



Always, our army has unfavorable. But it's same to enemy. Finally, we must battle uncomfortable.

SETUP

Daqan has 6 commands. Uthuk has 5 commands, Unfortunately.

SPECIAL RULES

If Uthuk player play a *section-command-card* and *cannot* activate any of your units, it is called the Round Proceed Card. Also, if Uthuk player play no-section-command card, that is considered the Round Proceed Card. When the Round Proceed Card is played, it is stacked the virtual game round track. If placed 10th the Round Proceed Card on the virtual game round track, game is over immediately.

Doorano Stream is deep, so do not cross the stream except through the Doorano Bridge and fords.

OBJECTIVE

Uthuk win, when control HQ of Daqan before game over. Otherwise, Daqan win.