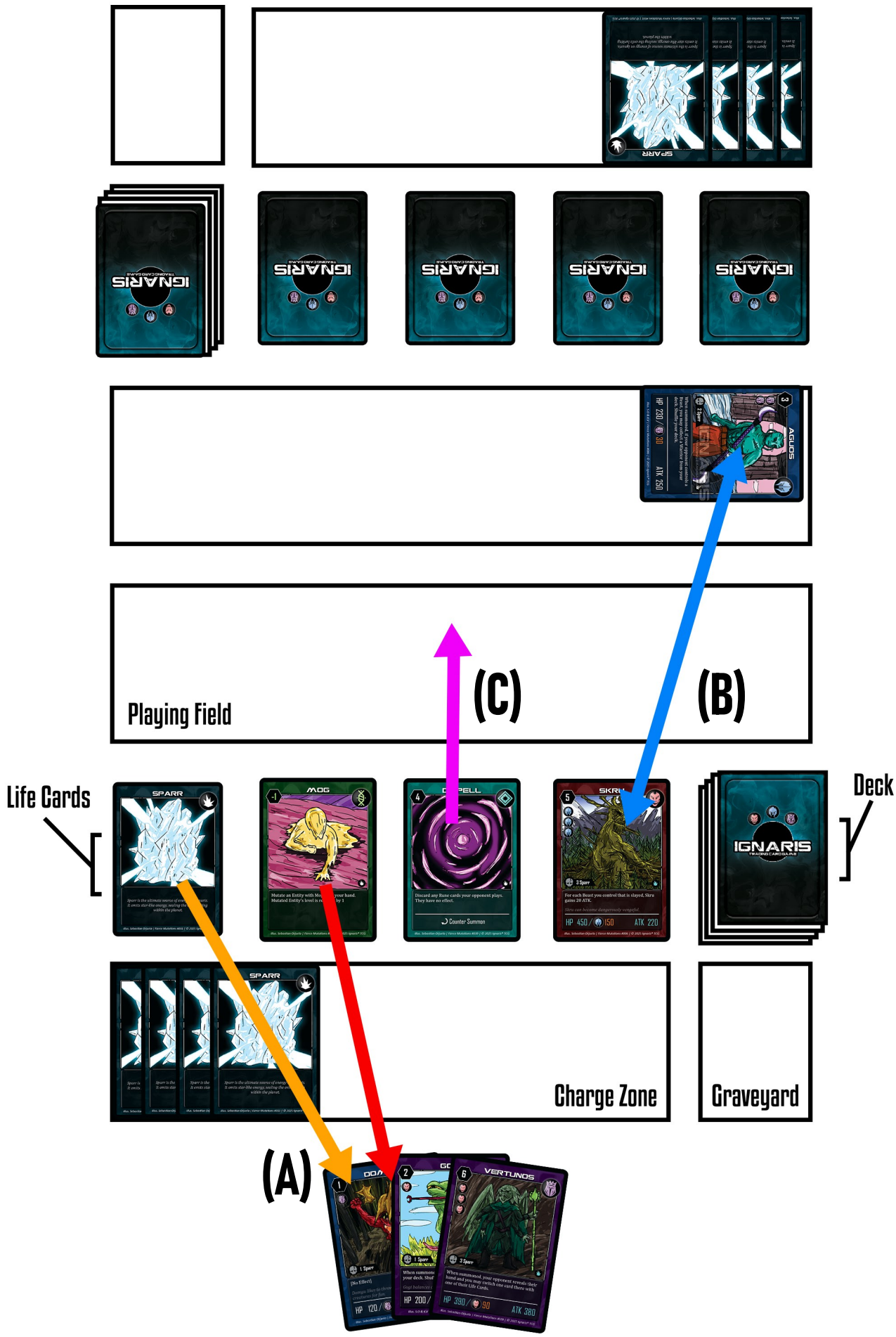
When your opponent's field is empty, or if all their Entities are exerted, you may attack their Life Cards.

When you attack a Life Card, your opponent flips it over:

- **(A) Rune(Normal Summon), Symbiote, or Sparr Card:** They immediately draw it to their hand and the Life Card is shattered.
- **(B) Entity Card:** It can defend! Both your Entity and the attacking Entity enter battle as normal and you compare both ATK and HP.
 - If your Life Card Entity is slayed, you draw it to your hand.
 - If their attacker is slayed, they discard it as normal.
 - If neither Entity slays, nothing changes and the Life Card Entity stays as a revealed Life Card.
- **(C) Rune(Counter Summon):** You may summon it immediately on the field for free or draw it to your hand.

The first player to shatter all of their opponent's Life Cards wins the match! If you run out of cards in your deck and cannot draw at the start of your next Draw Phase, you simply don't draw and keep fighting with what you have!





ENTITIES AND DECK TIPS

What makes Entities different from each other? Each Entity specializes in a unique style of play, with stats and abilities based on their type: **Beast, Warrior, or Lord.**

- Beasts excel in durability, boasting higher Health Points (HP).
- Warriors specialize in raw power, with higher Attack Points (ATK).
- Lords focus on versatile Card Effects, and midrange HP and ATK.



