**How to play SOULS!**

The player and the opponent each receive a randomized deck of 25 SOUL CARDS.

Each card is a SOUL. Each soul has a stat for attack and health.

Players start the game with 5 cards.

At the beginning of each turn, the players draw one card.

During each turn, the player can play one or more SOUL CARDS into their six slots.

At the end of each turn, SOUL CARDS in the front row can attack the opponent’s SOUL CARDS in their front row. Their damage is subtracted from the attacked card’s health.

A card is defeated if its health falls to zero. If a card is defeated, it is discarded. If there is a card in the row behind the defeated card, it automatically moves forward.

If, on a turn after the first, there are no remaining SOUL CARDS on your side of the board, you lose.

You win if the opponent has no SOUL CARDS on their side of the board.