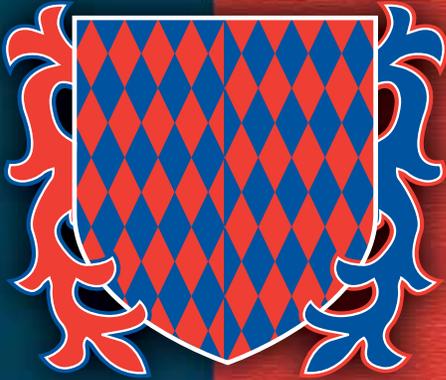


HOW TO PLAY BATTLEFIELD



A CARD GAME FOR TWO
MEDIEVAL RIVALS

BATTLEFIELD

Medieval Edition

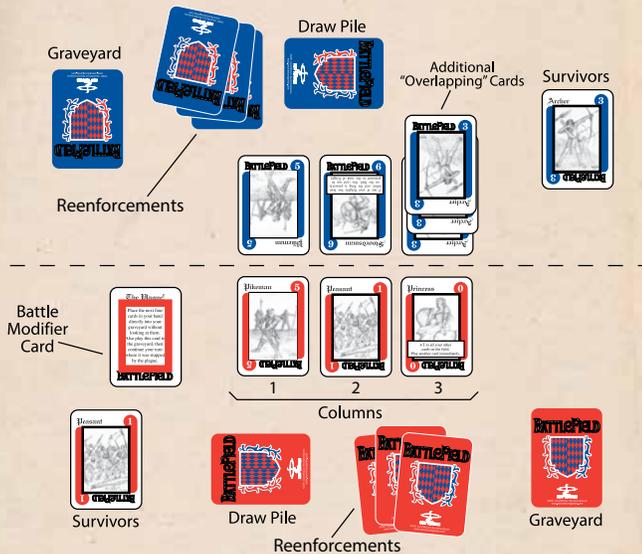
The game includes two decks of 72 cards, identical except for their color. The cards represent fighters meeting in combat on a medieval battlefield.

Objective: Eliminate 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 from your draw deck and lay them face-up in a row on the table so that your face-up cards are opposite the other player's face-up cards, like

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setting up three pairs as in the traditional card game "War" (see illustration above).

These three facing 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

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overlapping them to show the values of the cards underneath.

NOTE: When 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 your 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 last three cards, still face down, one card to each of the three battle columns. Once both players have committed to a position for their reinforcements, both players turn their reinforcement cards face-up and continue.

NOTE: If a reinforcement card says to "play another", then do so after you flip it over, and

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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 (so noted on the cards themselves).

NOTE: If a reenforcement card 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.

5) **Resolve all conflicts on the table.** A player’s column of cards with higher total points than

its opposing cards in that column beats the opposing stack (after all modifications noted in step 4 have been made). **Losing cards go into your own “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 his/her 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 await their next battle. If, after all this, there is still a tie - go through the process (Step 6) yet 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 Survivors 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 survivor’s pile. Place it facedown to become your new draw deck for continuing the war, and you 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!

(Warning: The battle may get bloody.)

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 all artwork is by David McCord.

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