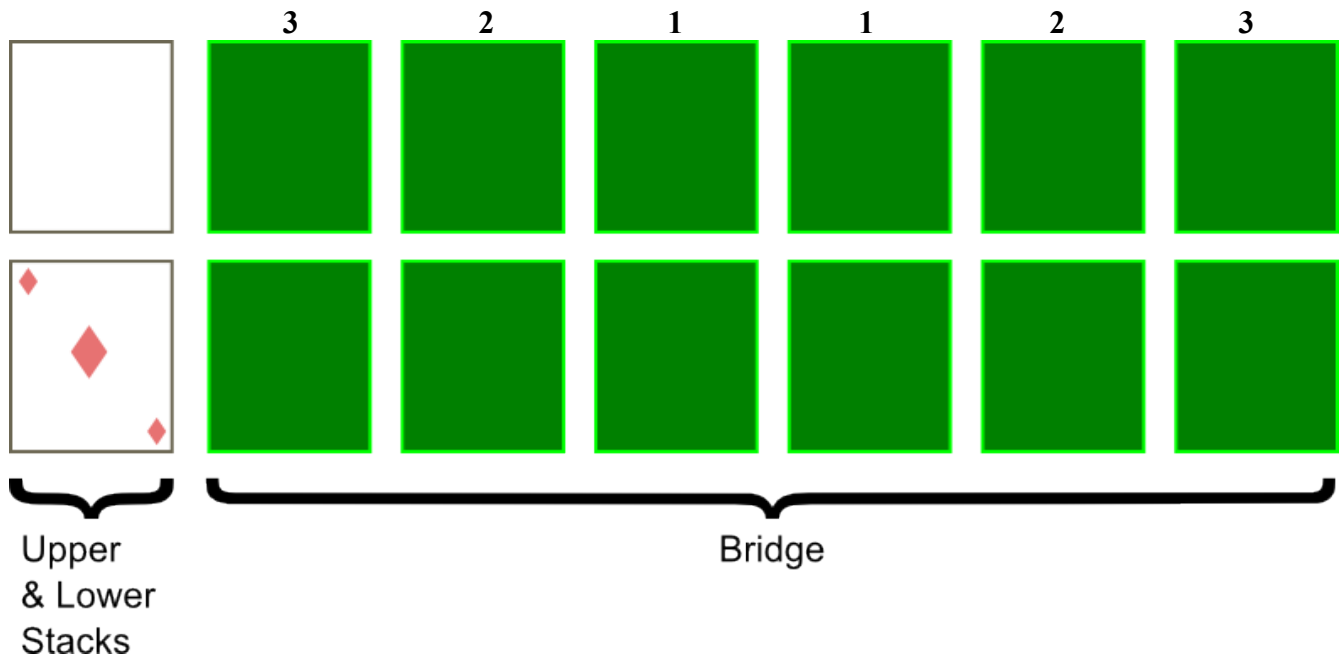


Quick-start



The turn:

1. Awaken bricks by playing cards into the stacks and rolling the die for each.
2. Take two troll actions (move, stomp, pick up brick, use brick, lay brick).
3. Awakened bricks try to flee left or right towards the closest river bank not blocked by the troll.

Hearts – Can't be picked up. Must be stomped.

Clubs – Use to beat an awakened brick next to the troll.

THE CLUB – Ace is used like a club, but can be used forever. The troll can't put it down.

Diamonds – Use to throw up, down, left, or right to hit the first awakened brick in that direction.

Spades – Use to flip an awakened card into the troll's hands as a dormant card. The troll can lay down the brick later.

Bricks must be touching on their sides to create a link between the two ends, or the bridge collapses. The bridge also collapses if all of the bricks on either end are lost.

Win if deck of awakening is empty, all bricks on the bridge are dormant, and the bridge is still standing.