

# READ THIS FIRST

## QUICK PLAY OUTLINE: *Learning the Game*

1. **UNWRAP THE CARDS.** Sort the Basic Game cards (with a Red or Blue stripe) into the following decks:
  - Central Powers Nationality cards (Dark Gray border on front, Iron Cross in corners)
  - Entente Allies Nationality cards (Light Brown border on front, Allied Roundels in corners)
  - Neutral cards (Light Blue border on front and no nationality insignia)
  - Add the **Mata Hari and Spies** and **T.E. Lawrence – Lawrence of Arabia** White deck Jokers to the Neutral and Entente Allies Nationality decks, respectively.
  - You will also need the **Defender This Turn** card and the Random Event deck (Brown with an Orange border on the back), and the Bonus card deck (Yellow stripe on the front).
  - Set the other White cards (White stripe) and the *War of the Worlds* expansion cards – 12 cards with the *WoW* expansion symbol 🍷 – aside for now. You can add those after you're more familiar with the game.
2. **STUDY THE CARDS**, using the **Game Overview, Cards, & Glossary** sheet to identify the symbols and other elements of each card.
3. Read through the **EXAMPLES OF PLAY-FAQ-Card Play Summary** folder to get a feel for how a Game Turn works.
4. Finally, play through a game on your own, using the Rules 6.0 for reference.

## QUICK PLAY OUTLINE: *Playing the Game*

- When in doubt, do exactly what it says on the card. You may play only 1 card per Combat Round unless adding to cards already in-play.
- The Defender always draws first, plays first, and activates cards first unless the Attacker has a Joker or Bonus card that can interrupt a Defender's play or activation.
- Cards can only cancel or discard an opponent's card if their card ability text says they can do so. The cancelled cards are turned face-down and may not be activated or linked (added) to.
- During each Turn you **MUST** play at least one Nationality card. It does not have to be the first card you play.
- If you are the Attacker you **MUST** play at least one Attack ♠ card during the Turn. It does not have to be the first card you play.
- During each Combat Round you **MUST** play a single card (unless all 9 of your cards were played in Combat Round 1), which may be added to another card in-play.
  - You may simultaneously play an **Improved Weapon** or **Improved Doctrine** card with this card.
- In addition, during your Combat Round you may also do the following (in any order):
  - Play cards that link (add) to your other face-up cards.
  - Activate any card that has not already been activated, cancelled (turned face-down), or discarded.
- Playing a card and activating it are two separate actions. A card can be cancelled or discarded before it is activated, preventing its ability from being used.
- Only Jokers and Bonus cards may be played from your hand or activated to interrupt the opponent's part of a Combat Round and cancel or discard the opponent's card as soon as it is played.
- You can win a Turn using Neutral and Bonus cards, **but you can only win the game by capturing enemy Nationality cards.**