

Before you Begin

1. Deal each player 4 creature cards from the creature deck. Give each player 7 heart tokens (HP)
2. Setup the other decks for Mutation and Extinction cards so they can be reached by all players.

Gameplay

There are two main phases to Chimera Battle Royale - Build and Battle.

Build

1. Flip the Zone card to reveal where battle will take place for the first round.
2. Build phase is done synchronously - meaning that at the start all players draw 3 creature cards and begin the build phase at the same time. In build phase your goal is to lay down cards to build your chimera. Your chimera can be built to be the same creature, it can mix/match parts, build to a certain combo, or even build to the battle zone/other cards you possess. During build you may
 - Place down cards or return cards to your hand
 - Trade cards with other players.
 - Play a Survival card - Survival cards reveals cards from the deck, and players may trade a card from hand/just drawn for one of the cards revealed if the icon is the same. First player to touch a card shown by survival gets it.
 - Draw and Play an Extinction card immediately (you can only do this once per game)
 - Draw a Mutation card (you can only do this once per game)

Once all trading, card playing, and building is complete you move to Battle phase.

Battle

1. Discard any cards left face up from Survival cards.
2. Players determine +VIT and increase their health tokens (HP).
3. Players start battle phase by determining turn order based on speed. Speed is based on the speed icons of the players, but is lowered by # of cards over 5 (6 cards is -1, 7 is -2, etc.)
4. Once turn order is determined award the fastest player "First Strike" which gives them an additional 2 STR for that turn. Award the second person in order the "First Blood" which gives them an additional 1 HP token.
5. To assign battle order the first player in the turn order chooses who to attack, a player can only attack 1 player, and can only be attacked by 1 player.
6. Once attacks are setup players then remove heart tokens based on the attacking player STR.
7. Draw new Zone card for the next round and move to Build Phase

Other Rules

- If a chimera goes to 0 tokens they are immediately dead. During the next turn that player may draw as normal, but they 'partner' with a remaining living player and try to win as a group. They can either give or trade cards with other players or from survival, but they cannot create a creature, or play Survival/Extinction/Mutation cards.
- As noted, any player may trade cards from hand/just drawn with cards shown from survival, if cards traded are Mutation or Extinction the player must have said cards take effect immediately. (Meaning if Survival shows a Mutation card, I can draw my Mutation card and trade it with the shown card, but I must then play it)
- Mutation ONLY affects player who drew unless otherwise noted, Extinction affects all players.
- A countdown may be imposed if a player is taking too long during build phase.
- Poison is a special effect that lets you choose to do one of the 3 things. Either lower an enemy's SPD by 2, lower their STR by 1, or remove 1 HP token from them. You can only poison an enemy that you are directly attacking that turn.
- Players can only attack if they have a Body or Head part, they can still be attacked if they have any or no parts at all.