LOKI’S HAND

OFFICIAL RULEBOOK

Digital release 2.4.0 · bundled game rules

The rulebook included in the digital game, exported from its searchable source.

GAME AIM

Finish your hand, then your face-up reserves, then your hidden reserves. Avoid the last place.

Contents

Foundations & Components

Setup, H & Refill

Turns & Center

Reserves & Blind Play

Groups & Four-of-a-Kind

Wrath, Grace & Divine Intervention

Loki, Morph & Reactions

Endgame & Placement

Digital Companion

Quick Reference & Glossary

The Hoard & Game Master

Foundations & Components

Core Objective

Loki's Hand is a reverse-tournament elimination card game for **2-7 total players**.

Players attempt to get rid of all cards they own. A player who successfully empties their Active Hand, Face-Up Reserve, and Face-Down Reserve claims the best remaining finishing position and leaves active play. Play continues until only one active player remains. That player receives the worst remaining finishing position.

A player removed by **Smitten by the Gods** does not receive the best available position. They immediately receive the worst currently available position.

Rules Authority and Constitutional Laws

2.1 Law of Contiguity

Nothing reaches backward through an intervening card. No exceptions.

All matching sequences, four-of-a-kind checks, Grace stacking, Morph resolution, and similar pattern rules inspect only an uninterrupted contiguous sequence.

Examples:

- `7 7 7 7` -> four-of-a-kind.
- `7 7 7 3 7` -> no four-of-a-kind.
- `Grace Grace Grace Grace` -> Mass Grace.
- `Grace Grace 5 Grace Grace` -> no Mass Grace.

Whole-zone effects such as Wrath destroying the entire Active Stack are not pattern searches and do not violate this law.

2.2 Rules Authority

The rules engine determines game state. Animation, sound, UI, and presentation only represent that state.

2.3 No Suits

There are no suits. Artwork, characters, lore, and quotations do not create hidden mechanical differences.

2.4 Morph Restriction

Loki Morph may copy ordinary ranks only: **2 through Ace**.

Morph may never become Grace, Wrath, Divine Intervention, or Loki.

2.5 Unbreakable Events

The following are Unbreakable and cannot be stopped by Loki:

- natural four-of-a-kind Instant Wrath;
- Mass Wrath / Exodus;
- Mass Grace / Revival;
- Divine Intervention;
- Loki #4 / Loki's Jest after it locks.

A Morph-origin ordinary four-of-a-kind is the deliberate exception and has a Loki reaction opportunity. If the newly played Morph completes the group, its own reaction window is resolved before it commits and triggers the bomb; do not open a second window. See Morph Completing Four-of-a-Kind.

2.6 No Fabricated Cards

The game may move cards between valid zones but may never create cards that do not exist.

Official Deck

The official deck contains **127 cards**.

3.1 Ordinary Cards - 104 Total

Each ordinary rank appears exactly eight times:

Rank	Quantity
2	8
3	8
4	8
5	8
6	8
7	8
8	8
9	8
10	8
Jack	8
Queen	8
King	8
Ace	8

Ordinary hierarchy, lowest to highest:

2 -> 3 -> 4 -> 5 -> 6 -> 7 -> 8 -> 9 -> 10 -> Jack -> Queen -> King -> Ace

3.2 Special Cards - 23 Total

Special	Quantity
Wrath	8
Grace	8
Loki / Trickster	6
Divine Intervention	1

Game Zones

Every physical card must exist in exactly one valid zone at a time.

Valid zones include:

- Draw Pile;
- Graveyard;
- Active Stack;
- each player's Active Hand;
- each player's Face-Up Reserve;
- each player's Face-Down Reserve.

5.1 Active Hand

Cards currently owned and available for normal play. Digital special-card rails remain mechanically part of the Active Hand.

5.2 Active Stack

The full center pile.

5.3 Active Card

The uppermost card or state currently governing the center challenge.

5.4 Graveyard

The invisible discard zone. Discarded, bombed, spent, and otherwise dead cards remain real cards in the Graveyard and may later return.

5.5 Draw Pile

The live shared deck used for normal Refill and Game Master Reveals.

Setup, H & Refill

Player Count, Setup, and Standard Hand Size

The Standard Hand Size is written as **H**.

Starting Players	Face-Down Reserve	Initial Hand	H
2-3	7	14	7
4-5	5	10	5
6-7	3	6	3

For V3.1, H is established from the **starting player count** during setup and remains the match's Standard Hand Size for the duration of that match.

4.1 Setup Sequence

1. Shuffle all 127 cards.
2. Deal each player the required Face-Down Reserve.
3. Deal each player the required Initial Hand.
4. Each player selects a number of cards equal to their Face-Down Reserve quantity.
5. Selected cards become that player's Face-Up Reserve.
6. Remaining Initial Hand cards become the player's starting Active Hand.

7. All remaining cards become the Draw Pile.
8. Choose the starting player using authoritative dice-style RNG.
9. Initial direction is clockwise.
10. The Game Master performs the first Reveal.

Special cards may be placed into Face-Up Reserve.

Reaction Lokis come only from your currently playable source. Use Active Hand Lokis while you have an Active Hand. Once both the Active Hand and Draw Pile are empty, now-playable Face-Up Reserve Lokis may react to any eligible event, including another player's Grace, Wrath or Loki. Inactive reserves and all Face-Down Reserve Lokis remain locked. You cannot counter your own latest Loki.

4.2 Setup Timer and Fate Fill

Digital setup provides **60 seconds** for required Face-Up Reserve selections.

A player may press **Fate Fill** at any time. Fate Fill uses the authoritative RNG to randomly choose every still-unselected required Reserve card from that player's remaining Initial Hand.

If the setup timer expires before all required cards are selected, the Game Master performs the same RNG Fate Fill automatically for every missing selection.

Selections already made by the player are preserved.

If all required selections are completed early, the timer ends immediately.

