INTRODUCTION
In a land beyond God’s reich is a place called the Forgotten West. A cursed land of sorts in the American frontier, housing the damned, the mysterious, the unfortunate. You ended up there. God’s chill, and you sure isn’t leaving anytime soon. The Iron Witch, a downright mysterious being, has turned you into a Grimslinger, a powerful witch imbued with metal, machine and fancy elemental powers. Now yer maker’s requisition all his newly seized diet to each other so that he can make it out within proper orders.

Grimslingers: Advanced Duels features two game modes: a 1v1 versus duel, and a solo co-op challenge against a simulation of the Witch King. It is recommended that players complete one versus duel before the basics of the game before facing the Witch King. Advanced Duels is an introduction to a Grimslinger – to uncover more secrets of the Forgotten West, check out the card game expansion, the Northern Territory expansion at www.greenringo.com/grimslingers.

Note: This sheet features an abridged version of the full rules, to be used for the Grimslingers: Advanced Duels micro game only. The rule booklet found in the Northern Territory expansion expands this sheet or six as an aid.

IMPORTANT ABBREVIATIONS / TERMINOLOGY

THERE ARE A FEW ABBREVIATIONS THAT YOU SHOULD LEARN IN ORDER TO BE ABLE TO UNDERSTAND WHAT IS WRITTEN IN THIS RULE SHEET AND ON THE CARDS WITHIN THIS GAME.

The most commonly used are:

• Active: Cards that are in your hand are considered active cards - ready to be played or discarded.
• DMG (Damage): DMG does reduce HP by the same amount. Note: Unless a card states that it does DMG, its HP are not considered to be damage. For example, “Reduce target HP” is not “it does not damage.”
• EP (Energy Points): Both player and creature EP are tracked using an Energy Tracker, and are spent or reduced as a result of a Grimslinger spells, creature skills, or Anima abilities.
• FX (Effects): A card’s FX includes any text written in its FX section. Unless otherwise stated on the card, all of the FX listed on a card occur in the order they are written.
• HP (Health Points): Player and creature HP are tracked using a Health Tracker, and are reduced by taking DMG and otherwise FX.
• Resolution Number: This refers to applying a card (Fx) to its target(s).

Also important, but less common:

• Deactivate: Deactivated cards are essentially discarded, but must be kept in a separate face-down pile, and are not included in your discard pile.
• Unresolved: Any card that has been played and turned face up (unresolved) in the Advantage phase, but has not been resolved.
• NV (Numerical Value): MV is any number written as a numerical (typically, as opposed to written as a word. For example, “3” is considered an NV, but “three” is not.

Example: 1. If you play a card with an FX that states “2 DMG to any of your foe’s unresolved cards,” you must deal 2 DMG to any unresolved card on the target. If one of those unresolved cards targets 3 DMG to any three foes of your choosing. If “three” is not.

(31x78)If your element is strong against your target’s unresolved element, their element will resolve normally. Signature spells do not have a weakness banner, but do have an energy cost indicator on the bottom right corner.

Anatomy of a Signature Spell
1. Title Banner: The name of the signature spell.
2. FX Sections: These are the special effects that can happen when playing this card. If a spell’s FX are ever mentioned, it is referring to what is written here.
3. Resolution Number: When cards are revealed, this number is referenced to determine in what order they are resolved. Energy spell effects if any of their unresolved cards.
4. FX (Effects): A card’s FX includes any text written in its FX section. Unless otherwise stated on the card, all of the FX listed on a card occur in the order they are written.
5. HP (Health Points): Player and creature HP are tracked using a Health Tracker, and are reduced by taking DMG and otherwise FX.
6. Resolution: This refers to applying a card (Fx) to its target(s).

SPILL CARDS
Although there are many different kinds of cards available in a Grimslinger in the full game, for now you are only concerned with the two types of spells: Elements and Signature spells.

ELE SENTS
There are six elements: FIRE, WATER, EARTH, WIND and LIGHTNING. Element spell cards are written using a weak elemental banner, which shows what elements have an advantage over one another.