In Ignaris, balance is key. Aiming for an even mix of Entity types is recommended, though not required. Entities are your core focus. The more you include, the more likely they'll appear as Life Cards, giving you stronger defense against attacks! Your deck must contain exactly 50 cards.

A good ratio guide is:

- 50% Entities
- 15% Abilities
- 10% Symbiotes
- 25% Sparr



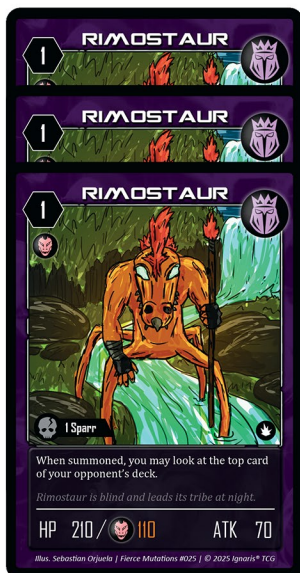
DECK BUILDING RULES

- Your deck must contain **exactly 50 cards**. No more, no less.
- **Balance is key.**
 - No more than **half** of your deck can be Sparr cards.
- **Rarity limits:**
 - Only 1 Ancient card is allowed per deck.

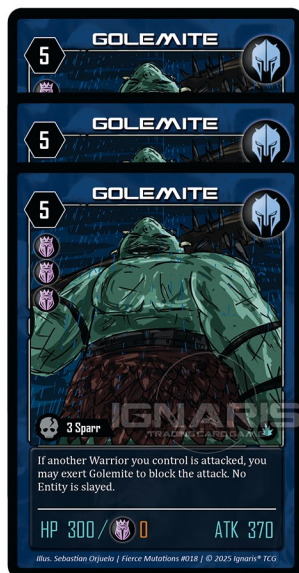
You can include up to 2 copies of any Golden card.

You may have up to 3 copies of any Common or Prime card.

Rarity doesn't always mean power! Smart combinations often win games. Experiment with different ratios to find your ideal strategy and playstyle!



3x Common



3x Prime



2x Golden



1x Ancient

x25 Sparr



IGNARIS GLOSSARY & KEY TERMS



GAMEPLAY KEYWORDS

- **Attack:** Declare combat against an opposing Entity or a Life Card.
 - **Block:** Prevent an attack from dealing damage.
 - **Charge:** Place drawn Sparr cards into the Charge Zone.
 - **Collect:** Search your deck for a specified card, add it to your hand, then shuffle.
- Counter Summon:** A Rune that can be played during your opponent's turn or your Main Phase.
- Exert:** Turn a card sideways to show it has been used or activated.
- Look at:** View a card privately without revealing it.
- Mutate / Mutated:** Attach a Symbiote to an Entity/a card with a Symbiote attached to it.
- Negate:** Prevent a card effect from activating.
- Normal Summon:** A Rune that can only be played during your Main Phase.
- Resurge:** Return an exerted card to its upright position.
- Reveal:** Show a card to both players.
- Revive:** Return a card from the Graveyard to your field or your hand.
- Shatter:** Successfully destroy a Life Card.
- Slay/Slayed:** Destroy an Entity and send it to the Graveyard/an Entity in your Graveyard.
- Summon:** Play an Entity or Rune from your hand to the field.
- **Weaken / Weakened:** An Entity loses HP due to an opponent controlling the required number of Entities of a certain type.

TRIGGER AND LIMITER KEYWORDS

- **Once per game:** This effect can only be used once per game, with only one copy of this card, and after use, no other copies can activate this effect.
 - **Once per turn:** This effect can only be used once during each of your turns.
- Once each turn:** This effect can only be used once during each player's turn.
- When Summoned:** Triggers immediately when a card is summoned.

CORE GAMEPLAY TERMS

Beast: An Entity subtype specializing in high HP.

Charge Zone: The zone where Sparr is stacked to increase your Sparr Level.

Deck: Your draw pile.

Defending Entities: Entities in play that can prevent attacks on Life Cards.

Discard Phase: The phase when you discard down to 9 cards.

Draw Phase: The phase when you draw 3 cards (or 2 if you are the first player).

Entity: Main unit used in combat.

Entity Level: The number on an Entity showing how much Sparr it requires to summon.

Field: The area where Entities and active cards are in play.

Graveyard: The discard pile where destroyed or used cards go.

Graveyard Cost: The amount of Sparr required to revive a card from the Graveyard.

Hand: Cards you currently hold.

Life Cards: Cards representing your life total. If all are shattered, you lose.

Lord: An Entity subtype specializing in powerful effects.

Main Phase: The phase when you charge Sparr, summon cards, and play effects.

Phantom Seals: Additional Entity symbols that count as Entities on your field without occupying an Entity slot, used to weaken opposing Entities.

Resurge Phase: The phase when all exerted Entities and 1 Sparr return upright.

Rune: Cards with special abilities.

Rune Level: The number on a Rune showing how much Sparr it costs to play.

Sparr: Resource cards used to summon and activate effects.

Sparr Level: The total amount of Sparr you control.

Strike Phase: The phase when you attack, slay Entities, and shatter Life Cards.

Symbiote: Cards that attach to Entities to enhance them.

Warrior: An Entity subtype specializing in high ATK.

Weakness Seals: Symbols on Entities that indicate their weakness type.

