ROUND STRUCTURE

1. At the start of each round (including the first!), add cards from the main deck to the Districts equal to the number of players.
2. As a group, choose a player to be the first player this round. Give them the Round Token.
3. The player with the Round Token takes their turn, and then flips over the token. Play proceeds clockwise. The Round Token remains with the first player.
4. When the player to the right of the first player has completed their turn, the round is over.

TURN SEQUENCE

1. Play cards from your hand.
2. Total up your Move and Power. Use your Move to travel to new Districts and over the Wall. Buy cards with combined cost less than or equal to your Power total. You may play additional cards even after making purchases or moving.
3. As soon as you buy or gain a card, place it into your discard pile, unless instructed otherwise.

ENDING YOUR TURN

1. Announce that you are ending your turn. Your turn is now over.
2. Place any cards remaining in your hand into your discard pile.
3. Resolve any "at the end of your turn" effects.
4. Place all the cards you played into your discard pile. Any unspent Power or Move is lost.
5. Draw five cards from your deck.
6. The player to your left starts their turn, unless that player has the Round Token in front of them. If they do, proceed to the End of Round.

END OF ROUND

Once each player has taken a turn in the round, the round ends and the following happens in order:

1. Each Archenemy Titan regenerates 1 Hit Point per player.
2. Resolve "end of round" Titan Ongoings.
3. Each standard Titan deals 1 damage to the Wall in its District. Each Archenemy Titan deals 2 damage to the Wall in its District. For each Wall damage a Hero sharing a space with a Titan chooses to prevent, that Hero gains a Wound.
4. Flip the Round Token over to the Start of Round side, and then start a new round.

When your team has defeated all four Archenemy Titans, the game ends and your team wins!

The game ends immediately in a loss for the players when any one of the following three conditions is met:

- *No Walls remain in play.*
- *You must add a card from the main deck to a District but cannot.*
- *Three Heroes have died in a 2- or 3-player game. Two Heroes have died in a 4- or 5-player game.*

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Attack on Titan

ATTACK ON TITAN
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DECK-BUILDING GAME

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Attack on Titan
進撃の巨人
DECK-BUILDING GAME

OVERVIEW

In the **Attack on Titan Deck-building Game**, you take on the role of Eren, Mikasa, or one of their allies in an effort to save the last bastion of humanity from the Titan onslaught! While you begin armed with only your Courage, as the game progresses, you will add new, more powerful cards to your deck, with the goal of defending the walls of your city from being destroyed. This is a cooperative game. You will need to work together to survive. In the end, you win or lose as a team!

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7 Oversized Hero Cards
188 Game Cards
36 Courage Starter Cards
16 Thrust Starter Cards
80 Main Deck Cards
16 3D Gear Cards
10 Archenemy Titan Cards
10 Titans on Attack Cards

20 Wound Cards
5 Wall Tiles
10 Wall Tokens
7 Hero Standees
5 Hero Bases
1 Round Token
1 Titan Trap Token
Lots of Titan Hit Point Tokens

ANATOMY OF A CARD

1. Card Name: The name of the card.

2. Card Type: The different card types are Titan, Ally, Equipment, Maneuver, Location, and Starter.

3. Subtype: A subtype allows some cards to be grouped across multiple different card types. Most cards do not have a subtype. This is an Archenemy Titan, Level 1.

4. Game Text: This is the most important feature of a card, as it tells you what the card does.

5. Victory Points: This is a fully cooperative game that does not use VPs, so this is here only for players wishing to integrate these cards with other games in the Cerberus line.

6. Hit Points: Found only on Archenemy Titans. This is the amount of damage you need to deal this Titan before you may attempt to buy/defeat it.

7. Cost: This number is how much Power you need to buy this card. Sometimes the word "defeat" is used when referring to buying Titans (to be more thematic).

GAME SETUP

1. The Main Deck
Most of the cards that you will add to your deck as the game progresses come from the main deck. Set aside all 10 of the Archenemy Titans. Shuffle the 80 cards of the main deck, including the red-colored Titans. Split the shuffled main deck into six piles of nearly equal size, roughly 12-14 cards per pile.
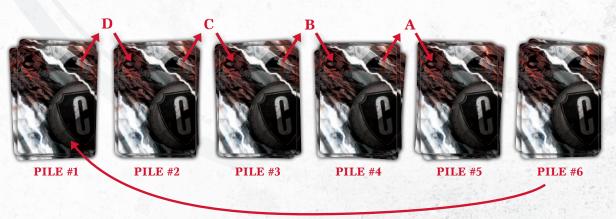
2. Archenemy Titans
There are 10 different Archenemy Titans available to use each game. To keep things fresh and unpredictable, the Archenemy Titans you face each game are random, except for the first.

