



# Rulebook

**Welcome to Familiar!** This fantasy game world takes place in the 12 realms of Elytha Tira. Those who live there are skilled in the use of a magical power source called Elyth. With it they can perform heroic feats, cast powerful spells, or tame fantastical beasts which can become their *familiar companions*, commonly called pets. The Mythic Arena is where you join in friendly battle competitions against your opponent's familiars!

## Contents

**72 cards total:** 21 Pets, 18 Elyth, 9 Runes, 12 Items, 12 Status. Two 20 sided Dice, 36 Counters, 1 Rulebook.

## Game Overview & Goal

Familiar is a turn-based advanced strategy game. You start the game by picking out the cards you want to use and build your deck. On your turn you have the options of playing a Pet, Elyth, Runes, and Item cards to put out into the Arena in front of you. Battle occurs every turn, with the ultimate goal of out strategizing your opponent and being the first to gain 3 Victory Points by winning battles against your opponent's pets!

## Setup - Deck Construction Rules

- Decks must contain exactly 21 cards.
- 6 of those 21 cards *must* be Pet cards.
- The rest of the deck is made up of any number of Item, Rune, or Elyth cards.
- Decks may not contain any duplicate cards.

## Draft Deck Construction

Draft is the method of play used when only one copy of the game is available. Roll a die to determine who picks first.

Layout all the Pet cards in front of you. Take turns choosing a card until you each have 6. Next, layout all the Elyth, Rune, and Item cards. Take turns choosing these as well. Note there are 2 copies of each Item card available, giving each player an equal chance to choose one. Players must keep all of their selections completely visible during the Draft Stage.

## Premade Deck Construction

This method of play is only possible for players who each have a copy of the game, granting each player full access to every card. You build your deck from your own card base, choosing whatever cards you like, but still following the “Setup - Deck Construction Rules” above. In this method of play it is not necessary to show your opponent which cards you’re picking.

## Opening Turn Sequence

- 1. Choose a Lead Pet** - Both players begin by taking one Pet out of their deck and placing it face down in front of them. This is known as the *Lead Pet*, and is on the *Front Line* of the *Arena*.
- 2. Shuffle Your Deck** - The deck is now known as the *Resource Pile*, and is placed to the side, face down.
- 3. Draw the top 6 Cards of your deck into your hand**- If you didn't draw at least one pet, reveal your hand, reshuffle them into your deck, and draw 6 again. Repeat as necessary until there is at least one pet in hand.
- 4. Roll a die to see who goes first** - The player whose turn it currently is, is known as the *Lead Player*. The other is the *Passive Player*.
- 5. Reveal Lead Pets** - Both players flip their Lead Pet face up at the same time, then the Lead Player begins their turn, following the steps of the Standard Turn Order.

## Standard Turn Order

**1. Draw a card** - Draw one card from your Resource Pile into your hand. Draws cannot be skipped, *except on the very first turn of the game*, the Lead Player does not draw a card during the Draw Step.

**2. Play a Pet** - You may play one Pet card into the Arena. Pets are played into one of 3 lines in the Arena: The Front, Guard, or Rear. You must always have one Pet on the Front Line. After one is placed there, you would next place a Pet in the Guard, then the Rear. After you have 3 pets out (one in each line), you may place another pet in any other line.

**3. Primary Step** - *All Primary Steps can be done in any order. Each step is optional, except for Battle which cannot be skipped.*

**A. Battle** - Choose Attackers & Blockers and enter Battle.

**B. Unique** - Motivate a single pet to use its Unique Ability.

**C. Switch** - Exchange 2 pets in adjacent lines, called a Switch, or if all lines are filled you may advance or retreat a pet one line instead. This can be done only once per turn.

**D. Elyth** - Play any number of Elyth cards.

**E. Runes** - Play any number of Rune cards.

**F. Items** - Play any number of Items cards.

**4. Cleanup** - When you are completely done with your Primary Step, you announce Cleanup. Cleanup step occurs at the end of every turn for both players. This is when your pets take any additional damage from ongoing *Status Effects*, or HP increases that are checked. These effects happen simultaneously.

• Pets that are in the Rear Line (3rd Row) of the Arena follow these steps in order during Cleanup:

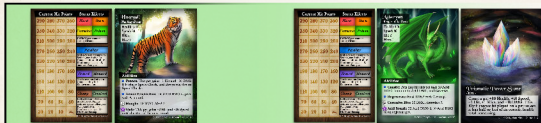
**A. Recovery** - Heal 30 damage and remove all counters of a single Status Effect.