Anatomy of an Element Spell
1. Title Banner: The name of the element.
2. Weakness Banner: This describes which elements this card does and does not boost.
3. FX Sections: These are the special effects that can happen when playing the card. It’s spell cards are ever mentioned, it is referring to what is written here.
4. Resolution Number: When cards are revealed, this number is referenced to determine in what order they are resolved. Energy spell effects if any of their unresolved cards.
5. FX (Effects): A card’s FX includes any text written in its FX section. Unless otherwise stated on the card, all of the FX listed on a card occur in the order they are written.
6. HP (Health Points): Player and creature HP are tracked using a Health Tracker, and are reduced by taking DMG and otherwise FX.
7. Resolution: This refers to applying a card (Fx) to its target(s).

Anima abilities.
Your Anima has three abilities that can be used during the Standoff phase of a duel. Each of these abilities costs one Standoff action. Although you have two Standoff actions during the Standoff phase - you can only use one Anima ability per turn. For example, you cannot Surge and then Reload in the same turn.

HOW TO DU E L
The following is the order of operation for resolving a single turn in Grimslingers: Advanced Duels.

1. CHECK RN: Players must first check every card’s RN (resolution number). The card with the lowest RN will resolve first, followed by the card with the next highest RN and so on.
2. DO YOU HAVE THE SAME RN AS SOMEONE ELSE?: If two or more cards have the same RN, they will be resolved clockwise from the first player card.
3. RESOLVE FX: When it is time for you to resolve your card, follow these steps below from top to bottom of the FX in the Advantage. Unless otherwise stated, all other cards that have not yet resolved are considered “unresolved.”
4. DOES YOUR CARD HAVE RESOURCE COSTS?: When resolving your card, you must first meet any cost the card requires. If you do not have enough EP to cover the card’s costs, you must discard what you do have and then discard the card you played.
5. APPLY YOUR CARD FX: Apply the effects listed on your chosen card to your character and other target cards (Self, All, All But, Single Target).

Example: A card FX is applied in the order they are written. If the FX of a card would cause the target’s HP to drop to 0, you do not resolve the remainder of the FX. However, if a card’s FX is delayed in the middle of a card’s FX, the remainder of the FX will still apply.

VERSUS DU E L
A versus duel is made up of teams that repeat until someone emerges victorious. Each turn consists of three phases: The Standoff, The Draw, and The Aftermath. At the end of each Aftermath phase, a player’s EP value reduces and they cannot immediatly reseot Maharashtra, rebellion in a card or ability, they are disabled and removed from the duel. A player wins when all other players have been defeated!

Starting a duel
Randomedly determine which player will begin the game with the first player card. The first player card is used to determine the order in which players take their actions during the Standoff phase, and the order in which cards with the same RN will resolve during the Aftermath phase.

Play starts with the first player and then proceeds to the second player. During the Draw phase, players will make their choices simultaneously. After each turn of the duel ends, the first player card to the next player and continue with the duel.

The draw phase
Step one (Skip if playing a 1v1 duel)
• Starting with the first player and then going clockwise in turn order, each player chooses a spell to play under the Standoff phase rules. There is no limit to a player’s hand size for Grimslingers: Advanced Duels.
• Players must first check every card’s RN (resolution number). The card with the lowest RN will resolve first, followed by the card with the next highest RN and so on.
• DO YOU HAVE THE SAME RN AS SOMEONE ELSE?: If two or more cards have the same RN, they will be resolved clockwise from the first player card.
• RESOLVE FX: When it is time for you to resolve your card, follow these steps below from top to bottom of the FX in the Advantage. Unless otherwise stated, all other cards that have not yet resolved are considered “unresolved.”
• DOES YOUR CARD HAVE RESOURCE COSTS?: When resolving your card, you must first meet any cost the card requires. If you do not have enough EP to cover the card’s costs, you must discard what you do have and then discard the card you played.
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**CREATURE DUEL TUTORIAL**

A creature duel is made up of turns that repeat until either the player, or a creature, emerges victorious. A creature is defeated when either its HP or its EP reach 0. Just like the creatures you’ll face in the main campaign, the simulated Witch King’s skill cards feature a piece of flavor text on the back of each card. There are four categories of cards feature a piece of flavor text on the back of each card. There are four categories of cards: LIGHT, DARK, HEAVEN, and HELL. Some cards designate that they are used in the Standoff phase, at any time during the phase, while some cards are used only in the Standoff phase. The creature is always considered to be the first player where its actions is up to the players. It is recommended that players coordinate their actions to gain this bonus.

