



A GAME BY MICHAEL FORD, MASATO LIN,
BRENDAN TIGHE, AND TONGWEI DAI

RULEBOOK

VERSION 2.1

Game Parts

- 4 Damage Dials
- 1 Instruction Booklet
- The 52-Card Central Deck

Objective

- Ambush is a fast-paced strategy card game designed for 2-4 players.
- The goal of the game is to reduce the hit points of your opponents' castles to 0 until your castle is the last one standing.
- This is accomplished by collecting and playing cards that damage your opponents' castles or protect your own.



Set-Up

1. Make sure all players are at a roughly equal distance from each other, with a large flat area in-between them. This central area will be the *battlefield*.
2. Shuffle the *central deck* and give each player a starting hand of 5 cards.
3. Place the *central deck* in the center of the *battlefield*, equidistant from all players.
4. Each player must choose a name for their castle. The player with the best castle name, (determined by the players in any way they seem fit) may go first. If an agreement cannot be reached, the youngest player goes first.
5. After reading through the rules, a practice round is suggested to help new players understand the flow of the game.



On Your Turn

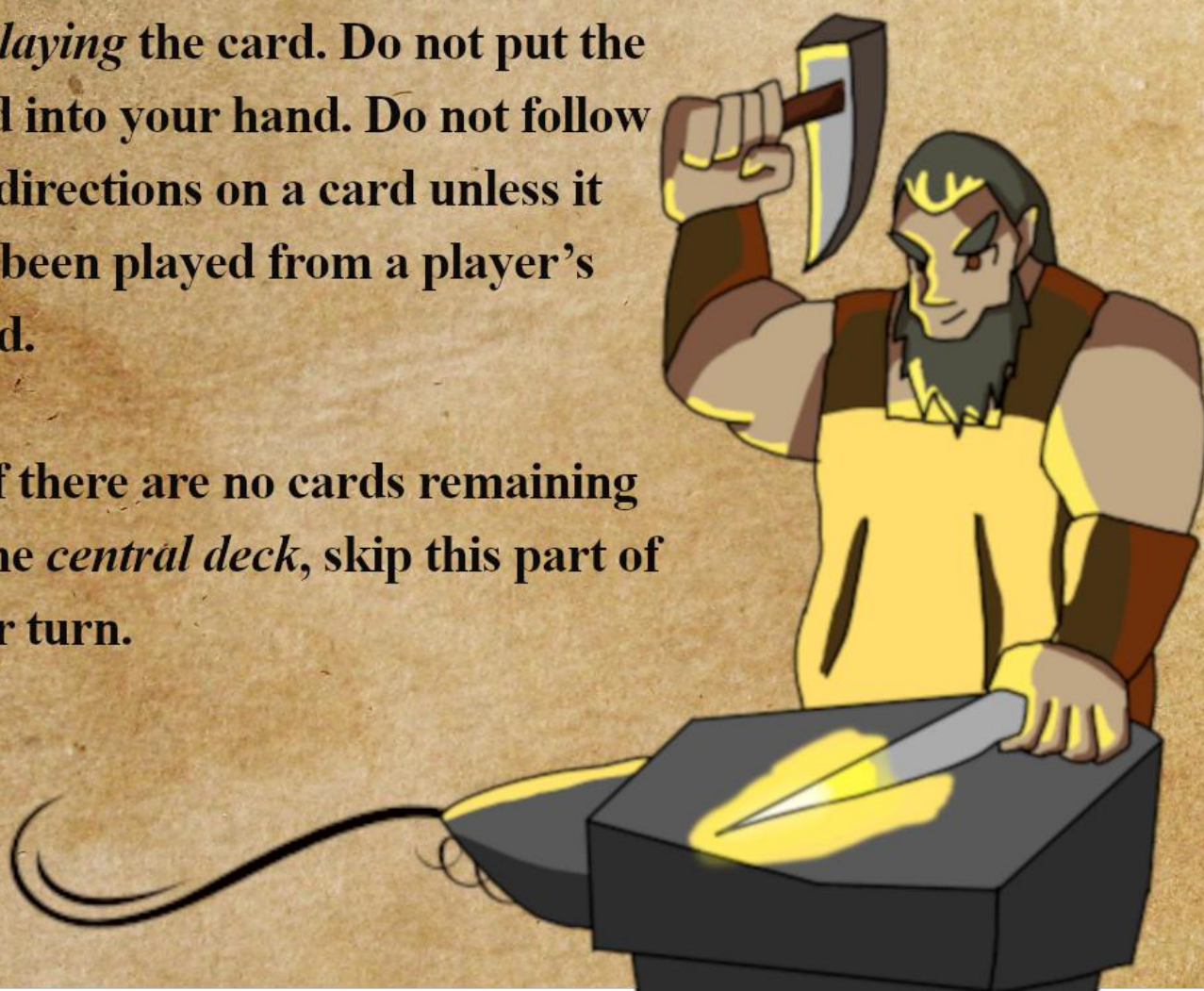
There are two things you must do on your turn:

