

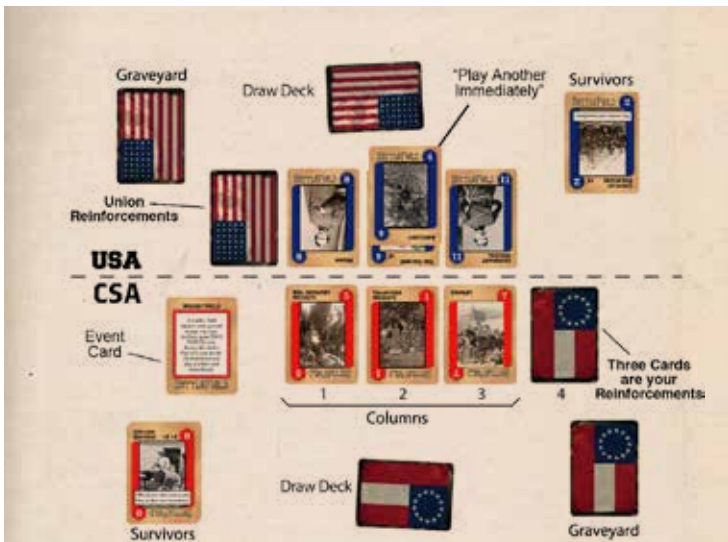
The game includes two decks of 72 cards, one for each player. The cards represent the armies of the Union and Confederacy in the American Civil War.

Objective:

Eliminate all of your opponent's cards.

Here's how:

- 1) Each player shuffle your own deck of cards. Place your deck face down in front of you with plenty of space between your deck and your opponent's deck where you will play the game. (This is the "Battlefield.")
- 2) Each player in turn randomly flip three cards face-up from your draw deck and lay them in a row on the table so that the face-up cards are opposite the other player's face-up cards, like setting up three pairs as in the traditional card game "War" (see illustration on Page 3).

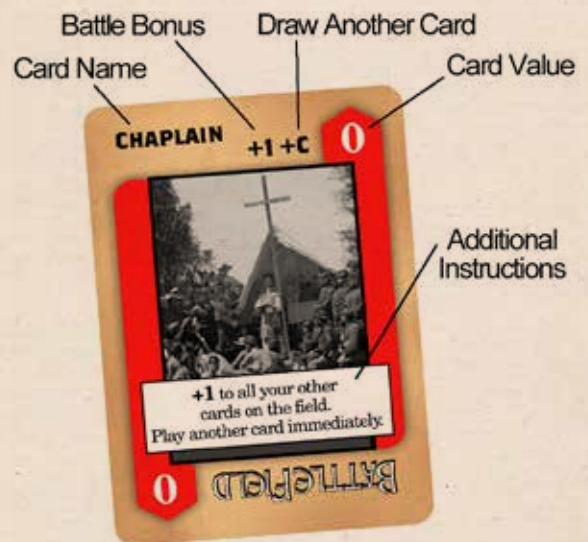


The three opposing pairs are called "columns." If any of these three cards say, "play another card," you should do so immediately. More cards may be added to these columns by overlapping them to show just the values of the cards underneath.

NOTE: When any any card says "play another card immediately," you must play the new card on top of the card that directed you to do so (overlapping).

- 3) Once all three face-up cards and all "play another" cards have been played out, draw three more cards from the draw deck into your hand. These are your "reinforcements" for this battle.

Study your forces on the table...check your opponent's card values...then position these reinforcement cards, still face down, one



card to each of the three battle columns. When both players have committed to a position for their reinforcements, **both players turn these cards face-up** and continue.

NOTE: If a reinforcement card says to “play another”, then do so after you flip it over, and so on until all “play another” cards have been played out.

4) **Some cards are “Event” cards.** These usually will add to or subtract from your cards’ point values. Some such cards say, “**place beside the battlefield,**” and should be placed beside your face-up cards during this battle only. When the battle has been resolved, these cards will be put into the Graveyard (see step 5).

Other cards have explicit directions on them for you to follow before the conflict is resolved. Some character cards will also add points to the value of your cards, noted on the cards themselves.

NOTE: If a reinforcement card is an Event card, it is played to the column normally. The Event

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is ignored and the card’s value in the conflict is counted as ZERO.

5) **Resolve all conflicts on the table.** A player’s column of cards with higher total points than its opposing column beats the opposing column (after all modifications noted in step 4 have been made). **Losing cards go into a face-down “Graveyard” pile** to the right of your draw deck. **Winning cards are placed face-up in a “Survivors” pile** to the left of your draw deck. (As shown in the set-up diagram, each player has their own Graveyard and Survivors piles).

6) **What if the totals on each side of a conflict are the same?** When this happens, **place one more card** from the top of your draw deck face up on your column involved in that tie score, and add its value to the column’s total.

Again, if this card calls for another, play it immediately. And again, after all “play another” cards have been played out, the highest total wins; losers are sent to the graveyard, winners fall back to the Survivors pile to await their next battle.

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If, after all this, there is still a tie, go through the process (Step 6) again.

NOTE: If a card drawn during this process is an Event card, it is played to the column normally. The Event is ignored and the card’s value in the conflict is counted as ZERO.

7) **After the battlefield has been cleared of all cards** (either to the graveyard or survivor piles), the next battle begins. Start again at Step 2.

Survivors live to fight another day!

When your draw deck has been used up, shuffle your Survivors pile. Place it face-down to become the new draw deck for continuing the war, and start a new Survivors pile.

When you run low on cards near the end of the game, simply play as many cards as you can for the last couple of rounds. Eventually, you will get down to just a few cards. Play them where you can and hope for the best! If there is no opponent’s card in a column, your unopposed cards automatically win.

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Winning the game:

The winner (of course) is the last player with forces still alive. When the Graveyard is full, there’s nobody left to fight your battles for you. Better luck next time!

Credits:

David and Joe McCord developed this game, and graphic design is by David McCord.

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