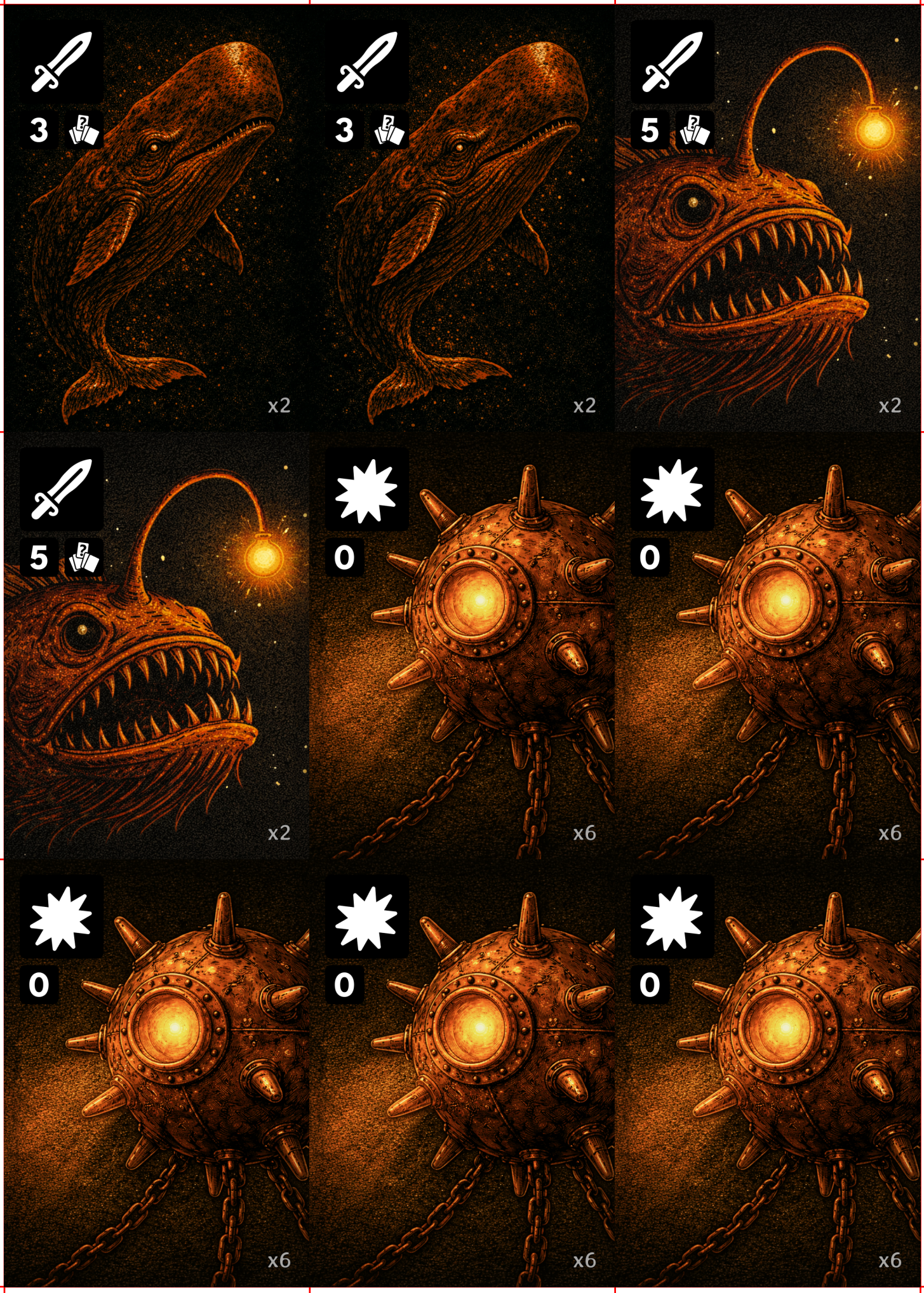
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