**B. Resolution** - Handle any remaining Status/Cleanup Effects.

# Game Layout Example

## THE ARENA

### The Front Line



### The Guard Line



Status  
Cards

Pet  
Cards

Elyth  
Cards

### The Rear Line



Item  
Cards



Cards in  
Stasis



Spent  
Pile



Resource  
Pile



Cards in your Hand  
(no limit on how many)

## Zones of Play

**Resource Pile** - Your main deck, from which you draw. If you run out of cards in your Resource Pile nothing happens.

**Hand** - Where you hold drawn cards. There is no hand limit.

**Arena** - Where played Pets, attached Elyth, and Items go. Cards in the Arena are considered *In Play*.

**Spent Pile** - Whenever a Pet is *Downed* (defeated) in battle, it goes to the Spent Pile along with any attached Elyth. Remove any damage, statuses, or counters on it. Runes and Items that are used up also go to the Spent Pile. Cards in the Spent Pile aren't normally able to be used again during the game.

**Stasis** - Certain cards have an ability to go into Stasis. In Stasis, they are temporarily held outside of the game, but aren't removed from the game. They also cannot normally be affected by cards from within the game, and reset counters or charges if they have any. Pets in Stasis heal 30 DMG & remove 1 status each Cleanup, & don't take damage. Cards that are put into Stasis do not "bring" other cards with them unless they specifically state so. Those cards are placed in the Spent Pile.

**Removed from Game** - Any cards with this statement are set aside, and never used again during the current game.

## Status Cards & Counters

These cards are used along with the provided counters to keep track of your pet's current Health total, or Hit Points(HP), and any Status Effects they may get throughout the game. There is one card provided for each pet in a deck. Place a Status card next to your pet card when it goes into the Arena along with a counter on your Current HP. Move the HP counter as necessary, and add or subtract any status counters during play.

## Pet Cards

### Symbols & Abbreviations



● **Passive Ability**

3 **Active Ability**

★ **Unique Ability**

**DMG = Damage**

**d20 = 1 Twenty Sided Dice**

Number inside symbol represents *Willpower* (how many cards in hand are needed to use the ability).

### Passive, Active, and Unique Abilities

Pets can possess up to 3 different types of *Abilities*:

**Passive** - Abilities that have no cost, and are almost always on. Some contain *Triggered Effects* which go off immediately if a certain situation occurs.

*\*Be sure to pay careful attention as some effects will trigger at different times though they may seem to trigger at the same time.*

Example: James uses Goliath to engage in Battle with Toby's Astaryan. Goliath's passive ability states "*Deadly Touch: Pets that enter battle with this pet take 10 DMG.*" This ability will trigger and deal 10 damage to Astaryan right away once a Defender is assigned, even before any active abilities are selected.

Astaryan's passive ability states "*Caustic: Pets that hit this pet take 10 Acid DMG....*" This ability will trigger and deal 10 damage *after* damage has been dealt to it by Goliath.

**Active** - Abilities that have a Willpower cost, and are used in battle. Some Active Abilities may possess multiple functions which are only usable if the Attack made with that Active Ability is successful.

**Unique** - Special abilities that have a Willpower cost and various effects. Players can activate the Unique power of any pet they have in the Arena, but may only activate one Unique power per turn, only during *their* turn, and *not* during Battle.

## Motivation, Activation, Willpower

**Motivation** is the selection of a pet's Active or Unique Abilities.

**Activation** of a pet's abilities can only be done as long as the player has enough Willpower equal to the cost.

**Willpower** is determined by how many cards you have in hand.

### Item Cards

*Items* are consumables with a certain amount of Uses which are played out into the Arena in front of you.

- Any amount of Item cards may be played, however only one Item can be used, and only one Use, on the Lead Player's turn.
- Items cannot be played or used during Battle.
- When an item is out of Uses, it is sent to the Spent Pile.

### Elyth Cards

Pets can be enhanced with *Elyth*. Elyth is "attached" to a pet in the Arena by placing it under or next to the pet card with the bonuses visible. As long as the pet remains in the Arena with the Elyth attached, it gains the abilities & statistics on the Elyth card.

