

Viscera

For **2 players**, ages **7 - 80**

Winning Conditions

Reducing your opponent's health to 0.

Playing Pieces

1. 60 Cards
2. Game Board

Game Set Up

The board is placed, the decks are shuffled for both players and the players are given a territory on their side of the board to start. Blue player goes first and the red player goes second. The player going first is given 3 gold tokens for their first move, and they proceed to draw 3 cards from their deck. The player going second is given 4 gold tokens for their first move and they draw 4 cards from their deck.

Rules

1. The players can play as many cards on their turn as long as they can afford the gold cost of the cards. As they play their cards, their gold decreases.
2. At the start of each turn, the players gain 3 gold and draw a card from their deck.
3. Players can play their creatures on their starting block and the adjacent blocks initially. As they start to occupy more blocks, they can play creatures to a block as long as a friendly creature is stationed on an adjacent block.
4. Creatures can only move and attack to their adjacent blocks.
5. A creature cannot move or attack on the same turn it is played. It needs to wait a turn.
6. Charge creatures can attack or move on the same turn they are played.
7. In order to attack a hero, you must move a minion to their base tile and then attack the opponent's hero with your creature.

8. Player's can only hold 5 cards in their hands. If they try to draw more cards while holding 5 cards, a card will be discarded instead.
9. If a player's deck becomes empty, they will take fatigue damage each turn starting with 1 and increasing by 1 each turn they try to draw from their empty deck.