

ANIMAL AENIGMA - RULES

This rulesheet expands on the Mage Noir rulebook, explaining how **Animals** and the **Exile** mechanic work.

ANIMALS

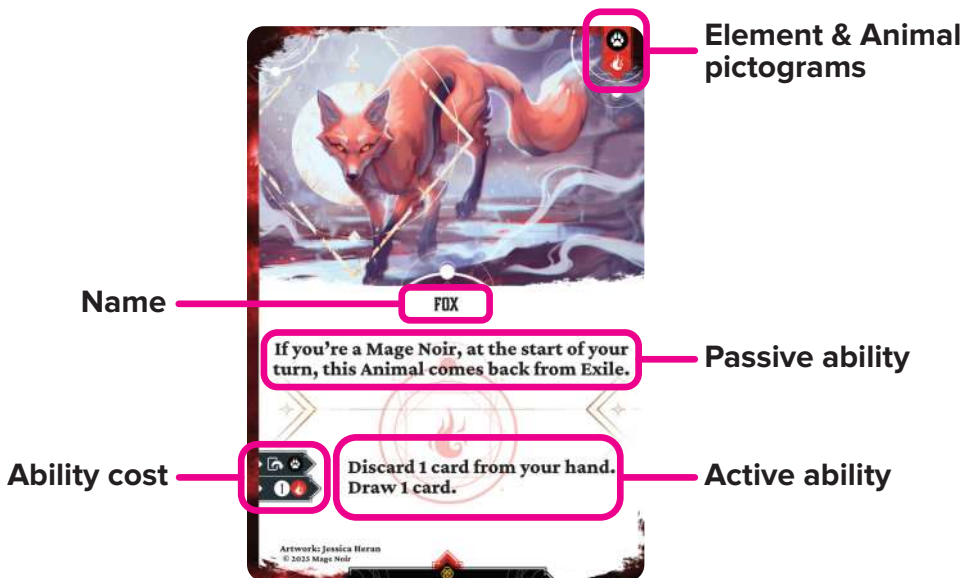
Animals are loyal companions with unique abilities.

Here's an example of an Animal card:

ANIMALS AND DECKBUILDING

You may include **only one Animal** in your deck.

Of course, you can still play **without any Animal** if you prefer. Even against an opponent with an Animal.



GAME SETUP

If your deck contains an Animal:

- Before shuffling your deck before the game starts, **remove your Animal** from it.
- Place your Animal face down on the table.
- Shuffle your deck and choose your starting hand as usual.
- Shuffle the unchosen cards back into your deck.
- **Finally, place your Animal face down on top of your deck.**

Your Animal will therefore be **the first card you draw** at the start of the game.

DRAWING YOUR ANIMAL

If you ever draw your Animal or if it's discarded from your deck, **immediately put it into play face up.**



USING YOUR ANIMAL

Animals have abilities that allow them to perform different actions.

Some are passive, applying automatically whenever their conditions are met.

However, most abilities are active.

You can recognize an active ability by its costs, displayed beside the effect.



You may use any of your Animal's active abilities during your Main Phase, simply by declaring that you do so.

The following chain of events happens:

- **Pay the Mana cost** shown on the card by putting the required Mana from your Mana reserve to the Available Ether.
- **Resolve the ability's effect** as described on the card.
- If the ability includes the "Exhaust symbol", () **flip your Animal face down.**



EXHAUSTED ANIMALS

An **Animal that is face down is said to be Exhausted**. This represents your companion's temporary fatigue, they can't assist you while exhausted.

- **Exhausted Animals lose their passive effects.**
- **You cannot use their active abilities.**

Don't worry though, this is only temporary!

At the **start of your turn**, if your Animal is exhausted, **flip it face up** again.

This action is called "Resting" your Animal.

ADDITIONAL NOTES

A **face-up Animal counts as a valid Component for every word in its name as long as it's face up**.

An exhausted (face-down) Animal does not count as a Component.

Animals are not considered Spells.

They are only affected by effects that **specifically target Animals**.

EXHAUSTING AS A COST

There are spells with the **Animal** and **Exhaust** symbols 🐾 🔄 in their costs.

These Spells affect **your Animal**. In addition to their Mana costs these Spells **exhaust your Animal**.

That means you can only prepare these Spells if your Animal is currently face up.

When you prepare them, **flip your Animal face down** to pay the Exhaust cost.

EXILE

In addition to Animals, Animal Aenigma introduces the concept of **Exile**.

Some Spells may reference “the Exile” or require you to exile a Spell or Animal.

When this happens, **place the card in a separate zone**, next to your discard pile.

Just like discarded Spells, **exiled cards cannot be prepared**.

Only effects interacting with exiled cards may affect these cards.

Important details about Exile:

- It is **individual**: each player has their own Exile zone.
- It is **public**: all players can look at each other's Exile zones at any time.
- It is **ordered**: it is not allowed to change the order of Exiled cards. (just like cards in the discard pile)

