

www.lanesinvokers.com

LANES INVOKERS

The **MOBA** CARD GAME

easy to
learn...
hard to
master !



5-30
min.

10+



BECOME AN INVOKER

Lanes Invokers is a **2-players PVP strategic card game** inspired by MOBA* games and designed for constant evolution.

Lanes Invokers takes place on Crysalth, a world ravaged by millennia of war between Factions. At the heart of the conflict are the "Summoning Crystals", artifacts of pure energy that contain immeasurable power.

Like in a MOBA videogame, fight across 3 lanes.
Outscore your opponent in each lane to claim its Crystal.
Control more Crystals to win the game!



AIM OF THE GAME

It's very simple! Collect more Crystals than your opponent

(In case of a tie, the winner is the one who purchased the most expensive Items).

(*Multiplayer online battle arena)

LANES INVOKERS

© 2025 Invokers Forge. All rights reserved.

3 GAME MODES



BLITZ!

5 minutes
2 Crystals to win
Draw/round : 9
No Items



CORE

15 minutes
4 Crystals to win
Draw/round : 3/3/3
Items



ARENA

30 minutes
6 Crystals to win
Draw/round : 9
Items

BUILD YOUR DECK

In Core and Arena game modes, you are free to build your deck, but under certain conditions:

- Your deck must include at least 7 Lands cards in Core mode and 14 Lands in Arena mode
- No more than 2 copies of the same card are allowed in your deck

LANES INVOKERS

© 2025 Invokers Forge. All rights reserved.



TYPES OF CARDS

CRYSTALS



These are the victory points!

At the end of each lane, the player with the highest total Attack Points on that lane wins a Crystal.

CHAMPIONS



The most powerful cards in the game, unique to each Faction

Provide Attack Points and generate Gold during the buying phase.



CREATURES

LANDS



Shape the battlefield by adding effects and bonus Attack Points to adjacent cards. They can dramatically shift the outcome of a round.

Permanent bonuses for the row where they're placed. Purchased from your Shop and activated at the start of the next round. Only one Object per row is allowed.



OBJECTS

LANES INVOKERS

© 2025 Invokers Forge. All rights reserved.

BATTLEGROUND

Two symmetrical play areas face each other. Each contains 9 spaces (3 lanes, each with 3 rows) to place your **Champions**, **Creatures**, and **Lands**. Acquired **Items** during the game are placed next to your play area.



LANES INVOKERS

© 2025 Invokers Forge. All rights reserved.

INITIAL SETUP

Shuffle, then place **3 Crystals** side by side in the center of the table between the two players.

Create your **DRAW DECK** by shuffling your **Champions**, **Creatures**, and **Lands** cards face down.

Set up your **SHOP** with your **Items** cards face up.

Plan ahead where your future **DISCARD PILE** will be.

Decide who goes first!



LANES INVOKERS

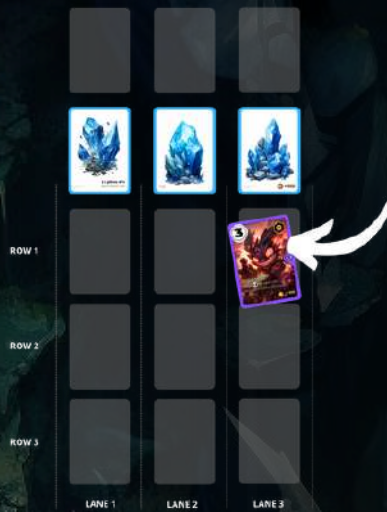
© 2025 Invokers Forge. All rights reserved.

ROUND PHASES



Draw Phase

Players draw cards based on the selected game mode



1

PLACEMENTS

Draw to have max. 10 cards in hand.

Place your cards one by one and in turn in your 3 lanes



2

COMBATS


Calculate your attack points on each of the 3 paths (lanes).

The player with the most points on a lane wins the crystal.



3

PURCHASES

Calculate your generated gold.  + 100

Purchase Items from your Shop and place them next to your play area.

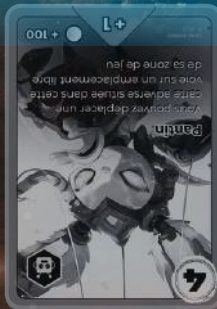
End of the round

Put the cards placed in your discard pile.

LANES INVOKERS

© 2025 Invokers Forge. All rights reserved.

SPATIAL GAMEPLAY



CORE RULES

1. **PLACEMENT:** Players take turns placing cards on a 3x3 grid, activating their effects.
2. **FIGHT:** Compare attack points per lane; the winner claims the Crystal. Ties carry over.
3. **SHOP:** Spend gold to buy Items for the next round.
4. **RESET:** Discard played cards, keep your hand, swap turn order, and place new Crystals.

