

2 Player Advanced

Game Preparation

- 1 Give each player 30 victory points
- 2 Place Crowns and Black Crowns
- 3 Place characters face up on table
[Basic] 5 characters (1A, 2A, 3A, 4A, 5A)
[Advanced] Number of players +1 characters
- 4 Prepare and shuffle deck (40 cards)



Game Preparation

- 1 Give each player 30 victory points
- 2 Determine the start player by playing rock, paper, scissors
- 3 Take turns selecting characters (Player 1=1P, Player 2=2P)
1P (1) → 2P (2) → 2P (3) →
1P (4) → 1P (5) → 2P (6) →
2P (7) → 1P (8)
- 4 Prepare and shuffle deck (40 cards)

2 Player Advanced

Rounds 1-3 (4)

- 1 Deal 5 cards to each player
- 2 Select a character
Each round, each player will simultaneously choose (secretly) and reveal a character
- 3 Setup each character (page 15-32)
- 4 Play tricks
1st trick starts with the character with the highest priority
- 5 Earn victory points
- 6 Play and repeat steps until final round
Determine the winner of the game

2 Player Basic

Game Preparation

- 1 Give each player 30 victory points
- 2 Determine the start player by playing rock, paper, scissors
- 3 Give Player 1: 5 Crowns
Give Player 2: 5 Black Crowns
- 4 Place characters face up on table
Place the 2 player character mini cards as well
- 5 Prepare and shuffle deck (40 cards)



2 Player Basic

Rounds 1-4

- 1 Deal 5 cards to each player
- 2 Select a character
Rounds 1 and 3: Player 1 chooses first
Rounds 2 and 4: Player 2 chooses first
Player 1 places a Crown on the chosen character
Player 2 places a Black Crown on the chosen character
The same character cannot be chosen by both players in the same round
- 3 Setup each character (page 15-32)
- 4 Play tricks
1st trick starts with the player who selected a character first in step 2
2nd-5th trick starts with the player who won the previous trick
- 5 Earn victory points

2 Player Basic

Round 5

- 1 Deal 5 cards to each player
- 2 Select a character (remaining characters)
- 3 Setup each character (page 15-32)
- 4 Play tricks
The player with the least amount of victory points can choose who will lead the 1st trick
- 5 Earn victory points
- 6 Determine the winner of the game



Character Priority