Sort the Archenemy Titans into one 1-card stack and three 3-card stacks from left to right, grouped by Archenemy level (the number next to the word Archenemy). Shuffle each stack and place it above the corresponding main deck stack. So, for example, the three Archenemy 3 cards are shuffled together and then placed on the table directly above Pile #3.

A. Shuffle the top card of the Archenemy 4 stack into Pile #4 and place that pile on top of Pile #5 to start the main deck.

B. Shuffle the top card of the Archenemy 3 stack into Pile #3 and place it on top of the deck.

C. Shuffle the top card of the Archenemy 2 stack into Pile #2 and place it on top of the deck.

D. Shuffle the Archenemy 1 Titan into Pile #1 and place it on top of the deck.

E. Place Pile #6 on top of the main deck.

Place the remaining Archenemy Titans back in the box, without looking at them, so you won't get hints about what Titans are coming or not coming.

Now place the main deck (nicknamed the "Castle") on one end of the play area.

3. Hero Cards and Starting Decks

Each player is dealt a random oversized Hero. Alternately, each player may choose to play as their favorite character. Next, grab the Hero standee that matches your Hero, place it into a plastic base, and then place it on your oversized Hero.

Each player begins with a starting deck of seven Courage cards and three Thrust cards. You will use your Courage cards to buy more powerful cards to add to your deck, improving it as the game goes on.

Each player starts by shuffling their deck and drawing five cards.

4. Building the City

Place the 16 3D Gear, 10 Titans on Attack, and 20 Wound cards into three separate stacks on the opposite side of the play area from the main deck. You may want to rotate these stacks perpendicular to the Walls so that everyone can reach them (see image on next page). These three stacks of cards and the main deck are not part of any District. 3D Gear and Wound cards are placed face up. Titans on Attack cards are placed face down and should be shuffled at the start of the game.

Place the five Wall tiles in a line to form the Districts, anchored by the Castle (i.e., the main deck) on one end and the three stacks on the other end. Each Wall tile represents a single District. Designate one side of the Walls as "inside" and the other as "outside." Each District consists of an inside space and outside space.

Wall Maria and Wall Rose are much longer than Wall Sina, so they are represented by multiple Wall tiles. Place two Wall Maria tokens on each of the two outermost Wall tiles. Place two Wall Rose tokens on each of the next two Wall tiles. Finally, place two Wall Sina tokens on the Wall tile closest to the Castle. More on these tokens later.

Place a card from the top of the main deck into each District. If a Titan is placed this way during initial set-up, remove it from the game and ignore its Ambush text. That District will be empty during initial set-up.

Once you have arranged the Castle, the Walls, and the other stacks, it will look something like the image on the next page. Your opening cards in the Districts will vary.

ROUND STRUCTURE

1. At the start of each round (including the first!), add cards from the main deck to the Districts equal to the number of players. For example, two cards total are added each round in a 2-player game *(not two per District).*
2. As a group, choose a player to be the first player this round. Give them the Round Token. If you have cards that can help the rest of the team, you might want to volunteer to go first.
3. The player with the Round Token takes their turn, and then flips over the token. Play proceeds clockwise. The Round Token remains with the first player.
4. When the player to the right of the first player has completed their turn, the round is over.

Adding Cards to the Districts

The main deck is the Castle. The further the Wall is from the Castle, the more likely that Titans and other items will show up there. There will often be numerous cards inside and outside the Wall of each District. Titan cards added to a District are always placed outside the Wall of that District. Ally, Equipment, Maneuver, and Location cards added to a District from the main deck are always placed inside the Wall of that District.

Whenever a card is added to the Districts from the main deck, add it to the District with the fewest number of cards inside its Wall. Titans are not considered when counting cards in a District. A tie is broken by favoring the District furthest from the Castle.

