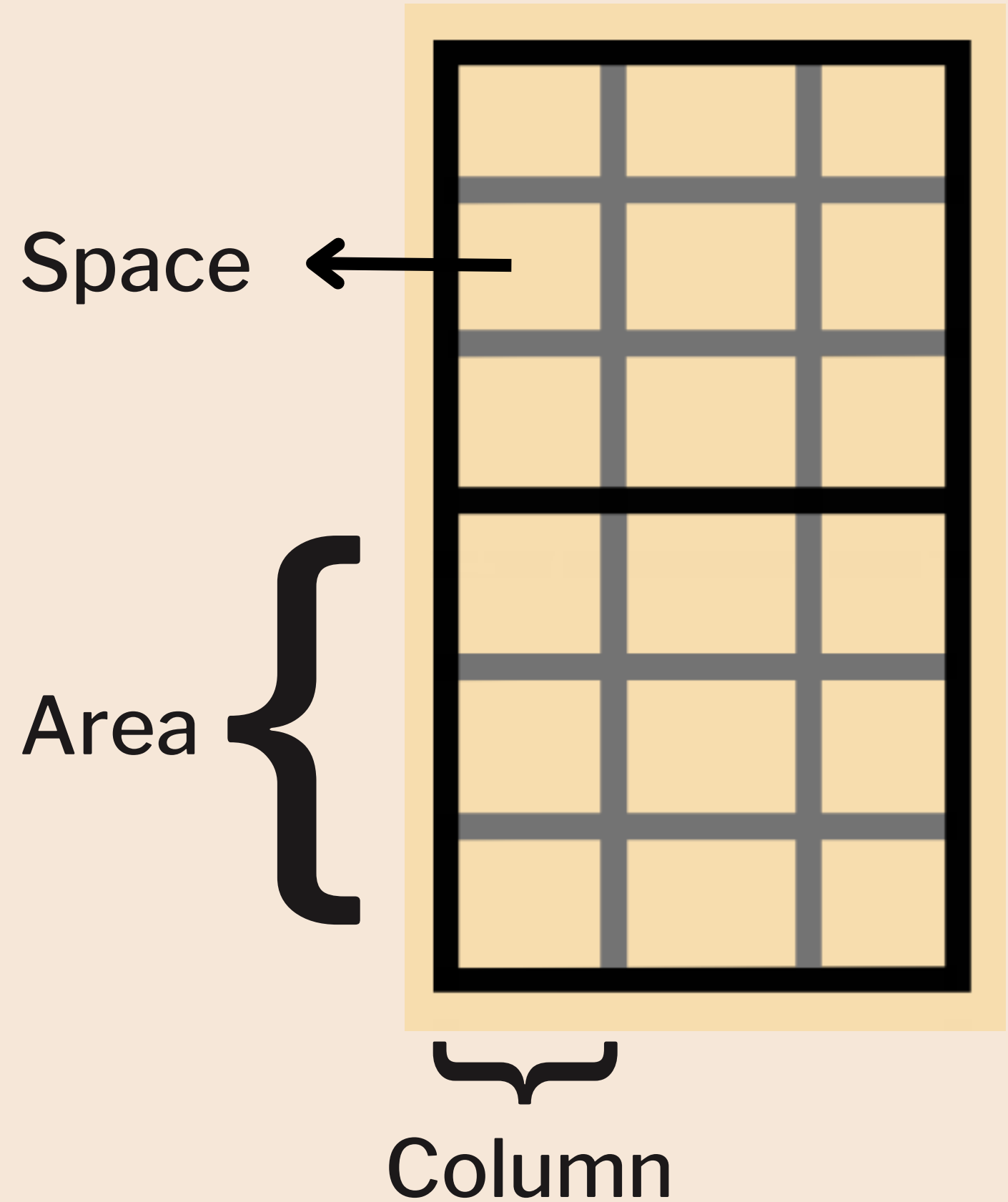


Board and cards

- The board consists of two 3x3 areas, with 9 spaces for each player. In these spaces, players will take turns playing cards from their hands;
- Each player has a deck of 14 cards, with 7 different cards and 2 copies of each card in it;
- Players also have a “hand” where they will keep the cards they draw and play cards on the board from.



