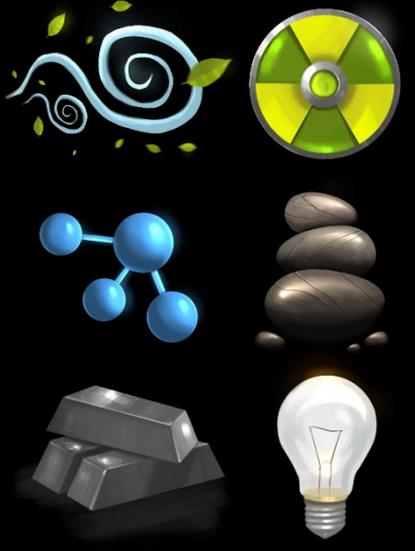


Pocket Universe is a highly strategic, take that!, elemental card game that fits in your pocket, sets up in seconds and plays in minutes! Use a collection of 18 different elements over 3 competitive rounds to sabotage your opponents and bring you closer to scoring the most points and winning the game!



**INCLUDES 18 CARDS & RULES!**  
**2-4 PLAYERS | 10 MIN | AGE 12+**

Pocket Universe is a product of Rampage Games LLC  
 Artwork by Sean Thurlow  
 Manufactured in the USA  
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## OBJECTIVE

Strategically play the elements in your possession over three competitive games (each game consists of 3 rounds) to accumulate the most points to be declared the winner!

## COMPONENTS

18 Element Cards      1 Box

## SETUP

**2- Player:** Shuffle the element cards, deal 6 cards to each player and place the remaining cards in a pile in the center of the table.

**3- Player:** Shuffle the element cards and deal 6 cards to each player.

**4- Player:** Shuffle the element cards, deal 4 cards to each player and place the remaining cards to the side out of play.

## THE CARDS

Each card has a point value, title, graphic, effect and end-game trigger.



## HOW TO PLAY

The youngest player starts the game following a clockwise pattern around the table.

**Beginning of Round** – You (Player 1) begin the round by playing one card from your hand in front of you face-down. This is your Ante card. You will then play one card from your hand face-up. This card is in play and you will use its effect after the other players (in turn order) place their ante and in-play cards on the table.

**Activating effects** – After all ante and in-play cards have been placed, you (Player 1) will activate and resolve the effect of your in-play card. Other players (in turn order) will follow suit.

**Ante cards** – If another player's card effect removes your in-play card from your possession before you use its effect, your ante card is flipped face-up and you must use its effect when it is your turn. If both your in-play card and ante card are removed before your turn, your turn is skipped.

**Ending a round** – You must have a total of 6 cards in hand (4 cards in hand if playing with 4 players) after all players have activated and resolved their in-play card effects. If you have more than six (or 4), you

must discard cards face-down to the table until you have 6 in hand. After discarding, if you or the other players have fewer than 6 cards in hand, pick up one card from the table (either ante or in-play) in turn order (starting with you, Player 1) until all players have 6 cards in hand.

**2-Player Special Step** – After ending the round, you (Player 1) have the option to discard one card in hand (it is now out of play) to draw one card from the top of the pile in the center of the table. Player 2 may then do the same if they wish.

**Beginning the next round** – Player 2 begins round 2. Player 3 begins round 3. In a 2-player game, Player 1 would begin round 3. In a 4-player game, play 4 rounds rather than 3.

## END GAME

**Triggers** – When the final round has ended the triggers on every card in your hand must be activated. After all triggers have been activated, tally your points.

**Victory Condition** – Each game consists of 3 rounds (4 in 4-Player). After 3 games, the player with the most combined points wins the game!