(Using the above example.) In a 4-player game, card #1 would be placed into the empty District. Now the Districts are all tied for fewest number of cards. So the next card will be placed into the outermost District, next to the stacks. Card #2 is a Titan! It is placed outside the Wall opposite the Flintlock Rifle. Resolve its Ambush before proceeding. The Districts are still tied, so card #3 is placed inside the outermost wall. Card #4 is placed in the formerly empty District, as it is the outermost District with the fewest number of cards inside its Wall.

GAMEPLAY

At the start of your turn, if your Hero standee is currently not in a District (which it isn't at the start of the game), place it in any inside space in any District. You take your turn by playing cards from your hand face up for all players to see. This generates **Power** (the "currency" of the game), **Move** (the ability to travel between Districts and over Walls), and other effects.

For cards inside the Wall, the game text is not active. Cards must be bought and then played in order for you to take advantage of the game text. However, the game text on Titans outside the Wall is active.

Acquiring Cards

Buy: Spend Power equal to the cost of a card and place that card into your discard pile.
Gain: Take a card from the space, stack, or deck indicated and place that card into your discard pile unless stated otherwise. If a card tells you to gain a card with a specific name, card type, or cost and there are none available, you simply don't gain the card.

You may buy cards in your Hero's space or other places you move to during your turn. If you are inside the Wall, you may be able to buy Ally, Equipment, Maneuver, and Location cards in your space. If you are outside a Wall, you may be able to defeat the Titans in your space. All you need is Power!

You can buy any number of available cards with combined cost less than or equal to the amount of Power you have for the turn. For example, your Courage cards each give you **+1 Power.** If you draw four of them and no other cards with any Power bonuses, your total Power for the turn is 4. You can buy a single card with cost 2, 3, or 4, or even two cards if each has a cost of 2, assuming these options are available in your space. Buying cards to add to your deck and defeating Titans (who don't go into your deck) are both considered "buying" cards since you are spending Power. A turn can consist of both buying cards for your deck and defeating Titans, if you have the Move you need to travel inside and outside the Walls. You may choose to pass if you cannot buy or do not wish to buy any cards.

3D Gear is always available to be bought during your turn **no matter where your Hero is** (as long as cards remain in the stack). You may buy more than one during your turn if you wish. Wound and Titans on Attack cards are never bought.

Cards you buy or gain from inside the Wall and 3D Gear are always immediately placed into your discard pile, unless you are instructed otherwise. **Titans you buy/defeat are removed from the game.** Discard piles are always face up. Soon, they'll be shuffled into your deck, and then you'll be drawing these newer, more powerful cards into your hand so you can play them. Buying powerful cards builds up the effectiveness of your deck. That's why it's called a "deck-building game."

Moving Your Hero

If your District doesn't have cards you want or you're intrigued by the card options in another District, you can use **Move** to reach other Districts.

When played, Move cards allow your Hero to move around the Districts. Like Power, you total the value of the Move on the cards you choose to play. For example, Thrust cards each give you **Move 2.** If you play two Thrust cards, your Move total is 4 this turn.

Moving from your current space to an adjacent space reduces your **Move** total by 1. Each inside space of a District is adjacent to the outside space of its District and the inside space of each neighboring District. Each outside space of a District is adjacent to the inside space of its District and the outside space of each neighboring District. You can move between inside spaces, between outside spaces, and across Walls in any combination.

Once you have played the cards you wish to play, you may buy cards in your current space. You may spend Move to reach other spaces and continue buying cards or attacking Titans in those spaces. You may even return to a space you previously occupied. You may play additional cards after buying and/or moving. If you don't generate any **Move** during your turn, you can't move! In such cases, the cards in your space and **3D Gear** will be your only buying options.

Order of Playing Your Cards

On your turn, you get to play the cards in your hand in the order of your choosing. When you play a card, its game text resolves immediately. When you have played all the cards you wish to play at that time, total up the Power and Move you have accumulated. Spend Power to buy cards you like in your current space. Spend some Move to travel to another District to buy cards there. Then, hop over the Wall to attack a Titan or at least protect the Wall. You do not have to play all of the cards in your hand before you start making purchases or moving if you don't wish to. You may play additional cards after buying and/or moving.

