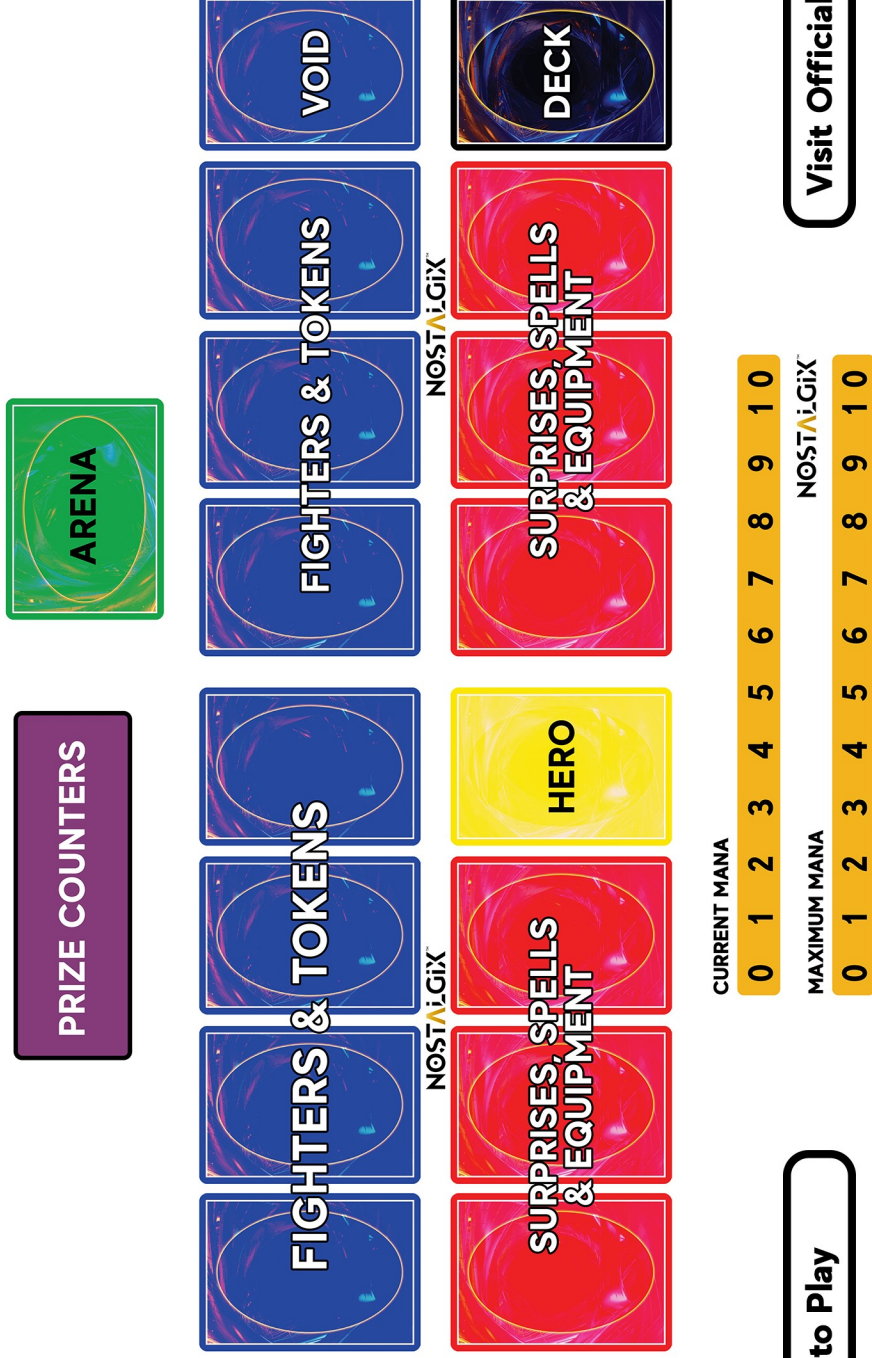


Nostalgix Field Layout



How to Play



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FIGHTERS & TOKENS

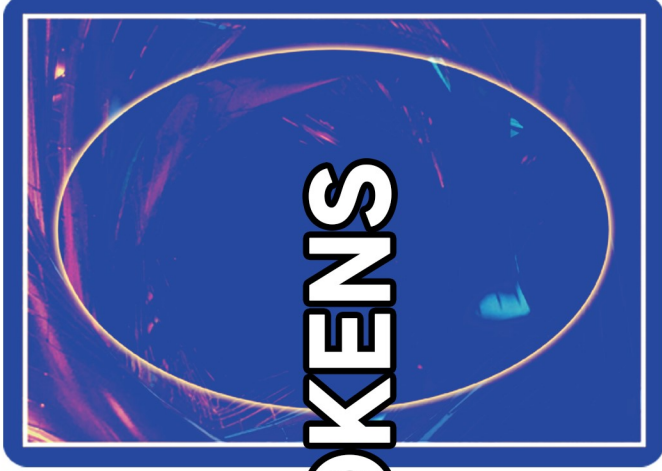
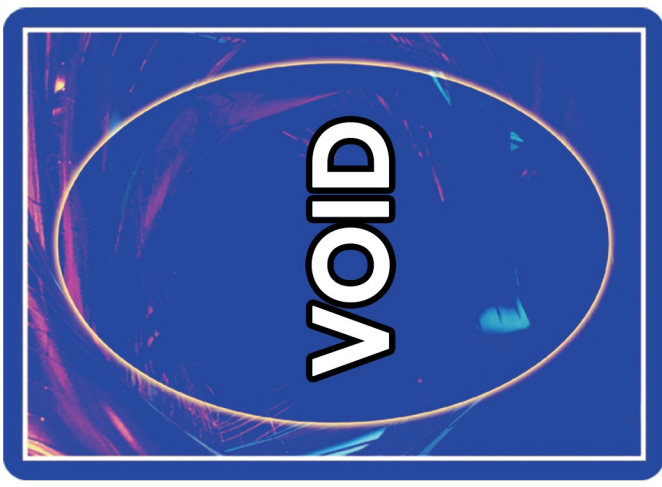
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**SURPRISES, SPELLS
& EQUIPMENT**



HERO



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PRIZE COUNTERS

Setting up to Play

- Shake hands with or fist bump your opponent.
- Place your Hero face-down.
- Set your Current & Maximum Mana to 0 (flat marbles or a dice work well to keep track)
- Place 10 Prize Counters down (or use a die to keep track of them).
- Shuffle your 50 card deck, allowing your opponent to cut the deck, and then draw 6 cards.
- You may now select any number of cards from your opening hand to EITHER shuffle back into your deck or place at the bottom of your deck in any order, and draw replacements for. You may only mulligan once.
- Flip a coin or roll a die (even=heads, odd=tails) to determine which player gets to decide turn order.
- The player who goes second keeps the coin or die used to select turn order. This now becomes a temporary mana token which that player may remove from the game during their turn to add +1 mana to their Current Mana Meter until end of turn, even if doing so surpasses their Maximum Mana.
- Once turn order is established, flip your Heroes face-up, and start the game.

How to Win

- Reduce your opponent's Hero's health to 0. OR Defeat 10 of your opponent's Fighters, claiming 1 prize counter per Fighter.

CURRENT MANA

0 1 2 3 4 5 6 7 8 9 10

MAXIMUM MANA

0 1 2 3 4 5 6 7 8 9 10

NOSTALGIX™

The word "ARENA" is written in a bold, black, sans-serif font, centered within a green oval. The oval has a subtle, swirling pattern of light and dark green and blue, giving it a dynamic, energetic feel. The entire logo is set against a dark green background with a thin white border.