Later accepted house rule: H may instead be fixed at an allowed override of 3, 5 or 7. See Hand Target H. AUTO retains the table above.

Hand Target H & House-Rule Override

AUTO fixes H from the starting player count: 2–3 players use H=7; 4–5 use H=5; 6–7 use H=3. H does not decrease as players finish.

An optional house rule selects H=3, 5 or 7 for the whole match. Deal H face-down cards and 2H initial hand cards per player, then select H face-up reserves, leaving H Active Hand cards. The same H applies to refill, Full Hand (+H), Double Hand (+2H) and other H-based effects.

Do not start a combination whose initial deal exceeds the 127-card deck. Seven players with H=7 would require 147 cards and is unavailable. The deal is not shortened to accommodate an invalid combination.

An Active Hand may exceed H through claims or awards; H is a refill target, not a maximum hand size.

Card Acquisition Terms

These terms are different and must not be treated as synonyms.

6.1 Refill

Refill means draw from the live Draw Pile until the player's Active Hand contains H cards.

If the player already has H or more, draw nothing.

Normal Refill does not use Graveyard fallback.

6.2 Full Hand

Full Hand means receive **H additional cards**, regardless of current hand size.

Example: H = 7. A player holding 12 cards who receives a Full Hand receives 7 more and finishes with 19.

6.3 Double Hand

Double Hand means receive **2H additional cards**, regardless of current hand size.

6.4 Fixed-Amount Draw with Graveyard Fallback

When a special effect or penalty requires a fixed number of additional cards:

1. draw available cards from the live Draw Pile;
2. if more are required, shuffle eligible Graveyard cards;
3. randomly select only the remaining number required;
4. remove those selected cards from the Graveyard;
5. leave all unused Graveyard cards in the Graveyard.

This does not create a new Draw Pile.

6.5 Penalty Fallback When Draw Pile and Graveyard Cannot Supply Enough Cards

This rule applies to **penalty card awards**, including Wrath Penalty, Blind Loki penalty, Blind Divine Intervention penalty, Loki's Jest, and Smite replacement.

If the Draw Pile and Graveyard are both exhausted while the penalty still requires cards, the Game Master transfers cards from other active players' Active Hands.

Rules:

1. The penalized player is never a donor to themselves.
2. Finished or eliminated players are not donors.
3. Reserve cards are never taken.
4. A donor is eligible only while their Active Hand contains at least H cards.
5. Starting with the next active player after the penalized player in current turn direction, the Game Master visits eligible donors progressively.
6. On each visit, the Game Master uses authoritative RNG to take one random card from that donor's Active Hand and transfer it to the penalized player.
7. Continue around the active table one card at a time until the required penalty is satisfied or no eligible donor remains.
8. Re-evaluate donor eligibility after every transferred card. A player who falls below H is skipped on later passes.
9. Ordinary and special cards are equally eligible to be transferred.
10. If the full penalty still cannot be supplied, the penalized player receives every card legally available and no more.

Example: P4 must receive seven penalty cards. Draw Pile and Graveyard are empty. P1, P2, and P3 are eligible donors. The Game Master takes one random card from P1, then P2, then P3, then returns to the next still-eligible donor, continuing until seven cards are supplied or no donor remains eligible.

6.6 Non-Penalty Shortage

Non-penalty effects do not steal cards from other players merely to complete an effect. If the Draw Pile and Graveyard cannot supply a non-penalty award, players receive the available number and no more.

Immediate Refill

Refill only from the live Draw Pile toward H after the source play is finally resolved. Do not draw simply according to the number played, and do not add cards above H. If the pile cannot reach H, take only available cards. Normal refill does not use Graveyard fallback.

Resolve all applicable special, reaction, four-kind, center-clear and penalty consequences first. Refill before a continuation decision or turn advancement. Cards drawn here cannot retroactively join the reaction chain just completed.

Examples (H=7): play one from seven, then draw one; play three from seven, then draw three; play two from ten, remain at eight and draw nothing. Complete four-kind from seven, refill the resulting three-card hand toward seven, then choose the continuation. If only two draw cards remain, take two and continue at five.

The source play's existing refill eligibility remains in force: a live Draw Pile, an Active Hand below H and the applicable hand/reserve stage. Do not refill in the middle of a blind/Smite resolution. Its boundary follows the final reaction outcome. This is not an independent out-of-turn refill for every reactor. A source who legally self-Lokis is replenished at the source play's final boundary if eligible.

Draw exhaustion leaves reserve progress intact. If Revival restores a live pile, follow Revival's refill and the same eligible resolved-play rules. No duplicate refill occurs simply at the next turn's beginning.

Turns & Center

Game Master Reveal

The Game Master matches wagers once, at the beginning of a raid. Each blind contributes its wager above the required per-card minimum to the requested match, subject to the configured matching limits and the 1,000,000-Gullmark Hoard cap. Wagers remain in escrow; the opening match preserves room for every committed wager. Example: a 6-Gullmark wager with a 1-Gullmark minimum requests 5 Gullmarks from the Game Master at the start. A successful wager returns its full principal to the player. A failed wager sends its full principal to the Hoard. Neither outcome creates another Game Master match, house cut, or matching clawback. Normal pickup penalties still apply to nonempty center pickups, including failed blinds, and special-action rewards remain separate. Once first place claims the Hoard, all Game Master additions and deductions stop; remaining lost wagers can still increase it. Matches already underway retain their accepted economy contract.

Turn & Resolution Order

At the beginning of a normal turn, confirm the active player and direction, then begin selection. A new turn by itself does not trigger refill.

After a source play is finally resolved, finish its special effects, Loki chain, four-kind and clearing consequences. Refill the eligible source player's Active Hand toward H from the live Draw Pile before that player makes a continuation choice or control passes to another player.

Do not draw during an unresolved reaction chain. Newly refilled cards cannot enter the chain that caused their refill.

