**Main Menu**

Win and decline loot cards

**Game start**

**Customize Characters**

**Build Initial Deck**

**Explore**

**Abundant Reward**

Escape

Escape

Fight

Win but encounter more hostiles

Lose

**Collect Cards from exploration and combat**

**Encounter AI/Hostile Players**

Win and accept loot cards

**Last man standing**

Defeat the last enemy

**Reward**

**Combat**