Sample Turn Sequence

On your turn, you have a hand of four Courage and one Thrust. Playing all of these cards generates **4 Power** and **Move 2.** The card in your current inside space has a cost of 5, which you can't afford. However, an adjacent District has a card you really want, so you spend 1 Move to get there. Your 4 Power is enough to buy the card **Swords** in your new space. After buying it, you put it into your discard pile. Your Power is all spent, but you still have Move 1 remaining.

You decide to spend it to move across the Wall to the outside space of your District. While you don't have the Power necessary to kill the Titan right now, you can at least prevent the Wall from taking any damage.

Ending Your Turn

1. Announce that you are ending your turn. Your turn is now over.
2. Place any cards remaining in your hand into your discard pile.
3. Resolve any "at the end of your turn" effects.
4. Place all the cards you played into your discard pile. Any unspent Power or Move is lost.
5. Draw five cards from your deck.
6. The player to your left starts their turn, unless that player has the Round Token in front of them. If they do, proceed to the End of Round.

End of Round

Once each player has taken a turn in the round, the round ends and the following happens in order:
1. Each Archenemy Titan regenerates 1 Hit Point per player.
2. Resolve "end of round" Titan Ongoings.
3. Each standard Titan deals 1 damage to the Wall in its District. Each Archenemy Titan deals 2 damage to the Wall in its District. For each Wall damage a Hero sharing a space with a Titan chooses to prevent, that Hero gains a Wound.
4. Flip the Round Token over to the Start of Round side, and then start a new round.

TITANS

Some Titans are easier to defeat than others. The standard red Titans have a cost of 5 or less and deal 1 damage to the Wall at the end of each round, so they are not as big and scary as their giant counterparts. Standard Titans can be defeated in one-shot by spending Power when you share an outside space with them. When you defeat a Titan, it is removed from the game instead of being placed into your discard pile like other cards. Celebrate! You've helped humanity slow the Titan onslaught.

When a Titan first appears in a District (after being placed there from the top of the main deck), it will often Ambush that District or Heroes in that District. Heroes in that District may be subject to attack, cards could be destroyed, or–in certain especially scary situations–the Wall could be put into immediate danger! The Ambush text applies as soon as that Titan is placed outside the Wall of that District. Suspend placing other cards if there are more to come. Resolve the Ambush first, then continue placing cards. The Ambush text applies only when it first appears, not every round. So, if you leave a Titan outside the Wall for a few rounds, its Ambush text will not apply again, unless a card says otherwise. See page 11 for more on Ambushes and defending yourself from them.

Archenemy Titans

Archenemy Titans are the big ones that you really need to look out for. They deal 2 damage to the Wall at the end of each round–enough to take one down in a single round! They are much more powerful than the standard red Titans and will require teamwork and at least a couple of rounds to defeat. Downing all four Archenemy Titans is how you win the game. In addition to looking a little different than the standard Titans, they have two additional traits: Hit Points and Regeneration.

Hit Points

Archenemy Titans have Hit Points that must be whittled down before you can attempt kill shots on the monstrosities. A Titan's Hit Points are found inside the blood drip icon at the bottom of the card. While in the same space as a Titan, you can spend Power to deal damage to its Hit Points. Deal 1 damage to the Titan for each Power spent. Power used to damage a Titan can't be used to buy cards. Some cards, such as Cannon, deal damage not derived from Power. Damage is only applied to Archenemy Titans and never to standard Titans, as they don't have the Hit Point icon.

When damage is dealt to an Archenemy Titan, place damage Tokens on it equal to the damage dealt. You cannot place damage on a Titan in excess of its Hit Points. Damage persists between rounds.

While an Archenemy Titan has damage equal to its Hit Points, a Hero can rise to the challenge and attempt to defeat it by using Power (not damage) to pay the cost of the Titan. The same Hero can add the last damage to a Titan and continue spending Power to attempt to defeat it in the same turn.
Example: A Hero generates 16 Power, using 2 of that to add damage to the Titan. The Titan now has damage equal to its Hit Points, so the Hero still has 14 Power during the same turn to attempt to pay the cost of the Titan.

Regeneration

During the End of Round sequence, each Archenemy Titan regenerates 1 Hit Point for each player in the game. Remove damage from the Titan by removing damage tokens from it. It may be necessary to make change. After regenerating, a Titan will never have damage on it equal to its Hit Points, so it will need to be dealt additional damage before an attempt to defeat it can be made.