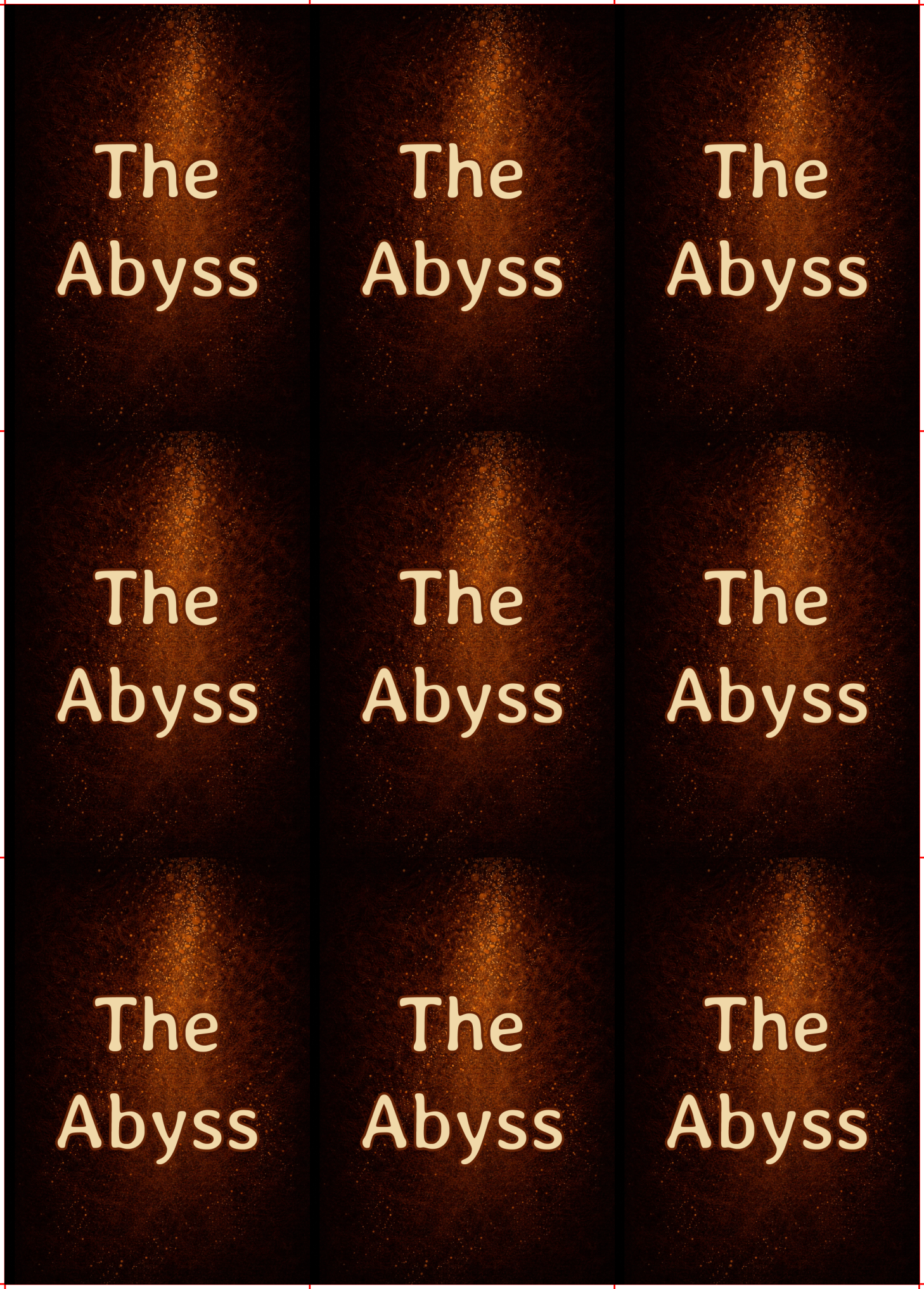
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## 1 - The Cards