A fresh qualifying continuation starts a fresh normal selection period. Reactions do not transfer normal turn ownership to a reactor. See Immediate Refill for eligibility and reserve details.

Normal Turn Actions

During a normal selection state a player may:

- submit one ordinary card;
- submit multiple matching ordinary cards;

- submit a valid special action;
- Claim Center;
- or time out.

Multiple ordinary cards submitted together must all share the same rank.

A player holding four matching cards may deliberately play fewer than four.

The UI may reject structurally impossible submissions such as unrelated ordinary ranks selected as one group. It must not reject an ordinary challenge merely because the chosen rank is too weak.

Ordinary Challenge and Defeat

An ordinary card or matching ordinary group defeats the current challenge if its rank is equal to or higher than the Active Value.

A player may deliberately or accidentally submit a weaker rank.

If the challenge is too weak:

1. play the attempted card or group into the encounter;
2. resolve the defeat presentation;
3. move the attempted card or cards and the entire Active Stack into the defeated player's Active Hand;
4. end that player's turn;
5. if a Draw Pile exists, Game Master Reveal for the next player;
6. otherwise the next player receives a Free Center.

Claim Center

A player may voluntarily Claim the entire Active Stack on their own turn before submitting another action, even if they possess a playable card.

Claim Center is also permitted in Face-Up and Face-Down Reserve phases.

The entire Active Stack enters the player's Active Hand and the turn ends.

If a Draw Pile exists, Game Master Reveal for the next player. If not, the next player receives a Free Center.

Claim Center is unavailable when no Active Stack exists.

Timeout

When a normal selection timer expires, a structurally valid selection is submitted exactly as selected, even if it is weaker than the center. A selected special uses its normal reaction and resolution path.

With an empty or invalid selection, take the entire Active Stack into your Active Hand and end the turn. If a live Draw Pile exists, the Game Master reveals for the next player; otherwise the next player receives Free Center.

On an empty Free Center with no valid selection, timeout passes the turn. Setup timeout remains Fate Fill and preserves selections already made. Casual human decisions have no countdown.

Free Center

A Free Center has no Active Card and no rank requirement.

The active player may lead with:

- any ordinary rank or matching ordinary group;
- Grace;
- Wrath;
- Divine Intervention;
- Loki used as Morph.

Reserves & Blind Play

Face-Up Reserve Phase

When no live Draw Pile exists and a player empties their Active Hand, they begin Face-Up Reserve play.

They may choose Face-Up cards in any order.

Matching ordinary Face-Up cards may be played together.

They may Claim Center instead of attempting a Face-Up play.

If a Face-Up challenge loses:

1. attempted card or cards and the Active Stack enter the player's Active Hand;
2. remaining Face-Up Reserve stays in place;
3. turn ends;
4. if a Draw Pile exists, Game Master Reveal;
5. otherwise next player receives Free Center.

The player must clear the reacquired Active Hand before returning to Face-Up Reserve.

Face-Down Reserve Phase

When the player has no Active Hand, no Face-Up Reserve, and no live Draw Pile, they play Face-Down Reserve.

The player may either Claim Center before attempting a blind card or select one Face-Down card without seeing it.

Once selected, the Face-Down card is revealed and automatically attempted.

If an ordinary blind card is too weak:

1. the revealed card and entire Active Stack enter the player's Active Hand;
2. remaining Face-Down Reserve stays in place;
3. turn ends;
4. if a Draw Pile exists, Game Master Reveal;
5. otherwise next player receives Free Center.

Blind Specials

34.1 Blind Grace

Blind Grace resolves as normal Grace and is Loki-reactable.

If it is the player's final owned card and survives reactions, continue to the Smite Window.

34.2 Blind Wrath

Blind Wrath resolves as normal Wrath and is Loki-reactable.

It counts toward the Wrath Chain.

If it is Wrath #3, the Wrath Penalty overrides any would-be finish.

If it is the final owned card and does not trigger the third-Wrath Penalty, resolve Wrath and continue to the Smite Window.

34.3 Blind Loki

Blind Loki is a penalty and is **not reactable**.

1. give the player one Full Hand penalty, +H additional cards;
2. use Draw Pile, Graveyard fallback, and if necessary penalty donor fallback;
3. collect the entire center stack, including the flipped Loki, into the player's Active Hand;
4. clear the center and all Morph state;
5. end the player's turn as a failed blind play.

Blind Loki never becomes an unresolved Morph. Its blind wager fails.

34.4 Blind Divine Intervention

Blind Divine Intervention is Unbreakable.

1. reverse current turn direction;
2. resolve its current Ace, Grace or Wrath use without a Loki window;
3. give the player one Full Hand penalty, +H additional cards;
4. use Draw Pile, Graveyard fallback, and if necessary penalty donor fallback;
5. follow the current Divine effect's normal turn outcome; its third use enters the Graveyard until Mass Revival.

Draw Pile Exhaustion and Revival Return

When the Draw Pile becomes empty:

- normal Refill stops;
- players continue with existing Active Hands;
- then proceed to Face-Up Reserve;
- then Face-Down Reserve.

If Revival later creates a new Draw Pile, eligible resolved-play Refill becomes available again; Revival itself refills active hands according to its progressive distribution. There is no extra draw merely for starting a later turn.

Reserve progress is never reset.

Groups & Four-of-a-Kind

Four-of-a-Kind and Instant Wrath

When the uninterrupted top sequence first reaches four or more copies of the same ordinary rank, it triggers one Instant Wrath.

A fifth or greater matching card does not create multiple simultaneous Instant Wraths from the same formation.

The player whose action creates the qualifying formation is the source player for the Instant Wrath.

16.1 Natural Instant Wrath

A four-of-a-kind formed without Morph is Unbreakable.

The Instant Wrath bombs the entire Active Stack into the Graveyard and gives the source player the normal Wrath continuation unless the third-Wrath Penalty overrides it.

