HOW TO PLAY

PLAYING EFFECTS

You have a number of tools at your disposal to steer the game in your favor: you can **play loot cards**, **activated effects**, or **paid effects**. Doing any of those things is referred to as **playing an effect**. Additionally, if it is your turn, you can **purchase items**, or **attack monsters**. Purchasing and attacking work differently than playing effects and are covered in their own sections.

It is also important to know that players regularly interrupt other player's turns to play their own effects. Two systems determine **what will affect the game next** and **which player can make the next move**. These are **the stack** and **priority** respectively.

THE STACK

Effects go on top of the stack so that other players have a chance to react. **The stack** is the place where effects wait to **resolve** (affect the game). You choose the mode (for effects that say "choose 1") and targets for effects as they go on the stack. The following game events also use the stack and some involve multiple steps:

- Purchasing (see **Purchasing**)
- Rolling a dice (see **Dice Rolls**)
- Attacking (see **Attacking**)
- Combat damage (see **Attacking**)
- Monster death (see **Monster Death**)
- Refilling slots and decks (see **Refilling**)
- Encountering non-monster cards (see **Attacking**/**Refilling**)
- Player death (see **Player Death**)

EXAMPLE STACK

Below is a visualization of the stack. Butter Bean and Dice Shard (loot cards) are played directly onto the stack, while the other two are representations of the dice roll result and Book of Sin's effect.

LAST PLAYED, FIRST TO RESOLVE

DICE ROLL

FIRST PLAYED, LAST TO RESOLVE

1. Book of Sin was activated first, putting its effect on the stack.

2. As Book of Sin started to resolve, it needed a roll. A roll was made and put on the stack.

3. Dice shard was played in response to the roll targeting the roll.

4. Butter Bean was played in response to Dice Shard targeting Dice Shard. As it stands it will resolve first, canceling Dice Shard and keeping the roll of 4.

PRIORITY

Generally, at any given point someone has priority. The player with **priority** is the only player that can play effects, purchase, or attack. The following rules describe how priority works:

1. You can only play effects, purchase, or attack while you have priority.

2. While you have priority, you can either play an effect, purchase, or attack, and keep priority, or pass priority to the next player.

There are times when nobody has priority. Players can't play effects during these times.

RESPONDING

You can play loot cards or use activated or paid effects **in response** to whatever is currently on the stack. Doing so puts your response on top of the stack which will cause it to resolve before whatever is below it. You can also respond while the stack is empty. In fact, this is the only time you can purchase or attack (see **Turn Structure**).

TIMING

Triggered effects can be triggered by all kinds of game events. If multiple effects trigger at the same time, they are put onto the stack in the following order:

1. Effects from monster cards go on first, including monster death. If there are more than one, the active player chooses the relative order.

2. All other effects go on the stack in turn order starting with the active player. If you own multiple effects, you choose their relative order. For the purposes of timing, you own your death.

If the timing is not outlined here, the active player chooses the order of the effects in question.

RESOLVING THE STACK

When all players pass priority in succession, whatever is on top of the stack resolves. The final part of a loot card or non-monster card resolving is going to its discard pile. Generally, after anything resolves, and after any triggered effects have been added to the stack, the active player gets priority.

Conceptually, think of each effect on the stack as a physical card. As they are played or triggered, you pile the cards on top of each other. To find out what happens next, you take off the top card of the stack and do what it says. Each time you take something off, players have a chance to put more cards on. This continues until the pile is empty and nobody wants to play any more cards.