Each card has:

- A class icon (Sword, Hook, etc.) that determines the card effect
- A numeric point value that determines your final score at end of the round
- For combo cards, an effect icon
- The number of copies, at the bottom (3x → 3 copies per deck).

Special cards:

- Point-only with no ability, just points, kept in your hand till the round ends.
- Panic placed face-up when drawn, never enter your hand.





















## 2 - The Combos

Play 2 cards of the same class during your turn. Both cards are placed face-up in front of you (out of your hand).



Look at the top 4 cards of the deck. Put them all back on top or on the bottom, in the same order



Force a player or yourself to draw from the topdeck (draw 2, discard 1)



Steal 1 random card from a chosen opponent, OR give them one of your Panic cards

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## 3 - The Basics

Goal is scoring the most points.
Only cards in hand score. Cards played in front of you lose their point value.
If you have 25+ points in hand, you can call STOP and end the round.

DRAWING (start of every turn, pick one):

- Take the top card from the discard pile, OR
- Draw 2 from the deck, keep 1, discard 1. If one is a Panic card, it is placed face-up in front of you and the other must be discarded. If two Panic cards are drawn, both must be played and no card is discarded.



















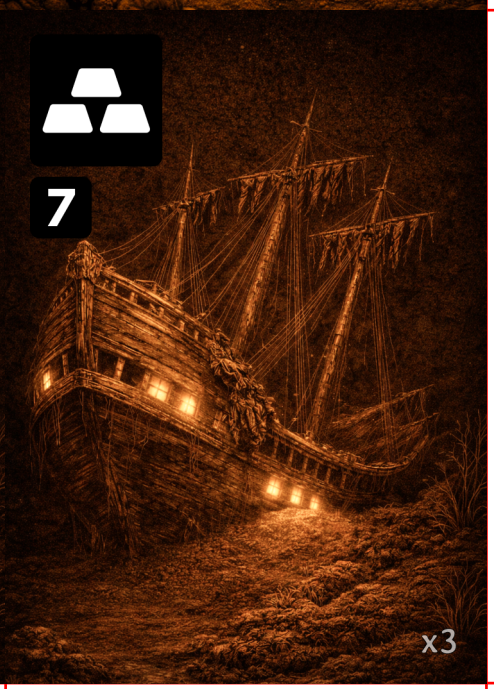

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## 4 - Game Setup

Starting the round:

1. Shuffle the deck. Deal 3 cards each. (Panic in opening hand must be placed face-up immediately)
2. Flip the top deck card to form the discard pile. If Panic, shuffle it back and repeat.

Playing:
Draw → (optional) play any number of combos → (opt) STOP → end the turn.

The round ends when:

- A player declares Stop
- The deck is empty
- Only 1 player remains

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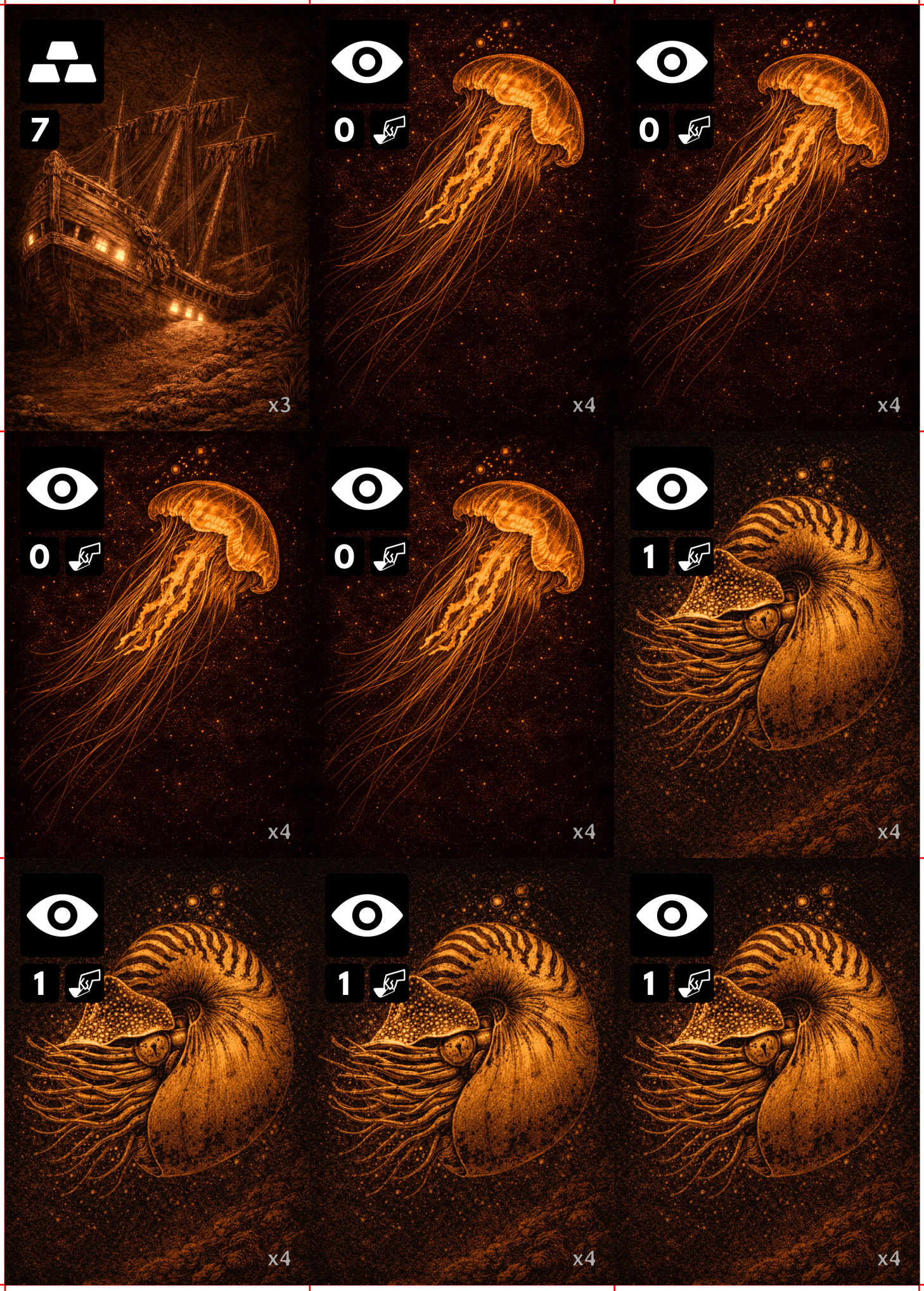
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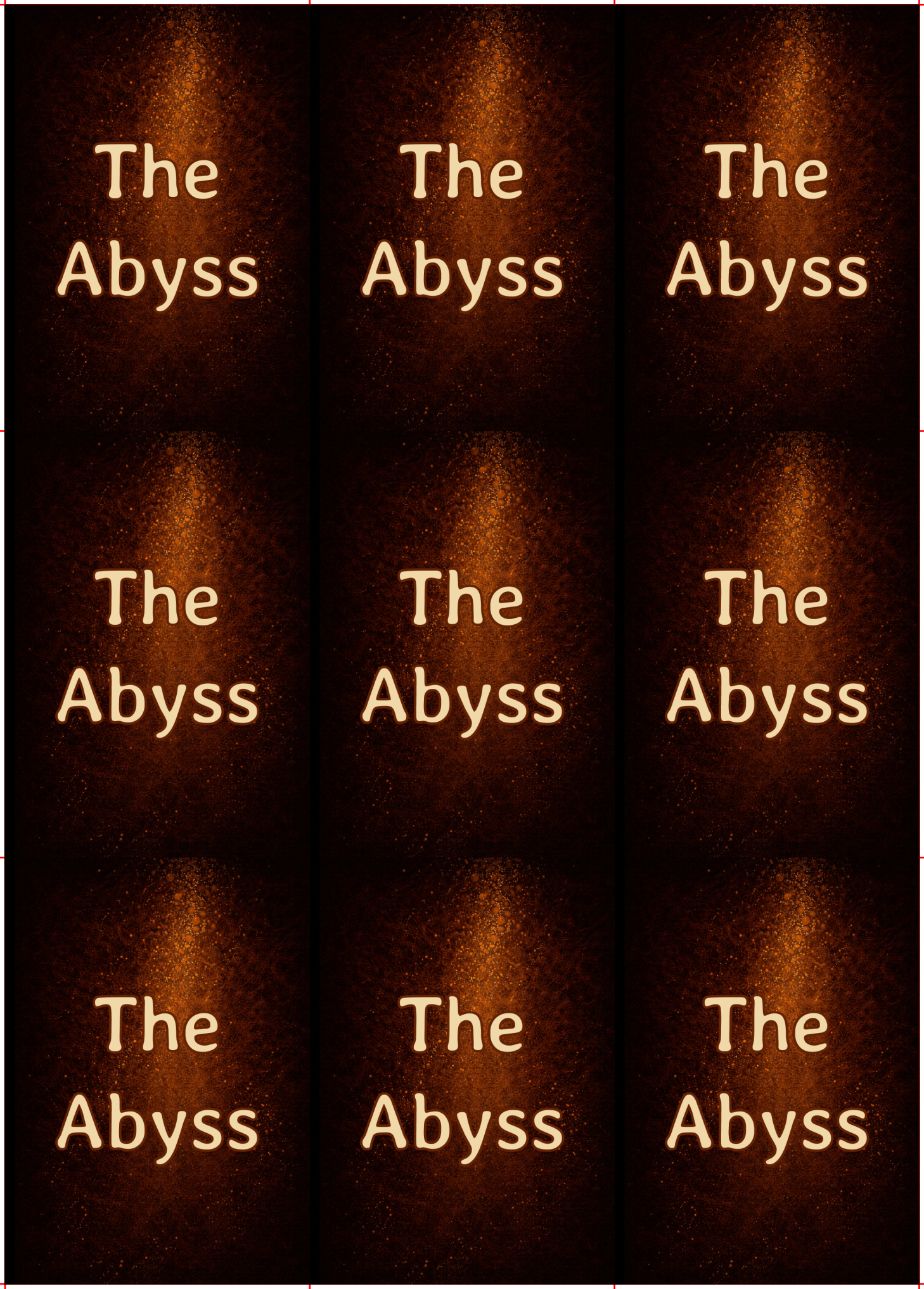
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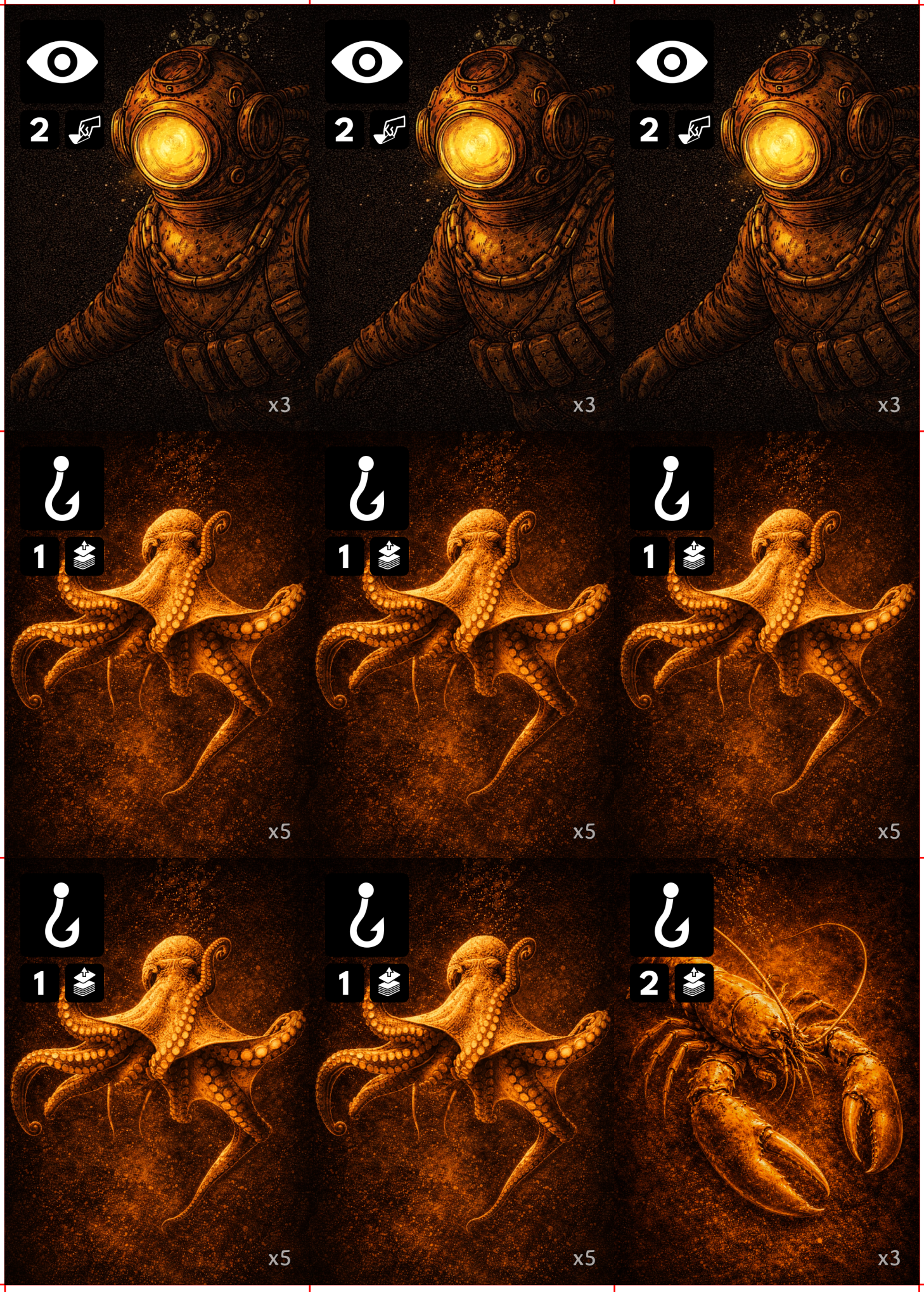
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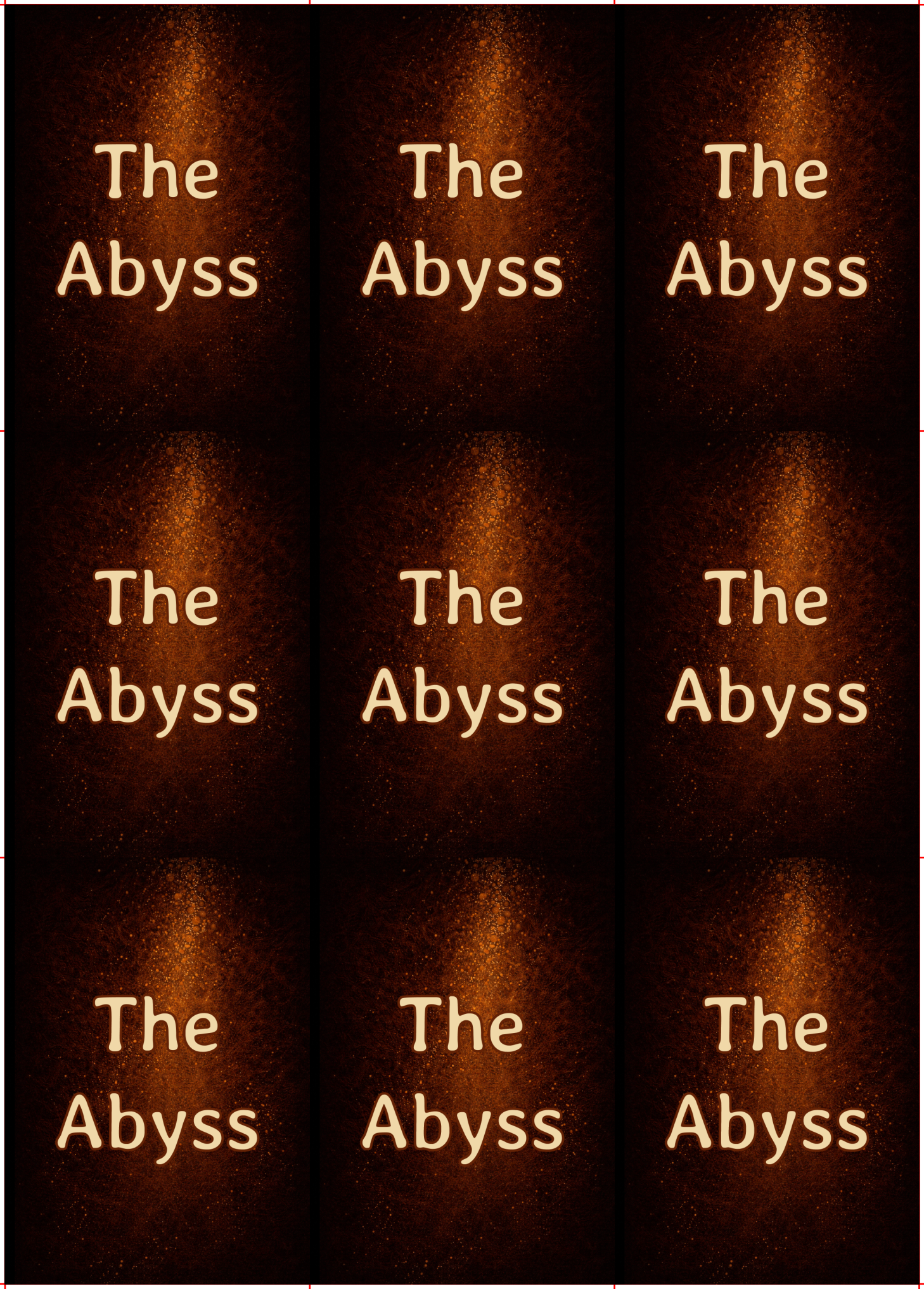
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## 5 - Panic Cards

Panic cards never enter your hand.
When drawn, place them face-up in front of you immediately.
Panic cards cannot be discarded.

A player hitting the 3rd Panic card is instantly eliminated from the round (score 0).

You can get rid of Panic cards by:

- Playing a sword combo to gift one to an opponent
- Discarding cards with value equal or greater than 15 points → destroy 1 of your face-up Panic cards.












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## 6 - Edge Cases

You cannot steal from yourself. You can play a Hook combo against yourself.

Multiple Panic drawn at once will resolve one at a time. You may pay the 15 points cost before the next one triggers.

Gifting a 3rd Panic via Sword triggers elimination check immediately, the opponent must discard 15 or more points or is eliminated from the round.

Combos can only be played during your turn and only after drawing.

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