

YSERA'S DREAM BATTLE

The dragon Ysera watches over the wilds of the world from her eternal trance, the Emerald Dream.

Objective: Kill the enemy Hero (at the top of the board) this turn by reducing his String to zero length. Gain wisdom from your experience.

Attacks: A Minion starting your turn on your side of the field (bottom half) can attack at most once during your turn. When a Minion attacks, it remains in place, but designates an enemy Character (Hero or Minion) on the other side of the field as the subject of the attack. Both the attacking Minion and the attacked enemy have their Strings reduced by all letters found in both Strings. Example: if STEERAGE attacks SHRINED, both lose all E/R/S, leaving TAG and HIND (no rearrangement). As long as resources are available, a character may be attacked any number of times during your turn (including zero). Your own Hero character itself does not attack.

String Changes Leave Sowpods Words: In all cases, when a character's String is changed to a String of length greater than zero, the new String must appear in the Sowpods wordlist (searchable, for example, here, among other places: <http://www.quinapalus.com/cgi-bin/match> -- select the appropriate drop-down menu item). Any action that would result in a non-zero-length String not appearing in the Sowpods list cannot be taken. All references to Strings refer to a Character's then-current String, as Strings change over the course of the Battle. A Character's starting String is what it is -- it will appear when the associated puzzle is solved, and it is not necessarily a Sowpods entry or single word.

Spells: Each Spell in your hand (below your Hero) can be used at most once during your turn, upon any Character (Hero or Minion), and then it disappears.

One At A Time: In all cases, the full effect of a card or an attack must play out before another card or attack may be played. Spells and attacks can otherwise be played in any order.

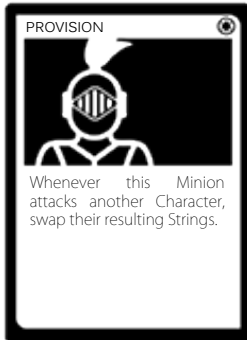
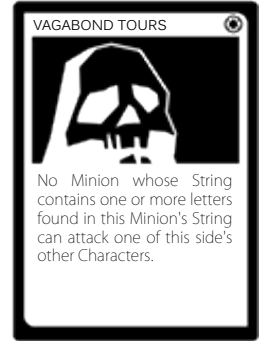
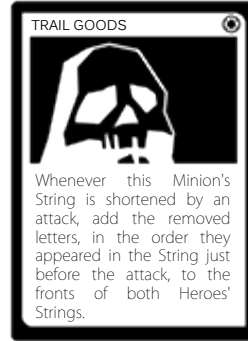
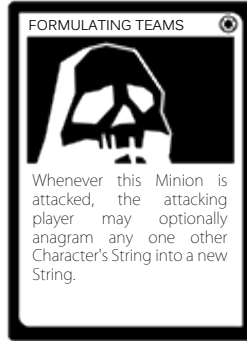
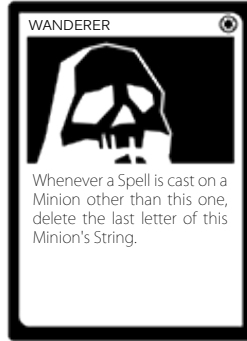
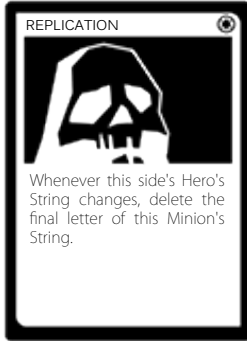
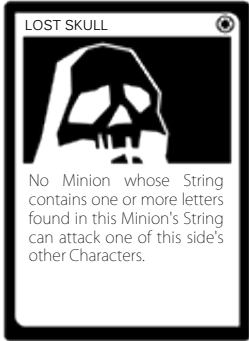
Card text: In all cases, card text takes precedence over these rules, and must be followed. Card text is intended to be unambiguous, so do not look for or apply overly creative interpretations. Be mindful of the terms Hero, Minion, Character (Hero or Minion), and Spell (a card that is not a Hero or a Minion).

Character Names: Character and Spell names (and images) are for identification purposes only, and have no additional relevance.

Plenty Of Room On The Field: If you wish to play a Minion from your hand onto the field, you may do so either between any two of your Minions or at either end of the line-up. Consider there to be enough room to do so, even if the graphic does not appear that way.



ENEMY SIDE



YOUR SIDE



YOUR HAND