GAME RULES

SETUP

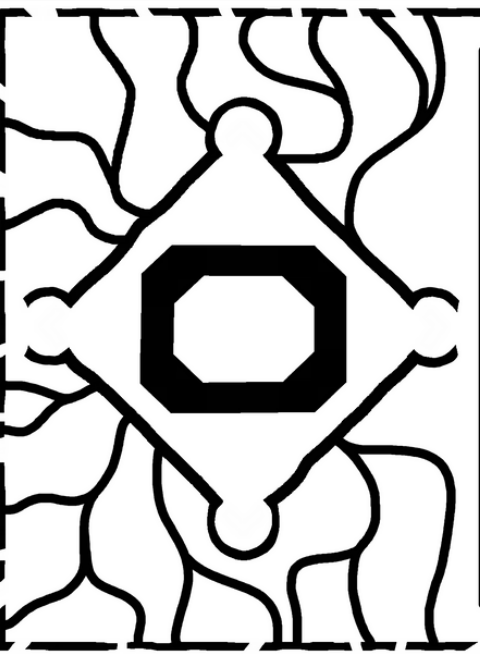
- To start the game, the players toss a coin to decide who will start playing;
- They then draw 3 cards each.

GAMEPLAY

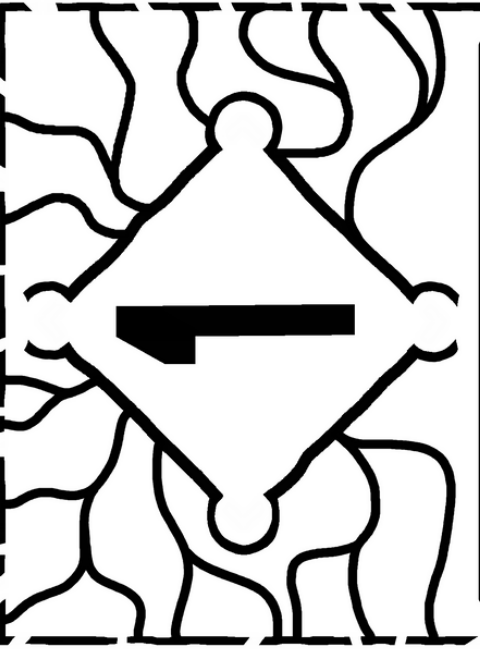
- During their turns, players play a single card in one of the three areas in the utmost space of their area, activate the effect of the card if it has one, draw a new card, and then pass the turn to the opponent;
- If any card is destroyed because of a card effect, the other cards in the area before it will move towards the center of the board.

ENDING THE GAME

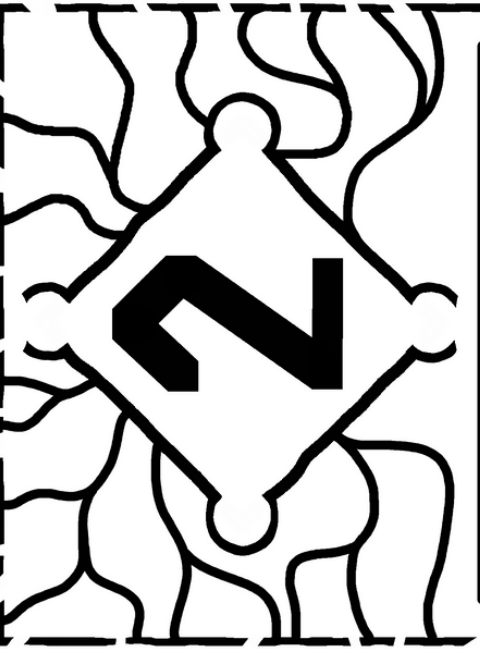
- The game ends when any player fills all spaces in their 3x3 grid. As soon as this happens, the sum of points will be counted in each column;
- The player who obtains the most points in the most columns wins the game;
- If the number of areas won by both players is equal, the game ends in a draw.



