



## Quick Start Guide

### 1. How to Win

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**KO Your rivals to be the last Player standing and win the Act!**

**When a player receives 7 Damage in their Damage area that player is considered KO'd and is out of the game!**

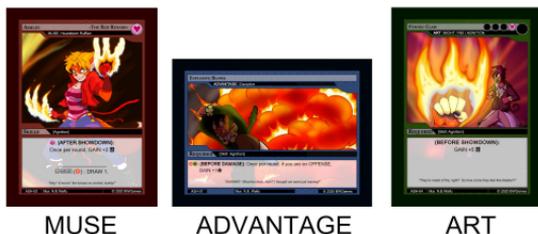
A player may also be KO'd by receiving a point of Damage when there are no cards left in their Action Deck, or have no Action Cards to play during the Open Phase.

**When only one player remains that is not KO'd, that player is the winner of the Act!**

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## 2.Set up

Solrei is played using 6 game cards (1 Muse Card, 1 Advantage Card, and 4 Arts Cards) and an **Action Deck**- which is a regular deck of playing cards with no jokers.



Set up your side of the board (or **Stage**) by placing your **Muse (Red Card)** and **Advantage (Blue Sideways Card)** in front of you face down.

Your **Arts (Green Cards)** Are placed face down into your **Script** zone (bottom left) at the start of the game. Place your Action Deck to the side. Refer to the image below as an example



You and your Rival determine who will be on Offense first, flip your Muse and Advantage face-up, draw 5 cards from the Action Deck, and begin play.

**Mulligan Rule: At the start of an Act, you may shuffle your hand into your Action Deck, and draw 5 new cards. You can only do this once per Act.**

### 3.Basic Concepts

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#### Using Special Abilities:

You can play Arts and Abilities at the moment in the game they specify (**IN PARENTHESIS**), by paying their cost and following their effect text (*Top right corner for Arts, or preceding the effects on Muses or Advantages.*)

#### Paying Costs:

You pay costs by discarding cards from your hand or **Exhausting** Damage (*flipping face-up cards face-down*) in your Damage area until you have paid in the suits/colors of the cards the amount of corresponding symbols specified on the card.

Arts need to be **Ready** (*placed face down from your Script to an unoccupied Art zone*) in order to be activated. On the Reset Phase of the turn they were activated, they are Exhausted by returning to the Script.



In order to play "Renard Pistol" for example, you will need 3 cards to Exhaust/Discard: A Diamond (♦), a Red card (♥ / ♦), and a card of any suit/color.

### Charge Cards:

Face Cards (*King, Queen, Jack*) and Aces have **no numerical value for Power** and will trigger a Charge instead for the round you play them. See **Charge Phase** for more information.



### Play in SolRei is simultaneous:

**Both Players move through the Round at the same time**, only taking turns when activating card effects or performing certain actions. In those situations the player whose Muse is on Offensive will perform their actions first.

## 4. Playing a Round

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### Play is split up into SEVEN Phases:

#### Start of Round:

Players place their Muses into their battle positions. If they were in **OFFENSIVE position** (*upright*), they switch to **DEFENSIVE position** (*sideways*), and vice-versa. In a two-player game, one player should be on OFFENSIVE and the other will be on DEFENSIVE.

#### Open Phase:

In this phase, both players can place any Action Card from their hand face-down in their Action Card area. *Players may change the card they have placed down until all players agree to move onto the next Phase.*

#### Showdown Phase:

Players flip their face-down Action Cards face up and compare the **Power** (*numbers on the Action Card*) to determine a winner of the Round. Players can also use Arts and Abilities during this Phase to modify the result of the Showdown. If a player's Muse is in **Offensive position**, they will deal **one Damage** by default if they win the Showdown Phase. This number can be raised or lowered by card effects.

(In the event of a draw, neither Player wins the Showdown Phase, and neither Player will deal damage.)

## **Damage Phase:**

Damage is calculated and dealt to players after the results of the Showdown Phase. **Only the winner of the Showdown Phase gets to deal Damage normally, regardless of position.** Even if no damage is being dealt this round, players enter the Damage Phase anyway due to certain effects players may want to use after winning the Showdown.

If a player would like to **Block** a point of Damage, they may:

**1.DISCARD** a card from their hand whose suit matches the suit- or Alignment- of their Muse (*top right corner of Muse card*).

OR

**2.BREAK** (*turn face-down sideways*) a face-up card in their Damage whose suit matches the Alignment of their Muse. This card cannot be readied again for the rest of the Act.

Each point of damage can be decided on individually (*For example, if you take two Damage you may take one point of Damage and block the second or vice-versa.*)

If a Player chooses not to BLOCK an incoming Damage, they will decide to take Damage by either:

**1.Flipping the top card of their deck face up onto their Damage zone.**

OR

**2.Placing a card from their hand face up onto their Damage zone.**

**As soon as your Damage area has 7 cards, you are KO'd.**

*Once no more Damage needs to be distributed, this Phase ends.*

## Charge Phase:

The player whose Muse is on Defense is able to either **Draw a card** from their Action Deck **OR** Ready an Art by choosing one from their Script and placing it on an unoccupied Art zone face-down **OR** Ready an Exhausted (Face-down) damage in the Damage zone by flipping it face-up.

If the card they played in the Showdown Phase is a Charge Card (*King, Queen, Jack, Ace*) regardless of position, they will instead do these actions in this order:

### 1. Ready 1 Art/Damage

### 2. Draw 1 Card

### 3. A Muse's Charge Bonus

A **Charge Bonus** triggers when playing a Charge Card which matches the suit of your Muse's Charge bonus located at the **bottom of their effect text**.

**For Example:** CHARGE (♠) indicates that playing a Spade as your charge will trigger your Muse's Charge Bonus.

### **Reset Phase:**

All Action Cards are sent to the Discard pile. Arts that have been activated this turn and have no effect or condition that will leave them Onstage will return to the Script until they are Readied again, and any bonuses to Damage or Power wear off.

### **End of Round:**

Any abilities that trigger during this Phase activate first.

The Round then ends with all players **Drawing a card from their Action Deck.**

If a player has no cards left in their Action Deck, they do not Draw a card, but play continues until the player takes a point of Damage or cannot play a card in the Open Phase.

*Play then reverts to the Start of Round, where players will switch their Muse's positions and start over until a winner is left standing!*