**DISCARD/DEACTIVATE:** Discard your card(s) once they have been resolved. Skip this step if your card has no active skill cards, or until it has only 1 EP left. When a creature reloads discarded cards, it also reactivates all deactivated cards for free (meaning the deactivated cards cost no HP to get back). When discarded cards are reloaded, they are chosen at random, and then shuffled before placing them back into the creature’s active card pile.

**RESOLVE A CREATURE DUEL**

**CREATURE SPACE SETUP**

1. Place portrait card: Take the creature portrait card, the card that depicts the creature itself, and place it in the middle of the game area.
2. Place and Set HP and EP Trackers: Set your HP to 0 and your EP to 0. Creatures, of course, do not make choices during the Standoff phase before the players. The creature is always considered to be the first player where its actions is up to the players. It is recommended that players coordinate their actions to gain this bonus.

**DIFFICULTY SETTINGS**

The back of the Witch King’s portrait card features several difficulty settings of increasing challenge. It is recommended that every player be familiar with the game and the Witch King’s cards, telegraphs will be vital for defeating the simulation's harder difficulty settings.

**THE ATMOSPHERE PHASE**

1. CHECK BN: Players must first check every card. The card with the lowest BN will resolve first, followed by the card with the next highest BN and so on.
2. DO YOU HAVE THE SAME RN AS SOMEONE ELSE?: If any cards have the same RN, resolve them from the closest.

**THE AFTERMATH PHASE**

1. RESOLVE YOUR CARD: Follow these steps.
2. RESOLVE CALL YOUR CARD: Apply the effects listed on your card to your opponent’s character card. Some cards designate that they are used in the Standoff phase, at any time during the phase, while some cards are used only in the Standoff phase. The creature is always considered to be the first player where its actions is up to the players. It is recommended that players coordinate their actions to gain this bonus.

**THE WITCH KING’S SKILLS**

Taking down Icarus’ simulation of the Witch King is a bit different than fighting the real deal. Aside from having a few different powers at his disposal, the simulation telegraphs are more in your face, in a much more obvious way, allowing the Grimslingers to practice communicating their strategies.

Unlike the creatures you’ll face in the main campaign, the simulation Witch King’s skill cards feature a piece of flavor text on the back of each card. There are four categories of cards feature a piece of flavor text on the back of each card. There are four categories of cards: LIGHT, DARK, HEAVEN, and HELL. Some cards designate that they are used in the Standoff phase, at any time during the phase, while some cards are used only in the Standoff phase. The creature is always considered to be the first player where its actions is up to the players. It is recommended that players coordinate their actions to gain this bonus.

**THE STANDOFF**

1. Creature Actions: Creatures, of course, do not make choices during the Standoff phase before the players. However, they will attempt to deactivate their cards if their active criteria is met, in order to gain this bonus.
2. Play Action: Each player is allowed to perform two actions during this phase, after the creature has performed them. If you are victorious, move on to the next turn.
3. RESOLVE BID: You must make a choice between the cards in your hand. If you are victorious, move on to the next turn.
4. RESOLVE FIRST (RN 1)
5. RESOLVE SECOND (RN 2)

**RESOLVES THIRD (RN 3)

**RESOLVES REIGN (RN 4)

**RESOLVES DEATH (RN 5)

**RESOLVES FIRST (RN 6)

**RESOLVES DESTRUCTION (RN 7)

**RESOLVES THIRD (RN 3)

**RESOLVES DESTRUCTION (RN 7)

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