- Any amount of Elyth may be played on the Lead Player's turn.
- Elyth cannot be played during Battle.
- Only one Elyth can be attached to a pet at a time.
- New Elyth may be played on a pet, but existing Elyth is then sent to the Spent Pile.
- Anytime a pet would be removed from the Arena, Elyth on it is sent to the Spent Pile.
- Elyth cannot be moved once it is on a pet unless an outside effect causes it to be moved or become spent.

## Rune Cards

*Runes* are special commands owners can use for themselves or their pets. Follow the directions as presented on the card, even if it breaks a normal game rule.

- Any amount of Runes may be played on the Lead Player's turn
- Both Lead and Passive players may play one Rune card during the Battle Step.
- Runes are sent to the Spent Pile when used.

## The Arena

In Familiar the *Arena* is the area in front of the players where the battle takes place. It can have up to 3 *lines* of play (*The Front, Guard, and Rear*), each represented by a row of pet cards.

**The Front** - The Front is the first line of the Arena where pets normally do battle. You must always have at least one pet on the Front line at all times.

**The Guard** - This is the middle line of the Arena. You must have a Pet in the Front line order to play and have a pet in the Guard.

**The Rear** - The last line of the Arena. Pets that are in the Rear line Heal 30 points of damage and remove all counters of one Status Effect each Cleanup step. You must have a Pet in the Guard line in order to play and have a Pet in the Rear line.

## Multiple Pets in a Line

- Before a second pet is played in any line, the Front, Guard, and Rear lines all must have at least one pet in each.
- Players can have any number of pets in any line as long as they maintain at least one pet in each line to satisfy the *Line Check*.

## Line Check

- Whenever the minimum requirements to create a line aren't met, pets must move up or down to meet the Line Check.
- Anytime a pet is Downed perform a Line Check. If a line ever ceases to have a pet in it and there is an available pet in an adjacent line, at least one pet must move in order to satisfy the Line Check.
- If you have multiple pets on a line, and one of them is downed, you do not automatically replace it with a pet from an adjacent line, as there's no need since the Line Check is still filled.

### Example 1:

Astaryan is Downed.  
Golden Claw moves up to  
The Front.



### Example 2:

Golden Claw is Downed.  
Ember Wing moves up to  
The Guard.



### Example 3:

Golden Claw is Downed. Choose  
1 Front Line  
Pet to move to  
The Guard.



### Example 4:

Ember Wing is Downed. Choose  
1 Guard Line  
Pet to move to  
The Rear.



## Battle

Battle happens when the Lead Player declares Battle, and normally occurs between two pets on the Front Lines. Follow the steps below when you declare battle:

**1. Battle Assignments: Choose Attackers & Blockers** - The Lead Player chooses at least one pet from their Front Line to be an *Attacker*. The Passive Player then chooses at least one pet from their Front Line as a *Blocker*. At least one pet must be assigned as a Blocker vs an Attacker during Battle. This is called *Battle Assignment*. The assigned Pets are now *Engaged* in battle.

**2. Choose & Declare Active Abilities** - Both players Motivate their Engaged pets to use an Active Ability. Unique Abilities can't be used, and Passive Abilities maintain their effects.

- If a player is unable to Motivate a pet to use its abilities (such as not having enough Willpower for an Active Ability, or being immune to each others attacks), battle step still occurs, but the pet does nothing. The other player Attacks or Blocks normally. If both player's pets are unable to do anything, they both take 20 damage that cannot be prevented or reduced.

**3. Runes** - Before Attack Rolls are made, both players may play one Rune Card. The Lead player chooses first, then passes this decision to the Passive player. Whether or not the Lead player played a Rune, the Passive player may do so. If the Lead Player doesn't play a Rune, and the Passive Player doesn't play a Rune, move to the next step. If the Lead Player didn't play a Rune, and then the Passive Player does, the Lead Player now once again receives the option to play one. Whether the Lead Player does or doesn't, only one Rune per player is allowed to be played during Battle. Runes resolve their effects when they are played.

**4. Speed Checks** - The Engaged Attacking and Blocking Pets do a Speed Check by comparing their Speed score. Whoever is

faster (has a higher score) uses their Active Ability first. If there is a tie, both players roll a d20 to see who goes first.

*Example:* Ed has 2 pets on his Front Line, one with 90 Speed and another with 70. He declares battle against his opponent Julia. Julia has one pet with a Speed of 80 on the board. Ed selects both of his pets to be Attackers, and Julia must select her lone pet as Blocker. She choose to assign it to Block Ed's pet with Speed 70. Those Engaged pets must do battle first, and must undergo a Speed Check. Julia's is faster with Speed 80 so will go first, then Ed's pet. After, Ed will attack with his Speed 90 pet.

