

GRIMSLINGERS: DUELS

INTRODUCTION

In a land beyond God's reckonin' is a place called the Forgotten West. A cursed land of sorts in the American frontier, housing the damned, the mysterious, the unfortunate. You ended up there, God knows why, and you sure ain't leavin' anytime soon.

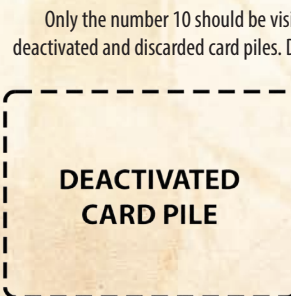
The Iron Witch, a downright mysterious bein', has sired you into his coven, grantin' you the ability to use powerful magics. Now he's requirin' all his newly sired to duel each other so that he can make y'all into witches proper.

But you ain't brandishin' no pistols in this here duel, no sirree. That'd be too cliché. Instead you'll be battlin' foes with the elements! Freezin em to bits, blowin em to bits, electrocutin' em to bits...well you get the picture. There'll be lots of bits when all is said and done.

Equally matched against yer fellow witches, you got to master the elements with all their particular strengths and weaknesses. Good luck, Grimslinger!

HOW TO SET UP THE GAME

- DISTRIBUTE CARDS:** Each player needs the following cards: A grimslinger, an anima, a health tracker, an energy tracker and all six element spells (FIRE, EARTH, WATER, ICE, WIND, LIGHTNING).
- PUT SPELLS IN HAND:** Put all six element spell cards in your hand, hidden from your opponent.
- SET UP YOUR CHARACTER SPACE:** Place your health and energy trackers in front of you, then place your grimslinger card on top of the health tracker and your anima card on top of your energy tracker as shown below.



Only the number 10 should be visible. This area is called your character space. Note the position of the deactivated and discarded card piles. Discarded cards are placed vertically, deactivated cards horizontally.

- BUILD THE NUMBER DECK:** There are 10 cards that look like playing cards. Shuffle these and place them number side down where both players can reach them.

ELEMENTS, ANIMAS AND TRACKERS

ELEMENT CARDS

- Title banner:** Gives the name of the element spell.
- Weakness banner:** Describes which elements this card does and does not beat.
- FX banner:** Details the special effects that can happen when playing this card. If a spell's FX are ever mentioned, it is referring to what is written on this banner.
- 4 & 5. Resolution number (RN) and target:** These are not used in Grimslingers: Duels but are needed, as well as the 26 target cards that come with this game, to combine it with other Grimslingers products.



ANIMA CARDS

There are abilities listed on the front and back of the anima card. When and how these abilities are used is described on the card and in the "Phase One - The Standoff" section of how to play the game.

To use the reload and purge abilities you must state that you are doing so, then follow the instructions written on the card. To use surge, you must first flip the card over and state that you are using that ability, then follow the instructions written on the card. Flip the card back over at the end of the Aftermath phase.

TRACKER CARDS

The front and back of each tracker has flavor text related to different personalities. Choose the side you prefer and place it face up (this does not affect gameplay).

As you gain or lose health and energy you must slide your grimslinger and anima cards up, or down, on top of its respective tracker so that the arrows are pointing to the correct number.

HOW TO PLAY THE GAME

Players will go head to head using a unique dueling system where everyone's turn happens at once. Careful planning, resource management and luck will all come into play, so be sure to keep your wits about you!

To win, you must reduce the other player's health to 0. The game is broken down into turns that happen simultaneously for each player. Each turn is made up of three phases as outlined below.

PHASE ONE - THE STANDOFF

1. You may do the following and must tell the other player which actions you are taking:

- Sacrifice HP for EP. The conversion rate is 1 HP for 1 EP. You cannot sacrifice HP if you are at full EP. You cannot sacrifice down to 0 HP.
- Use your purge or reload ability. You can only use one of these anima abilities during the Standoff phase.
- Use your surge ability. Flip the anima card over to the side that has the surge ability listed.

2. When you are finished say, "Ready." Move on to phase two when both players are ready.

PHASE TWO - THE DRAW

1. Select a spell from your hand and play it face down.

If you want to pass instead of playing a card you must still play a spell.

2. When all players have placed their cards shout, "Draw!" and reveal them. Then move on to the Aftermath phase. Once all cards have been placed and before they are revealed, you may state that you are passing. Put your cards back into your hand. If passing, gain 2 EP.

