

www.lanesinvokers.com

easy to
learn...
hard to
master !

LANES INVOKERS

THE MOBA CARD GAME



2 players



5 - 30 min.

10+

LANES INVOKERS

TRADING CARD GAME

BECOME AN INVOKER

Welcome to Lanes Invokers, the 2-player mobile Trading Card Game. This competitive strategy game is designed for constant evolution.

Inspired by **MOBA games**, the battlefield is divided into three strategic lanes, each leading to a precious Crystal. As a summoner, you'll shape the environment, command champions, and deploy creatures with precision. Victory depends on strategic deck composition, synergies on the battlefield, and well-timed card placements, echoing the dynamic and ever-evolving nature of **MOBA gameplay within a card format**.

BUILD YOUR DECK

40 cards including:

- at least 7 Lands cards in Core mode and 14 Lands in Arena mode
- No more than 2 copies of the same card

AIM OF THE GAME

It's very simple!: Be the first to collect 6 Crystals.

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

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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.

Opponent's
play area

LANES
INVOKERS

Crystals to
collect to win

Your play area:
3 lanes with
3 rows each

Purchased
Items

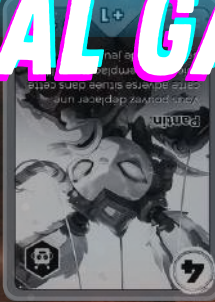
Discard pile

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

Item
shop

LANES INVOKERS

AN INNOVATIVE & PROVED 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

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TYPES OF CARDS



CHAMPIONS



CREATURES



LANDS



OBJECTS

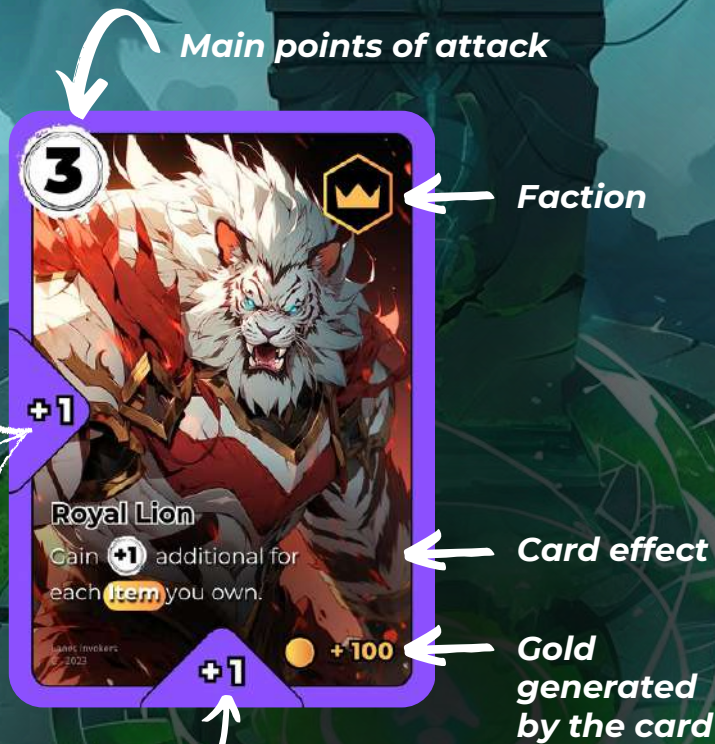


CRYSTALS



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CARDS IN DETAIL



Gold cost of object

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

Description of the permanent effect

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



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!



LI IN 30 SECONDS

Phases of a round

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.

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



4

End of the round:

Put the cards placed in
your discard pile.

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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.

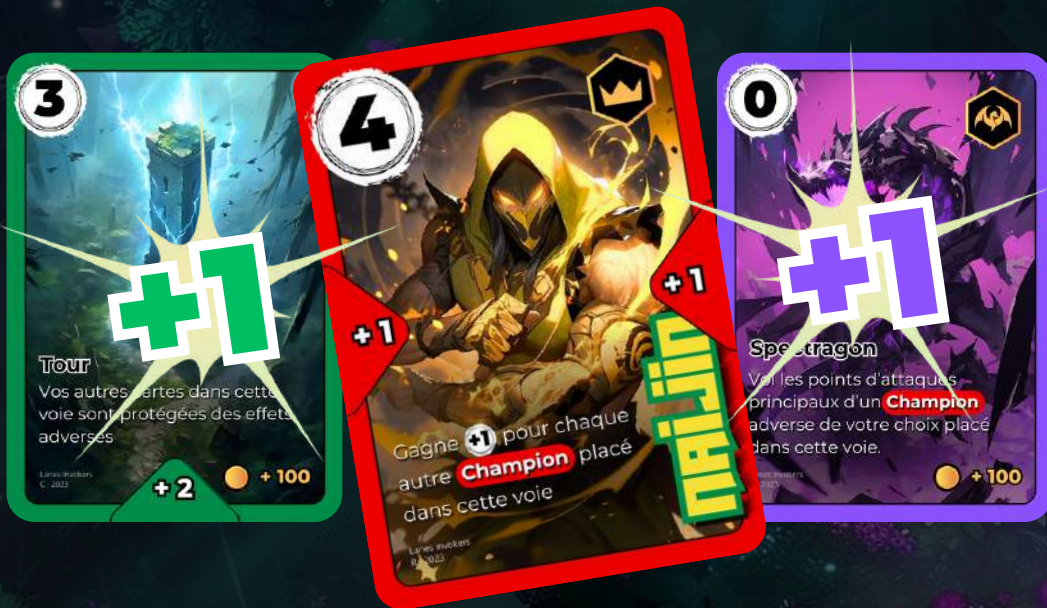
End of Game Conditions:

The game ends as soon as a player collects 6 Crystals.

In case of a tie, the player who spent the most gold on Items wins.

CARD PLACEMENT MATTERS!

Many cards boost adjacent ones, creating powerful spatial combos. Every move can shift the outcome of a round—rows, columns, and zones all interact!



LANES INVOKERS

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 bringing new philosophies and strategies, further enriching the game's depth and the universe

EACH FACTION HAS ITS OWN UNIQUE ITEMS!



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INVOKERS FORGE

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