**5. Attack Rolls & Damage** - The faster pet rolls a d20. Take the result of the dice and add it to the pet's Hit Score, plus any other bonuses. If the result is *greater than or equal to* the opponent's pet's Miss Score, it hits and does damage according to its abilities. If not, then it's a miss and does no damage. Next it's the other pet's turn to make an Attack Roll and try to do damage.

*Example:* Silver Paw with a Hit Score of 2 rolls a d20, choosing Powerful Bite as its Active Ability. The d20 lands on a 3.  $2+3$  gives you 5. Your opponent's pet's Miss Score is a 4, meaning you successfully hit and will do 30 damage.

- **Resolving Battle Damage** - Battle Damage is always resolved after any triggers that occur during battle are handled first.

- **Downing a Pet** - A pet that receives damage that equals or surpasses its health is Downed, and is put into the Spent Pile. A Victory Point is awarded to the player who Downs a pet.

## Multiple Attackers & Blockers

You can choose to attack or block with more than one pet if you have multiple pets on your Front Line.

- **Anytime there are more Attackers than Blockers**, Blockers are assigned as usual. The remaining Attackers may target and use their Active Abilities vs any Blockers they are legally able to, including ones assigned as Blockers once existing Battle Engagements are handled. If pets aren't assigned as Blockers, they can't enter the battle after existing Battle Engagements are handled.

*Example:* Roberto attacks with two pets against his friend Miguel. Miguel has one pet with which to Block, and must choose which of Roberto's attackers it wants to Block against. Miguel and Roberto's engaged pets must now use their active abilities against each other. Since Roberto has an extra attacker leftover, he may use it to attack Miguel's Blocker, however Miguel's Blocking pet cannot use its Active Abilities against this extra attacker.

- **Anytime there are more Blockers than Attackers**, extras may be assigned to Block any Attackers of the Passive Player's choice that they are legally able to Block against. Every Attacker *must* have at least one Blocker assigned to it. In the case of multiple pets blocking one Attacker, one of them must be assigned as the *Primary Blocker*. Battle Engagements between Attackers and Primary Blockers are always handled first, and then afterwards the leftover Blockers may use their Active Abilities against the pet they are blocking. Unlike with Attackers, if pets aren't assigned as Blockers, they can't enter the battle after existing Battle Engagements are handled.

- **Always resolve battle between Engaged pets first**, according to *Speed Checks*. Handle leftover Attackers or Blockers according to their Speed Checks as well to determine Attack Order.

- **Some abilities effect adjacent targets;** this does not cause those pets to be selected as Blockers.

## **Flying & Similar Abilities**

Some pets possess abilities such as Flying, which allows them to attack a line other than the Front. When Attackers are declared, creatures with Flying & similar abilities choose which line they are attacking. The Passive Player still chooses Blockers and assigns a Blocker(s) from the line the Flyer is attacking. In the case of an ability like Bling Bling's Nimble, the Lead Player chooses the target, and therefore the Blocker.

- A pet with Flying or a similar ability must still be on the Front Line in order to be chosen as an Attacker.

## **Critical Hit & Glancing Blow**

**Critical Hit** is a natural roll of 20 on the d20. When this happens, the attack automatically succeeds and deals +20 DMG.

**Glancing Blow** is a natural roll of 1 on the d20. When that occurs, you must subtract 20 from your damage dealt. Also, only basic DMG from the Active Ability chosen is dealt. Any other abilities or status effects in that Active Ability don't go off.

## **Retaliate**

- Retaliate only happens when a pet is Downed in battle before it had a chance to use an Active Ability, *and a Line Check occurs*. The pet that replaces it in the line will get a chance to *Retaliate*, that is to use an Active Ability against the opponent, as long as it is not already assigned or engaged in battle with another pet.
- Remember that pets may never use more than one Active Ability each turn.
- On some occasions a pet that is downed may not be replaced (such as when there are two pets on the front attacking vs two that are blocking), due to how the Line Check works. If this

happens the remaining pet still conducts its attack/defense normally, and does not gain an extra use of its Active Abilities to use against the pet that downed its companion.

