

PRIORITY

"Priority" defines who gets to do what and when, or in other words, if someone has priority they may play cards and use abilities. Only one player at a time may have priority. On your turn you start with priority, and have priority at the beginning of each phase/step and whenever limbo is empty during each phase/step. Priority passes to each player going clockwise whenever a someone moves from one phase/step to another on their turn, or if a player plays a card or uses an ability.

Each time a card or ability materializes from limbo, the player whose turn it currently is gains priority if they do not already have it. That player may then choose to respond to the next card in limbo or pass priority going clockwise. Once each player passes priority consecutively the next card in limbo materializes. This means each player has a chance to respond to every card in limbo before it materializes, including the person who played the card.

Your turn begins as you refresh your cards, which is the first step of the first phase on your turn. This step may not be responded to by anyone ever! This is the only step that may not be responded to by anyone. Even though it is your turn and you have priority, you may not play cards or use abilities during this step.

Your turn is over once you have completed all of the phases and steps on your turn. The player whose turn it currently is chooses when they want to move from one phase/step to another. In order to move from one phase/step to another limbo must be empty.

Note: You may only play cards and use abilities on other player's turns if those cards or abilities happen at lightspeed 1.