



*A Game of Duels  
by Talen Lee*

# Have at Thee!

Before the duel begins, each player chooses a character and places all cards of that colour into her deck. Set the other cards aside.

## Playing a Bout

- 1 Each player draws five cards from her deck.
- 2 Each player chooses a card to represent the tactic she'll use, and plays it face down. Cunning duelists can try to bluff their rival to gain an advantage!
- 3 When you're both ready, flip your chosen cards to find out who wins the bout (see the circle above). If the cards match, it's a draw - nobody scores this round.

Some cards also have special rules, which are resolved now.



- 4 The player who won the bout "scores" the card her rival played. Remove it from that player's deck and set it aside.

- 5 Each player puts her remaining hand (and the card she played, if it wasn't scored) into her discard pile. Time for another bout!

If a player runs out of cards to draw, she shuffles her discard pile into her deck.

## Victory

The first person to score five points from her rival wins the duel. See you in the rematch!

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Creative Commons Icons:  
Willdabeast & Lore

To Kuno, our deepest and  
most heartfelt thanks

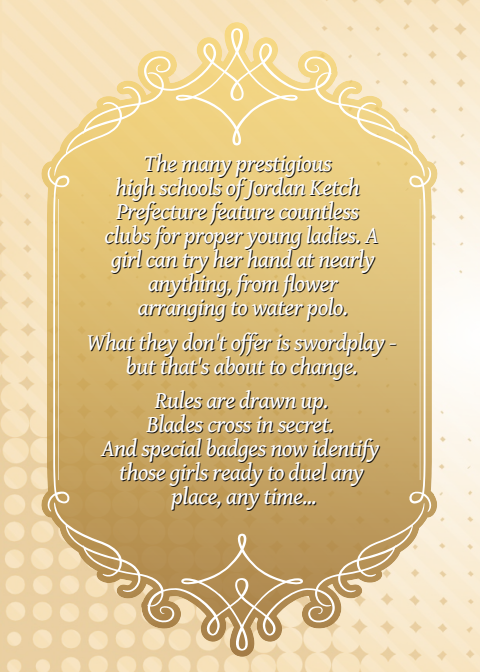
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LOOK READ PLAY





*The many prestigious  
high schools of Jordan Ketch  
Prefecture feature countless  
clubs for proper young ladies. A  
girl can try her hand at nearly  
anything, from flower  
arranging to water polo.*

*What they don't offer is swordplay -  
but that's about to change.*

*Rules are drawn up.  
Blades cross in secret.  
And special badges now identify  
those girls ready to duel any  
place, any time...*