



Face Off Duels


Set Up:


Sort cards by the icon the lower Right Hand corner.

Player one takes the cards with the  icon.


Player two takes the cards with the  icon.


Each player starts with seven personalities  and six equipment  in their hand.

Shuffle the cards with the  icon and set aside. This is the Victory deck.

Shuffle the cards with the  icon and set aside. This is the Power deck

Play:

Deal seven VC cards  face up in the middle of the play area.

Each player places one card from their hand, face down, opposite each VC card. You may look at your face down cards at any time. Note: A player may play an equipment card  face down, but they would immediately lose the duel if revealed.

When both players are set the round begins.

The player who last won a game of any kind is the first player. Play then alternates.

On your turn you may do **One** of the following:

- A) Switch one of your face down cards with a card from your hand.
- B) Fill an empty spot in your line up with a card from your hand.
- C) Switch the position of two of your face down cards in the lineup.
- D) Reveal a card with an action printed on it and play that action.
- E) Initiate a Duel.

A) Switching Cards Hand to Board

To switch a card simply remove a card from the line up and replace it with a card from your hand. This can be done on any turn you have face down cards in play --including the turn after you've gained a card from the Power Deck.

B) Fill an empty spot in your line up with a card from your hand.

Occasionally an action will require you to destroy a card in order to trigger an action. If that happens, you will have an empty spot in your line up. On your turn you may fill that spot by placing a card from your hand face down in front of the VC card.

C) Switching Cards on the Board



To switch the position of two Face Down cards, announce that is what you are going to do, then get after it.

D) Playing Actions



Very few cards have actions. For those that do, that action is printed on the card. For more details see the section on actions below.

E) Duels

To initiate a Duel point to a VC card in the line up and say 'Duel'. Then you and your opponent reveal your cards simultaneously by flipping them over.

The player whose personality  has the most power may choose to play an equipment  from their hand. Then the other player may play an equipment from their hand. If both players have a personality with the same amount of power, the player whose turn it is chooses to play an equipment (or not) first.

The player with the highest total power --personality + equipment --wins the duel.

The winner of the duel may choose to take the VC card  and place it face up in front of them so that their opponent may see it. If they choose not to take the VC card, they may look at the top two Power Deck cards  and choose one to add to their hand and discard the other.

If the winning duelist chooses to take a Power Deck Card, the VC card is removed from the line-up and placed face up next to the Power Deck.

If there is a tie in the duel neither party may claim a prize. The VC card is removed from the line-up and placed face up next to the Power Deck.

All equipment used in the duel is destroyed and placed face up where you opponent can see it.

If a player initiates a duel and an equipment is revealed, that equipment is immediately destroyed and the owner of that equipment loses the duel.

Actions

To use an action players announce that this their intention and reveal their card.

Cards with actions that do not destroy themselves are locked in place until the end of the round.

Continuing the Game

Once all seven VC cards have been claimed or removed, players return all their cards from the line up to their hand.


Seven new VC cards are dealt out and play continues.

After the third round the game is over. Proceed to final scoring.

Final Scoring and Winning

Each player sorts the VC cards they have won by the icon in the lower left hand corner.

There are three sets of VC cards.

Each VC card has a number of puzzle piece icons  on them.

The player with most puzzle pieces of any given VC set gets points equal to the face value of each card they have in that set. Other players get one point for each VC card they have of that set.

In the event of a tie, both players get face value for their cards.

The player with the most points wins the game.

Glossary

Destroy --To remove a card from the game. Destroyed cards are kept visible and available for your opponent to view.

Line Up --The row of cards in the center of the play area that includes your cards, your opponents cards, and the VC cards.

Power Cards --Cards that come from the Power Deck.

Reveal --To show a card in the line up to your opponent.

Revealed --To have a card in the line up your opponent can see. Revealed cards are locked into their position.