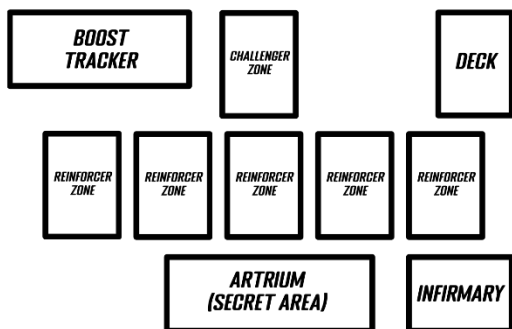


# Worlds Unchained Quick Play Guide

## Getting Started:

You need: 12-15 cards, a way to track power, a way to track Boosts, some d6 for injury counters, and a friend with the same things.

## Preparation:



1. Shuffle your deck.
2. Draw 7 cards.
3. Decide a prime player.
4. Starting with the prime player, take turns placing one Vassal into a reinforcer zone until both players have filled all 5 reinforcer zones.
5. Place the remaining cards on the bottom of your deck.
6. Set your Boosts to 40, 43 if you're the non-prime player.
7. Increase your Boosts by 1 for each Mob class Vassal you have in your domain.

## How to Play:

The bout proceeds in rounds, broken into phases in the following order:

**Start Phase:** Start the round!

**Challenge Phase:** Secretly select an unexhausted Vassal to be your Challenger. Reveal your Challenger at the same time as your opponent. Then move them to the challenger zone.

**Rest Phase:** Restore all your Vassals that are exhausted, turning them 90° to the left.

**Power Phase:** Secretly select a number between 0 and your current number of Boosts. You'll be spending this number to strengthen your Vassal. Reveal your number at the same time as your opponent. Decrease your Boosts by that number and increase your Challenger's power by that number.

**Combat Phase:** Take turns using an unexhausted Vassal's Chain or abstaining. If your Challenger had the greatest power at the start of the combat (in the case of a tie, if your Challenger has the least injuries, then if you are the prime player), you may use a Chain first.

If you use the Chain of a Vassal in a reinforcer zone, you exhaust them. If your Challenger and the reinforcer come from different Worlds, you must pay 1 extra Boost to activate the Chain.

- Prime Chains can only be used as the first Chain of the round.
- When you use a Chain, your opponent can use a Riposte Chain, and if they don't, you can use a Combo chain.
- Challenge and Reinforce Chains can only be used from their named zones.

Once you and your opponent have used all the Chains you want, the Challenger with the highest power wins!

**Resolution Phase:** Injure the Challenger(s) that tied or lost. Exhaust both Challengers by rotating them 90° to the right, reduce their powers to 0, and move them back to the reinforcer zones.

If a Vassal has two injuries, they are eliminated and sent to the infirmary, removed from the game.

**End Phase:** End the round and start a new one!

## The Champion is...

If your opponent has no Vassals left and you have at least one, then you win the bout!

