

## TOURNAMENT RULES

The two heroes and the nine **preparation** cards in this product can be played in sanctioned tournaments.

### Heroes

While face down, Emmi Sprinklestrike has 1 ATK and Kauno Stonehoof has 40 health. Be careful with your Curses of Midnight!

### Preparation

*(On your first turn, you may play this card without paying its cost.)*

You may play a **preparation** card any time you could normally play that card during your first turn, but without paying its resource cost. It doesn't have to be in your opening hand; you could draw it during your first turn, for example, and still play it "for free." During your first turn, you can play any number of **preparation** cards this way.

## FUN RULES!

The other cards in this product are for playing the Arena Grand Melee format with your friends.

### Arena Grand Melee

Any number of players can play. Start by shuffling the Arena Grand Melee (AGM) deck.

On each turn, between the draw step and action phase, there's a new AGM phase.

As it starts, the turn player flips the top card of the AGM deck, reads it out loud, and adds it to the chain. Players can respond to an AGM card, but they can't interrupt it.

There are two types of AGM cards:

- **Ongoing cards** (with a fire background) enter play in the middle of the table. As part of an AGM card entering play, put any other AGM cards from play into the AGM graveyard. Unless otherwise specified, players can't interact with AGM cards in play in any way.
  - **Non-ongoing cards** (with a lightning background) enter the AGM graveyard.In either case, if an AGM card gives a direction, the player who flipped that card follows that direction.

Similarly, if an AGM card refers to "you," it's referring to the player who flipped that card. Any time an AGM card would enter a graveyard, it enters the AGM graveyard. If you run out of cards in the AGM deck, shuffle all the cards from the AGM graveyard and make that the deck.