HOW TO PLAY STEP-BY-STEP

Randomly determine which player goes first. Rock-paper-scissors, dice rolls–whatever works!

OPENING MOVES

- 1. The first player Commits their Character.
- 2. Both players draw up to their hand size.
- 3. Both players may mulligan.
  - 3a. The first player puts their entire hand on the bottom of the deck, and draws a new hand.
  - 3b. The second player may place any number of cards at the bottom of the deck, and redraw back to their hand size.
  - 3c. Players may only mulligan once, unless they reveal their hand to show they have no Foundations, and then may get a second mulligan.
  - 3d. Players who have chosen to mulligan must shuffle their deck afterwards.
- 4. The first player's turn starts!
  - 4a. On their first turn only, the first player skips their Ready Step.
  - 4b. Draw Step: draw up to your printed hand size.
  - 4c. Both players cannot play any Attacks on their first turn.
  - 4d. The first player's Character stays committed during their first turn.
    - 4-1. The first player plays a (non-Attack) card on the right-most space of their Card Pool. They must "check" by taking the top card of the draw pile and placing it face up on top of your discard pile, comparing the Difficulty (orange number) of the played card to the Control (blue number) on the "check" card. This continues until they either fail a check or elect to end their turn voluntarily.

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- 5. The second player's turn starts!
  - 5a. Ready Step: Ready all Committed cards.
  - 5b. Review Step: You may discard one card before the Draw Step.
  - 5c. Draw Step: draw up to your printed hand size.
  - 5a. On their first turn only, the second player may draw one (1) additional card during the Draw Step.

    - 5-1. The second player plays a card on the +0 space in their Card Pool. They must "check" by drawing a card from the Draw Pile, comparing the Difficulty (orange number) of the played card to the Check (blue number) on the drawn card. This continues until they either fail a check or are otherwise unable to play any cards.

- 6. Continue taking turns until a winner is determined!
  - 6a. Ready Step: Ready all Committed cards.
  - 6b. Review Step: You may discard one card before the Draw Step.
  - 6c. Draw Step: draw up to your hand size.
  - 6d. Continue using step 5-1, following printed instructions on cards for strategy!

While there are far more details and mechanics to learn, this covers the basic loop of playing UniVersus!

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