16.2 Morph-Generated Instant Wrath

If an ordinary play forms a qualifying group containing Morph, the Morph-origin Instant Wrath is Loki-reactable.

When a newly played Morph itself completes four-kind, first resolve that Morph's reaction window. After it survives and its rank commits, immediately evaluate the contiguous effective-rank group and resolve the normal Instant Wrath before refill or continuation. Do not open a second Morph-only bomb window. A countered Morph contributes no rank.

For reaction-chain numbering, the Morph-origin event counts as Loki source #1, so the first countering Loki enters as Loki #2.

If the resulting Instant Wrath survives reactions, it bombs the Active Stack and grants the normal Wrath continuation unless the Wrath Penalty overrides it.

Morph cards that enter the Graveyard revert to their true Loki identity.

Examples from accepted play: Q + Morph(Q) + Q + Morph(Q), 7 + 7 + 7 + Morph(7), and K + K + K + Morph(K) each complete four-kind. Three matching effective-rank cards do not. Newly surviving Morph provenance does not change the bomb effect.

Morph Completing Four-of-a-Kind

Yes. A surviving Morph counts as its authoritative effective ordinary rank in the uninterrupted top-center group. Its physical identity is still Loki.

Resolve the Morph reaction window first. If it survives, commit its effective rank and check the top contiguous group. At four or more matching effective ranks, resolve the normal Instant Wrath and clear the center before immediate refill and the next continuation choice. A countered Morph contributes nothing.

Examples: Q + Morph(Q) + Q + Morph(Q); 7 + 7 + 7 + Morph(7); K + K + K + Morph(K). Each is four-kind. Three matching cards are not enough. An intervening different card breaks the group.

If an ordinary card instead completes a group containing Morph, the existing Morph-origin Instant Wrath reaction applies. A newly committed Morph has already had its reaction window; do not create a second one.

Wrath, Grace & Divine Intervention

Wrath

Player-played Wrath may be played on any Active Card.

Player-played Wrath is Loki-reactable.

If Wrath survives reactions:

1. Wrath and the entire Active Stack enter the Graveyard;
2. if a live Draw Pile exists, the source player Refills to H;
3. the source player receives an immediate continuation with a fresh normal timer;

4. if no Draw Pile exists, skip Refill but still grant the continuation.

You may play multiple physical Wraths together from your current playable Active Hand or Face-Up Reserve. Two or three Wraths spend every selected card but resolve one Wrath effect, one Loki reaction opportunity, and one Wrath Chain step. Four or more together form one Mass Wrath; three also qualify when completing the active Game Master Wrath. Extra cards grant no additional effects.

Wrath Chain and Third-Wrath Penalty

A Wrath Chain tracks Wrath outcomes connected by Wrath's immediate continuation.

Valid pattern:

```
Wrath -> continuation -> Wrath -> continuation -> Wrath
```

A successful non-Wrath continuation normally breaks the Wrath Chain, except when that continuation itself immediately forms an Instant Wrath, in which case the resulting Instant Wrath counts as the next Wrath outcome.

The following count as Wrath outcomes:

- ordinary Wrath;
- Blind Wrath;
- natural Instant Wrath;
- Morph-generated Instant Wrath if it survives reactions.

A Loki-nullified Wrath does not count and breaks the chain.

Mass Wrath bypasses the ordinary Wrath Chain.

When the third consecutive Wrath resolves:

1. resolve the Wrath bomb;
2. do not grant the normal continuation;
3. give the source player one Full Hand penalty, +H additional cards;
4. use penalty fallback rules if required;
5. end the player's turn.

The third-Wrath Penalty overrides a would-be finish.

Mass Wrath / Exodus

Mass Wrath is called **Exodus**.

Exodus is Unbreakable and may be formed only by physical Wrath cards.

Morph can never become Wrath and can never contribute.

21.1 Four-Wrath Hand

A player may select four or more physical Wraths from their current playable Active Hand or Face-Up Reserve and play them together as one Exodus.

21.2 Game Master-Assisted Exodus

If a Game Master Wrath is currently Active, the active player may play three physical Wraths from their current playable zone together with that existing Game Master Wrath to complete four.

This is the only normal Active-Stack accumulation path for Exodus.

If the player cannot complete all four Wraths in that single action, any ordinary player-played Wrath resolves immediately as normal Wrath and cannot be parked for later accumulation.

21.3 Exodus Resolution

When Exodus resolves:

1. move the entire Active Stack and all participating Wraths to the Graveyard;
2. move the entire remaining Draw Pile to the Graveyard;
3. the Draw Pile becomes empty;
4. ignore ordinary Wrath Chain counting;
5. give the invoking player a fresh Free Placement continuation on an empty center with a fresh normal timer;
6. do not perform a normal Refill because the Draw Pile has been destroyed into the Graveyard.

Exodus does not permanently remove cards. Revival and Graveyard-based effects may return them.

21.4 Exodus Limit

Each player may successfully invoke Exodus only once per match. Attempting a second Exodus triggers Smitten by the Gods instead of resolving Exodus.

Grace

Player-played Grace may be played on any Active Card.

If it resolves:

1. Grace becomes Active;
2. effective Active Value becomes 2;
3. the existing Stack remains beneath it;
4. the player's turn ends normally.

Player-played Grace is Loki-reactable.

If Grace is nullified:

- the Grace card enters the Graveyard;
- reaction Lokis enter the Graveyard as required;
- the prior Active state is exposed again;
- the source player receives applicable resolved-play refill and a fresh selection; nullification retains source turn ownership.

If that prior Active state was an unresolved Morph Loki or Morph Chain, it becomes Active again because the intervening special no longer exists.

You may play multiple physical Graces together from your current playable Active Hand or Face-Up Reserve. Two or three resolve as one Grace action, with one Loki reaction opportunity; all selected cards are spent. If the resulting contiguous Grace sequence reaches four, it instead triggers one Mass Grace. Extra cards grant no additional effects.