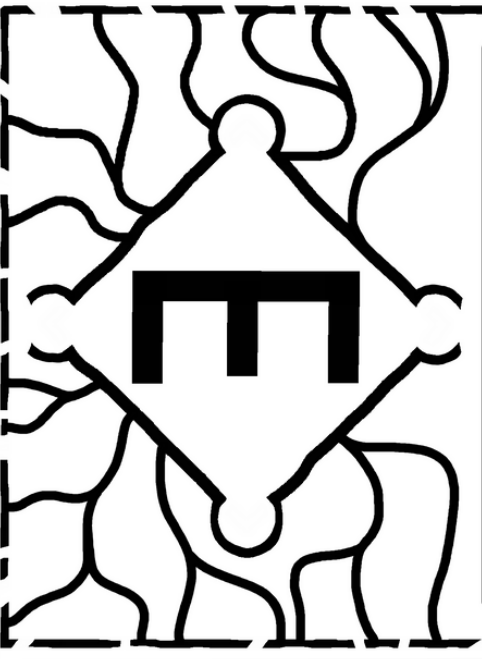
**Destroy all cards
on a space in
this column**



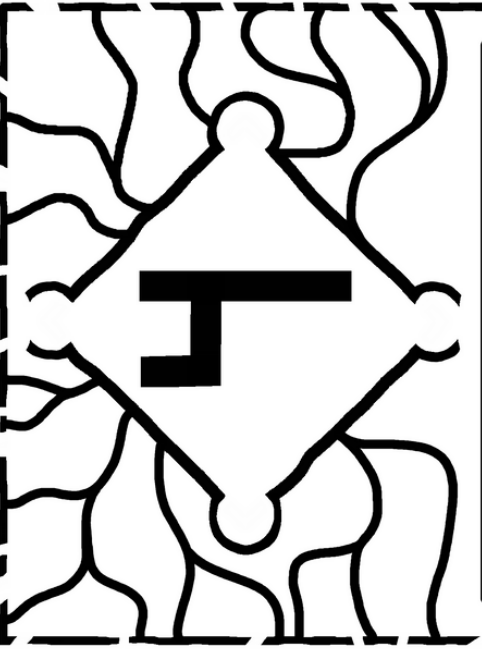
**Give +3 to your
adjacent cards
in this column**



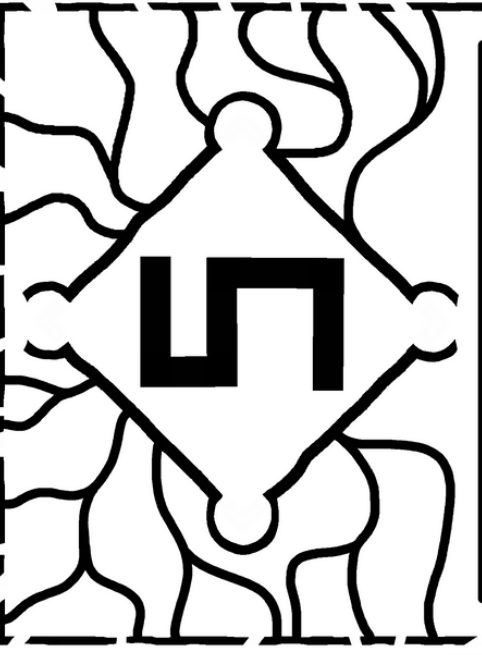
**Is equipped in
another card**



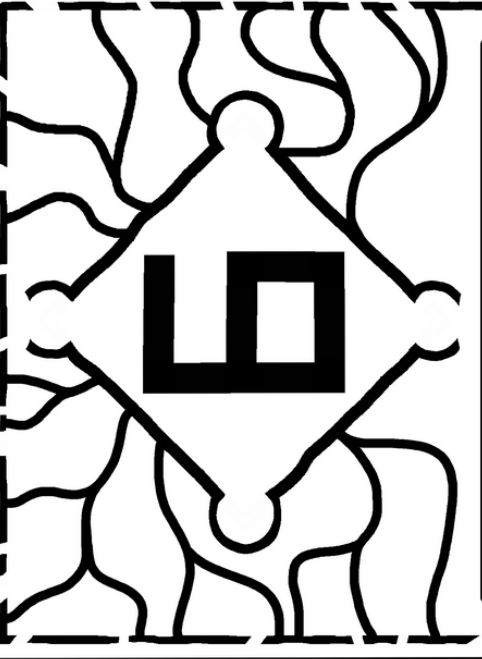
**A copy of this card
is put from your
hand or deck into
the field**



**Divide by 2 the
cards in a space
in this column
(round up)**



**Draw a
card**



Sums