





How to Win

The object of the game is to deplete your opponent's health from 20 to 0 by using **Marginalia** and **Incantations** or causing them to run out of cards before you.

The Page

There are five columns within the field, called the **Page** with two rows on each side, the closest to the player is called the **Back Line (A)**, the furthest away is called the **Front Line (B)**.

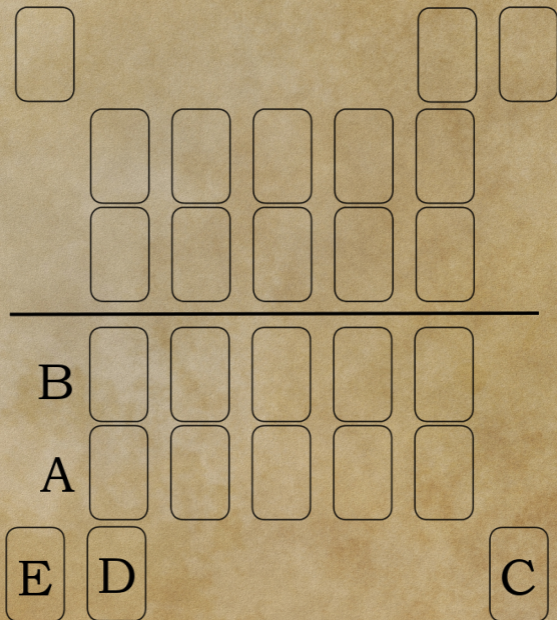
Marginalia are played to the Front Line. If there is already a marginalis in the Front Line, a marginalis may then be played directly behind it in the Back Line. This is called **Reinforcing**.

Outside of the Page is the **Deck (C)** and the **Discard Pile (D)** and **Erased Pile (E)**.

The Deck is where you draw from, it is placed on the right hand side.

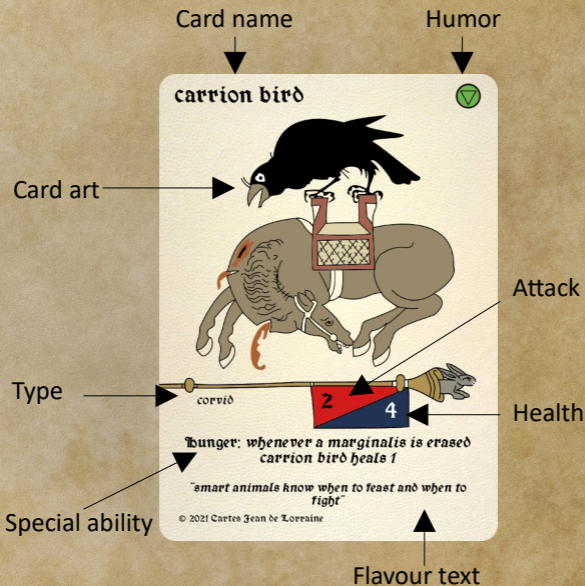
The Discard Pile is where you discard cards from your hand face-down.

The Erased Pile is where defeated marginalia and used incantations are



Anatomy of a Card

Marginalis



A **marginalis** is a drawing brought to life. It has a trumpet with a flag displaying its attack value and health value. They are played to the page.

Anatomy of a Card

Invocation

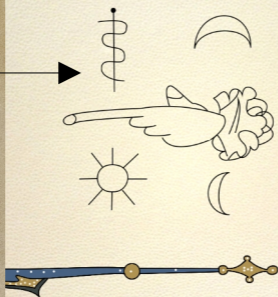
Card name

Humor

cura te ipsum



Card art



heal a target for 5 damage

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Instant ability

An **incantation** is a quick drawing that has an immediate effect and is then erased (unless noted on the card). They are distinguished by the blue and gold design separating the art from the effect.

The Humors

There are four **humors** in the game. All marginalia and incantations belong to one humor. They are:



Yellow Bile
coleric



Phlegm
flegmat



Blood
sanguin



Black Bile
melanc

Starting a Game

To start a game, the cards are shuffled and 35 cards are dealt to each player these cards become each player's deck. The rest of the cards are set to the side.

Flip a coin, or find some other suitably random way, to determine who will be the first active player.



The Turn

Turn Order

Draw Phase

Play Phase

Attack Phase

Reset Phase

Draw Phase

During the Draw Phase, the active player draws 5 cards.

