

TURN STRUCTURE →



START YOUR TURN WITH
7 GIG DICE
TO WIN IT ALL

⚠ OVERTIME starts after the last player's 7th TURN. It's sudden death; you win as soon as you control 7 Gigs.

BEFORE YOU BEGIN

IN ORDER

SHUFFLE

Shuffle your deck and randomize your Legends face-down in the Legends area.

DETERMINE PLAY ORDER

Both players roll a d20 (reroll on a tie). Whoever rolls higher decides who goes first. The player going first spends their 2 leftmost Legends and doesn't ready them on their first turn.

DRAW 6

If you don't like what you see, you can mulligan once; shuffle your hand back into your deck and draw 6 new cards.



RULES

IN ORDER

START

READY SPENT CARDS

Rotate spent (sideways) cards to the ready (upright) position.

DRAW 1

Add the top card of your deck to your hand.

GAIN A GIG

Take a die from your fixer area, roll it, and add it to your friendly Gig area. You can choose any die except the d20, which is always last.

IN ANY ORDER

MAIN

SELL FOR EDDIES (ONCE PER TURN)

Reveal a card with a sell tag **€\$** in the top left corner, and place it face-down and ready in your Eddies area.

PLAY CARDS

Spend Eddies equal to a card's cost to play it. (You can also spend any number of Legends as 1 €\$ each.)

CALL A LEGEND (ONCE PER TURN)

Spend 1 €\$ to flip a Legend face-up. Don't peek beforehand!

ATTACK

SPEND THE ATTACKING UNIT

Resolve any **ATTACK** effects on the Unit. Remember, Units can't attack the turn they are played.

DECLARE A TARGET

Attack a spent rival Unit to start a fight, or attack the rival Gig area to steal a Gig.

The attacked Rival may take any number of these reactions.

BLOCKER

Spend a Unit with this keyword to redirect the attack to it instead.

QUICK

Activate card effects or play cards with this keyword.

CALL A LEGEND

Spend 1 €\$ to flip a Legend face-up.

FIGHT

TARGET: UNIT

Compare both Units' power.

- The higher power Unit defeats the other.
- On a tie, they defeat each other.

Move defeated Units to the trash and resolve any **DEFEATED** effects on them.

STEAL

TARGET: GIG AREA

Choose a rival Gig die and move it to your Gig area. Units steal an extra Gig for every 10 power (and 0 Gigs at power 0).

- Power 1+ → 1 Gig
- Power 10+ → 2 Gigs
- Power 20+ → 3 Gigs, etc.