Shuffle your deck and place it here. Draw a hand of seven cards. You may shuffle your hand in and draw a new one up to two times. With the exception of the first turn of the first player, draw two cards at the beginning of each turn.

You may play environment cards from your hand only during your turn. A new environment replaces any card that was already here.

Setup:
A. You and at least one opponent prepare a deck of 40 to 100 cards, inclusive.
B. Place up to 2 characters and up to 2 resources in play, then shuffle your deck.
C. Draw a hand of 7 cards. If you don’t like it, you may shuffle those cards into your deck and draw a new hand up to 2 times.
D. Decide who goes first. Play continues clockwise.

Order of a Turn:
A. Unpivot all cards.
B. Draw 2 cards.
C. Play cards from your hand and use activated abilities of cards in play.

During Opponents’ Turns:
You may play clash cards or activated abilities of cards in play when:
• An opponent unpivots their cards.
• An opponent draws cards at the beginning of their turn.
• An opponent plays a card or activates an ability.
• An opponent ends their turn.

You Win if:
● At any time you control cards whose total victory points are at least 20.

You lose if:
● You are supposed to draw a card, but have none to draw.
● An opponent at any time controls cards whose total victory points are at least 20.
● An opponent wins.