Mass Grace / Revival

Mass Grace is called **Revival**.

It may be formed in two ways:

1. a player plays four or more Grace cards from their current playable Active Hand or Face-Up Reserve together as one action; or
2. the uninterrupted top sequence of the Active Stack reaches four Grace cards through stacking.

The player whose action creates the qualifying fourth Grace is the invoking player.

Revival is Unbreakable.

18.1 Center Boom

When Mass Grace triggers:

1. snapshot whether the Graveyard contained any cards **before** the Mass Grace resolution began;
2. bomb the entire Active Stack, including all participating Grace cards, into the Graveyard;
3. pause ordinary play.

18.2 Normal Revival Branch

If the Graveyard was not empty before the Mass Grace resolution began:

1. collect the existing live Draw Pile together with the entire Graveyard, including the just-bombed Active Stack and Grace cards;
2. shuffle the entire collected pool using authoritative RNG;
3. Refill every active player's Active Hand to H from that shuffled pool;
4. deal progressively one card at a time, beginning with the invoking player and continuing in current turn direction, skipping any player already at or above H;
5. continue rounds until all active players are at H or the shuffled pool is exhausted;
6. place all remaining shuffled cards in the center as the new Draw Pile;
7. give the invoking player a fresh **Free Placement continuation** on an empty center with a fresh normal selection timer.

Players already in Reserve phases retain their exact Reserve progress. Any newly acquired Active Hand must be cleared before returning to remaining Reserve cards.

18.3 Favors of the Fallen Branch

If the Graveyard was empty before the Mass Grace resolution began, Mass Grace instead triggers **Favors of the Fallen** after the Center Boom.

1. the newly bombed Active Stack remains in the Graveyard;
2. every active player simultaneously passes their entire current Active Hand to the next active player in current turn direction;
3. Reserve cards never move;
4. players receiving an Active Hand while in Reserve play must clear that hand before resuming Reserve play;
5. the invoking player receives the same Free Placement continuation with a fresh normal timer.

Favors of the Fallen is intentionally rare.

18.4 Revival Limit

Each player may successfully invoke Revival only once per match. Attempting a second Revival triggers Smitten by the Gods instead of resolving Revival.

Divine Intervention

Divine Intervention is Unbreakable: Loki cannot cancel any of its three uses. Each physical card remembers its uses across owners.

1. First player play: Ace strength.
2. Second player play: Grace, effective value 2.
3. Third player play: Wrath; clear the center and send Divine Intervention to the Graveyard. Normal Wrath continuation and chain rules apply.

Every use retains Divine direction reversal and the +H blind-flip penalty. The badge shows A, G or W for the next use in your hand, and the effect just used while on the table. Spent Divine Intervention cannot return through penalty awards or other ordinary Graveyard recovery. Only Mass Revival returns it and resets the cycle to Ace. Mass Revival resets Divine use counts. A Game Master reveal retains its special Divine reversal/discard/reveal-again rule and does not consume a player use.

Loki, Morph & Reactions

Loki / Trickster

Loki has two primary player uses:

1. Morph on the player's own turn;
2. Reaction against an eligible pending event.

Reaction Lokis come only from your currently playable source. Use Active Hand Lokis while you have an Active Hand. Once both the Active Hand and Draw Pile are empty, now-playable Face-Up Reserve Lokis may react to any eligible event, including another player's Grace, Wrath or Loki. Inactive reserves and all Face-Down Reserve Lokis remain locked. You cannot counter your own latest Loki.

You may select multiple eligible Lokis and submit them together as one action. A bundle counters once or creates one Morph, regardless of whether it contains one, two or three Lokis. Extra non-Jest Morph cards go to the Graveyard; only one card copies the rank. All physical Lokis in the current submitted source and its reaction chain count toward Jest. Selection stops at exactly four. Four Lokis submitted at once trigger Jest immediately in place of the standard effect. Separate consecutive actions by the same Loki player remain forbidden.

Morph

Loki played normally on your own turn is Morph. It may copy ordinary ranks 2 through Ace only. It never becomes Grace, Wrath, Divine Intervention or Loki as a special effect.

When Morph is played onto an existing ranked center target, capture that target's authoritative effective rank. If the Morph survives its reaction window, commit that captured rank immediately. Later cards do not change an already committed Morph's rank.

The Morph event starts as Loki source #1. Its owner cannot immediately counter their own unchallenged Morph. After another player uses Loki, the original owner may counter normally, including supplying Loki #4.

If the Morph is nullified, its source and used reaction Lokis enter the Graveyard. It contributes no effective rank; the prior center is preserved. Applicable refill precedes the original source player's fresh selection.

On a Free Center with no ordinary target, the earlier unresolved Morph-chain rule applies until an ordinary card supplies a rank; see Morph Chains. A no-target state does not permit copying a special effect.

Morph Chain

If an unresolved, unranked Morph Loki is Active and another Loki is played as Morph directly on top of it, the new Loki joins the unresolved Morph Chain instead of attempting to become Loki.

Any number of contiguous Morph Lokis may accumulate.

When the next ordinary rank 2-Ace is played onto the chain, every contiguous unresolved Morph Loki immediately beneath that ordinary card assumes that ordinary rank while it remains in the Active Stack.

Examples:

- `Loki Loki 7` -> functionally `7 7 7`.
- `Loki Loki Loki Queen` -> functionally `Queen Queen Queen Queen` -> Morph-generated Instant Wrath.

A Morph Loki can never become Grace, Wrath, Divine Intervention, or another Loki.

If Grace, Wrath, or Divine Intervention covers an unresolved Morph Chain, the Morphs do not copy it.

If the covering special survives, the Morph Chain is buried beneath the intervening special. The Law of Contiguity prevents it from affecting anything above that special.

