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THE BASICS

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Number of players: at least 1, up to as many as you want!

Equipment required:

- standard playing cards (1 pack for every 4 players, all shuffled together)
- something to make notes with, e.g. pen & paper

Card values are the same as in blackjack, with Aces high:

- Aces score 11
- court cards (Jack, Queen, King) score 10
- number cards score the number on the card

(and Jokers, if you want to include them, do nothing)

CardPeeGee is a turn-based, role-playing game, based on random encounters.

Scoring is done with playing cards, and the suits indicate what they are used for - clubs are for fighting, diamonds are 'money', hearts relate to health (or harm) and spades represent tools.

SETTING UP

Before the game starts:

1. Give each player a **Character card:**

- look through the deck for Kings and Queens
- give the first one you find to the first player, the next to the second player, and so on until each player has one.

The Character card is kept by the player for the rest of the game, visible to everyone.

2. Determine the initial **hit points (HP) for each player in turn:**

- draw three cards from the deck, and add 15 to the total
- record this number; it represents the player's health
- HP will go up and down during play, so use a pencil and paper to keep track of the changes.

If a player's HP drop to zero or lower, they are dead and out of the game. There is no upper limit to HP.

3. Each player draws a starting **hand of 5 cards from the deck.**

They don't have to show these cards to anyone else, until the cards are used in an encounter.

USING YOUR CARDS

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Cards in your hand act as an inventory - clubs are 'weapons', diamonds are 'money', hearts are healing 'potions', and spades are 'tools'.

There are 2 ways to use them:

"Activate"

This only applies to Jacks and Aces.

- Aces are 'experts' in their own suit - while **active**, they increase the value of similar cards.

- 'Jack of all trades' can use cards as if they are a different suit, but in doing so they will be less effective.

To **activate** these cards, display them next to your character card. They will stay **active** as long as they are on display.

"Play"

If you **play** cards from your hand, they will provide a temporary effect, then they are returned to the deck. Jacks and Aces can be **played**, even if they are active, but will then be discarded like any **played** card.

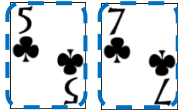
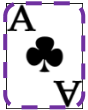
For instance, you might **play** clubs to help you fight a monster, and **play** diamonds to pay for a healer's services. Each encounter is different - see the encounter pages for specific details.

Note: the Character card is not part of your hand; it is only returned to the deck if you die.

Cards can't always be used - if you have a chance to **activate** and **play** cards in an encounter, this will be indicated.

ACTIVE CARDS

Aces improve cards of their own suit, when they're **played**, by half of the total value (if there's a half point left over, it is rounded up):



$5 + 7 = 12$ half of $12 = 6$
the cards are worth $12 + 6 = 18$

Jacks can convert cards to or from the Jack's suit. This reduces the card's value by 2 points.

i.e. Jack of clubs lets you **play** the 5 of diamonds as if it is the 3 of clubs; and **play** the 10 of clubs as if it is the 8 of hearts (or spades, or diamonds). You must declare the new suit when the card is **played**.

If multiple cards are **active**, Jacks are considered before Aces:



8 of clubs '**played** as a heart'

- Jack of clubs converts the 8 of clubs to the '6 of hearts'.
- Ace of hearts increases the '6 of hearts' to '9 of hearts'.
- Ace of clubs has no effect, as the card's suit has changed.

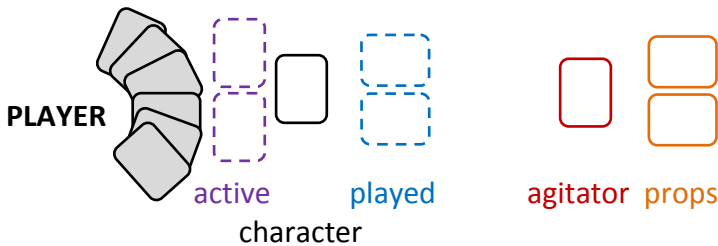
If using more than 1 pack of cards, **active** card effects don't double up (e.g. having two **active** Ace of clubs is the same as having one).

HOW TO PLAY (basic game)

Each player, in turn, becomes the **Hero** looking for adventure.

Draw one card from the deck: this is the **agitator**. Its suit determines the nature of the encounter - clubs are a **monster** that must be fought, diamonds indicate a **treasure chest**, hearts represent a **healer**, and spades mean the Hero has triggered a **trap**.

Draw 2 more cards: these are **props**, and they modify the encounter in different ways.



Each encounter has different instructions - you'll find them on the page marked with the agitator's suit.

When the event is over, the Hero returns to town, and has a chance to buy new equipment, and heal themselves - see the brown bordered page for details.

It is then the turn of the player on their left to become the Hero.

ENDING THE GAME

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Players should decide before starting the game, what criteria will determine the winner.

Use any or all of the below - Last Hero Standing will always apply.

- Last Hero Standing - when all other players have died of death, the one still alive is crowned champion
- Goliath - if a player manages to accumulate 150 HP or more, their immense stature terrifies the game into surrender
- Full Court - if a player holds the Jack, Queen and King of any single suit (including all cards in their hand/**activated**) they may be declared Supreme Ruler
- Elemental Union - player collects at least one face card from every suit (including cards in hand/**active** cards)
- Master of the Elements - player has at least one card **active** from every suit

ADDITIONAL GAMEPLAY

Glorious Revolution - if the deck runs out, the player with most cards is overthrown in a violent uprising, losing everything. Cards in the player's hand, including **active** cards, and cards in play are all counted.

