

Bahamut Dispute



You are the greatest wizard of your kingdom. On a day like any other, you learn that your archrival from the neighboring kingdom is plotting an invasion by summoning the legendary Baleful Bahamut. With no time to spare, you prepare for the counter ritual.

Which of the almighty wizards will summon the Baleful Bahamut and lead their kingdom to victory? The decisive battle is upon you!

Contents

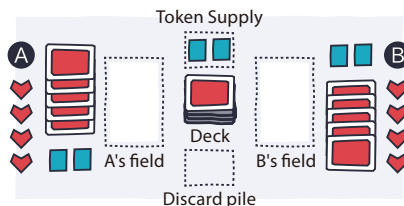
3 Monster cards (yellow) / 4 Spell cards (blue)
9 Action cards (grey) / 6 Necro-nope-nicon tokens
8 Life tokens / 1 Rulebook

Game Setup

Shuffle the 16 cards and deal each player a hand of 5 cards. Players are not allowed to see each other's cards.

Place the remaining cards in a face-down deck within easy reach of both players.

Deal each player 4 life tokens and 2 Necro-nope-nicon tokens. The remaining 2 Necro-nope-nicon tokens are placed in a supply pile next to the deck. Play a game of rock-paper-scissors. The winner decides the first player.



Game Overview

In this game, you'll be dealing damage to your opponent by playing certain cards from your hand. When a player takes damage, they return one life token to the supply. The winner is the first player who reduces their opponent's life to 0.

Players take turns performing the following actions in order:

- 1 Draw a card from the deck. *
- 2 Play up to 2 cards. *
- 3 Declare the end of your turn and discard cards until you have 5 or fewer cards in your hand.

*During the very first turn of the game, no cards can be drawn, and only 1 card can be played.

Playing a Card

Select a card from your hand, and place it face up in front of you. The area of face up cards in front of each player is that player's field.

[Monster cards]

The monster cards remain in your field and provide an ongoing effect until they are removed by another card.

[Spell/Action cards]

Immediately activate the effect on the card, and then discard the card.

When the deck runs out

If you try to draw a card while the deck is empty, shuffle the discard pile and place it face down to form a new deck.

Necro-nope-nicon

Anytime your opponent plays a card, you can spend one of your Necro-nope-nicon tokens to deactivate that card. Its effect does not take place, and the card is immediately discarded.

If your card got deactivated by a Necro-nope-nicon token, you can spend 2 Necro-nope-nicon tokens to reactivate and proceed to play your card, carrying out its effects.

You cannot cancel or deactivate a reactivation!

Game End

The game ends as soon as a player runs out of life tokens. The player still standing wins the game!

FAQ

Available on our website.
Please scan the QR code to access.



Credits

Game Design: Shun & AYA (Studio GG)
Artwork: Amelica (@amelicart)
Development: Jacek Mackiewicz / Takuma Waku



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Card List



Baleful Bahamut

Monster

This card can only be played via a spell card. If this card is in your field, deal 4 damage to your opponent at the start of your turn.



Grouchy Goblin

Monster

As long as this card is in your field, any damage dealt to you is reflected back to your opponent. However, the Grouchy Goblin cannot reflect the Baleful Bahamut's attack.



Baby Bahamut

Monster

If this card is in your field, deal 1 damage to your opponent at the start of your turn.



"Pawn Begone!"

Spell

Choose a monster card that's in play and discard it.



Spiritual Ritual

Spell

Choose a monster card from your hand and play it into the field.



Strange Exchange

Spell

Swap "Baleful Bahamut" and "Baby Bahamut" wherever they may be. If you need to look through the deck for one of the cards, shuffle the deck afterward.



Archival Revival

Spell

Choose 1 monster card from the discard pile and play it into your field.



Stabber Dagger

Action

Deal 2 damage to your opponent.



Prime Time

Action

You can play up to 2 additional cards this turn.



The Obsidian Comedian

Action

Draw 2 cards from the deck, add them to your hand, then discard any 2 cards from your hand. You can play 1 additional card this turn.



The Alabaster Caster

Action

Draw 3 cards from the deck, add them to your hand, then discard any 2 cards from your hand.



Spectacles of Miracles

Action

Select any card from the deck and add it to your hand. Shuffle the deck afterward.



Plume of Doom

Action

Select any card from the discard pile and add it to your hand.



Fierce Pierce

Action

Look at your opponent's hand and choose 1 card to discard.



Conjuration Incantation

Action

Declare one card. If your opponent has that card in their hand, take it from them and place it in your hand instead.



Swift Gift

Action

Obtain 1 Necro-nope-nicon token from the supply.

CAW!