If a reactable covering special is later nullified and removed, the underlying unresolved Morph state becomes Active again because the intervening card is gone.

Once a Morph Loki has assumed an ordinary rank, it behaves as that ordinary rank for contiguous pattern detection while it remains in the Active Stack. When it leaves the Active Stack, it returns to its true identity as Loki.

A Morph already committed to an ordinary rank is not unresolved: a new surviving Morph on that ranked target captures its existing rank immediately. The next unrelated ordinary card does not retarget older ranked Morphs.

Eligible Loki Reactions

Loki may react to:

- player-played Wrath;
- player-played Grace;
- Loki Morph play;
- another Loki reaction;
- Morph-generated Instant Wrath;
- Smite interactions;
- eligible Blind Wrath or Blind Grace events.

Loki may not react to:

- ordinary ranked play merely because it is strong or weak;
- natural four-of-a-kind Instant Wrath;
- Mass Wrath;
- Mass Grace;
- Divine Intervention;
- Game Master Reveal effects;
- Blind Loki penalty;

- Loki #4 after Loki's Jest locks.

Reactable Event Resolution

For an eligible reactable event:

1. validate the source action;
2. calculate the pending result;
3. open the Loki reaction opportunity;
4. resolve Loki reactions;
5. lock the final result;
6. commit authoritative game state;
7. finish presentation;
8. continue play from the original source action's final outcome.

Animation never directly edits authoritative state.

Standard Loki Chain

For an ordinary reactable source, each submitted Loki action toggles the source once: first action nullifies, second restores, third nullifies. A multi-card bundle is one action, not several toggles.

Exactly four physical Lokis in the chain override that parity and lock Loki's Jest. No fifth card may be submitted.

If nullified, the source and reaction Lokis enter the Graveyard; the prior center is preserved and the original source player receives a fresh selection after applicable refill. If the effect survives, reaction Lokis still enter the Graveyard and the source resolves normally. Reactions never steal normal turn ownership.

Loki-Origin Source Chains

A new Morph action counts every Loki submitted together toward the four-card limit. If a one-, two- or three-Loki source survives, every source Loki morphs into the captured Active Card rank and stays in the center. Together they can complete four-of-a-kind, triggering Instant Wrath and the source player's continuation. The bundle remains one reaction action, not several toggles. A two-card source plus a two-card counter therefore locks Jest. A four-card source locks Jest immediately.

Each later eligible player's bundle toggles the source once. Old committed Morph cards already on the center do not count toward a newly opened reaction chain. Morph-generated Instant Wrath retains its existing one-Loki source convention.

Loki Priority & Reaction Timing

All eligible players receive the same simultaneous Loki opportunity. The host accepts valid reactions in arrival order, including several sent during the same window. Exactly four Lokis locks Loki's Jest. The most recent reactor cannot counter their own Loki; another player must react first.

Each accepted Loki starts a fresh shared countdown and reopens eligibility, including players who passed before it. Passing does not reset the other players' countdown. The chain resolves when nobody eligible remains or the window expires. Casual has no human countdown; NPC-only windows last two seconds. An out-of-turn Loki refills the reactor's Active Hand to H immediately while the Draw Pile has cards. Turn ownership still follows the original effect's outcome.

Self-Loki & Alternating Chains

Reaction Lokis come only from your currently playable source. Use Active Hand Lokis while you have an Active Hand. Once both the Active Hand and Draw Pile are empty, now-playable Face-Up Reserve Lokis may react to any eligible event, including another player's Grace, Wrath or Loki. Inactive reserves and all Face-Down Reserve Lokis remain locked. You cannot counter your own latest Loki. You may also counter your own original Wrath or Grace.

The original owner remains eligible after another player responds. They are not barred from the final Loki.

Legal example: you Morph (#1), P2 counters (#2), P3 counters P2 (#3), you counter P3 (#4) and invoke Loki's Jest.

Another legal sequence begins: you Morph, P1 counters, you counter P1. You may not immediately supply the fourth Loki yourself; another eligible player may.

The fourth Loki is terminal and Unbreakable. There is no fifth or sixth response.

You may supply several Lokis in that one eligible action, including a final two-card bundle after two other Lokis. You may not play them as consecutive separate actions.

Loki's Jest

Exactly four physical Lokis in the chain trigger **Loki's Jest**, including four submitted together in one action. The normal Morph/counter effect is replaced, and no fifth card is accepted.

Loki's Jest is Unbreakable.

When it resolves:

1. the source effect ends in its nullified state;
2. all Loki cards participating in the chain enter the Graveyard as applicable;
3. any nullified physical source special enters the Graveyard;
4. the player who supplied Loki #4 chooses any opponent;
5. the chosen opponent receives a Double Hand penalty, +2H additional cards;
6. use Draw Pile, then Graveyard fallback, then penalty donor fallback if required;
7. newly discarded Loki cards are eligible Graveyard candidates once they have entered the Graveyard.

The Loki #4 player may not target themselves.

Endgame & Placement

Smite Window

When a player successfully resolves their final Face-Down card and would otherwise finish the game, open a Smite Window before finalizing their placement.

35.1 Smite

An opponent may use Loki to Smite the would-be winning card.

If Smite survives:

1. move the winning card to the Graveyard;
2. make that card immediately eligible for random Graveyard selection;
3. give the would-be winner one random penalty card using Graveyard, Draw Pile if applicable, and penalty donor fallback as needed;

4. the same winning card may randomly return;
5. if the player receives a card, they do not finish and their turn ends.

If no legal card source can provide even one card after all penalty fallback steps, the player remains empty and finishes successfully.

35.2 Smite Counter Chain

Smite Loki is Loki #1.

- Loki #2 counter -> Smite nullified and pending finish restored.
- Loki #3 -> Smite restored.
- Loki #4 -> Loki's Jest.