Defeating an Archenemy Titan

Each time you go in for the kill, an Archenemy Titan gets to add a card to the fray to see if you really have what it takes to defeat it.

After playing all of the cards you wish to use to defeat an Archenemy Titan, draw and resolve the top card of the Titans on Attack stack. While you do not have to play every card in your hand in order to attempt a kill, you cannot play any cards from your hand to aid the kill attempt after resolving the Titans on Attack card. In many cases, it is advantageous to hold a Defense card in your hand as many Titans on Attack cards have Ambush effects. (Defenses used to avoid Ambushes are not "played." They are discarded, so they don't break the rules.)

If an Ambush effect causes a card you control to be destroyed, reduce your Power total by the amount of Power that card generates (even if you already spent that Power) and ignore any future effects this turn from the card. If you played a card and used its Power to buy a card earlier in the turn, you still lose that Power from your total against the Titan.

Most Titans on Attack cards will also increase the cost of the Titan by a variable amount. Now, spend all of your remaining Power. If your remaining Power is equal to or greater than the Titan's total cost, you defeat the Titan. If your remaining Power is less than the Titan's total cost, the Titan is not defeated. Either way, the Power you generated this turn is lost and may not be used to buy other cards. If you have cards remaining in hand, those may now be played, but only to move and buy cards, not to help defeat the Titan you fought.

Example:
After generating 13 Power and holding a Signal Flare in your hand, you draw Grab from the Titans on Attack stack. The Ambush game text would destroy your Pay Tribute, reducing your Power below the Titan's cost, but the Signal Flare allows you to avoid the Ambush and defeat the Titan.

Place resolved Titans on Attack cards in a face-up discard pile near the stack. Feel free to look at the Titans on Attack cards in the discard pile. This reconnaissance will let you know what you won't have to contend with during further kill attempts (meaning, you know you won't draw that card next time). The cost increases gained via Titans on Attack cards are removed at the end of turn. If the stack runs out or an Archenemy Titan is defeated, shuffle the Titans on Attack discard pile into the stack.

Titan Ongoing Abilities

Archenemy Titans have Ongoing abilities. Some of these abilities are constant effects that you must deal with throughout each round, like a restriction on how much damage you can deal the Titan. However, most Ongoing abilities resolve at the end of each round. They resolve whether or not there are Heroes in their District. There are no ways to stop Ongoing abilities. However, if an Ongoing ability causes an Ambush, it may be avoided with a Defense as usual. Ongoing abilities might affect Districts other than the one the Titan occupies–the wording "a District" means any District. If there are multiple Titan Ongoing abilities to resolve, the players choose the order in which to resolve them.

Wall Damage

Wall tokens represent the Wall's "Hit Points." When none remain on a Wall, that Wall tile is destroyed. At the end of each round, standard Titans deal 1 damage to the Wall in the District they occupy, while Archenemy Titans deal 2 damage to the Wall in the District they occupy. If there are Multiple Titans at a Wall, add up all the damage that would be dealt. Each point of damage to the Wall removes 1 Wall token from that Wall.

Heroes sharing a space with a Titan can prevent this damage by gaining Wounds. Each point of damage blocked gains that Hero a Wound. Gained Wounds are placed into your discard pile like any other bought or gained card would be. A Hero can "soak up" any amount of damage to a Wall as it happens (you can't repair a damaged Wall by taking Wounds). If there are multiple Heroes and multiple points of damage coming to the Wall, players may choose to divide the Wounds as they wish, blocking all, some, or none of the damage coming to the Wall. If a Hero gains multiple Wounds, they are all gained at once.

When a Wall is destroyed, remove it from the game. Destroy all cards in that District, including Locations. If a gap appears, move the remaining Walls closer together (along with their cards). The two Districts on either side of the gap are now adjacent. As the city shrinks, it becomes easier to move from one end of the city to the other. If your Hero is in a District that loses its Wall, place your Hero standee on your Hero card. You will re-enter play at the start of your next turn at the District of your choosing. Your forces must fall back to defend the remaining Walls.

Titans at a collapsed Wall don't go away. They keep on attacking! The Titans at a destroyed Wall move to the adjacent outside space at the next Wall, in the direction of the Castle (inward). If there are no inward Walls, the Titan moves outward towards the stacks. Note that Titans who move to a new District this way have already dealt all their damage for the round to the previous Wall Essentially, a Wall takes all the incoming Titan damage before collapsing.

