

Slushball Attack

Throw a slushball at your opponent.
if you hit them you may steal one random card from their discard pile.

Advanced 2 - 2 pts

Avoid being hit by an attack.
If you successfully dodge an attack you may take the action on the opposite side of this card.

Snowball Attack

Throw a snowball at your opponent.
if you hit them they may only draw one card on the next turn.

Basic 1 - 1 pt

Add to your arsenal.
If you were not hit by a snowball, take the face-up card from one of the central piles. Flip the next card in that pile face-up.

Snowball Attack

Throw a snowball at your opponent.
if you hit them they may only draw one card on the next turn.

Basic - 1 pt

Avoid being hit by an attack.
If you successfully dodge an attack you may take the action on the opposite side of this card.

Slushball Attack

Throw a slushball at your opponent.
if you hit them you may steal one random card from their discard pile.

Upgrade

Add to your arsenal.
If you were not hit by a snowball, take the face-up card from one of the central piles. Flip the next card in that pile face-up.

Restock

Take a moment to restock your supply.
Shuffle your discard pile into your draw pile if you were not hit by a snowball.

Dodge

Avoid being hit by an attack.
If you successfully dodge an attack you may take the action on the opposite side of this card.

Snowball Attack

Throw a snowball at your opponent.
if you hit them they may only draw one card on the next turn.

Upgrade

Add to your arsenal.
If you were not hit by a snowball, take the face-up card from one of the central piles. Flip the next card in that pile face-up.

Offensive Dodge

Dodge an attack while also throwing a snowball.

You avoid being hit by an attack and if you hit your opponent they may only draw one card on the next turn.

Extreme - 3 pts

Add to your arsenal.

If you are not hit by a snowball you may choose one card from the Arsenal decks or Abandoned pile. Ultra Upgrade has priority over other cards.

Dodge

Avoid being hit by an attack.

If you successfully dodge an attack you may take the action on the opposite side of this card.

Advanced - 2 pts

Add to your arsenal.

If you were not hit by a snowball, take the face-up card from one of the central piles. Flip the next card in that pile face-up.

Sneak Attack

Get 'em when they're not looking.

Unless a Dodge is played, the opponent must choose a card from their discard pile to Abandon.

Advanced - 2 pts

Add to your arsenal.

If you were not hit by a snowball, take the face-up card from one of the central piles. Flip the next card in that pile face-up.

Barrage

Throw the smack down!

Throw a snowball at your opponent. If you hit them they may only draw one card on the next turn and you may play your second card also, if you have one.

Extreme - 3 pts

A quick run for more supplies.

Dodge an attack and exchange one card from your discard pile with one already Abandoned card.

Dodge

Avoid being hit by an attack.

If you successfully dodge an attack you may take the action on the opposite side of this card.

Advanced - 2 pts

Add to your arsenal.

If you were not hit by a snowball, take the face-up card from one of the central piles. Flip the next card in that pile face-up.

Sneak Attack

Get 'em when they're not looking.

Unless a Dodge is played, the opponent must choose a card from their discard pile to Abandon.

Advanced - 2 pts

Avoid being hit by an attack.

If you successfully dodge an attack you may take the action on the opposite side of this card.

Throwing Rocks

You're throwing snow-covered rocks!

If you hit your opponent they must Abandon the card they played this turn, however you may only draw one card on your next turn.

Extreme - 3 pts

Can't be dodged!

On your opponent's next turn they must show you the cards they draw before you each decide what to play.

Iceball Attack

Throw an iceball at your opponent.

If you hit them they must immediately choose a card from their discard pile to Abandon. They may only draw one card on the next turn.

Extreme - 3 pts

The ultimate defense.

Whatever card your opponent played this turn is entirely ineffective.

Sneak Attack

Get 'em when they're not looking.

Unless a Dodge is played, the opponent must choose a card from their discard pile to Abandon.

Dodge

Avoid being hit by an attack.

If you successfully dodge an attack you may take the action on the opposite side of this card.

Whitewash	Dodge
Snow Fort	Dodge





<p style="text-align: center;">Snowball Fight</p> <p>Setup Separate the cards into Basic, Advanced, and Extreme sets. Give each player one of each of the three Basic cards. Shuffle the eight Advanced cards and deal four to each player. Place the four Extreme cards face-down in the middle of the table. These will be used after the Drafting phase to create two Arsenal decks. Keep a space available to the side for Abandoned cards. These cards are removed from the game by certain actions, although they may come back into the game occasionally.</p> <p>Phase 1 – Drafting 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 then select one card from those three and pass the remaining two cards back to the other player.</p>	<p>Phase 1 – Drafting (cont) From the final two 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. Once they decide which two cards to keep they return the others to the middle of the table. Once both players have returned the remaining Advanced cards to the middle of the table, 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 the two chosen Advanced cards with their three starting Basic cards and place them face-down in a personal draw pile. You are now ready to begin Phase 2 – Snow Assault!</p> <p>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!</p>
<p>Phase 2 – Snow Assault! (cont)</p> <ul style="list-style-type: none"> • 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 personal 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 card face-down in a personal discard pile. • When both players have chosen a card to play they reveal them simultaneously and resolve the text on them. • Discard the played card and repeat! <p>Game End The game ends when one of the following conditions is met:</p> <ul style="list-style-type: none"> • One player is unable to draw enough cards at the beginning of a turn. In this case the game ends immediately. 	<p>Game End (cont)</p> <ul style="list-style-type: none"> • 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. <p>Scoring: Once the game ends players tally up the points they have earned on the cards remaining in their draw deck and discard pile. The winner is the player with the most points.</p> <p>Notes: A few details for specific scenarios:</p> <ul style="list-style-type: none"> • If both players choose to Upgrade, each player takes from the pile nearest them. • Ultra Upgrade may choose first, before any other cards. New cards are not revealed until after both players have resolved their cards. • When having to Abandon a card from your discard pile, the card you just played is included. If you have to Abandon the card you just played you may resolve it before Abandoning it, if applicable.