If Loki's Jest targets the would-be winner and successfully supplies at least one card, the finish fails.

If Loki's Jest targets another opponent, or cannot supply any card to the would-be winner after all legal penalty sources are exhausted, the original player remains empty and finishes successfully.

Player Finishing and Ranking

A player who has no Active Hand, no Face-Up Reserve, no Face-Down Reserve, and has survived any required Smite Window takes the best remaining finishing position and becomes **Finished**.

Finished players are removed from active play and skipped by:

- turn order;
- Loki reaction priority;
- Game Master Loki distribution;
- Favors of the Fallen;
- penalty donor selection;
- all other active-player systems.

The game ends when only one active player remains. That player receives the worst remaining position.

Smitten by the Gods

Each player may successfully invoke:

- Exodus once per match;
- Revival once per match.

Attempting a second personal use of either Mass Effect triggers **Smitten by the Gods** instead of resolving the forbidden Mass Effect.

The Smitten player:

1. immediately receives the worst currently available finishing position;
2. is removed from active play;
3. sends their entire Active Hand to the Graveyard;
4. sends all Face-Up Reserve to the Graveyard;
5. sends all Face-Down Reserve to the Graveyard.

If only one active player remains afterward, that player receives the last remaining placement and the match ends.

Digital Companion

Digital Pressure & Timers

Pressure affects decision time and initial hand assistance, not card odds or legality. NPC intelligence is chosen separately.

Casual: no human turn or human Loki reaction timer. NPC decisions remain paced and finite.

Standard: 30-second human turn; 10-second human reaction; automatic sorting and grouping.

Difficult: 15-second human turn; 6-second human reaction; manual overall sorting with grouping.

Warrior: 8-second human turn; 3-second human reaction; manual sorting and grouping.

All eligible humans share one simultaneous reaction window. Passing ends only that player's current opportunity; an accepted Loki resets the window for eligible players. All-NPC reaction timing retains its 2-second logical window. Presentation does not consume selection/reaction decision time while the decision UI is unavailable.

Cinematic, Standard and Quick change presentation pace, not the rules. Physical players use the same card rules without requiring digital interface timers.

Digital Hand Controls

The ordinary hand and special rails are mechanically one Active Hand. Individual cards remain separately selectable; grouping arranges matching ranks and does not automatically submit all copies.

Tap cards to select, then send the selection. A weaker ordinary challenge remains selectable. Matching ordinary cards may join the same play. Hold a card to inspect it; the center and public face-up reserves may also be inspected without exposing hidden cards.

Swipe to browse; Windows also supports mouse-wheel hand browsing. Arrangement preferences do not change legality. Loki response controls appear simultaneously for every eligible player; the host orders valid plays by arrival.

NPC Rules

NPC intelligence is separate from Casual, Standard, Difficult, and Warrior timer pressure.

NPCs use the same authoritative action interface as human players and receive no hidden mechanical privileges.

NPC decision presentation uses an RNG-based simulated thinking delay within the current turn timer. The distribution should be weighted toward shorter human-like decisions rather than uniformly consuming the entire timer.

The NPC may calculate its action internally before the visible delay ends.

The visible selection state must remain long enough to preserve the human player's ability to queue Loki.

Every blind card in a paid raid must meet its tier minimum: Raider 1, Greedy 25, Plunderer 250, Hoarder 5,000 Gullmarks. NPCs also roll a minimum total wager for the entire reserve: Raider 40■100, Greedy 1,500■6,000, Plunderer 15,000■60,000, Hoarder 50,000■150,000. Temperament and setup randomness add optional risk above that floor and distribute the total unevenly among the blinds. These are NPC funding ranges, not extra requirements for human players. NPC bankrolls support the rolled wagers. When all entries and potential wager losses approach the 1,000,000-Gullmark global cap, available room is shared across NPC floors before optional risk; the cap can reduce an NPC total floor, but never a blind-card minimum. Casual has no blind wagers. Existing matches retain their accepted stakes.