1. Expose a card:

Take a card from the top of the *central deck*, show it to all other players, and then place it face down into the *battlefield*, directly adjacent to the *central deck*. If cards are already present on the *battlefield*, you must place the card directly adjacent to another card.

a) This does not count as *drawing* or *playing* the card. Do not put the card into your hand. Do not follow the directions on a card unless it has been played from a player's hand.

b) If there are no cards remaining in the *central deck*, skip this part of your turn.



2. Play a card: Choose a card from your hand and play it.

a) Choose an opponent's *castle* and deal damage equal to the damage value written in the card text.

b) Follow any other directions outlined in the card text and carry out the card's effects.

c) Place the card face down on the *battlefield* adjacent to another card.

d) If you do not wish to or are unable to play a card, you may skip this part of your turn.





Ambush!

1. The *Ambush* phase can be called by any player when at least two *Ambush* cards are present on the *battlefield*. *Ambush* cards can end up on the *battlefield* in any of these ways:

- a) Played from the top of the *central deck* during the first part of a player's turn.
- b) Played by a player from their hand during the second part of their turn.
- c) Played as the result of the effects of another card.

2. If any player believes that there are at least two *Ambush* Cards on the battlefield, they may loudly and clearly yell

- a) No players may grab any cards until the phase is called by one of the players.
- b) *Ambush* cannot be called while a player is placing cards onto the battlefield as part of the effects of another card. (For example, if a player used an *Elven Archer* to put two cards down on the *battlefield*, all players must wait until all cards have been placed on the *battlefield*.)

Ambush!