Example: Aelwen and Ember Wing are chosen as Attackers, & Ol' Chomper & Bling Bling are chosen as Blockers. Aelwen downs Chomper, and Huangdi is behind it in the Guard Line. Since the Line Check is satisfied, no pets are moved around, and no pet is chosen to replace the downed pet. Ember Wing and Bling Bling will continue the battle sequence as normal. If Bling Bling's downed before it uses its active abilities when the Line Check triggers, it will force Huangdi to move up now, because there are no longer any pets in the Front. Huangdi must now *Retaliate*.

### **Flying & Retaliate**

- If a Flyer attacks a pet in a row that is not the Front, and the Flyer is downed before it uses its Active Abilities, whether or not a Line Check occurs, Retaliate can't occur.
- If the Flyer attacks a pet in the Front & is downed before it can use its Active Abilities, Retaliate can occur.

### **Switch Hit**

- Switch Hitting is an ability some pets may possess. Normally a Switch may only be done during the Lead Player's turn before or after battle. Switch Hits are always tied to an attack, and occur during battle.
- When a pet uses Switch Hit, it may swap its position in a line with another pet if the Attack is successful. Additionally the pet must also swap its Battle Assignment with that same pet.

Example: Solace is assigned as a Blocker vs Gloth. He is adjacent to Astaryan in the same line, and Mimic sits adjacent in the line behind him. Since Solace is faster than Gloth, he will Attack and use Switch Hit first, and may

swap both his position & combat assignment with either Astaryan, or Mimic. The newly assigned pet cannot use its Active Abilities, because Solace already did so, and is now the new target of Gloth's abilities. If Solace uses this ability vs a faster pet, he may still switch with another pet, but he will have suffered the effects of an attack as normal.

## Triggered Effects & Resolution

- Triggered Effects are effects that occur when certain situations come up, *such as DMG dealt from a passive ability upon entering battle.*
- If an effect occurs that causes multiple triggers, resolved them all simultaneously wherever possible. Battle Damage is resolved after any triggers.

*Example:* Astaryan and Ember Wing enter Battle. Ember Wing's Flaming Body ability triggers, and no other effects are triggered. Flaming Body resolves here. Ember Wing next successfully scores a hit on Astaryan using Blazing Talon for 30 DMG. Astaryan has exactly 30 HP left, and is using the Elyth card Vampiric Deathstone & the passive power Caustic. When Ember Wing hits Astaryan, she deals 30 DMG, takes 10 DMG from Astaryan's Caustic, & Astaryan heals 10 DMG. Astaryan is left with 10 HP, since Astaryan's Passive Power and Elyth Power triggered, & are handled before Battle Damage is resolved.

*Example 2:* Eclipsion has 10 HP left, and succeeds in attacking Astaryan. When Eclipsion deals damage to Astaryan, Astaryan deals 10 DMG with her passive to Eclipsion, and Eclipsion's Lifesteal triggers. In this instance both triggers are handled simultaneously since multiple triggers are handled at the same time wherever possible. Eclipsion ends up with 10 HP still remaining.

## Adjacent Effects

Some abilities in the game affect Adjacent targets. In this game an Adjacent target is one that is immediately next to the pet that is being targeted in the same line, *or* one that is immediately next to the pet in a nearby line, including pets that are diagonal.

- Adjacent Effects of Unique and Active Abilities cannot benefit from effects that increase damage.
- The owner of a pet always chooses the targets of its adjacent effects.

Example 1:



Example 2:



Example 3:



## Health, Damage, Healing, & Regeneration

**Health** is the starting and maximum value of *Hit Points (HP)* pets have. When Damage is dealt to a pet, it loses HP, not Health.

- Whenever a pet's HP is reduced to 0, it is Downed.
- If a pet would gain Health (such as from an Elyth), increase that pet's Health Total. It also gains HP equal to the Health gained.
- If a pet loses Health, it loses HP equal to the Health lost.

Example: Topaz Health Gem grants a pet +60 Health. If Gloth consumes this Elyth from a pet with only 40HP left, the pet will lose 60 Health and HP, and thus be Downed.

**Damage (DMG)** is usually dealt during Battle when pets are using Active Abilities. All abilities that are listed on pets typically deal *Physical, Magical, or Elemental Damage (such as Fire or Acid)*. All types of damage are deducted the same way, by reducing HP when dealt.

- Effects that increase damage only affect damage of Active Abilities, unless an exception is given on the card.

**Healing** occurs whenever an effect says it "Heals a pet". What this means is it restores HP as listed in its entry.

- Healing can never grant any extra Health if it over-heals beyond the pet's Maximum Health Total, or be "saved" until later.