If a player cannot draw 5 cards and they have a discard pile then the discard pile is shuffled and becomes their new deck.

If a player cannot draw 5 cards and does not have enough cards in their discard pile they **lose**.

Play Phase

The active player plays *up to* the legal number of cards during their turn. The first 2 turns have special rules, as illustrated below. After that, each player may play up to **3 cards** on their turn.

Turn	First Player	Second Player
1	up to 1 card	up to 2 cards
2	up to 2 cards	up to 3 cards


Certain marginalia special abilities and incantations call for playing another card. These extra cards *do not count* towards the card limit.

For example, **Rota Fortuna**, an incantation, allows you to play the top card of your deck. **Pure Virgin**, a marginalis, allows you to search your deck for a unicorn type (or create a unicorn token) and play it in the Back Line behind it.

After the active player has played the cards they want to, they discard the remainder of their hand face down in the discard pile.

Playing a Marginalis

In Marginalia, all marginalia have special abilities. Most are triggered when a marginalis is played to the Front Line. If a card is played to the Back Line, it's special ability does not trigger until it reaches the Front Line.

The exception to this are marginalia with the Reinforcement ability . This is only triggered while the marginalis is in the Back Line. The target of a Reinforcement ability is the marginalis in front of it in the Front Line.

Other special abilities may trigger during the **play phase**, the **attack phase**, the **reset phase**, or **any phase**. These abilities should be obvious by their description. For example, **Bishop of Lyons'** special ability is **Bless**, which reads, "*Once per turn, heal a*

target for 2.” A player controlling Bishop of Lyons may use this ability only once per turn, but may use it during **any phase** during their turn.

Smiting Angel’s special ability is **Flight**, which reads, *“During the reset phase, Smiting Angel may move to an unoccupied space.”*

A marginalis’ special ability may target either **marginalia OR players** unless it says otherwise on the card.

Playing an Incantation

Incantations are spells whose effects are immediately resolved. They may target either **marginalia OR players** unless it says otherwise on the card. An incantation is played face up so everyone can see, read aloud, resolved, and then placed in the erased pile.

Attack Phase

The active player then attacks. First, they choose which direction to attack from (right to left or left to right). Then they attack with their marginalia one at a time.

A marginalis that is unopposed deals damage directly to the player. A marginalis that is opposed by an enemy marginalis deals damage to it at the same time as receiving damage from it.

If any of the attacking or defending marginalia

have a special ability that trigger during an attack, these abilities are resolved before calculating damage.

For example, **Ziz** has the special ability **Blindness**, which reads *“When Ziz is attacked, flip a coin, if it is heads, Ziz takes no damage.”* In this case, before assigning damage a coin is flipped to determine if Ziz will take damage or not.

Damage counters are placed on marginalia who take damage at this time. If the damage received **equals or exceeds the health** of a marginalis then **it is erased** and moved face up into the erased pile.

When a marginalis is erased, if it is reinforced, the reinforcing marginalis is **immediately** moved up to the Front Line.



Reset Phase

After all marginalia have attacked and damage has been assigned the Reset Phase begins.

If any marginalis has an ability that triggers during this phase, it is resolved.

All special abilities are checked to see if they no longer apply. If they do not, they are also resolved.

For example, **Cancer** has the ability **Flame Cloaked** which reads *“When facing an opposing marginalis, Cancer gains 1/1.”* Let us say that during this turn, Cancer (3/3) is facing Saint (3/4). Cancer’s ability is triggered and it becomes a 4/4. It deals 4 damage to Saint in the Attack Phase which erases it and receives 3 damage in turn. During the Reset Phase, since Cancer is no longer facing an opposing marginalis its special ability **is no longer effective**. Cancer is now again 3/3. Since Cancer’s damage is now equal to its health it is also erased.

When the Reset Phase is completed the turn passes to the next player.

Visit
www.jlcartes.com/marginalia
for more.

Turn Summary

Draw Phase

- Draw 5 cards

Play Phase

- Play up to card limit

Turn	First Player	Second Player
1	up to 1 card	up to 2 cards
2	up to 2 cards	up to 3 cards
3+	up to 3 cards	up to 3 cards

Attack Phase

- Choose attack direction and attack one at a time

Reset Phase

- Resolve outstanding effects
- Pass turn