











#1: INTRODUCTION







This is a 2-player card fighting game. Players play simultaneously; they first Defend themselves and their cards, and then they use their cards to Attack the other player and their cards.

During setup, each player takes 1 copy of each card and shuffles them to form their own deck that they will draw from during the game. Both players start with 2  and 20 .












#2: ROUNDS - START PHASE




Each round consists of the Start phase, the Defend phase, and the Attack phase. During the game, players play simultaneously. You won't be able to see anything that the other player did during each phase, until both of you have finished.

At the start of each round, each player draws 2  from their deck, and get +2 . Each player's  and  are both set to the round number. For example, on round 1, you'll have 1  and 1 ; on round 2, you'll have 2  and 2 , and so on.

If any abilities make you gain or lose any , , or  in the "next round," those abilities will happen now, after getting your resources for the round. Unused  will carry over between rounds, but any unused  and  will vanish.




#3: ROUNDS - DEFEND PHASE

The Defend phase was about playing new  and making you and  stronger. During this phase, you can use your  to play  from your hand. When you play a , you put it in play in front of you. When you play a , the amount of  it starts with is written after their name. If the card has a PLAY: ability (they have gray backgrounds), you also do that ability. You can play any number of  from your hand, as long as you still have . Playing  is optional; you can choose to save any  for future rounds.








During this phase, you also have to use any DEFEND: abilities on all  you have in play (they have green backgrounds). To use a Defend ability, you have to pay the cost (written before the "->") to do what it says. Unlike playing , every Defend ability you have is mandatory (if you can pay the cost). If you play a  with a Defend ability, you will do that ability this round.

Anything in this phase can be done in any order. This means you can play a card, then use a Defend ability, then play another card. If paying the cost of a Defend ability makes you unable to pay the cost for another Defend ability, that's fine, you simply don't do the other one this round.


#4: ROUNDS - ATTACK PHASE


The Attack phase is about using your  to attack the other player and their . During this phase, you have to use any ATTACK: abilities on all  you have in play (they have red backgrounds). To use an Attack ability, you have to pay the cost (written before the “->”) to do what it says. Just like Defend abilities, every Attack ability you have is mandatory (provided you can pay the cost). If paying the cost of an Attack ability makes you unable to pay the cost for another Attack ability, that’s fine, you simply don’t do the other one this round.

#5: GAME END


After each phase, you discard each  you have in play with 0  or less (each  retains its  across rounds). If any players have 0  or less, the game is over. Whichever player has more  (even if it’s negative) wins. If both players have the same amount of , the game is a tie. If both players are still alive, continue with the next part of the game.

#6: OTHER TERMS AND FAQ


Ally: a  you have in play





Foe: a  the other player has in play


Protected: this  cannot lose 


Stunned: this  cannot use any of its abilities





 and  are identical, with the exception that  is (mostly) used in the Defend phase, and  is (mostly) used in the Attack phase.

If a player runs out of  to draw from, they shuffle their discard pile to reform their deck.

You can’t make a  with 0  or less gain more , or lose more .

If you are able to pay the cost for an ability, you have to do it, even if the ability ends up doing nothing (like Ninja when there are no Foes with 2  or less), or ends up hurting you.

If an Ally loses all its  during a Defend phase, you won’t use any its abilities this round. Similarly, if an Ally becomes Stunned this round, you won’t use any of its abilities this round either.

If an ability cost makes one of your Allies lose an amount of  (like Vassal), you have to choose an Ally with that amount of  or more. You can't make an Ally lose 3  if it only has 2 , and so on.