

# CLASH OF THE CARDS



## CONTENTS

Each deck contains an instructions sheet & 100 cards:  
60 character cards, 36 special cards, and 4 quick start cards.

## OBJECTIVE

Be the first player to obtain 1,000 points.

## BEFORE YOU START

1. Write each player's name on the top of a score pad.
2. Choose one player to shuffle and be the dealer for the hand.
3. The dealer distributes eight (8) cards, face down, one at a time, to each player. Players are allowed to look at their cards.
4. The dealer places the remaining cards face down in the center of the table to become the draw pile. Play starts to the left of the dealer and continues clockwise.

**GOLDEN RULE** - At any time during the game: Each player must always have eight (8) cards in their hand at the end of every player's turn. If at the end of any player's turn you have fewer than eight (8) cards, draw to replenish your hand. There is no maximum number of cards allowed.  
If you draw a Bonus card at any point, place it down in front of you and replace it immediately by drawing a new card.

## PLAYING THE GAME:

During each turn a player can choose to do **one** of the following:

1. Draw cards
2. Battle
3. Play a special card.

### (1) DRAW CARDS

Draw two (2) new cards from the draw pile.

### (2) BATTLE

Initiate your attack by choosing a single numbered card from your hand and place it face up in front of you toward the middle of the table creating a prize pile. All other players who have a card with the same number must place ALL of their same numbered cards into the prize pile.

**Note:** The player who initiated battle should only place one (1) card in the prize pile. All other players must place all copies of the requested card into the prize pile.

All players who placed a card into the prize pile have a chance to win the battle. Each player in the prize pile must now choose a champion (another numbered card) from their hand and set it face down on the table.

**Note:** All players who were required to put their numbered cards into the middle can also decide to surrender their cards instead of battle. If surrendered, all cards placed in the middle are left in the prize pile.

After all players have selected their champion, the battle starts and players reveal their champion simultaneously. The player that revealed the highest-ranking champion wins the battle and wins the prize pile. If two players use the same champion, the tie is broken by the stronger character as denoted by the pips under the number.

If you initiated a battle, but no player had the card requested, the attacking player will draw one (1) card and end his or her turn. If you run out of cards in the draw pile, simply shuffle the discarded cards into a new deck.

### (3) PLAY A SPECIAL CARD

Choose one (1) special card from your hand and follow the instructions for that card. See instructions for all special cards on the back of this sheet. Playing any special card will complete your turn.

Remember that during your turn, you may only choose to Draw, Battle, OR Play a Special Card. A player cannot battle and then use a special card unless it is used as part of the battle (i.e. Guardian.)

## HOW TO WIN

In order to win each hand a player must obtain two (2) armies. An army is a set of 4 matching character cards. Point values vary based on the army completed. Refer to the scoring table on the bottom of this page for a complete chart of point values.

The first player to obtain the required number of armies at any point during their turn wins the hand. The player who ends the hand gets an additional 50 bonus points for that hand. Continue playing until one player reaches 1,000 points.

**Note:** Each player must hold all collected armies in your hand until you can lay down the required two (2) armies (or three (3) armies if you hold the Death card.) That means that someone can steal a full set from you if you aren't careful!

## THE CARDS



### CARD RANKING

The WILD card is the highest rank, the DEATH card is the lowest rank.

### CARD STRENGTH

The highest strength is a 6, and the lowest is a 1. If a battle ends in a ranking tie, the card with higher strength wins. This is an archer with a strength of 4, as denoted by the 4 pips under the number on the card.

## SCORING

1. Each bonus card is worth 50 points.
2. The winner of the hand gets 50 points.
3. All players that have at least one (1) army in their hand may also count the points associated with the army/armies they completed. Remember, an army is a collection of four (4) cards of the same number and character.

### ARMY VALUE

Army of 1's OR 2's = 300 points  
Army of 3's OR 4's = 250 points  
Army of 5's OR 6's = 200 points  
Army of 7's OR 8's = 150 points  
Army of 9's OR 10's = 100 points

4. If a player was able to obtain all six (6) of the same character, they are awarded with an extra 50 Points.
5. If a player ended the hand with the Death Card, they must subtract 150 points from their score.

## GAME VARIANTS

**KIDS MODE** - Remove all special cards and play with only the character cards. This is a simplified version of the full game, but will allow younger players to understand the objective. As younger players begin to understand how to play, slowly add back the special cards.

**GOD MODE** - The guardian and gravedigger cards can save, revive, and resurrect any card, including WILDS, not just numbered cards.

**REVERSE POINTS** - Cards with higher values (9 & 10) are not only the strongest cards, but are also worth the most. Use the above point chart, but in reverse (9's & 10's are worth 300, 7's & 8's are worth 250, and so on).

# CARDS IN THE GAME

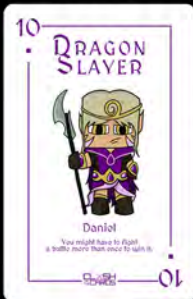
There are three (3) types of cards in the game:

- Character Cards
- Champion Cards
- Special Cards

Character cards are used to build armies.

Champion cards are used to battle other players.

Special cards have many different uses, so make sure to read about each one below:



**Character (x60)**  
Type: Character / Champion

Cards 1-10. There are six (6) cards of each character. Collect these cards to complete armies. Also use these cards as champions during battle.



