**LIGHTNING: THE BATTLE OF MIDWAY!**

### Setting up the Game

1. Give one player the deck of Allied cards, the other player the deck of Axis cards.
2. Both players put their Country Cards and starting Force Cards face-up on the table (see Tabletop Layout on reverse of this sheet). Starting Force Cards are indicated with an “S” in the top-right corner.
3. Both players have a maximum hand size of nine cards, and both should now draw that many cards from off the top of their own decks (and without looking at them until after all are drawn).
4. The Country Cards will indicate player order each turn.

### Victory

The first player to destroy all enemy objectives wins!

### Types of Cards

There are four types of cards in the game: Country Cards, Objective Cards, Force Cards, and Action Cards.

### Special Action Cards

Each Special Action Card specifies exactly when it can be played.

### Player Turn

1. **You may choose to discard none, some, or all of the cards in your hand.**
2. **The player presently taking his turn selects any ONE of the following options:**
   - **Assault (Attack an Objective)** — Select an enemy objective and attempt to destroy it.
   - **Resupply (Put more Force Cards into play)** — Put up to three Force Cards into play from your hand.
   - **Prepare (Draw hand to full)** — Draw cards to fill your hand to full. If you run out of cards, shuffle your discard cards and make a new Draw Deck.
3. **If you choose to assault, immediately resolve that attack.**

### How to Assault

1. The player making the assault places one or more of his Force Cards face-up on the table in order to start that battle. He is said to be “Attacking.”
2. The other player commits one or more of his Force Cards face-up on the table in order to participate in that same battle. He is said to be “Defending.”

### Force Card

- **Forces Name**
- **Forces that begin the game in play have an “S” notation**
- **Type of Force**
- **Forces’ Attack, Defense, and Special Ability**

### Action Card

- **Card Name**
- **Type of Action. There are 3 types:**
  - **Tactic, Event, and Leader**
- **Special Thanks:**
  - Alan Enrich for his help throughout the years and his passion for making great games.
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### Credits

- **Game Designer:** Dan Verssen
- **Game Developer:** Holly Verssen
- **Researcher:** Chris Richardson
- **Card Design:** Dan Verssen & Jon Compton
- **Production Graphics & Design:** Jon Compton & Callie Cummins

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**Tabletop Layout**

- **Country Card:**
  - **Country Name**
  - **Strategic Map**
  - **Sequence of Play**
  - **List of Force cards that begin the game in play for the United States.

- **Objective Card**
  - **Objective Name**
  - **Type of Objective**
  - **Special Notes**

- **Force Card**
  - **Force’s Name**
  - **Forces that begin the game in play have an “S” notation**
  - **Type of Force**
  - **Force’s Attack, Defense, and Special Ability**

- **Action Card**
  - **Card Name**
  - **Type of Action. There are 3 types:**
    - **Tactic, Event, and Leader**
  - **Action’s Attack, Defense, and Special Ability**