Every Day I'm Shuffling - the deck can be shuffled as often as you please. Cards get recycled a lot!

Encounter: Monster



Combat is determined by 2 factors:

'**Attack**' represents the fighter's innate ability;

'**Deal**' adds a random element to scoring.

The base values are as follows:

- Hero's Attack = 10
- Monster Attack = agitator value
- Hero's Deal = 3
- Monster Deal = 3

Monster's initial HP = agitator value + value of heart props.

Attack is increased by clubs (the Monster's props, and cards played by the Hero) - the card's value is added to the base.

Deal is increased by spades (props/played). Each card is worth 1 point of Deal - the card's value makes no difference.

(active Jacks can convert cards to spades with no penalty - only in a fight)

The Hero may activate and/or play cards *only at the start of the encounter*, before any fighting has happened.

Combat is fought in rounds:

- each fighter (Hero and Monster) draws 'score cards' from the deck - one card for every point of Deal
- the total value of their score cards, plus their Attack, is their score for the round
- the fighter with the higher score wins. The loser's HP is reduced by the winner's Attack (if scores are tied, no-one loses HP)

When a fighter's HP are reduced to/below zero, they are dead. The fight continues until either Hero or Monster has no opponent left.

If the Hero wins, they claim the Monster's props as loot. The agitator, and any cards played by the Hero, are returned to the deck.

Encounter: Treasure Chest



All diamonds, clubs, and hearts (including agitator and props) are the contents of the chest to be looted.

Spade props are traps on the chest - the Hero must attempt to disarm them, one at a time, before claiming the loot.

The Hero may **play** spades from their hand, which are valid until the end of the encounter, and **activate** cards. The total value of the spades **played** is the 'disarm score'.

To try and disarm the trap:

- draw one 'score card' for the trap, and one for the Hero
- the Hero's score card is added to the disarm score; the trap's score card is added to the value of the trap card
- if the Hero's total is higher, the trap is disarmed and returned to the deck
- if the trap total is higher, it is triggered: the Hero loses HP equal to the value of the trap card, and the trap is still armed
- if the totals are equal, the trap is still armed but not triggered

The score cards are returned to the deck. If the chest is still trapped, the Hero has the option to **activate** and **play** additional cards before their next attempt at disarming it.

At any time, the Hero may abandon the chest without claiming the loot, in which case all cards are returned to the deck (including **played** cards).

Encounter: Healer



The Healer will increase the Hero's HP by the value of the agitator, plus half the value of all props (rounded up).

Club props are jailors, which must be defeated to free the Healer.

- fight the jailors as in a Monster Attack
- the jailors have only base combat values (no prop bonuses)
- the Hero may **play/activate** cards before and after each round, with the same effects as in a Monster fight
- any cards **played** will be discarded after the fight, so if there's also a fee to be paid, they will not count towards it

When more than one jailor is present, fight both of them, separately, in every round of combat - each one draws separate score cards.

So you might beat both of them in one go, or best one but be injured by the other, or they might both injure you. Each jailor, when it is defeated, is out of the fight, even if another one keeps fighting.

The Hero may abandon the Healer at any time, in which case all cards are returned to the deck and no healing is received.

Diamond props represent a fee to be paid (after defeating any jailors). Cards of any suit may be **played** from the Hero's hand; the total value of cards **played** must equal or exceed the total value of diamond props. If the fee is not paid, no healing is received.

If there are heart props, these are 'potions' which may be retained after healing is received - they are added to the Hero's hand. All other cards, including the agitator, are returned to the deck.

Encounter: Trap



Traps are sprung without warning, so cannot be escaped and allow no time for preparation.

- trap difficulty = agitator value + value of spade props + half value of diamond props
- trap damage = agitator value + value of club props + half value of heart props

The Hero draws one card from the deck, plus an extra one for every card they already had **active**. The total value of the drawn cards is the Hero's evasion score.

- if the evasion score is lower than the trap difficulty, the Hero loses HP equal to the full trap damage
- if evasion is higher than trap difficulty, the damage is reduced by twice the difference
(actual damage = trap damage - 2x[evasion - difficulty])
- the damage cannot be reduced to lower than zero, i.e. traps don't heal you!

Example: the trap damage is 8, trap difficulty is 12, evasion is 15.

Evasion is higher than difficulty; the difference is 3 points; so the damage is reduced by 6 points (twice 3).

The player loses 2 HP (8 minus 6).

All encounter cards are returned to the deck.

TOWN PHASE (end of turn)



If the Hero has less than 4 cards in their hand - including active cards, excluding their Character card - they receive **charity** in the form of an extra card from the deck, added to their hand.

If they have more than 6 cards in their hand, they must pay **tax**, surrendering 1 card from their hand to the deck.

The Hero may go shopping, **playing** diamond cards from their hand in exchange for new cards from the deck. Only one shopping trip is allowed each turn.

- the total value of all the cards **played**, is the number of diamonds being spent
- each new card costs '8 diamonds'
- any points left over are lost

So if you trade in the 9 of diamonds, you will receive 1 new card (costing 8 diamonds).

If you trade in the 7, the 6, and the 5, totalling 18 diamonds, you will receive 2 new cards (costing 16 diamonds).

Healing potions (heart cards) may then be **played**, adding their total value to the Hero's HP.

Cards may be **activated** at any time while in town; **active** Jacks and Aces have their usual effects on shopping and healing.