PHASE THREE - THE AFTERMATH

1. Put deactivated cards from the previous turn back in your hand.

2. Resolve the cards you played.

- Check the weakness banner on your element spell. If your card is beaten by the opposing card, immediately discard your card. The card that was not beaten is a successful attack.



- If neither card is beaten by the other you will have a face-off. See "Resolving Face-offs".
 - For successful attacks, apply the FX of the card.
- 3. If you used surge, flip your anima card back over**
- 4. Discard the card you played if it was not already, then start a new turn.**

RESOLVING FACE-OFFS

A face-off is when two elemental beams collide, resulting in a contest of strength, luck and willpower to overthrow the other.

Face-offs consist of each player taking turns drawing a card (called a push) from the number deck or refraining from drawing a card (called a hold). The goal of each player is to have a total value of cards in hand equaling 11 (called an apex) or as close to it without going over (going over is called an exhaust).

To resolve a face-off, follow these steps:

1. Draw one card for each player from the number deck face up. The player with the highest card goes first. These cards count towards your hand total. Draw another card for each player if it was a tie.

2. Take turns to either push or hold.



- If both players HOLD, one after the other, the Face-off ends and the player with the highest total value in hand wins. The winner's spell will apply its FX.
- If a player has exhausted they lose and the face-off ends immediately. The winner's spell will apply its FX. Also, any DMG to be applied to the exhausted player will be doubled.
- If it is a tie, both element cards must be discarded without applying their FX.
- If a player has apexed and their card does DMG, they will gain +1 DMG to their card's FX if they win the face-off.

Example: Jill has apexed and Jack exhausted. Jill had played LIGHTNING, which does 3 DMG. Because Jill has apexed, her LIGHTNING will now do 4 DMG. However, Jack has exhausted, so instead of taking 4 DMG Jack will take 8 DMG and the other FX of the LIGHTNING card.

QUICK DRAW RULE SET

The Quick Draw rule set allows for more than one card to be played during the Draw phase. The rules of Quick Draw are identical to the regular rule set, except for what is described in the following.

- 1. During the Draw phase, you may play more than one spell up to a set maximum.** Players must decide on a maximum between 2 and 6 cards. Stack these cards all together face up during the Draw phase.
- 2. There are several Aftermath phases equal to the amount of cards played during the Draw phase.**
- 3. Players no longer reveal their cards during the Draw phase.** Instead they reveal their cards at the start of the Aftermath phase. If a player wishes to, or must, pass then they must state so before they flip over their cards. This may be done at the start of each new Aftermath phase.

Example: During the first Aftermath phase, Billy reveals his card and resolves it. During the second Aftermath phase - BEFORE anyone has revealed their second card - Billy states that he is going to pass and returns the card for that second Aftermath phase to his hand. There is one more Aftermath phase, and during this one Billy does not pass but reveals and resolves the cards he chose for this third Aftermath phase.

GLOSSARY

ACTIVE: Any card in your hand.

APEX: When a player's number cards in hand total 11 during a face-off, giving them +1 DMG to their card's FX.

DEACTIVATE: Means to put a card(s) from your hand into your deactivate pile for a turn. If you must randomly deactivate cards, shuffle the cards that could be deactivated face down, excluding any currently deactivated cards and the card you just played. Once shuffled, draw the required amount of cards and put them in your deactivated pile. Place them face down and sideways. Deactivated cards will return to your hand after one turn.

DISCARD: Means to put a card(s) from your hand into your discard pile. If you must randomly discard cards, shuffle the cards that could be discarded face down. Once shuffled, draw the required amount of cards and put them in your discard pile, face up.

DMG: An abbreviation for damage.

FX: An abbreviation for effect. Refers to what effect is written on a card's FX banner.

EP: An abbreviation for energy points.

EXHAUST: When a player draws a number card during a face-off that puts their total value of number cards in hand over 11.

HOLD: When a player decides to refrain from drawing another card on their turn during a face-off.

HP: An abbreviation for health points.

NV: An abbreviation for the numerical values. For example, "1 DMG to all foes," 1 would be considered an NV.

RN: An abbreviation for resolution number. RN determines the order in which spells are resolved.

PUSH: When players draw a number card on their turn during a face-off.

CREDITS

Stephen Gibson: Game Design, Illustration, Graphic Design, Writing, Videography. **Zachary Parkes:** Graphic Design. **Jeff Gracia:** Production. **Theresa Gracia:** Marketing. **Julie Ahern & Friends:** Proofreading. **Special Thanks:** All our Kickstarter backers, Darren Atherton, Joelle Gibson and Scott McGill!
©2016 Greenbrier Games.



GNEGS02-1st Edition