**WILD (x4)**  
Type: Character / Champion

The Wild card may be used to complete any army, and a player may use any number of wilds to complete an army.

The Wild may also be used in battle as a champion. Wilds are the highest-ranked cards in the game, but once you use the Wild in battle, it is discarded and cannot be used to complete an army.

Note: a player may not battle other players for Wild cards.



**Bonus (x4)**  
Type: Special Card

Bonus cards reward the player who manages to keep them till the end of the hand. The player adds the number of points printed on the card to their score. A Bonus card is played immediately when drawn. The player will place the Bonus card in front of them on the table and draw another card to replace the Bonus card in their hand.

If you steal a Bonus card, draw an extra card. If you were dealt a Bonus card, before the first player begins, place it down in front of you and draw a new card.



**Castle (x6)**  
Type: Champion/Special Card

You may use this card as a champion anytime another player attacks one of your cards. Place your attacked card(s) in the prize pile. Then use the Castle as your champion. When the champions are revealed, retreat your card(s) that are under attack to your hand. Discard after use.

The Castle card may also protect your cards against a Thief. If a Thief is played against one of your Bonus cards or in an attempt to steal one of your cards, then you may discard a Castle and defend your Bonus card or the cards in your hand.

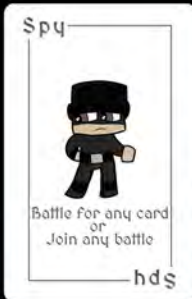


**Death (x1)**  
Type: Champion

The Death card is the lowest-ranked champion and requires the holder to obtain three (3) armies, instead of the standard two (2), before being able to win the hand. The Death card also subtracts 150 points from the player who holds the card at the end of the hand.

Players can get rid of the Death card by using it as a champion in any battle in which they are participating. This will result in the player losing the battle; however, when played as champion, the Death card becomes part of the prize pile and is given to the winner of the prize pile.

The Death card is never discarded, but given to players as part of the battle prize pile.



**SPY (x6)**  
Type: Special Card

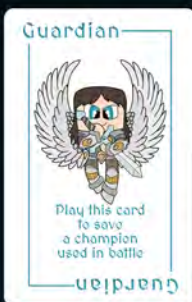
The Spy card allows you to do one of two things:  
1. Initiate a battle as any numbered card. If you are attacking, name any character and then discard the Spy. You will still battle with other champions as normal.  
OR  
2. Use this card to join any battle, even if you are not defending a card. (e.g. you did not have "Vikings" when the attacking player attacked with a "Viking".) This is your chance to get in on the action and win cards!  
Discard after use.



**Thief (x6)**  
Type: Special Card

The Thief card allows you to do one of two things:  
1. Steal one bonus card from any player.  
OR  
2. Ask any player for any card. If the player has the requested card in their hand they must give it to the requesting player. If the player has more than one (1) copy of the requested card, the player giving up the card may choose which one to give. If that player doesn't have the requested card, then your turn is over. Discard after use.

Note: Playing this card counts as your turn.



**Guardian (x4)**  
Type: Special Card

The Guardian allows you to save a numbered Champion after a battle. Instead of discarding your Champion into the discard pile. Place the Guardian into the discard pile after a battle and place your champion back into your hand.

The guardian is only able to save character cards. The guardian will not save special cards (i.e. Wilds, Spys, or Castles.)



**Chest (x1)**  
Type: Special Card

The Chest allows you to protect one (1) army so that no players can steal it. During your turn, instead of drawing or battling, you simply lay down an army (at least four (4) cards, but up to six (6)), face down, and place the chest on top of the army. The player will then draw the required number of cards to replenish their hand to eight (8) cards. Play the Chest face up, but you do not need to reveal which army you are protecting.

Note: You cannot add cards to a Chest once it has been played.



**Gravedigger (x4)**  
Type: Special Card

The Gravedigger allows a player to steal a numbered card from the discard pile. Discard after use.

Note: Playing this card counts as your turn.

## FAQ

### WHO WINS IF TWO PLAYERS GET 1,000 POINTS?

- If two players reach 1,000 points during the same hand, the player with the most points wins. If both players have the same number of points, the player to receive the most points in the final hand is the winner.

### WHAT HAPPENS WHEN ALL PLAYERS EXCEPT ONE PLAY A CASTLE CARD?

- The player that did not play a castle will lose their champion, but get back the cards they placed in the prize pile.

### CAN THE THIEF STEAL ANY CARD?

- Yes, but be careful. If the player you are attempting to steal from doesn't have the card you are asking for, you wasted your turn. Also, remember that a castle can be used to block any attempt to steal.

### DO I STILL GET TO DRAW A CARD IF I STEAL A BONUS CARD?

- Yes. When you steal a Bonus card, you also get to draw one from the draw pile. Anytime a Bonus card is played or stolen a card is drawn.

### IF I INITIATE A BATTLE TO GET RID OF THE DEATH CARD CAN I STILL LAY DOWN?

- Yes. If you initiate a battle and at the end of the battle you have the required sets to lay down, it is still your turn and you can end the hand.

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### Castle Vs. Death

If only two (2) players are involved in a battle and one (1) player used a castle as a champion and one player used Death, the player who played Death must keep Death at the end of the battle. A player will never receive the Death card if they played a castle in the battle.