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### SHOULD I TRY TO SCORE OR STEAL?

Because you know the color of the character on the front (the white side of the card) is one of the three colors on the back (the black side of the card), you can make smart decisions about trying to Score or Steal and which of the players to try to steal from.

### SCORE PILES

All the cards in your Score Pile should be face down (black side), but you must share the number (not the color) of cards in your pile with any player who asks.

### WINNING

The first player to have 10 or more cards in their Score Pile wins. The color of the cards does not matter.

### WHAT IF WE RUN OUT OF CARDS?

If you have no cards in your Tank, there is no special action to take. Just keep playing and try to gain some cards on your next turn.

In the rare situation in which the Draw Pile runs out, the player with the most cards in their Score Pile wins. If you have the same number of cards in your Score Pile, the player who has the most cards in their Tank wins.

### 2 PLAYER GAME

Play to 15 cards in your Score Pile instead of 10. If you choose to steal from your opponent and you successfully match the character color, you get to steal those cards AND you get to take another turn. As long as you successfully match the character color during a steal, you can keep taking turns.

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MANTIS™

# THE RULES



 2-6 PLAYERS

 10 MIN

CONTENTS:  
COMIC BOOK, 105 CARDS  
(7 colors, 15 of each color)

## HEY! DON'T READ THESE RULES!

Reading is the worst way to learn how to play a game. Instead go watch our instructional video:

[MANTIS.GAME/HOW](https://mantis.game/how)

## GOAL

Be the first player to have 10 or more cards in your Score Pile.

## CARDS

The front and the back of the cards in this game have an important connection:

The **front** of each card contains a character with a single color.



The **back** of each card shows three different colors.



GREEN  
YELLOW  
PURPLE

The color of the character on the front (the white side of the card) is always one of the three colors on the back (black side of the card).

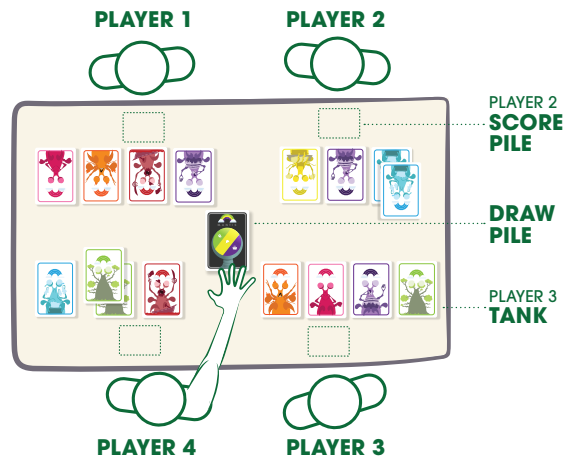
## SETUP

Shuffle the whole deck and then deal out 4 cards face up (white side) to each player. The collection of cards in front of each player is called their **Tank**. Keep the cards in your Tank face up (white side). If any of the cards in your Tank have the same colored character, put them in a spread-out stack so that you can see how many cards are in a stack (see image below).

Take the rest of the deck (the cards you haven't dealt out) and put it face down (black side) in the middle of the table. This is the **Draw Pile**.

Each player should also leave some room for a **Score Pile**.

Pick a player to go first and proceed clockwise around the table.



## GAMEPLAY

On your turn, **DO NOT TOUCH** the top card in the Draw Pile until you decide to either **Try to Score** or **Try to Steal**:

### TRY TO SCORE

Take the top card of the Draw Pile and turn it over in your Tank. If the character color on the white side matches any of the characters already in your Tank, move all the characters of that color (including the one you just turned over) into your Score Pile, and your turn is over.

If it does not match, just leave the card in your Tank, and your turn is over.

### TRY TO STEAL

Take the top card of the Draw Pile and turn it over in another player's Tank. If the character color on the white side matches any of the characters already in their Tank, move all the characters of that color (including the one you just turned over) into your Score Pile, and your turn is over.

If it does not match, just leave the card in the other player's Tank, and your turn is over.

### NOTE:

Trying to score is the only way to move cards into your Score Pile.

When your turn is over, advance clockwise to the next player.

### NOTE:

Successfully stealing moves cards into your Tank, **NOT** into your Score Pile.



CONTINUED ON BACK...