

AXE-A-LOT!

Quick Start
Rule Sheet!



Scan For Quick Start Video,
Rules, FAQs and Card Translations!

SET UP

1. Based on the number of Players, remove the following cards from the Main Deck:



6 Players: Remove Nothing!

5 Players: 2x Axe-A-Lot-L

4 Players: 4x Axe-A-Lot-L

3 Players: 6x Axe-A-Lot-L,
2x Regenerate

2 Players: 8x Axe-A-Lot-L,
4x Regenerate, 2x Hide

Shuffle the Main Deck and place it in the middle of the play area.

2. Deal each Player the following:



- 1x Set Of Starter Limbs (4 cards)
- 1x Armed and Dangerous
- 1x Disarming Smile.

Display these face-up in front of you. Any unused Starting Limbs or Starting Abilities can be placed back in the box.

3. Each player draws 4 cards (the maximum hand size) from the **Main Deck**.

- 4.** Choose a player to go first
(*Person who most recently used an axe, saw a worm, went swimming, etc.*)

TAKING YOUR TURN

- 1.** On your turn you may play cards from your hand by placing them face up on the discard pile next to the Main Deck, and following the instructions on the card. You may play as many cards as you have available, and are able to.

- 2.** Your turn ends when you:
- Can play no more cards
 - Play an Axe-A-Lot-L
 - Pass

3 At the end of your turn, Draw 2 cards from the Main Deck into your hand. (Draw 3 if you passed without playing any cards.)

If you ever need to draw from the Main Deck, and there aren't enough cards, shuffle the discard pile to replenish the Main Deck, and continue drawing your cards.

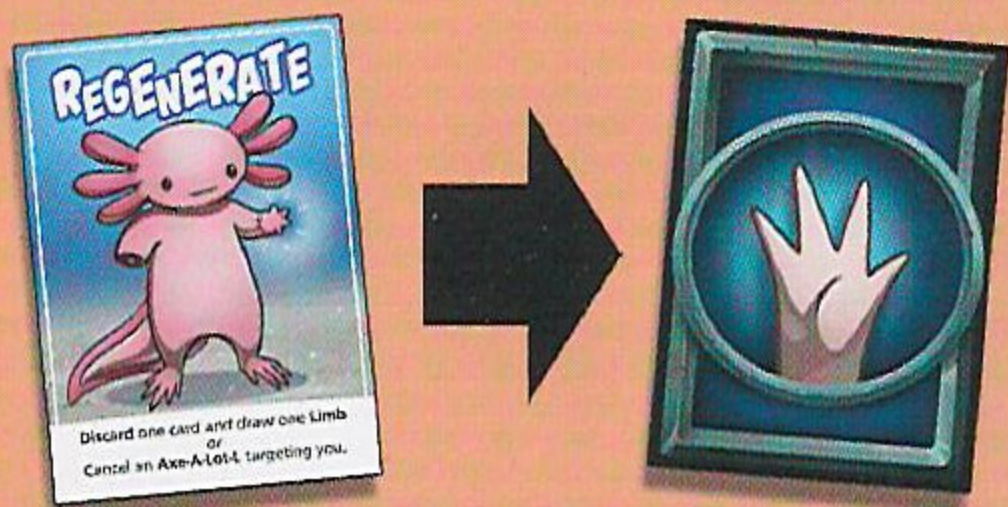
4 If you have more than 4 cards in your hand, discard down to 4 cards. The player to your left now takes their turn.



Cards with this symbol are once-per-game abilities. Remove them from play after resolving them.

REGENERATING LIMBS

Your Limbs keep you in the game. When you lose a Limb, the Player that cut off the Limb gets to decide which Limb you discard. Discard Limbs to a pile next to the **Limb Deck**. If you lose all of your Limbs, you are eliminated.



Regenerate cards allow you to draw a new Limb from the **Limb deck**. Some of these have special rules on them. You should decide before the game if you wish to play with these special rules, or simply ignore them.

REVENGE!

If you run out of **Limbs**, you are eliminated. Discard your hand.