Some cards have effects that also **disrupt your opponent's formation!**

Each card played has an impact on the power of adjacent cards

LANES INVOKERS

© 2025 Invokers Forge. All rights reserved.

BATTLEGROUND IN DETAILS

Opponent's
play area

LANES
INVOKERS

Collect more
Crystals than your
opponent to win

Purchased
Items

Your
Discard pile

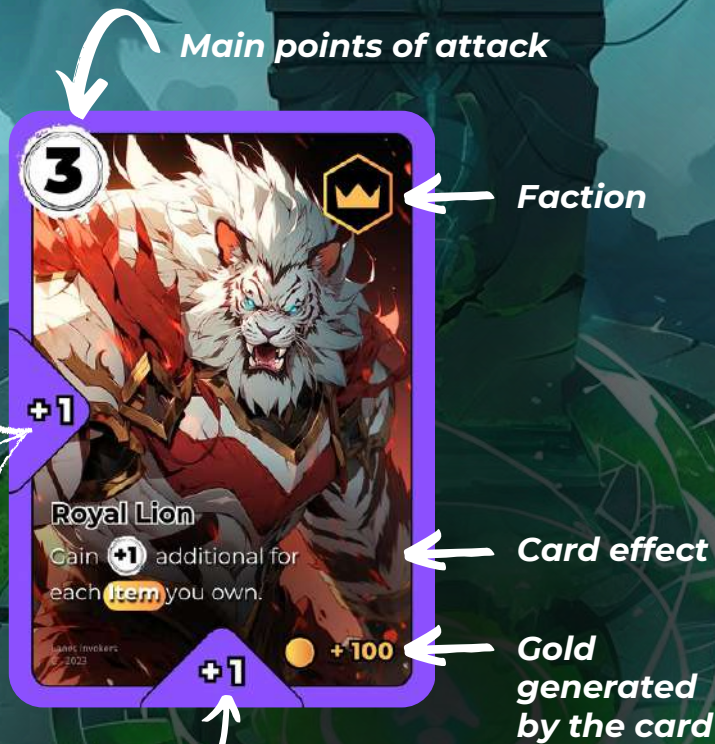
Your Deck
(**Champions**,
Creatures,
Lands)

Item
shop

LANES INVOKERS

© 2025 Invokers Forge. All rights reserved.

CARDS IN DETAIL



Gold cost of object



Your deck must contain this Faction in order to use this Item.

The effect of this object is applied to the row next to which it is placed.

LANES INVOKERS

© 2025 Invokers Forge. All rights reserved.

A ROUND IN DETAIL

Each player draws until they have up to 10 cards in hand.
Determine who goes first.

1. Placement Phase

Players take turns placing one card (face up) on one of the 9 slots in their play zone.
Once placed, cards activate their effects until the end of the round.
Cards generally can't be moved once placed, unless they have a special ability.
Cards that are destroyed or cannot be placed due to other effects are sent to the discard pile.
You cannot place a new card on a slot where a card has been destroyed.

2. Combat Phase

Compare attack points lane by lane.
Add bonuses from adjacent cards, effects, and Items.
The player with the most points wins the Crystal for that lane.
If there's a tie, the Crystal remains in play for the next round.

3. Shopping Phase

Use the gold generated by your placed cards to buy Items from your shop.
Unused gold is lost.
Items grant bonuses to your cards starting from the next round.

4. Reset Phase

Placed cards are discarded, but players may keep the cards still in their hand.
Place new Crystals for the next round.
In the next round, the player who went first now goes second.

End of Game Conditions:

*The game ends as soon as a player collects more Crystals than his opponent.
In case of a tie, the player who spent the most gold on Items wins.*

GAME UNIVERSE & LORE



And many more !!

Lanes Invokers is set in a world ravaged by millennia-old conflicts between Factions, each embodying a unique philosophy:

- **Kings**, obsessed with wealth and power
- **Robots**, capable of moving and displacing their opponents
- **Dragons**, seeking to destroy everything
- **Undead**, mastering resurrection

Additional factions will be introduced in future expansions

EACH FACTION HAS ITS OWN UNIQUE ITEMS!



LANES INVOKERS

© 2025 Invokers Forge. All rights reserved.

LANES INVOKERS

The **MOBA** CARD GAME

INVOKERS FORGE

Vincent Barue

Author and game designer

Maxime Leman

Videogame manager

contact@lanesinvokers.com
www.lanesinvokers.com
www.instagram.com/lanesinvokers/

© 2025 Invokers Forge. All rights reserved.
Lanes Invokers, its rules, illustrations, card designs,
names, and related trademarks and logos are the
exclusive property of Invokers Forge.