Digital Engine Authority

Nonreactive event:

```
Validate -> Commit -> Present
```

Reactable event:

```
Validate -> Calculate Pending Result -> Reaction Window -> Lock -> Commit -> Finish Presentation
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Animation and audio must never directly decide:

- card ownership;
- card legality;
- turn order;
- Draw Pile or Graveyard contents;
- Mass Effect activation;
- Loki-chain state;
- finishing position;
- RNG outcome;
- or any other authoritative rule result.

Digital Determinism

The digital referee keeps card ownership and rule outcomes authoritative and reproducible from the recorded state, seed and submitted actions. Rule randomness includes shuffle, starting player, Fate Fill, Graveyard selection, donor selection and Smite replacement.

NPC search uses a dedicated simulation RNG and fair-information observations. It does not read hidden opponent identities or consume the live match RNG to explore hypothetical moves. Presentation and cosmetic randomness do not decide gameplay outcomes.

Quick Reference & Glossary

Quick Turn Flow

1. Confirm the active player, direction and playable zone.
2. Begin selection; choose an ordinary play, a valid special action, or Claim Center.
3. Validate the selection and resolve the encounter.
4. If reactable, finish the Loki chain and lock the outcome.
5. Commit the effect, four-kind, clearing and penalty consequences.
6. Refill the eligible source hand toward H from the available Draw Pile.
7. Resolve continuation, fresh Game Master Reveal, Free Center, reserve progression or finish handling as appropriate.
8. Continue with the same source where the rule grants control, otherwise advance in current direction.

No pre-turn refill is added just because the turn rotates.

Quick Endgame Flow

1. Draw Pile empty.
2. Clear Active Hand.
3. Play Face-Up Reserve.
4. If defeated, reacquire Active Stack and clear hand again.
5. Clear all Face-Up Reserve.
6. Play Face-Down Reserve blindly.
7. Final Face-Down card succeeds.
8. Resolve any special effect and Wrath Penalty first.
9. Open Smite Window.
10. If player remains empty, award best remaining placement and remove them.
11. Continue until one active player remains.

Glossary

Active Card - top center card or state governing the challenge.

Active Hand - cards currently owned and available for normal play.

Active Stack - entire center pile.

Bomb - move the entire Active Stack to the Graveyard.

Claim Center - voluntarily take the entire Active Stack and end the turn.

Contiguous - uninterrupted by any different intervening card.

Double Hand - 2H additional cards.

Exodus - Mass Wrath.

Fate Fill - authoritative RNG completion of starting Face-Up Reserve selections.

Free Center - center with no Active Card and no rank requirement.

Free Placement Continuation - same-player continuation on an empty center after a qualifying effect.

Full Hand - H additional cards.

Game Master Reveal - card exposed by the game itself to establish the center.

Graveyard - invisible discard zone.

H - fixed match hand target, automatically chosen from starting player count or set by an allowed house-rule override.

Instant Wrath - Wrath created by four or more contiguous matching ordinary ranks.

Loki's Jest - terminal Loki #4 reaction.

Morph - a Loki using an ordinary effective rank; capture an existing target immediately after surviving reactions, or resolve a no-target Morph chain when an ordinary rank is supplied.

Morph Chain - contiguous unresolved Morph Lokis awaiting an ordinary rank.

Refill - draw from live Draw Pile until Active Hand reaches H.

Revival - Mass Grace.

Smite - Loki reaction against a would-be final Face-Down finish.

Smitten by the Gods - worst-slot penalty removal for attempting a second personal Exodus or Revival.

Unbreakable - event that permits no Loki reaction.

Wrath Chain - Wrath outcomes connected through Wrath continuation.

Closing Principle

Loki's Hand rewards memory, timing, nerve, hoarding, risk, and knowing when to surrender the center.

The dead may return. The direction may reverse. Loki may interrupt victory itself.

But one law is absolute:

Nothing reaches backward through an intervening card. No exceptions.

The Hoard & Game Master

Game Master: Matching Your Wagers

The Game Master matches wagers once, at the beginning of a raid. Each blind contributes its wager above the required per-card minimum to the requested match, subject to the configured matching limits and the 1,000,000-Gullmark Hoard cap. Wagers remain in escrow; the opening match preserves room for every committed wager. Example: a 6-Gullmark wager with a 1-Gullmark minimum requests 5 Gullmarks from the Game Master at the start. A successful wager returns its full principal to the player. A failed wager sends its full principal to the Hoard. Neither outcome creates another Game Master match, house cut, or matching clawback. Normal pickup penalties still apply to nonempty center pickups, including failed blinds, and special-action rewards remain separate. Once first place claims the Hoard, all Game Master additions and deductions stop; remaining lost wagers can still increase it. Matches already underway retain their accepted economy contract.

Game Master: Plays That Earn Gold

Game Master event unit: 2% of the Raid entry, rounded half up, minimum 1 Gullmark. By global Stage 1 / 2 / 3: Grace adds 1 / 2 / 3 units; Wrath and Instant Wrath add 2 / 3 / 5; Mass Grace and Favors of the Fallen add 3 / 5 / 8; Mass Wrath adds 4 / 7 / 10. Each committed effect pays once, never once per card. Cancelled effects pay nothing. Other qualifying small rewards use 1 / 2 / 3 units. There is no spending-budget gate. Rewards preserve outstanding wager capacity and the global 1,000,000 cap, and stop after the first-place claimant is established.

Game Master: Penalties That Cost the Hoard

Every actual nonempty ordinary center pickup, voluntary or forced, costs 1 / 2 / 3 event units in global Stage 1 / 2 / 3. Only coins already in the Hoard can be taken. A failed blind wager sends its full principal to the Hoard without a wager-specific house cut or reclaim of the opening match. If that failed blind causes a nonempty center pickup, the normal pickup deduction applies once. Other qualifying card penalties use the same stage unit amount. Card and hand penalties remain unchanged. Smitten by the Gods remains separate: unresolved wagers are forfeited to the Game Master and remaining attributed GM contributions are removed. Ordinary Game Master additions and deductions freeze after first place is established; later failed wagers still enlarge the winner pot.

Game Master: Budgets, Casual & Payouts

The shared Hoard never exceeds 1,000,000 Gullmarks. Entries, failed wagers, matching and event rewards share that cap. Unresolved wagers reserve room that bonuses cannot consume. The Game Master has no hard spending budget or treasury gate.

Global stage advances when any active player reaches playable face-up reserves (Stage 2) or playable face-down reserves (Stage 3) after clearing hand and draw. The highest stage persists. Event rewards use the tier unit, never a percentage of the pot.

Casual starts with a winner-only pot of 10 and event unit of 1. Placement is separate SYSTEM / RAID PROGRESSION money, not a Game Master expense. Its first-place base is max(5, 25% of entry rounded half up), multiplied by 1 + 50% × min(1, locked wagers / entry pool). Second receives half and third one third when eligible; existing brain and timer modifiers then apply with half-up rounding. The existing seat table pays first only with 2–3 seats, first and second with 4, and top three with 5–7. Eligibility is logged explicitly. The Hoard itself is never difficulty-scaled.

All transactions are authoritative and idempotent. Future-event tuning never changes earlier transactions. Values are exact; coin animation is representative.

NPC difficulty: Random assigns each NPC independently from Easy, Medium, Hard, Tactician and Mirror. Random Mirror guarantees at least one Mirror; Random Tactician guarantees at least one Tactician (other seats may still roll Mirror). The highest assigned NPC determines the placement-reward difficulty for the whole match. Mirror > Tactician > Hard > Medium > Easy. With no NPCs, Medium is the neutral basis. Match rosters and reward contracts stay fixed across saves and reconnects. Mirror uses locally learned tendencies where available and a Tactician foundation when no learned profile is available.