



# ***CLAIM CLASH***

Claim Clash is a fast-paced, head-to-head card game where Heroes fight to detect and defeat Schemes. Use power, strategy, and real-world fraud logic to win.

---

## **2 Players**

- Player 1: 9 Hero cards (red)
- Player 2: 9 Scheme cards (navy)

## **Setup**

- Shuffle each player's deck.
- Each player draws 3 cards to form their hand.
- Remaining cards form your draw pile.

## **How to Play**

- Each round, players secretly choose 1 card to play.
- Reveal both cards at the same time.
- Apply card abilities first.
- Compare Power Levels (PL):
  - Higher PL wins the round and captures both cards.
  - Tied PL? Discard both cards.
- Both players draw 1 new card from their draw pile (if any).
- Repeat until all 9 cards have been played.

## **Winning**

- The player with the most captured cards wins.
- Optional sudden death: If all Schemes or Heroes are eliminated, that side loses instantly.

## **Card Abilities**

- Abilities are one-time effects unless stated otherwise.
- Use them before comparing Power Levels.
- Some abilities reference Hero roles or Scheme types—review cards before each round.