Example: "[2] Healing Touch: Heal any pet of 30 DMG." would restore 30 lost Hit Points to the target. If Target pet's max health was 150, and it's currently at 140, using this ability would only heal it up to 150.

**Regeneration** - Pet's with this ability will heal a certain amount of damage as specified during each Cleanup.

## Status Effects

Status effects are debilitating conditions that linger on a pet when they are applied, and are checked every Cleanup. Some have temporary durations and will only last for a certain number of turns. Others will not end until the battle is over or they are removed somehow.

- A Pet cannot have more than 2 types of Status Effects at a time.
- Pets can have a Status replaced with a different Status if they are subjected to an ability that applies one. The attacker can choose if the new status will replace one of the existing ones.

## Residual Damaging Statuses

**Corrosion, Bleed, Burn, Poison**- are *Residual Damaging Statuses* that leave a counter on pets they affect. Pets with these counters on them take 10 points of damage per counter during Cleanup.

- The amount of counters placed is determined by the abilities entry on the pet card.
- There is no limit to how many counters that can build up on these types of Status Effects.

Example: “Burn: 1” leaves 1 Burn counter on a pet that was dealt damage. The pet takes 10 points of damage each Cleanup for each Burn Counter on it. If a pet receives damage from “Burn: 1” again, they gain another counter, for a total of 2. That pet will then take 20 points of damage during Cleanup.

## Incapacitating Statuses

**Paralyze** - When a pet is *Paralyzed* it receives a Paralyze Counter. Pets that are paralyzed must roll a d20 whenever they attempt to Switch, or use an Active or Unique Ability. If the result is 10 or lower they fail to perform the action. If they roll 11 or better, they may perform an action, and remove paralysis.

**Feared, Stunned** - When a pet is *Feared* or *Stunned* it receives a Fear/Stun Counter. The next time it uses an Active or Unique Ability it automatically fails, but removes the Fear/Stun Counter.

**Chomp, Constrict** - These statuses cause both pets to gain the listed status. One pet is the Status Giver, the other is the Status Recipient. Pets with these statuses can't switch or use Active & Unique abilities against other pets. Recipients treat their Miss as 0. Givers can end the effect at any time. Pets that issue any of these effects can only affect a single target at a time.

- Having Giver status does not count towards a pet's Status Limit.

Example: Ol' Chomper uses Crunch against Huangdi, and is successful in hitting. Ol' Chomper may now apply "Chomp" to Huangdi. Ol' Chomper is the "Giver" of Chomp, and Huangdi is the "Recipient". Neither of them may switch at this time because they both have the status "Chomp". If Ol' Chomper's owner wishes to switch him, he may do so by relinquishing Chomp, however Huangdi cannot be switched normally while "Chomped".

- Should two pets both apply the same status (such as two Ol' Chompers applying Chomp to each other), they both gain Giver and Recipient Status simultaneously, and each may only end their Giving status at any time.
- A pet that is the Recipient of Constrict additionally takes 10 damage each Cleanup

## Victory & Defeat

- Players secure Victory by Downing all of the other player's pets in the Arena, or by gaining 3 Victory Points. Players gain a Victory point anytime they down an opponent's pet.
- If a player has no pets left in play, they lose the game.
- In matches that are best 2 out of 3, the loser of a game decides if they want to go first or second in the next game.

## Simplified Gameplay Rules

Follow all rules of deck construction and gameplay as normal with the following exceptions:

- There are only 2 lines in the Arena, the Front and Guard.
- You may only ever have one pet on the Front at any time, therefore there are no multiple pet battles.
- There is no Rear line, therefore pets do not heal or remove statuses during cleanup.
- Pets may Retaliate without needing a line check to trigger it.
- Win conditions are the same as normal.

## Standard Turn Order Quick Guide

### 1. Draw a card

### 2. Play a Pet

### 3. Primary Step - Steps A-F can be done in any order:

#### A. Battle - Battle cannot be skipped.

1. Choose Attackers & Blockers
2. Declare Active Abilities
3. Runes may be played
4. Speed Checks
5. Roll to Attack & Resolve Damage

#### B. Unique - Motivate a single pet to use its Unique Ability.

#### C. Switch - Exchange 2 pets in adjacent lines.

#### D. Elyth - Play any number of Elyth cards.

#### E. Runes - Play any number of Rune cards.

#### F. Items - Play any number of Items cards.

### 4. Cleanup - Check Status Effects on all pets. Pets in Rear Line heal for 30 and remove a status effect.

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