

Rules

Set Up

1. Separate cards so that each player has 8 Rally, 4 Unstable, and 28 Stable in one deck (identified by the black card backing)
2. Shuffle that deck. It is your Stamina. Cards that go to your Discard are placed next to your Stamina face up.
3. Ensure you and your opponent have 10 unique Action Cards in your hands (identified by the red card backing).

Turn Steps

1. Both players place an Action Card (red backed card) face down in-front of them. Up until both cards have been placed a player may change their card.
2. Reveal the face down cards and apply their effects. The order in which effects are applied is determined by the card's speed, INSTANT being the fastest, and subsequently first, then in order of largest number. If you are knocked down during this step before you deal damage you deal 0 damage this turn.
 - a. To take damage reveal the top cards of your Stamina (black backed cards) equal to the amount of damage taken and place them in the Discard. If an Unstable card(s) is revealed: create a new pile separate from your Discard of all Unstable cards revealed this step and proceed to Step 3, otherwise proceed to Step 4.
3. When an Unstable card is revealed you are considered knocked down. Place the top cards of your Stamina, equal to the amount of your currently revealed Unstable cards, on the bottom. Next begin revealing the top card of your Stamina one at a time and placing them in front of you. If an Unstable card is revealed place it on top of the pile created in the previous step (this still counts as a revealed card). If a Rally Card is revealed shuffle the Discard back into your deck. Then, place the cards revealed during this step (excluding Unstable cards) in the Discard. If you reveal 10 cards without a Rally Card among them the game ends and you lose.
4. Both players return their Action Cards to their hands and repeat until a Loss condition has been met.

Loss Conditions

If you meet any of these conditions you lose and the game is over

- Take 20 damage in a single turn
- Have 3 separate piles of Unstable cards
- Have all Unstable cards in the deck revealed (Base game has 4 Unstables per deck)
- You do not reveal a Rally Card after 10 cards when knocked down

GLOSSARY

CRITICAL - Deal twice as much base damage. (Eg. Deal 3 damage becomes deal 6 damage)

AGAINST - Your opponent has played the Action Card that is detailed.

DAMAGE FORMULA

Damage is calculated by taking the cards base damage and doubling it if a CRITICAL was landed, then any damage or bonuses from previous turns, then damage reduction.