

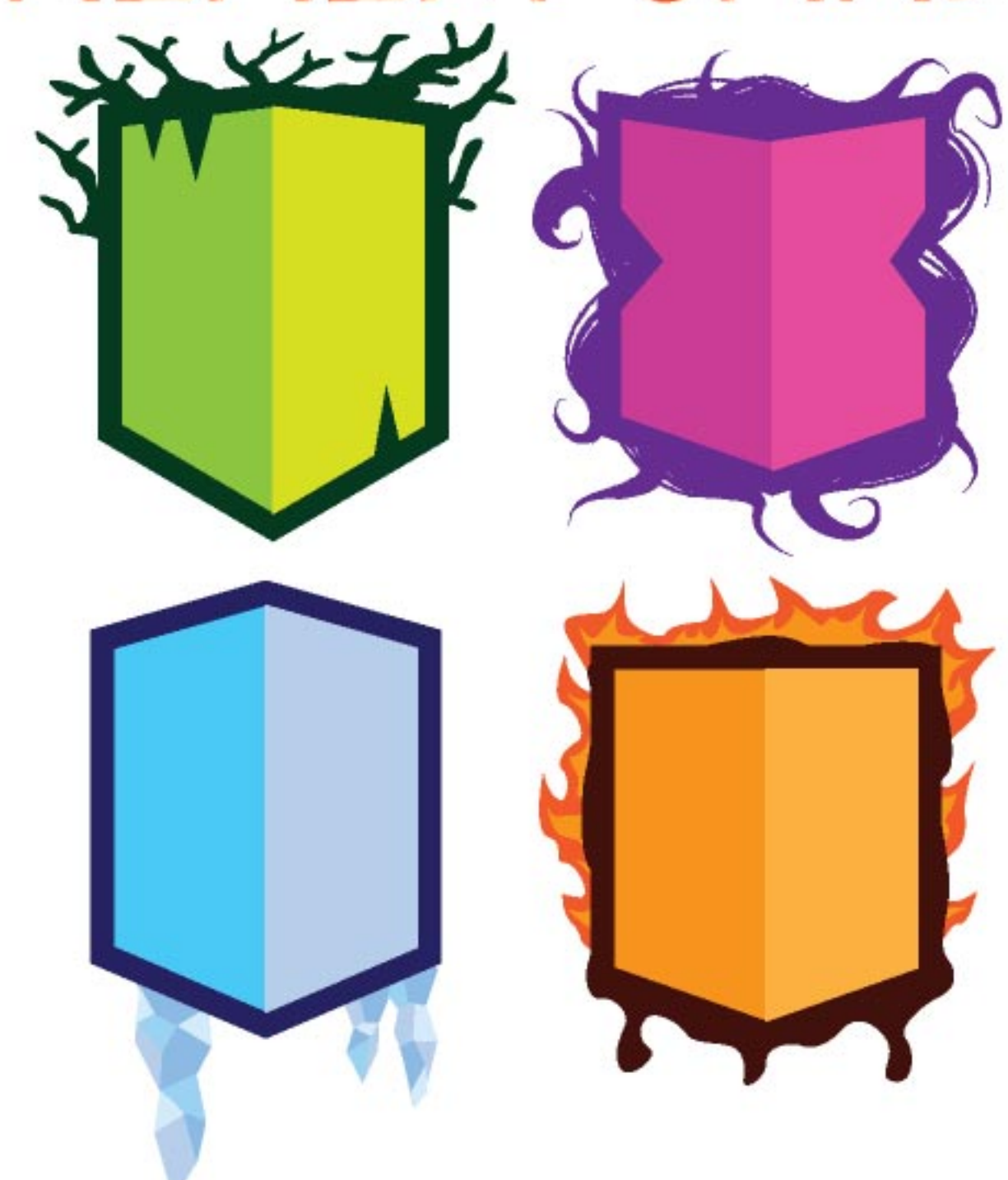
MONSTER REJECTS QUICK START

SHUFFLE 1 OF EACH CHAOS CARD PLUS AN ADDITIONAL HIROSHIMA AND TRIP THE FUCK OUT CHAOS CARD (2 OF EACH TOTAL) INTO THE 52 REALM CARD DECK.

CHAOS CARDS



REALM CARDS



EACH PLAYER DRAWS A CARD FROM THE DECK. HIGHEST VALUE GOES FIRST (CHAOS CARDS COUNT AS 0). IN CLOCKWISE ORDER, EACH PLAYER DRAWS 8 CARDS FROM THE DECK.

AT THE BEGINNING OF A PLAYERS TURN, THAT PLAYER CAN CHOOSE TO PLAY A CHAOS CARD AND FOLLOW ITS INSTRUCTIONS. WHETHER OR NOT A CHAOS CARD HAS BEEN PLAYED, THE PLAYER MUST ALWAYS TRY TO PLAY A REALM CARD ON THE PLAY PILE.