In a 3+ Player game, you are now a **Legless Ball Of Floof And Rage**. You are no longer a **Player** or **Opponent**, but will continue to take your turn in turn order.

1. Draw 5 cards from the **Revenge Deck**.



- 2.** On your turn, you may play 1 card from your hand by discarding it face-up in front of you, and following the instructions on the card.

Some Revenge cards change the way the game plays for the remaining Players, and should be left where all Players can see it as a reminder.

After resolving your card, your Revenge turn ends.

- 3.** If a **Legless Ball Of Floof And Rage** starts their turn with no cards, the game immediately ends. The remaining Player with the most Limbs is the winner.

WINNING THE GAME

The last player with any remaining Limbs is the winner!

TIE BREAKER

In the rare event of a tie, players take turns flipping cards from the **Main Deck**. The first Player to flip an **Axe-A-Lot-L** is the winner.

For more in-depth rules, visit
www.axolotlgame.com

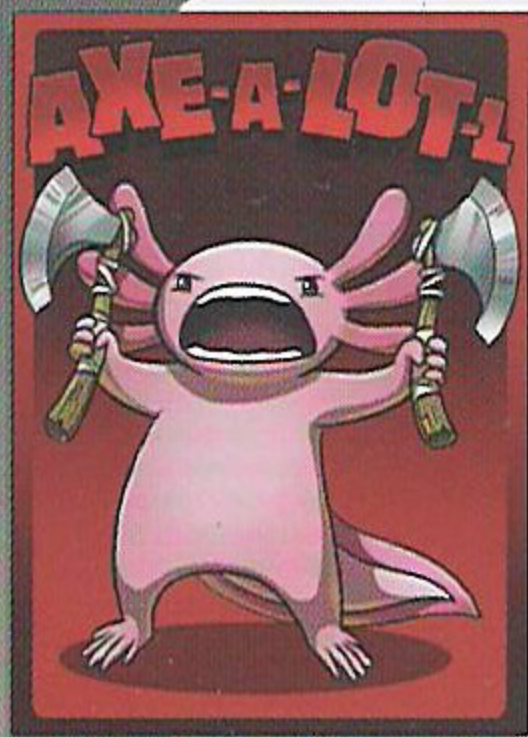
Axe-A-Lot-L Game Design
And Artwork by Tim Buckley

Game Development: Tim Buckley, Richard
Galler and Grant Tabler

Chief Axolotl Advisor: Flynn Buckley

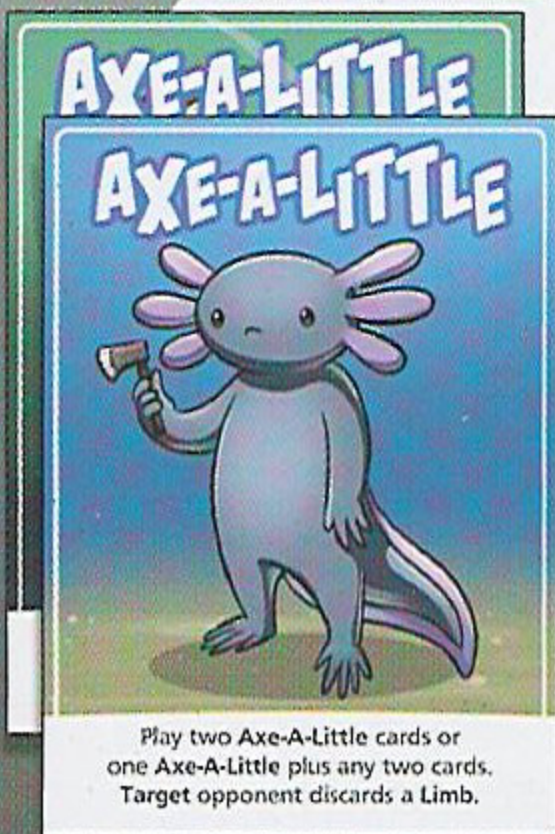
Playtesting: Flynn Buckley,
Weston Buckley

ATTACKING



The big choppa.
Target opponent
must discard
a Limb.

