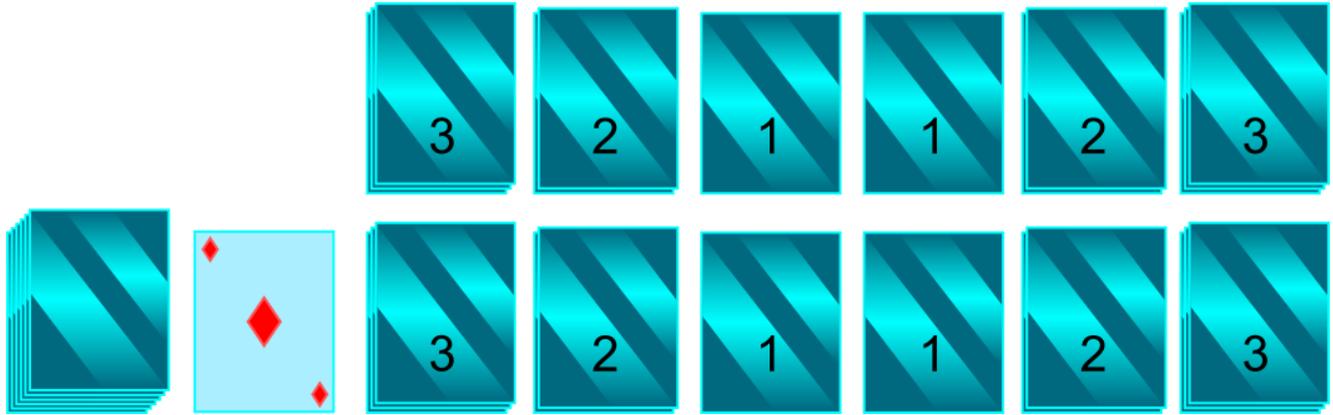
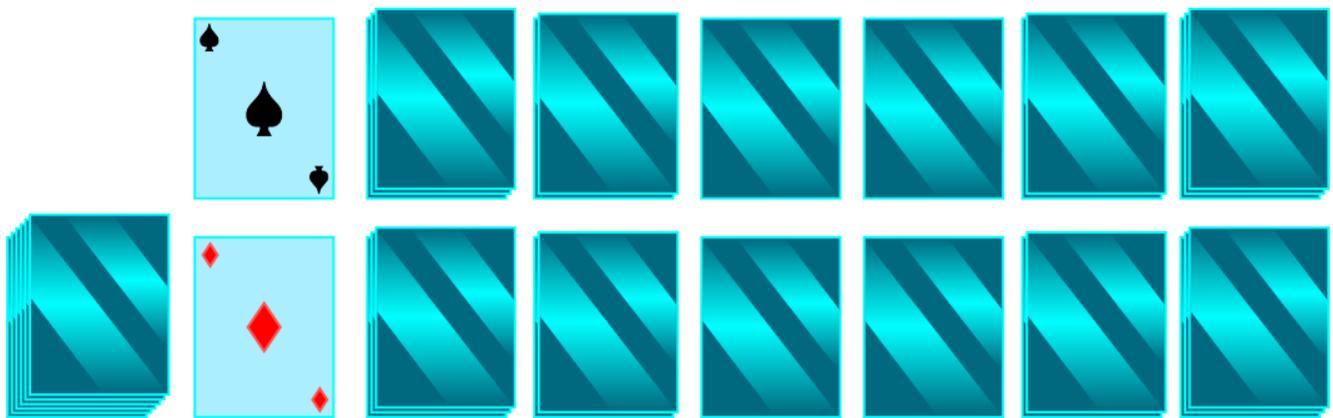


