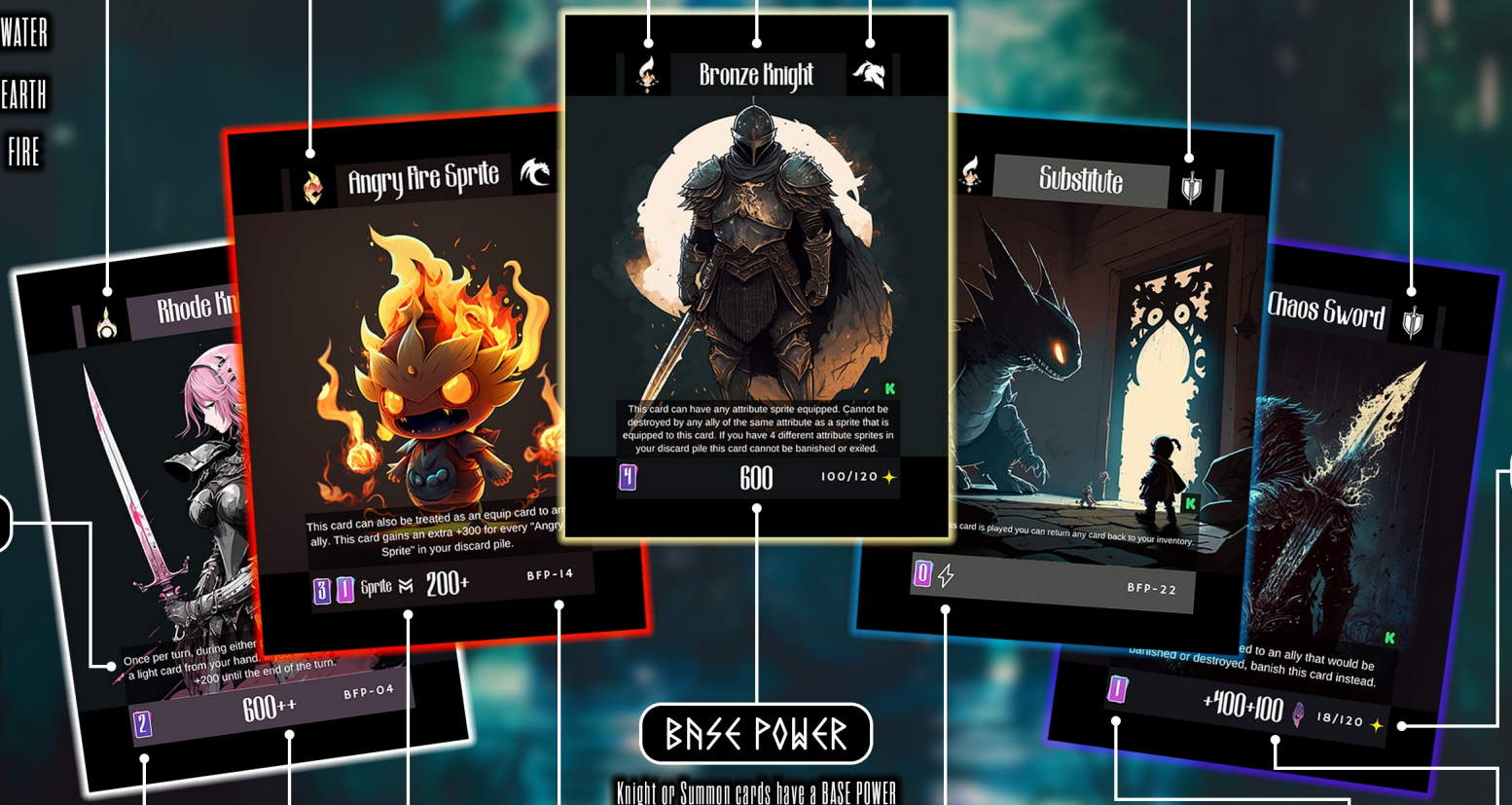
CARD SUMMARY

KNIGHTS & SUMMONS
ORIGINS

CARD NAMES
The name of each standard card will be at the top-middle of the card. Names can be important when equiping cards or playing card effects.

ATTRIBUTE ICONS
- AMBER
- WATER
- DARK
- EARTH
- LIGHT
- FIRE

CARD ICONS
- KNIGHT
- SUMMON
- EQUIPMENT



CARD EFFECTS
Most cards will have an effect. Each effect varies and can change the effectiveness of certain cards or multiple cards at once.

RARITY ICONS
- RARE - 1:1
- BOX TOPPER - 1:1 BOX
- ALTERNATE ART - 1:92
- SECRET RARE - 1:192
- INFINITE RARE - 1:575
- ORIGIN RARE - ???

EQUIP ABILITY
Each Knight or Summon card has an EQUIP ABILITY that dictates how much Equipment can be attached to it.

MULTIPLES
When cards are marked with M, you are allowed to have up to 3 copies of that card in your portal.

BASE POWER
Knight or Summon cards have a BASE POWER that says how powerful each card is. Some cards with ??? have effects that calculate the BASE POWER of the card.

QUICK EQUIP
When cards are marked with ⚡, you can play that card immediately, but it must be discarded as soon as the effect has resolved.

ATTRIBUTE BONUS
Certain Equipment cards provide an ATTRIBUTE BONUS that gives Knight or Summon cards extra Power if they have the displayed Attribute.

ALLY BONUS EFFECTS
When a Knight or Summon card has ++ after it's BASE POWER, activating the card's effect will give a BONUS EFFECT to certain Allies on the field.

SET NUMBER
Shows what number the card is in a particular card set.

EQUIP COST
Each Equipment card has an EQUIP COST that dictates how much it costs a Knight or Summon to use it.