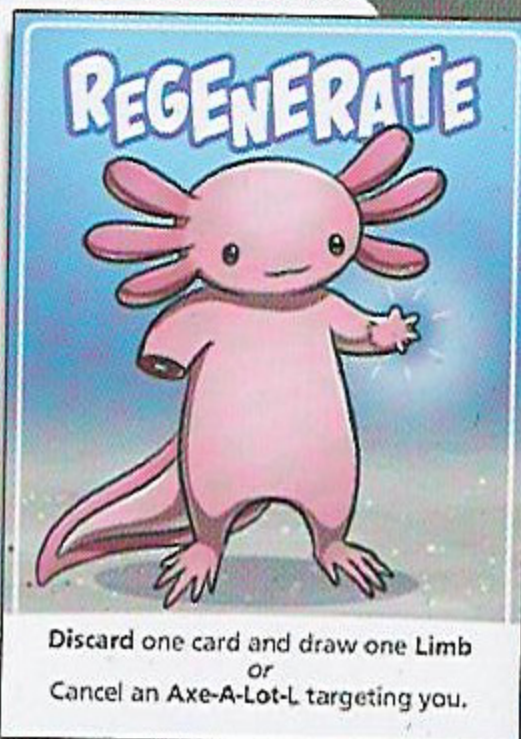
Ends your turn
when played, so
plan accordingly!



To cut off a Limb
with an **Axe-A-Little**,
you need a pair of
Axe-A-Little cards,
or one Axe-A-Little
card and any other
two cards from
your hand.

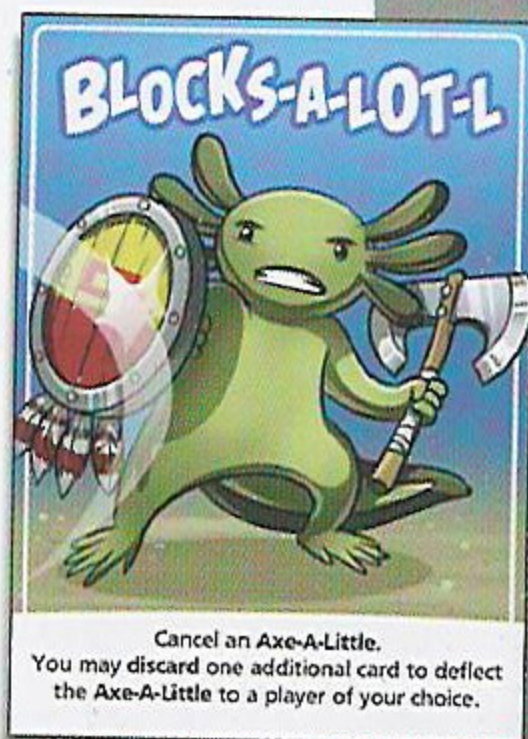
DEFENDING

Can be used to save a Limb by canceling an **Axe-A-Lot-L**, or to regrow a Limb by discarding a card from your hand.



Stops an **Axe-A-Little** attack.

Discard an additional card and a player of your choice becomes the new target of the **Axe-A-Little**!



MORPH CARDS

Morph Cards

provide your axolotl with unique, powerful abilities. They are an optional game mechanic that can be played in two ways:



- Players that are eliminated draw a random **Morph Card** to use for the next game. It gives them a leg up in the round (sometimes literally).
- Alternatively, deal a random **Morph Card** to every player at the start of a game, for an extra chaotic game of Axe-A-Lot-L!

TACTILOTL RETREAT

In 5+ player games, we recommend playing with the Tactilotl Retreat rule:

If you lose two Limbs in a single round, you can not be targeted again until the start of your next turn.

In larger games, this prevents someone from being ganged-up on and eliminated before getting to take a single turn.

The included card dividers feature artwork you can display in front of you to signal to the table that you are currently in Tactilotl Retreat.

GAME CONTENTS



Main Deck
(56 Cards)

Limb Deck
(47 Cards)



Starter Limbs
(24 Cards)

Revenge Deck
(17 Cards)



Morph Cards
(6 Cards)

Once-Per-Game
Abilities (12 Cards)

