

2. SET UP PHASE

During this phase, the players can secure their territories on the treasure cards (with the dice of their color on top) by placing the attack cards face down.

Each attack card has different effects, such as nullifying the placement of the opponents' attack cards or interfering with territories.

The area of effect of the attack cards are depicted on the bottom right of each card. **The area of effect has an impact on every attack card of opponents within range. However, it does not affect one's own attack cards.**

The effects of the attack cards activate during the upcoming BATTLE PHASE, starting with the smallest number (0→1→2→3→4→5). Get the hang of using the attack cards to attack treasure cards on the territories of other players, and do not allow anyone to take away one's own treasure cards.



- Starting from the first player, each player takes turns clockwise. The first player is the person who rang the bell determining the end of the previous DICE PHASE.

- On the player's turn, choose 1 attack card from hand, and place it **face down** on 1 of the treasure cards that are occupied with their dice. Recollect the 2 dice placed on top of the treasure card when dealing the attack card.

ATTENTION

- If there are no more treasure cards occupied by one's own dice left on the field, then the player has to skip a turn.
- If there are treasure cards taken up by one's own dice on the field, then the player has to place an attack card on their turn.
- If the player uses up all of their attack cards on their turn, during which they are required to place an attack card, they can take all of their discarded attack cards back on hand.**

TIPS & NOTES (SET UP PHASE)

- Hold all of the 9 attack cards in hand at the beginning of the game.
- Have a go at discussing or negotiating with other players in order to make a successful attack on players with high scores, as well as keep the damage at a minimum.

The SET UP PHASE ends when all of the players have put down their attack cards on their occupied treasure cards face down, and all of the dice have been removed from the field.

3. BATTLE PHASE

In this phase, the players will turn everyone's attack cards on the field face up, and interfere with each other's territories by activating the attack card effects in order of attack speed.

Flip every attack card that has been placed face down to face up all at once. Then **activate the effect of each attack card in the order printed on the upper left of the attack cards. (1→2→3→4→5).**

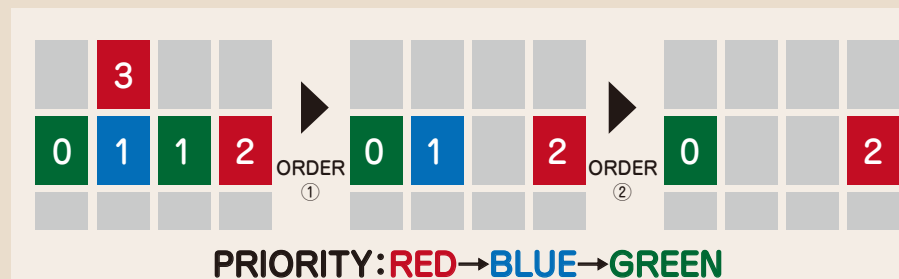
The cards of the opponents that lie within the area of effect of the player's attack card are discarded and sent back to the pile of each respective owner. Each affected player should place the cards face down on their own pile. (They are to remain secret.)

If attack cards with the same attack speed is placed, e.g., 2 "Squadron Battle on Board [1]" cards in the same turn, the priority of card effect will be in clockwise order starting with the first player.

The BATTLE PHASE ends when the effects of every attack card have been activated.

EXAMPLE

*The first player is marked red. The players take turns clockwise in the order of red→blue→green.



ORDER ①: "Squadron Battle on Board [1]" (Blue), "Squadron Battle on Board [1]" (Green)

* "Vile Hostage Strategy [0]" (green) will not be affected.

2 players played the "Squadron Battle on Board [1]" card. In this case, the effects activate in clockwise order starting with the first player (blue). The blue player gets priority in this example. Furthermore, "Main Cannon [3]" (red) and "Squadron Battle on Board [1]" (green) become invalid.

- The effect of the "Squadron Battle on Board [1]" card sends opponents' cards of its immediate surrounding back to their owner's discarded pile.

ORDER ②: "Side Cannon [2]" (Red)

The next card which has higher attack speed is "Side Cannon [2]" (red). It sends opponents' attack cards within a horizontal line back to their owner's discarded pile.

The effect of "Side Cannon [2]" (red) discards "Squadron Battle on Board [1]" (blue). Similarly, depending on the positioning, it is possible to discard a "Side Cannon [2]" (red) with a "Squadron Battle on Board [1]" card.

TIPS & NOTES (BATTLE PHASE)

- The different effects of the attack cards target every attack card of opponents within range. E.g., when 3 opponents' attack cards are within the area of effect of the player's "[2] Side Cannon" card, then all 3 of them will be sent back to their owners' deck.
- The effect of each attack card does not affect attack cards of the same color.