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Winning or Losing as a Team
When your team has defeated all four Archenemy Titans, the game ends and your team wins!

The game ends immediately in a loss for the players when any one of the following three conditions is met:
• No Walls remain in play.
• You must add a card from the main deck to a District but cannot.
• Three Heroes have died in a 2- or 3-player game. Two Heroes have died in a 4- or 5-player game.

</div>

ADDITIONAL RULES

Oversized Heroes
Your Hero has abilities that you may choose to use during your turn. If a Hero has two abilities on their card, both of them may apply on the same turn. Instead of randomly assigning Heroes at the start of games after your first, each player may choose a Hero to play with or, if you have sufficient Heroes, deal two Heroes to each player and let each player choose one.

Controlling Cards
You, and therefore your Hero, control cards you play and cards that remain in play in front of you. You do not control Locations cards or cards in your hand, deck, or discard pile.

Shuffling Your Deck
You don't reshuffle your discard pile and make it your new deck as soon as you run out of cards in your deck. However, at any point during the game if there are no cards in your deck and you need to draw, discard, or reveal a card from your deck, immediately reshuffle your discard pile and it becomes your new deck.

Discarding Cards
When a card tells you to "discard" a card, by default it means to discard from your hand. However, in some cases, a card may tell you to discard a card from another place, such as from the top of your deck or from in play. Cards that are discarded in this way still count as being "discarded." After discarding cards, you do not refill your hand unless instructed to. Refilling your hand occurs at the end of your turn, not the start.

Card Types
Each card has a card type listed under the art and above the game text box (except for Wound cards, which have no card type). This area is the "card type bar." Some cards have additional words in their card type (i.e., subtypes), such as Move or Archenemy. For example, a "Move" card is a card with the word "Move" on the right side of the card type bar.

Keywords
Keywords are bolded words in text boxes that let you know something special is happening beyond simply what the card says. Locations, Wounds, and Archenemy Titans have the Ongoing keyword. Cards can also have **Ambush**, **Defense**, and **Move** keywords. **Power** is also a keyword, but it isn't referenced like the others are.

If a card is specified by name in a card's text, that card name is bolded, but that is not a keyword with hidden meaning.

Locations
Locations all have Ongoing abilities. The keyword "Ongoing" means that this card stays in play after you play it, and continues to give benefits round after round. Location cards go straight to your discard pile when bought or gained, just like any other card. However, when you later draw and play a Location, choose any District in play and place this card on its Wall tile, under any Wall Tokens. You do not have to place it in your Hero's current District. Any Hero may take advantage of a Location card's Ongoing ability at their District while in the inside or outside space of that District. Locations may not be used until bought and later placed on a Wall.

A District can only have one Location card. If you want to place a Location onto a District that already has a Location, the previous Location is destroyed and replaced with the new one. When a Wall is destroyed, the Location card on the Wall is also destroyed.

Move Payment Abilities
Most Locations and some Heroes have Move payment abilities. Since you can only generate

Move during your own turn, these abilities may only be used during your turn. Spend Move on these abilities the same way you would spend Power to buy cards. The Move you spend this way cannot be used to move, but you get the effect listed after the colon (:) on the card. Location abilities are typically limited to once per turn. Hero abilities may be used any number of times during your turn.

Ambushes and Defenses
An Ambush is a surprise attack that a Titan inflicts on the Heroes, Districts, and/or Walls when they first appear in play. Ambushes will also frequently occur via the Titans on Attack cards and some Archenemy Titan Ongoing abilities.

An Ambush will typically affect each Hero in the District where the Titan is located. Some Ambushes will only affect Heroes that share a space with the Titan. A player using a Defense card negates the Ambush only against themselves. A player may only utilize one Defense to protect themselves per Ambush.

Each Hero in the Ambushed District who cannot avoid it is immediately affected by the Ambush card's ability. If the target is not "Each Hero," then just a single Defense card utilized by a Hero in that District is needed to avoid the Ambush effect.

If you are not in an Ambushed District, you are not affected and cannot utilize a Defense card. Mikasa's Hero card breaks this rule, however. Defense cards used to avoid Ambushes are typically discarded, but they may have a reward listed at the end of the Defense text. Using a Defense card to avoid an Ambush is not "playing" the card, so you do not generate any of the effects above the Defense text.

