

### Snowball Attack

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Hit Effect: Target may draw only 1 card.



Avoid being hit by an attack.  
Dodge Effect: Take the action on the opposite side of this card.

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### Restock

Take a moment to restock your supply.

Def. Effect: Shuffle Restock and one other discard into your draw pile.



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### Slushball Attack

Throw a slushball at your opponent.

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Upgrade

**Sneak Attack**  
Get 'em when they're not looking.  
**Hit Effect:** Target must Abandon 1 discard.  
**Def. Effect:** Acquire 1 card from 1 Arsenal deck.  
Add to your arsenal.  
**Upgrade**




**Sneak Attack**  
Get 'em when they're not looking.  
**Hit Effect:** Target must Abandon 1 discard.  
**Dodge Effect:** Take the action on the opposite side of this card.  
Avoid being hit by an attack.  
**Dodge**




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Get 'em when they're not looking.  
**Hit Effect:** Target must Abandon 1 discard.  
**Dodge Effect:** Take the action on the opposite side of this card.  
Avoid being hit by an attack.  
**Dodge**




**Dodge**  
Avoid being hit by an attack.  
**Dodge Effect:** Take the action on the opposite side of this card.  
Add to your arsenal.  
**Def. Effect:** Acquire 1 card from 1 Arsenal deck.  
**Upgrade**




**Dodge**  
Avoid being hit by an attack.  
**Dodge Effect:** Take the action on the opposite side of this card.  
Add to your arsenal.  
**Def. Effect:** Acquire 1 card from 1 Arsenal deck.  
**Upgrade**




**Iceball Attack**  
Throw an iceball at your opponent.  
**Hit Effect:** Target must Abandon a discard and may draw only 1 card.  
**Effect:** Opponent's card is entirely ineffective.  
The ultimate defense.  
**Snow Fort**



**Offensive Dodge**  
Dodge an attack and throw a snowball.  
**Dodge Effect:** Take the action on the opposite side of this card.  
**Hit Effect:** Target draws 1 card.  
Add to your arsenal.  
**Def. Effect:** Acquire 1 card from 1 Arsenal deck or Abandon pile.  
**Ultra Upgrade**



**Barrage**  
Throw the smack down!  
**Hit Effect:** Target may draw 1 card. You may play your second card also, if you have one. Barrage has Attack priority.  
A quick run for more supplies.  
**Effect:** Avoid any attack and exchange 1 discard with 1 Abandoned card.  
**Snatch and Run**



**Throwing Rocks**  
You're throwing snow-covered rocks!  
**Hit Effect:** Target must Abandon the card they played this turn. You may draw only one card.  
Can't be dodged!  
**Effect:** Target must reveal the cards drawn before you each decide what to play on the next turn.  
**Whitewash**







## Upgrade Dodge

Grab what you can!

**Dodge Effect:** Choose an upgrade from the Arsenal or Abandoned pile.

**Def. Effect:** Choose an upgrade from the Arsenal.

**Dodge Effect:** The card your opponent played this turn is ineffective and must be abandoned.

Well, that didn't go as planned.

Dud

## Weapons Cache

Stockpile for later.

**Def. Effect:** Place one discard into a Weapons Cache. The Weapons Cache are not discards. A Weapons Cache card may be used as a third card during any hand, after which it is discarded.

**Effect:** If your opponent played an Attack, the Attack affects your opponent instead of you.

Your opponent's plan failed!

Backfire

## Raid

Everything is up for grabs!

**Def. Effect:** Steal either the card your opponent played this turn or an Abandoned card.

**Def. Effect:** Choose 1 Arsenal pile and Upgrade from the top two cards. Return the other to the top of the Arsenal pile.

The best laid plans...

Refined Upgrade

## Snowball Fight

An 18 Card Deckbuilder for Two

By: George Jaros

### Setup

Separate the cards into Basic, Advanced, and Extreme. Give each player one of each of the three Basic cards. Shuffle the eight Advanced cards and deal four to each player. *Alternately, for a faster start, deal out three Advanced cards to each player, they keep two and return one, then skip to Step 2 of Phase 1, Create Arsenal Decks.*

Place the four Extreme cards to the side. These will be used after the Drafting phase.

Keep a space to the side for Abandoned cards. These cards are removed from the game by certain actions, although they may come back into the game.

### Phase 1 – Deck Construction

**1. Draft Advanced Cards:** Snowball Fight begins with a very quick drafting phase where players get to choose two Advanced cards to start the game with.

Each player takes the four Advanced cards they were dealt and selects one to keep. Then they pass the remaining three cards to the other player. They select one card from the three they receive and pass the remaining two cards back to the other player. **1**

### Phase 1 – Deck Construction (cont)

From the final two passed cards the player can choose to swap one or both of the cards they kept for either or both of the two cards they were passed, i.e. they keep any two of the four Advanced cards after two rounds of drafting. Once they decide which two cards to keep they return the others to the middle of the table.

**2. Create Arsenal Decks:** Shuffle all eight remaining cards (four remaining Advanced cards and four Extreme cards) and deal out two face-down piles of four cards to the center of the table, one nearer to each player. Flip the top card of the two small decks face-up. These are the Arsenal decks.

Players should shuffle their two chosen Advanced cards with their three starting Basic cards and place them face-down in a personal draw pile.

Player 1 Draw Pile



Arsenal Decks



Player 2 Draw Pile



### Phase 2 – Snow Assault!

This is the meat of the game, where winners are separated from losers in an all-out snow war! The Snow Assault phase is played in a series of simultaneous turns as players try to battle each other and become the ruler of the Blizzard Realm! **2**

### Phase 2 – Snow Assault! (cont)

- Each player draws the top two cards from their draw pile. If there are not enough cards in the draw pile players should shuffle their discard pile and it will become the new draw pile.
- Players take a moment to choose one card to play. That card may only have one side played. The side facing their opponent (with the text right-side-up and readable by themselves) is the active side.
- Once a player has decided on a card to play they should place the other face-down in a discard pile.
- When both players have chosen a card to play, reveal them simultaneously and resolve their effects.
- Discard the played card and repeat!

### Game End

The game ends when one of the following conditions is met:

- One player is unable to draw enough cards at the beginning of a turn. The game ends immediately.
- Both Arsenal decks are depleted. In this case both players immediately shuffle their entire draw and discard piles. These become the new draw piles for each player and play continues until one player cannot draw enough cards to start a turn. Players do not shuffle their discard pile during this final round of turns, except if using Restock. **3**

### Scoring:

Once the game ends, players tally up the points they have earned on the cards remaining in their draw deck and discard pile. Basic = 1pt, Advanced = 2pts, Extreme = 3pts. The winner is the player with the most points.

### Effects:

Four types of effects occur in different situations:

- Hit Effect – when an attack is successful.
- Dodge Effect – when an attack is dodged.
- Def. Effect – when a player is not attacked.
- Effect – always occurs.

### Notes:

- Higher level cards are resolved first.
- If both players Upgrade and both cards are the same level, each player takes only the card from the Arsenal Pile nearest them. New Arsenal cards are not revealed until after both players have upgraded.
- Barrage may allow a player to use a Dodge on the second card to successfully avoid an opponent's attack.
- Offensive Dodge is resolved before an opponent's lower level Dodge (and opposite card side if applicable).
- The card just played is included in discards for effects.

For detailed rules & 3+ player variants, visit <http://GeorgeJaros.com/SBF> **4**

## No Effect

This card has no effect.

Use this card in 3+ player variants.



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