

From shuffled decks to first attack

A face-to-face guide for two players. Read down the page, build your formations, then begin.

YOUR GOAL	Break through a column and reduce your opponent to 0 LP.	20 LP EACH
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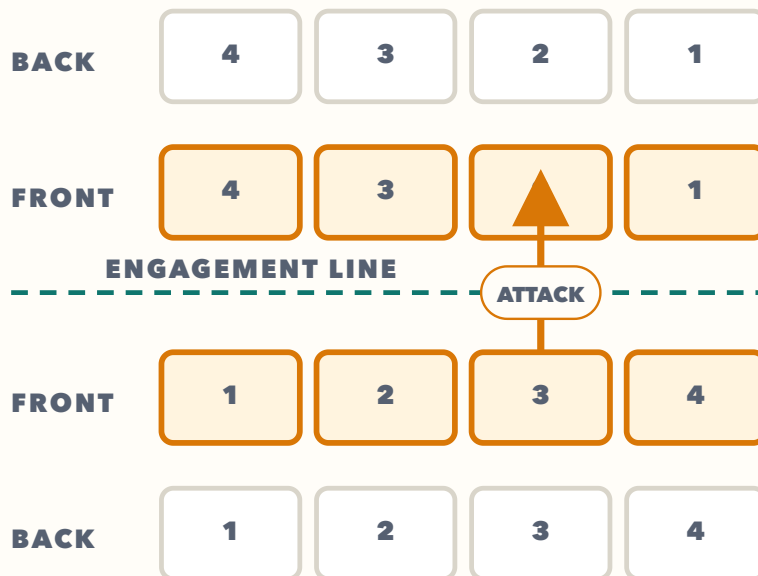
SET UP TOGETHER

- Choose sides + shuffle**
Decide who is P1 and P2. Each player shuffles their own standard 52-card deck. Keep draw piles and hands private.
- Draw 12 cards each**
Set both Life Point counters to 20. Paper and pencil work perfectly.
- Build four columns**
Each column has a front and back slot. Every battlefield card stays face-up.
- Deploy, one card at a time**
P2 places first; alternate placements. Stop when each player has 8 cards on the field and 4 in hand. **P1 attacks first.**

BUILD THIS FORMATION

OPPONENT • 20 LP

all field cards face-up



YOU • 20 LP

A front card may attack any enemy column.

Front faces danger. The front slot is nearest your opponent; the back slot is behind it.

Columns mirror. Number your own columns from your own left. You sit facing your opponent, so your column 1 lines up across from their column 4, and your column 4 lines up across from their column 1.

Attack once—or pass

Say the attacker and target column out loud.

1 • Choose

Pick one of your front cards and any enemy column.

2 • Resolve

Damage travels through front, back, then LP.

3 • Rebuild

The defender may fill empty slots in only the attacked column.

4 • Switch

The defender draws to 4, then becomes the attacker.

If you pass: draw to 4; your opponent attacks next.

Turn over for combat →

Card values Damage starts at the attacker's value. A surviving defender stops the attack.

A = 1 • 2-10 • J/Q/K = 11

START THE DUEL

P1 points and says: **"My [card] in column [#] attacks your column [#]."** Keep the attacking card in its formation.

Resolve an attack

Follow the target column from front to back. Carry only the damage that remains.

$$8 - 5 = 3$$

If damage is **less than** a defender's value, it survives and the attack stops. If damage **meets or beats** its value, discard it and carry the remainder forward.

WORKED ATTACK

8♣ attacks 5♠ in front, then 4♣ in back

1 Hit the front



$$8 - 5 = 3$$

Discard the 5♠. Carry 3 damage.

2 Club doubles



$$3 \times 2 = 6$$

Another card is next, so Club doubles once.

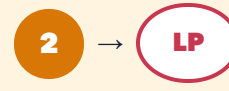
3 Hit the back



$$6 - 4 = 2$$

Discard the 4♣. Carry 2 damage.

4 Reach LP



$$LP - 2$$

The opponent loses 2 Life Points.

EVERY ATTACK FOLLOWS THIS RHYTHM

1

Meet the card

Compare remaining damage with the next defender. Stop if it survives.

2

Cross the boundary

After a destruction, apply the suit effect only at the boundary it names.

3

Clear the field

Discard destroyed cards and slide the column forward. Surviving cards fully reset next turn.

THE FOUR SUIT EFFECTS



DIAMOND • SHIELD

Destroyed Diamond → another card: subtract that Diamond's value from carryover.



HEART • LAST GUARD

Final destroyed Heart → LP: subtract that Heart's value before LP damage.



CLUB • BREAKTHROUGH

Club attacker: double carryover once after its first destruction, if another card is next.



SPADE • FINISHING BLOW

Spade attacker → LP: double the damage that crosses from cards into the player.

If effects meet at one boundary: subtract the shield first, apply the attacker's double second, then stop at zero.

ACES + FACE CARDS

Classic special cards change **what can be destroyed**. An ineligible target stops the attack.

J → J

Q → J, Q

K → J, Q, K

Ace → front Ace only. No other attacker can destroy an Ace.

PASSES + EMPTY DECKS

3 consecutive passes or **5 total passes by one player** forfeits the duel.

An empty draw pile is not a loss. Draw what you can; never reshuffle the discard pile.

Reach 0 LP. Win the duel.

At the table: announce attacker and target; keep battlefield cards face-up; write down both LP totals. If a rule is disputed, pause and ask the event judge.

Long games may draw by threefold repetition, 50 turns without progress, or the 200-turn limit. Tournament clocks and pairings are organizer-defined.