Defense cards only protect the Hero utilizing it, unless the card specifically says otherwise.

Wounds
Heroes can gain Wounds by preventing Wall damage and fighting Titans. When this happens, place the Wound card into your discard pile. Once you shuffle your discard pile, these Wound cards will be in your deck and eventually in your hand. At the start of your turn, if you have any Wounds in your hand, you must play all of them before playing any other cards. If you draw a Wound during your turn, you must play it next, whether you have additional cards to play or not.

A Wound card you play during your turn stays in play until the start of your next turn due to the keyword "Ongoing." While you control a Wound, if you play or gain another Wound before your next turn, your Hero dies. If you play two Wounds from your hand during the same turn, your Hero dies. Gaining multiple Wounds at once does not kill your Hero if you don't control any Wounds, as these cards were not played.

Unlike all other cards, when a Wound is destroyed, it goes back to the Wound stack. If the Wound stack runs out, effects that would cause a player to gain a Wound do not do so, but any other effects those cards have still resolve as usual. A player may still use a Defense to avoid an Ambush that gives out Wounds, even when there are no Wounds available to be gained.

Death

When your Hero dies, your turn immediately ends, even if you were about to land a finishing blow on a Titan. Place all Wounds you control and any in your discard pile back on the Wound stack. Destroy all cards in your hand and any other cards you control. Grab a new Hero that hasn't been in play this game and their standee. Now draw your new hand of five cards, and play continues. At the start of your next turn, place your new Hero's standee in any inside space in any District, then continue your turn as usual.

Keep a memorial of lost Heroes face up and off to the side. If too many Heroes end up there, your team has lost and the game ends.

Destroying Cards

Some cards have an ability that allows you to destroy a card in your hand, your discard pile, or even a District. When you destroy a card, place it into a face-up pile of destroyed cards away from the play area. You will often get to choose which of your cards to destroy. Destroying Wound cards will improve your deck greatly! If a Wound is destroyed, it is placed on the Wound stack instead of the destroyed pile. Conversely, if a 3D Gear is destroyed, it does not go back to the 3D Gear stack.

GAME VARIANTS

Solo Play

Choose your primary Hero and place its oversized card in front of you. If this Hero dies, you lose the game. Choose two secondary Heroes, and place their oversized cards in front of you as well. These secondary Heroes will aid you by protecting Walls and joining you (virtually) for the defense of the city, but you do not get to utilize their game text. They do not have a deck of cards and can never gain cards.

When you first place your Hero standee into a District, also place the standees of your secondary Heroes into Districts. You may move them by using Move each round, just like you would spend Move to move your own Hero.

Since they do not have a deck and cannot defend themselves, they are not subject to Titan Ambushes and Ongoing effects. However, they can gain Wound cards while protecting the Wall. If a secondary Hero gains a Wound, place it face up on that Hero's oversized card. If they gain a second Wound while they already have one, they die. You may remove Wounds from them with Food or the Hospital.

Solo Play Notes

- Each time you defeat an Archenemy, place all Wounds in play back onto the Wound stack.
- After defeating a second Archenemy, add two cards to the Districts at the start of each round, instead of just one.
- For Long-Distance Scouting Formation, you are "the player to your right."
- When you play a Resupply or Fuel Cannisters card, draw an extra card/gain an extra 3D Gear if you share a space with one or more secondary Heroes. The secondary Heroes don't have a hand, so you get the benefit.

Adjusting Game Difficulty

Whether your group is new to deck-building games, or masters of them, you may want to change things up a bit to make sure the challenge level is appropriate. Choose one or more options below. They are listed in order of smallest change to biggest change.

Easier

- If your Hero dies, remove all Wounds from your deck as well. Then shuffle your deck.
- Add one fewer card to the Districts at the start of each round.
- Don't use the "Titans on Attack" cards.

Harder

- If any Heroes die, your team loses.
- Add one additional card to the Districts at the start of each round.
- Place only one Wall Token on each Wall at the start of the game.

Adjusting Game Length

If you have a little less than an hour to play, make the following changes during game setup. After creating the six stacks of cards, remove the fourth card stack and the Level 4 Titans from the game. Then remove one card from each of the remaining five stacks before shuffling in the Archenemies. You win the game if you defeat three Archenemy Titans.

