



FIFTEEN MINUTE

**COLD
WAR**

Echo Zulu Rules

Contents

- 101 Cards
- x1 Instruction QR Card
- x4 Yellow Leader/Fallen Leader Cards (1 per country)
- x8 White Assistant Leader Cards (2 per country)
- x20 Blue Science and Culture Cards (5 per country)
- x24 Orange Special Cards (6 per country)
- x44 Brown Military Power Cards (11 per country)

Objective

To defeat all the other players and keep your Leader alive!
The last Leader standing is the winner of the match.

Setup

- Each player chooses their country and picks up their 25-card deck.
- The Yellow Leader Card is laid down in front of each player on their left, and the remaining, shuffled 24-card deck is placed face-down on their right. This is their personal Draw Pile.
- Taking one card at a time, each player will stack a combination of x6 White, Blue or Brown cards next to their Yellow Leader Card. Orange Special Cards are placed in a Discard Pile above the Draw Pile on the right.
- All players will set up at the same time, when everyone has x6 cards next to their Yellow Leader Card forming a Defence Stack, it's time to start the game.

Card Types

- Yellow Leader Card - This is like your king in chess, your goal is to protect your Leader whilst trying to defeat all other Leaders.
- White Assistant Leader - Defence cards that help protect your Leader, when one or both are placed immediately next to the Leader they have an aggregate effect.
- Blue Science and Culture Cards - Defence cards that have an aggregate effect when placed in groups of 3 cards. The three defence ratings are added together creating a stronger block of defence against incoming attacks.
- Brown Military Power Cards - Can be used for Attack from your hand or Defence when placed in your Defence Stack. Military Cards also have an aggregate effect when grouped into lots of 3 cards.
- Orange Special Cards - 4 cards for Attack and 2 cards for Defence. A description of how each card behaves is written on each of the 6 cards.

Let's Play!

Players sit around a table with their cards laid out in front of them. The Yellow Leader Card sits on the left with a combination of x6 Brown, White or Blue Cards stacked to the immediate right of the Leader Card.

The face-down Draw Pile is on the lower right side, and the Discard Pile sits face-up on the top right.

Play moves clockwise around the table and you must keep your face-up cards neat and visible at all times. The youngest player goes first.

Each player will draw the top 5 cards from their Draw Pile. This is your first hand. Players will always hold 5 cards in their hand.

During their turn, a player can choose to play 2 cards and must discard 1 card.

Players can perform any combination of the following actions -

- Play a single Brown Military Card to Attack an opponent or combine two Brown Cards for a larger aggregated Attack.
- Place Blue, White or Brown Card/s down in their Defence Stack.
- Play an Orange Special Card as per the instructions on the card.

For their mandatory discard, players must place any card from their hand or any card from their Defence Stack (aside from their Leader) in the Discard Pile.

After the discard, they will replenish their hand with 3 new cards from the Draw Pile bringing their hand back to 5 cards.

Attacks

When a player attacks an opponent, the attack value on the card must be defended with cards from their opponent's Defence Stack. If an Attack of 200 is launched against a player, that player will lose any Defence Card or Cards from the right side of their stack to the value of 200. N.B Partial damage does not defeat a Defence Card.

If the Defence Card or x3 Card Group on the right of their stack is greater than 200, the Attack fails and no defence cards are discarded. Attack cards are automatically discarded whether they do damage or not, defence cards are only discarded if they are defeated.

Another form of attack comes via the x4 Orange Special Cards with the Crossed Sword Icons. Three of these cards remove specific cards from an opponent's Defence Stack and the fourth allows the attacker to redeploy two Brown Military Cards from their Defence Stack and use them in a single attack against an opponent. N.B The specific instructions for using Orange Special Cards are written on the cards.

Attacks - cont.

The final type of Attack is called a Nuclear Triad or Blitzkrieg Attack and it's a big one!

If a player holds the three Brown Military Cards with either a Nuclear symbol or a Lighting Bolt symbol in their hand, they may play them in a single attack. If successful, this attack removes a defending player's entire Defence Stack aside from their Leader Card! The only effective way to defend the Nuclear/Blitzkrieg Attack is by having both Shield Icon Orange Special Cards in hand and playing them in defence.

Defence

It's important to maximise your defence at all times. Some tips on defence -

- Keep your two Shield Icon defence cards in hand as long as possible. Only use them for substantial attacks.
- The cards in your Defence Stack are far stronger in groups. Try to manipulate your stack via discards and card placement to ensure your Blue and Brown cards remain in groups of 3 where possible. Also, try to keep your White Assistant Leaders Cards adjacent to your Yellow Leader rather than in between your Blue and Brown cards.

My Draw Pile is Empty!

Resetting the Draw Pile is simple and fast, just flip the Discard Pile without shuffling it and your Draw Pile is ready to go.

When discarding cards, remember that you will get them back in the same order later in the game. Use this to your advantage.

Ending a Game

When playing a two-player game, the match ends when one of the leaders has been defeated. The remaining leader is the winner!

When playing a match with three or more players, as long as there are two or more leaders still alive, defeated players have the option to play on as a Fallen Leader.

They can't win the game but they can influence the result and get a little revenge by playing a minor role.

After a player has been defeated, they will shuffle their 24 card deck and place it face down on the table. They will also flip their Leader card to the Red Fallen Leader side of the card. During their normal turn sequence, they can play a single unseen card against a chosen opponent. Any Brown Card will result in an attack that must be defended. A Blue Card will be lent to the player and added to their Defence Stack (remember to get it back after the game) and any White or Orange Cards are simply discarded.