




2 players


(Advanced level)

Attack & Defend Rules

Choose a player to deal the cards.
That person shuffles the whole pack and deals out 15 cards to both players face down.

Each player then takes the top 3 cards. Moving the remaining 12 to the right for later play, this will be called "Ready to play deck." If the player wants, they can shuffle their own cards without viewing before the game begins.

To determine who can go on the attack first both players have to roll the Highest Lowest die. The player who rolls 1 more  Highest than the other player starts the Attack.

For each round the Attacker can choose any colour (Red, Blue or Yellow) from the colour die  and places that colour face up in the centre.

The Defending player can then place all 3 cards in their "Cards in play" hand face down on to the table. If they like the Defending player can swapped 1 card with the top card from their "Ready to play deck" before placing down on the table.

Once the Defenders cards are placed down in a row, recommended strongest card at the front. The Attacker can draw their chosen card from the 3 "Cards in play" and place it face up in front of the first defending card.

Attacking card will attack the Defenders cards, flipping 1 at a time. Looking at the best Highest result for that chosen colour.

Attacking card is greater than the first Defender card the attack leads on to the second and then third card, each time totalling up the value of Defenders cards.

If all added numbers total below the Attackers card. Then it's an instant Game Over for the Defender.

When the Attackers card is only greater than the first Defenders card and not the totalled value of the second. The Attacker can only take their own card and Defenders card lower than the attack.

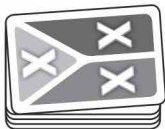
The card that defeated the Attacker is placed at the bottom of the Defenders "Ready to play deck." Attackers card and defeated Defenders cards are placed into the Attackers "Winning pile." This goes the same for 2 defeated cards.

Once this round is complete and players replenish their "Cards in play" totalling 3 cards. Roles are then reversed, Defender in last round becomes the Attacker.

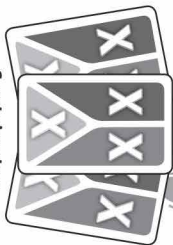
If there has been no Game Over by the time 3 cards are left in the "Players Deck." The winner is the one with the most cards in their winning pile.

Attack & Defend Layout

Players
Winning Pile



Cards in play



Attackers chosen
die colour



Attack Card
placement
area.

Defenders
1st card



Defenders
2nd card



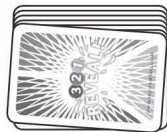
Defenders
3rd card



1st + 2nd = Total

1st + 2nd + 3rd = Total

Total of chosen colour number on cards.



Players Deck

Players Deck



Players
Winning Pile



For more rules go to www.keycreations.co.uk