SPECIFIC CARD CLARIFICATIONS

3D Gear: If you wish to return this card to the stack, you must do so as soon as you play it. You cannot wait until later to put it on the stack for the extra bonuses. 3D Gear you have already returned to the stack cannot be destroyed by a Titans on Attack Ambush.

Armored Titan: If its Ongoing ability destroys a Wall, it will move and deal its 2 damage to the next Wall.

Breakthrough, Titan (4-Meter): A single Defense card played by any Hero in the affected District (or a nearby Mikasa) will stop the Ambush effect.

Colossal Titan: Resolve the first Titans on Attack card before revealing the second.

Bean: This Titan's Ongoing ability can affect any District. The players choose which card to destroy.

Cannon, Flintlock Rifle: These cards allow you to deal damage to Archenemy Titans in a District while you are inside the Wall of that District. They will still deal damage if you share a space with an Archenemy Titan. The damage cannot be split between multiple Archenemy Titans.

Charge: Spent Move still counts as Move played this turn.

Female Titan, Deviant Titan 12: If there is a tie, the Titan moves to the tied District furthest from the Castle.

Food: A Hero with a Wound in front of them controls that Wound. Note that you may only destroy a Wound in your own discard pile.

Forest of Giant Trees, Smiling Titan, and others: A "Move" card is a card with the Move subtype on the right side of the card type bar.

Grab, Eat, Crush: A "future effect" is something that resolves at end of turn or after defeating a Titan. For example, if Miche Zacharius is destroyed, you would not be able to draw an additional card for defeating the Titan. You do not undo prior effects like a Pay Tribute destroy, nor do you remove the Titan Trap token.

Kitts Woerman, Reel In: If you draw a Wound with these cards, you may discard it for the second effect before having to play it. A card fully resolves before you deal with any outside effects.

Mikasa: Her Hero ability allows her to use Defense cards to protect herself, her fellow Heroes, and even the Walls in her District and adjacent Districts. Each Defense card will protect only a single Hero, unless the card says otherwise. She may use Defense cards even when she is not subject to an Ambush. This is especially important when resolving Titans on Attack cards. This ability may be used when it is not her turn.

Old Survey Corps HQ, Christa Lenz, Armin: The card you receive goes into your hand. "Pass" means you choose a card from your hand and give it to another player. You keep all cards passed to you. They do not return to their previous owner at end of turn.

REEL IN

MANEUVER   **Move**

Move 1
Choose a Hero in this District to draw a card and discard a card.

1   2

Reel In: You must choose the Hero the moment you play this card. You cannot use the Move provided by this card prior to resolving the game text. Move you generate goes into a Move pool, while game text resolves immediately.

Reiner Braun: Revealing this card to avoid an Ambush does not remove it from your hand.

Resupply, Fuel Cannisters, Reel In, Gunther Schultz, Pay Tribute, Food: You may choose yourself if you wish. If you are allowed to choose two Heroes, you may not choose the same one twice.

Shiganshina: A Hero does not need to be in the same District as this for it to count as a Wall token. If this is removed as a Wall token, this Location card is destroyed.

Steaming: Regenerating twice means it heals 1 damage per player in the game, and then does it again. It still regenerates at the end of the round.

Surprise Attack, Conny, Levi, Ymir, Keith Shadis: Even if a card you played leaves play, it still counts as having been played that turn.

SWING AWAY   Attack on Titan 進撃の巨人

MANEUVER   **Move**

Move 2
Defense: You may discard this card to avoid an **Ambush**. If you avoided an Archenemy Titan, draw a card. Otherwise, defeat that Titan.

1   3

Swing Away: Avoiding an Archenemy Titan means you have used a Defense card against an Ongoing Ambush or Titans on Attack Ambush. If you are not being Ambushed, you cannot avoid or defeat a Titan with this card. Defeating a standard Titan does not stop the Ambush from happening to other Heroes present.

Swords, Kill Shot: If you are in the proper space to gain the bonus Power from these cards, that Power is locked in. If you move away, you retain the bonus Power you generated.

Titan Trap: Be careful where you place the the Titan Trap token, as some Titans move at the end of the round prior to dealing damage to the Wall.

TITAN TRAP

Titan Trap Token