

RULES: LEVEL 1

SCRATCH
WARS

For players who are just starting out with Scratch Wars or want to play on the easiest difficulty.

Both players put their chosen hero card on the table.

Each player also places at least one or maximum five weapon wheels next to his hero and sets (*by moving a bead*) the amount of his hero's lives  on the stick. The players then spin their weapons and the one with higher number decides who will start. **The first player** has a slight advantage, therefore he has to remove **2 lives on his stick**.

HOW TO SPIN?

Spin the weapon wheel on the stick with a circular motion of your hand, then stop the motion. The wheel will fit into one of the cogs and thus pick a strength of the attack on the opponent's hero.



Players take turns one at a time. The active player has 4 actions. **1 action = 1 weapon spin of his choice.**

Turn: E.g. you use 1 action (*remember you only have three left*), spin the weapon wheel and get a **number - the attack's strength**. **The color of the slot** in which the number is, determines whether you can use the attack and continue your turn or you have to end your turn immediately (*and lose remaining actions*). You can use different weapon (*of your hero's inventory*) for each action (*spin*).

The attack will take your opponent as many lives as indicates the picked number value. Ignore the pictures of the effects (e.g. a helmet, a shield...) in this basic version of the game, and use only numbers and colored slots. Your opponent will mark the lost lives by **sliding the bead** on his stick.

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We distinguish these colored slots (like traffic lights):



Green - GO

Use the attack and take your opponent's lives. You can then continue your turn (*if you have enough actions left*).



Orange - DECIDE

You must decide whether to use the attack and end your turn (*lose the other actions*) or not to use the attack and continue your turn (*if you have enough actions left*).



Red - STOP

Use your the attack and then you have to end your turn (*even if you have remaining actions left*).

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If you end your turn and still have some actions left, you lose them. **Actions cannot be transferred to another turn.**

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E.g.: You got **an attack of strength 2 in the orange slot** **A** in the very first action. Now you must decide whether to use the attack (*inflict 2-point damage on your opponent*) and end your turn or use one of the 3 remaining actions for another spin.

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If you take all of your opponent's lives, you're the winner!

TIP You can find rules for next levels and more interesting information (the app) at www.scratchwars.com.