



QUICK START GUIDE

SETUP

- » Shuffle the game cards and deal 3 to each player
- » Place remaining cards face down as the draw pile
- » Flip 1 card face up to start the discard pile
- » Place the Round Trophies #1–#10 face up in a nearby pile, ordered with #1 on top
- » Give the “Let’s Fight!” card easy access



YOUR TURN

On your turn, do both of the following in order:

1. First, draw 1 card

- » draw from the draw pile, **or**
- » draw from the top of the discard pile - seed from draw pile if needed

2. Then, shed 1 card

- » discard a card, **or**
- » play a Weapons & Armor (W&A) card in front of a player (their Armory) - follow any instructions on played W&A card



Play passes clockwise.

ENDING A ROUND

A round ends when any one of the following happens:

- » **A player uses their turn to declare "Let's Fight!"**
That player takes no further turns and all other players take one final turn
- » **"Abrupt End" W&A card is played and its effect used**
- » **A player collects 3 Wild-ish cards**
This results in an automatic round win, earning a Gold Trophy
- » **The draw pile runs out**

SCORING & TROPHIES

- » Reveal hands and determine scores
- » Highest end of round score wins the round and earns a Silver Trophy

Some circumstances may remove or "upgrade" Trophies - see Game Rules or Reference Card for scoring rules and examples.

WINNING THE GAME

First to 3 Trophies wins; otherwise, most Trophies after 10 rounds wins.

Refer to Game Rules for any clarification.