

# 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. Review Step: You may discard one card before the Draw Step.
  - 4c. Draw Step: draw up to your printed hand size.
  - 4d. Both players cannot play any Attacks on their first turn.
  - 4e. 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 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 elect to end their turn voluntarily.

- 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!