GAME DECK



THE PLAY PILE

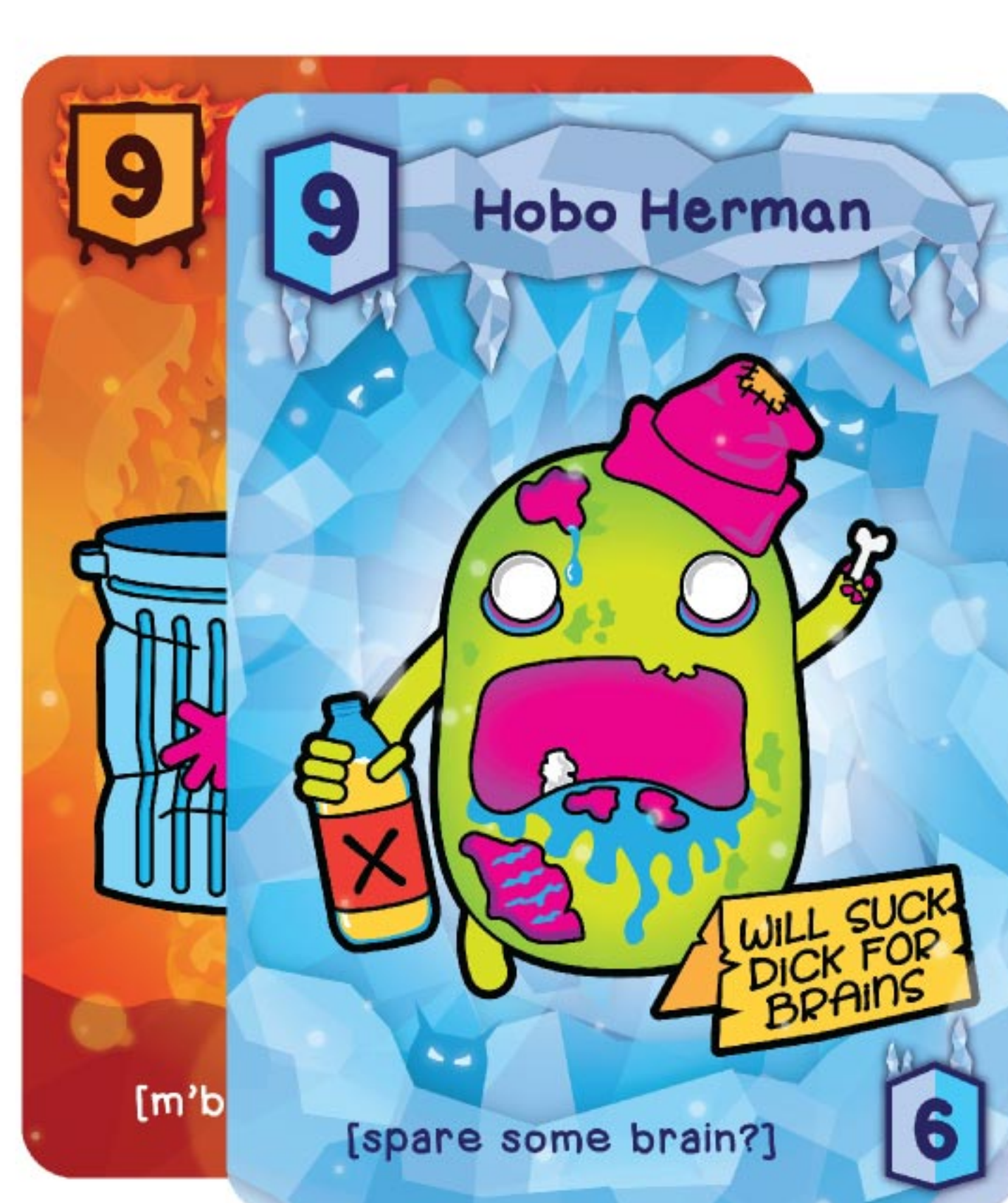


CHAOS CARDS



GRAVEYARD
(DISCARD PILE)

YOU CAN EITHER PLAY REALM CARDS OF **MATCHING VALUE**, OR REALM CARDS OF **HIGHER VALUE** FROM THE SAME REALM.



← ANY CARDS
OF MATCHING
VALUE



← SAME REALM
OF HIGHER
VALUE

YOU CAN PLAY MULTIPLE CARDS AT ONCE IF THEY ARE THE **SAME VALUE**. (EVEN TO START A NEW PLAY PILE)

IF YOU ARE UNABLE OR CHOOSE NOT TO PLAY A REALM CARD, YOU MUST DRAW A CARD FROM THE DECK. IF YOU STILL CANNOT PLAY A REALM CARD AFTER DRAWING, YOU MUST PASS AND YOUR TURN ENDS. IF EVERY PLAYER PASSES, THE PLAY PILE IS KILLED AND DISCARDED. THE LAST PLAYER WHO PLAYED A CARD TO THE PLAY PILE STARTS A NEW PLAY PILE.

THE FIRST PLAYER TO **DISPOSE OF ALL CARDS** IN THEIR HAND, **WINS THE GAME**.

NOTE: YOU CAN ONLY WIN BY PLAYING YOUR FINAL CARD AS A REALM CARD. IF A CHAOS CARD IS YOUR LAST CARD, YOU WILL STILL HAVE TO DRAW A CARD FROM THE DECK TO PLAY A REALM CARD ON THE PLAY PILE.