Setup

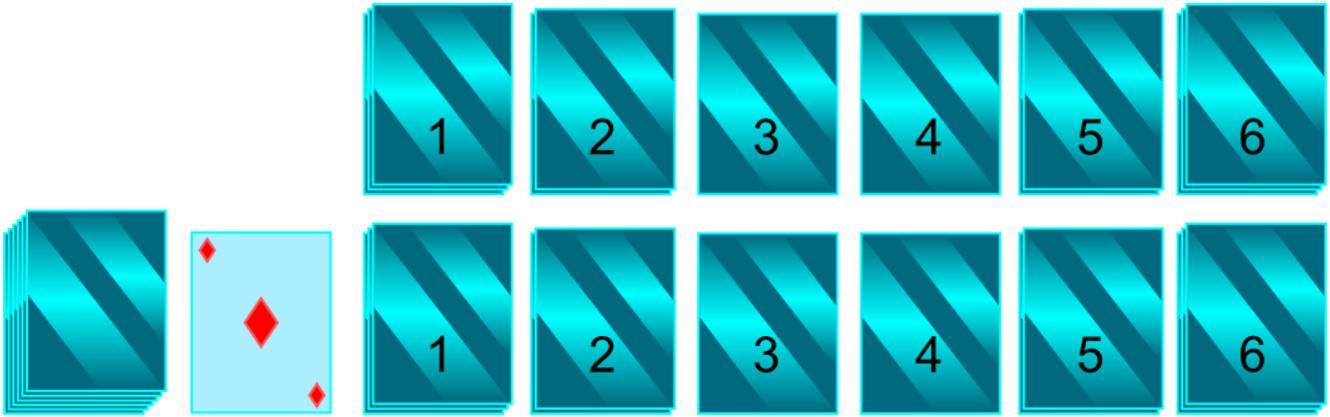
Recreate the arrangement below:



Put the number of cards labeled in each stack and put the rest on the far left in the draw deck. Flip up the first card and put it in between the bottom row and the draw deck. The cards in the twelve stacks on the right are the bricks.



From now on, any cards played into the stacks should be played on the lower stack if the card matches the color, and should go on the upper stack if the card does not match the color, as shown above.



Roll the die and put your troll token on the bottom row and the place indicated by the die number, counting from left to right, as shown above.

Your goal

Your goal is to keep your bridge from falling, so you can sleep under it tonight.

Each turn

Every turn is broken into three phases:

1. Bricks awaken.
2. The troll takes two actions.
3. Awakened bricks attempt to flee.

Bricks awakening phase

Any cards set aside during the other phases are placed into the stacks one at a time. If no cards were set aside during other phases (such as on the first turn), draw a card from the draw deck and place it in the stacks.

For each card placed into the stacks, roll the die once. The brick in the slot indicated is awakened (turned to face up). The stack the card is placed in indicates the row, and the number on the die indicates the slot. If the brick indicated is already awakened, that brick immediately flies away and is set aside for the next turn's brick awakening phase.

If the row and slot indicated is empty, the next brick to the left or right that is closest to one of the ends is awakened instead.

Troll movement phase

The troll must take two actions. The same action can be taken twice.

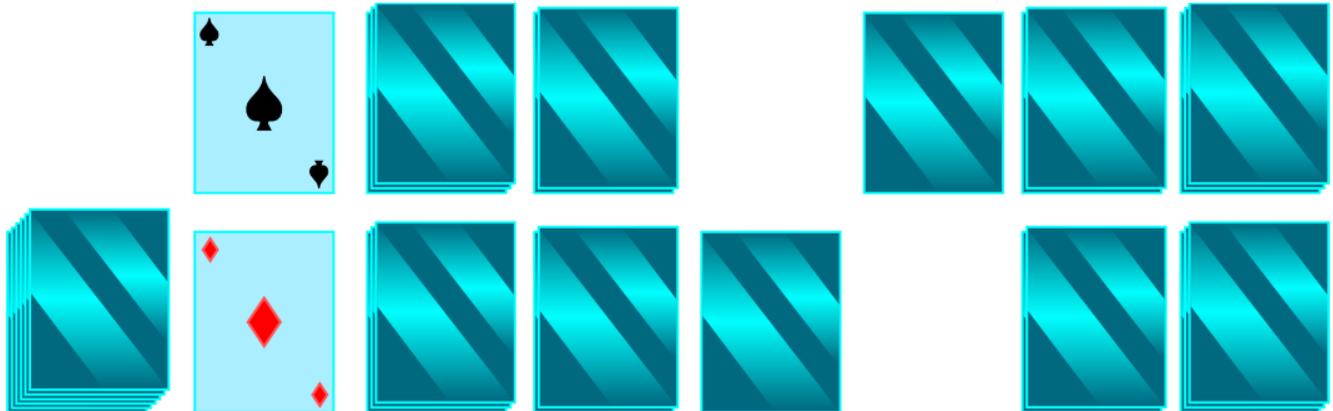
These are the available actions:

- **Movement** – The troll can move up, down, left, or right one step per action. The troll can only stop onto a brick, and troll cannot step on the same brick twice in one turn.
- **Stomp** – If the troll is standing on an awakened brick, the troll can stomp the brick to make it dormant (turn to face down).
- **Pick up** – If an awakened brick is next to the troll, the troll can pick up the brick (as long as it isn't a heart). Place the card on top of the troll token face up.
- **Use a brick** – If the troll is carrying a brick, the troll can use the brick. After the brick is used, the card is set aside for use in the next brick awakening phase. Different suits provide different uses:
 - **Diamonds** - The troll can throw a diamond brick at an awakened brick to make it dormant. The troll can throw the diamond brick up, down, left, or right to hit the first awakened brick in that direction. If the diamond brick does not hit an awakened brick, it is still used.
 - **Clubs** – If an awakened brick is next to the troll, the troll can use a club brick to make the awakened brick dormant.
 - **THE CLUB** – The ace of clubs is THE CLUB. It can be used like a normal club brick, except that it is kept after use and not set aside. The troll cannot drop it and will not be able to pick up anything else for the rest of the game.
 - **Spades** – If an awakened brick is next to the troll, the troll can use a spade brick to flip the awakened brick up into his hands. The brick becomes dormant (turned to face down), and the card is placed on top of the troll token.
- **Lay down a brick** – If the troll is carrying a dormant brick (after using a spade brick), the troll can lay down the dormant brick in any space next to the troll.

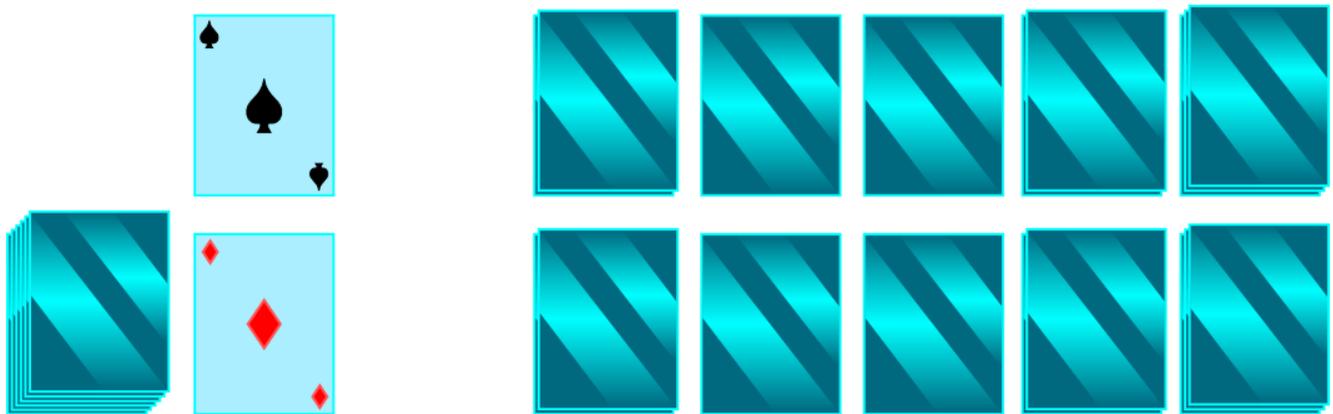
Brick flight phase

After the troll takes both actions, all awakened bricks attempt to flee. Awakened bricks that the troll is standing on or carrying cannot flee. Any other awakened brick moves one step left or right towards the closest end of the bridge not blocked by the troll. Any bricks that move off the bridge are set aside for use in the next brick awakening phase.

After all awakened bricks are done moving, the bridge is evaluated. Bricks must share at least two sides with other bricks. If a dormant brick does not share at least two sides with other bricks, the unsupported bricks fall off the bridge. These cards are set aside for use in the brick awakening phase. The bridge itself will collapse if the two ends of the bridge are not connected or if one end of the bridge loses all of its bricks (the bricks in slots 1 or 6). Both of the follow images result in a collapsed bridge:



Ends not connected.



There are no bricks in slot 1.

The troll wins if:

- The draw deck is depleted, all bricks on the bridge are dormant, and the bridge is still standing.

The troll loses if one of the following occurs:

- The bridge collapses.
- The troll is standing on an awakened brick that flies away (awakened twice).
- The troll is standing on a brick that falls off the bridge.

On loss, the score is the number of cards left in the draw deck. Lower is better.