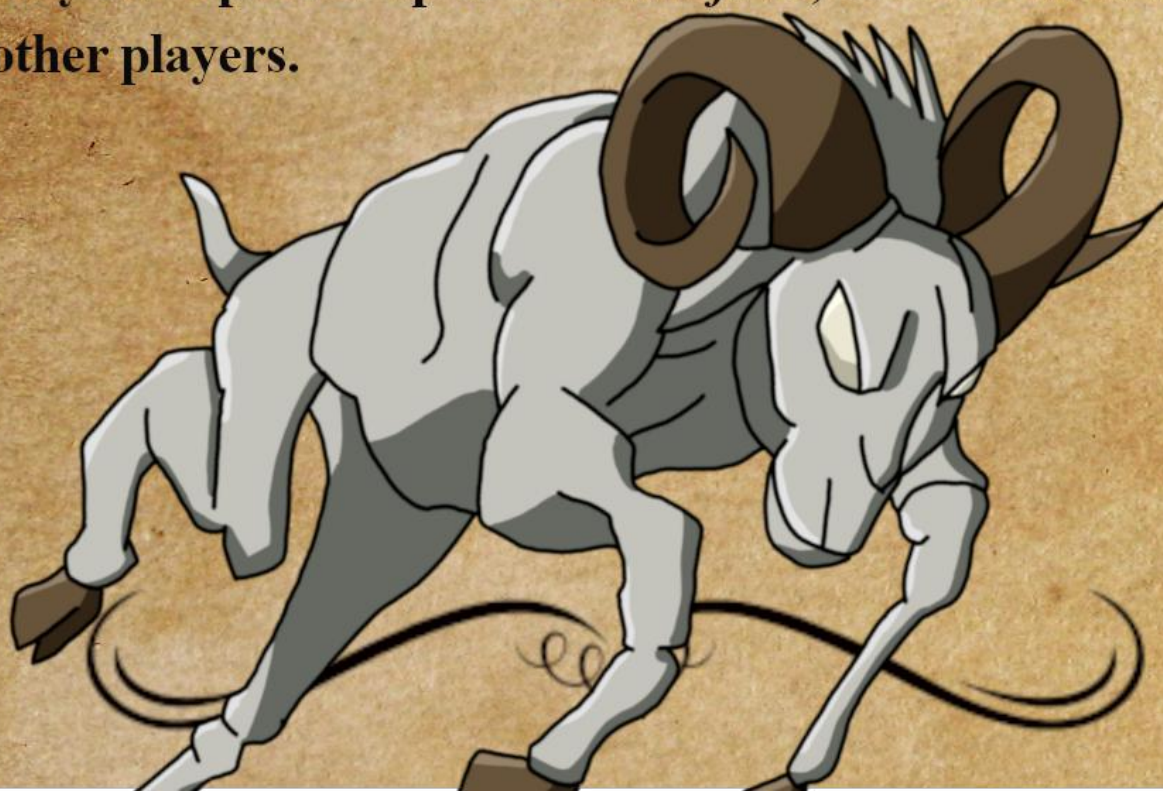
3. Once *Ambush* has been called, all players may begin attempting to *capture* cards from the *battlefield* as fast as they can.

a) To *capture* a card, a player must pick up the card in one hand and place it face down directly next to their damage dial to form a pile separate from their hand. The card must remain face-down throughout all of this.

b) Only after the card has been placed next to you may you reach for another card.

c) Each player can only use one hand to grab cards during the Ambush phase.

d) At no point during the phase can players return cards they have picked up to the *battlefield*, or take cards from other players.





Ambush!

4. Once players have stopped grabbing cards, all players must go through all the cards they captured during the *Ambush* and make sure that there were indeed at least 2 *Ambush* cards on the battlefield when *Ambush* was called. If there are not at least 2 *Ambush* cards between all player's captured cards and the cards left on the battlefield, the player who called *Ambush* at the beginning of the phase must shuffle all of their captured cards into the central deck. All other players may keep their captured cards. If there are at least 2 *ambush* cards, play proceeds as normal.

5. All players may now take their captured cards and add these cards to their hand. Use this time to carry out any card effects that were triggered by the *Ambush*. If a player has more than 10 cards left in their hand, they must remove cards from their hand and shuffle them into the Central Deck until they only have 10 cards. Take any cards that are left on the *battlefield* and shuffle them into the central deck as well.

6. Play proceeds as normal. If the *Ambush* occurred in the middle of a player's turn, they may complete their turn.

Winning the Game

Once a player's *Castle Dial*  has reached 0, their castle is destroyed and they are removed from the game.

If they have any cards in their hand, they must shuffle these into the *Central Deck*. They may no longer expose or play cards for the duration of the game.

The last player with a *Castle* is the winner!



For centuries, the mystical realm of Orozan existed in a state of tranquility and peace, with the various races and creatures of the world living in harmony with each other and the land itself. Darker forces now look towards Orozan, seeking power and control over those who dwell there. Evil sorcerers have descended on the land, each of them bent on seizing the realm for themselves. Will you emerge victorious in this battle of wills and magic, or will your fortress be brought to ruins by the onslaught of your adversaries?