

BEGINNING OF THE GAME

- 1) Shuffle the Level I cards of your Pantheon, setting them down as your Act One deck. Set aside your Level II and III cards for your Act Two deck.
- 2) Add a board piece of your choice to the battlefield.
- 3) Draw 5 cards from your deck.

ON YOUR TURN

- 1) Play a Card from your hand
- 2) Apply Pre-Attack Abilities of your card and surrounding cards
- 3) Resolve Attacks
- 4) Apply Post-Attack Abilities of your card and surrounding cards
- 5) Draw a Card from your deck

BEGINNING OF THE GAME

- 1) Shuffle the Level I cards of your Pantheon, setting them down as your Act One deck. Set aside your Level II and III cards for your Act Two deck.
- 2) Add a board piece of your choice to the battlefield.
- 3) Draw 5 cards from your deck.

ON YOUR TURN

- 1) Play a Card from your hand
- 2) Apply Pre-Attack Abilities of your card and surrounding cards
- 3) Resolve Attacks
- 4) Apply Post-Attack Abilities of your card and surrounding cards
- 5) Draw a Card from your deck

BEGINNING OF THE GAME

- 1) Shuffle the Level I cards of your Pantheon, setting them down as your Act One deck. Set aside your Level II and III cards for your Act Two deck.
- 2) Add a board piece of your choice to the battlefield.
- 3) Draw 5 cards from your deck.

ON YOUR TURN

- 1) Play a Card from your hand
- 2) Apply Pre-Attack Abilities of your card and surrounding cards
- 3) Resolve Attacks
- 4) Apply Post-Attack Abilities of your card and surrounding cards
- 5) Draw a Card from your deck

BEGINNING OF THE GAME

- 1) Shuffle the Level I cards of your Pantheon, setting them down as your Act One deck. Set aside your Level II and III cards for your Act Two deck.
- 2) Add a board piece of your choice to the battlefield.
- 3) Draw 5 cards from your deck.

ON YOUR TURN

- 1) Play a Card from your hand
- 2) Apply Pre-Attack Abilities of your card and surrounding cards
- 3) Resolve Attacks
- 4) Apply Post-Attack Abilities of your card and surrounding cards
- 5) Draw a Card from your deck