

Find the How To Play Battle video explanation at www.gathertogethergames.com/battle

Needed: Battle card game, pen and paper for scorekeeping

Identity Cards: SUPERHERO and VILLAIN cards
Fight Cards: Cards numbered 1-12
Action Cards: SKIP, REVERSE, EXPOSE, ELIMINATE, SAVE, NEW BATTLE cards
Battle Card: BATTLE card

Setup and Deal:

Step 1: Locate the BATTLE card and set it aside until Step 5

Step 2: Locate the Identity cards, (5) SUPERHERO cards and (5) VILLAIN cards. The number of players playing should equal the number of Identity cards being used. For example, with 6 players in the game, shuffle and deal 3 SUPERHERO cards and 3 VILLAIN cards. Each player should have 1 Identity card.

Step 3: Locate the (10) EXPOSE cards. The number of players playing should equal the number of EXPOSE cards being used. Add the needed EXPOSE cards to the deck.

Step 4: Shuffle the deck and deal according to the number of players in the game.

Players Cards

4*	12
5*	12
6	11
7	10
8	9
9	8
10	7

*remove 1 SAVE card and 1 ELIMINATE card when playing with 4 or 5 players

Step 5: Shuffle the BATTLE card into the remaining deck.

Step 6: Place the deck into the middle and flip the top card over to start the discard pile.

Game Play - Building: The player left of the dealer is first to play. The player can choose to pick up the top discard, or the top card of the deck. The goal of this phase is to create the best fighting hand as possible. With this in mind, a player will want to keep similar cards. After drawing a card, the player has the option to discard one card, but it is not required. It may be beneficial for the player to keep more cards instead of breaking up similar cards. Once a player discards, or passes on discarding, the play moves left to the next player. Players continue to draw the top discard, or the top card from the deck, and choose to discard one card or not. This continues until a player draws the BATTLE card.

Game Play - Battle: The player to draw the BATTLE card will immediately place it on top of the discard pile and start the battle by playing a fight card(s) from his/her hand. Fight cards of similar rank are played together. Play moves to the next player who has to match or beat the rank of fight cards previously played. A pair beats any single, a three-of-a-kind beats any pair, and so on. For example, a pair of 1s beats a single 12. If a player cannot beat the previous rank of fight cards, he/she can play a NEW BATTLE card if possible. When played, the player of the card will follow it by playing any fight card(s) from his/her hand.

Winning: Once players are able to get rid of their fight cards, they can play their identity card on their next turn. If a Superhero saves the world, all the Superheroes score a point. If a Villain achieves world domination, all the Villains score a point. Setup a new round with players getting a new Identity card. The first player to an agreed amount of points, such as 5, wins the game!



Action Cards: At any time during game play a player may discard (building phase) or play (battle phase) an action card. Action cards cannot be picked up from the discard pile. The following explains each action card:

SKIP: the next player's turn is skipped.

REVERSE: the game play is reversed. If play was moving to the left, it switches to the right (or vice versa).

EXPOSE: the player of this card will choose one player to expose his/her Identity card. The Identity card is left face up in front of its owner.

NEW BATTLE: the player of this card resets the battle, and gets to start a new battle with any fight card(s).

ELIMINATE: the player of this card will choose a player to be eliminated from the game. The player chosen to be eliminated will place his/her hand down and is out for the round unless immediately saved.

SAVE: this card allows an eliminated player to stay in the game. If the holder of the card wants to save an eliminated player, this card is played out of turn immediately after a player is chosen for elimination.

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What happens if...

An action card is played in the Battle phase? The next player in sequence must beat the previously played fight card(s).

The BATTLE card is the first card flipped over from the deck? The player left of the dealer begins the battle by playing a fight card(s).

An EXPOSE card is the first card flipped over from the deck? The dealer chooses a player to expose his/her Identity card.

A SKIP card is the first card flipped over from the deck? The player left of the dealer is skipped, and play begins with the next player.

A REVERSE card is the first card flipped over from the deck? The dealer is the first to play, and play moves to the right.

A NEW BATTLE card is the first card flipped over from the deck? The player left of the dealer has the option to draw the card.

An ELIMINATE card is the first card flipped over from the deck? The player left of the dealer has the option to draw the card.

A SAVE card is the first card flipped over from the deck? The player left of the dealer has the option to draw the card.

A player cannot beat the previously played fight card(s)? The player can play an Action card, or pass on playing.

No player can beat the previously played fight card(s)? The Battle resets and the player of the unbeatable fight card(s) can play any fight card(s).

There is a tie for game winner? Randomly place one SAVE card and one ELIMINATE card face down. A tying player will draw one of the two cards. This is repeated with each tying player. If an ELIMINATE card is drawn, the player is out. If all tying players draw the ELIMINATE card in the same round, start the process over.