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THE BASICS

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.

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.

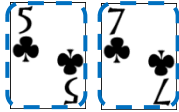
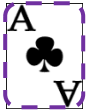
For instance, you might **play** clubs to help you fight a monster, and **play** diamonds to pay for a healer's services. Each encounter is different - see the encounter pages for specific details.

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.

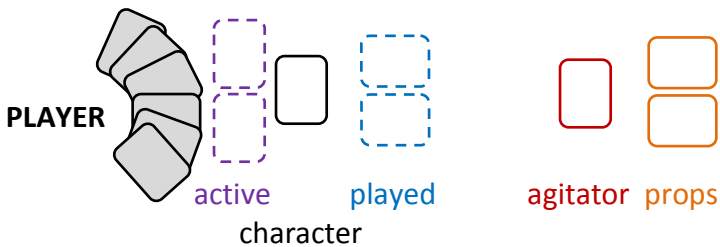
If using more than 1 pack of cards, **active** card effects don't double up (e.g. having two **active** Ace of clubs is the same as having one).

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!

You can also incorporate the 'Special Rules' which are optional for each type of encounter. More options follow the encounter rules.

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.



SPECIAL RULE - cry for help

The Hero may, before the start of any round ask other players to join their fight against the Monster (and may bribe them with cards or other incentives to that end).

Any player that agrees to fight as an Ally may **activate** and **play** cards of their own before entering the fight. Each player only receives the benefit of cards they have **played** or **activated** themselves - the benefits are not shared.

Everyone in the fight (Hero, Ally and Monster) gets their own score cards in each round, and is compared against all their opponents - the Monster could take damage from every player, or take damage from some but beat others, or could beat the Hero and all Allies together.

SPECIAL RULE - run awayyyyyyy

At the start of any round, any player in the fight may decide to flee.

They must fight one more penalty round:

- if there will be no other players left in the fight, their Deal is reduced by 2
- if there will be at least one player still fighting after they flee, their Deal is reduced by 1

The player will take damage as normal if they lose the round, but cannot deal damage even if they win. Regardless of the outcome, if they survive, they escape and are no longer in the fight.

SPECIAL RULE - heal and defend

At the start of any round, a player may **play** a single heart card to restore their HP by the value of the card; in this case, they will not deal damage if they win the round, but will take damage as normal if they lose. The card **played** is discarded immediately.

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, which are valid for the whole encounter, and **activate** cards. The total value of cards **played** is the 'disarm score'.

To try and disarm a 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).

SPECIAL RULE - salvage

Rather than discarding the trap cards, the Hero adds them to their hand (repurposing the trap components as useful tools).

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 - they are allies fighting together. Each jailor, when it is defeated, is out of the fight.

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.

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

Heart props are 'potions', which are added to the Hero's hand if healing is received. All other cards, including the agitator, are returned to the deck.

SPECIAL RULE - gratitude

If both a club and a diamond prop are present, the diamond is not a fee but is a reward for saving the Healer from its jailor.

This may be useful if you play with Levelling Up (more on that later).

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!

All encounter cards are returned to the deck.

SPECIAL RULE - crafty evasion

If the Hero successfully evades the trap, they may **play** spades from their hand to further reduce the trap damage, by the value of the spades **played**.

SPECIAL RULE - pick yourself up, dust yourself off

Assuming they survive, the Hero may draw new cards for a second encounter (only once per turn) or limp back to town in defeat.

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.

ADVANCED RULES

Besides the encounter-specific 'Special Rules', there are some extra options over the next few pages. Decide before the game starts if you're going to use any of them.

SPECIAL RULE - Boss Battles

When drawing encounter cards, if the agitator is a face card, a Boss Battle must be fought instead of the usual encounter. See later pages for more details about Boss Battles.

SPECIAL RULE - PvP

Instead of dealing a random encounter, the Hero may attack another player, fighting them as in a Monster Attack. Both players have access to all the normal Hero options, such as asking for help and trying to escape. If either player dies, their opponent takes all their cards (excluding any which were [played](#) - those are still discarded).

SPECIAL RULE - Elemental beasts

Only applies if you are playing with Elemental strengths (see later pages).

After drawing the encounter cards, if they lead to a Monster Attack, draw one additional card to determine the Element of the Monster; this card has no effect other than providing the Elemental affiliation (which would otherwise always be clubs).

Further options

Everyman - instead of picking Kings and Queens for the players' Character cards, draw them at random from the entire deck.

You might still limit them to a range, e.g. ignore cards lower than a 7. The card's value will be the player's base Attack score in combat.

Opening Sale! - after the starting hands have been drawn, you may wish to allow a round of shopping before starting normal gameplay, so that players with a handful of diamonds get a chance at something more useful.

Eat Your Greens - similarly, you might allow a round of healing before normal gameplay, to help you grow up big and strong.

Check the numbers - most of the base values in the game can be changed to suit you. Some examples are initial HP (e.g. deal 2 cards and add 25), limits at which charity/tax are paid, and exchange rates for shopping (e.g. new cards cost 6 diamonds).

Level Up (version 1) - every time play returns to the first Hero, an extra prop is added to all encounters, making them progressively more challenging and more rewarding.

Level Up (version 2) - each player's level is determined by their HP. Up to 60 HP, their encounters have 2 props; above that, they have an extra prop at intervals of 30 HP (so 61-90 HP is 3 props, 91-120 is 4 props etc).

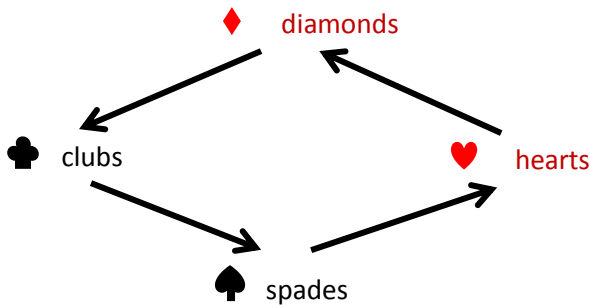
Critical Strikes - in any round of combat, if a fighter's score is at least 50% higher than their opponent, they deal an extra 50% damage. If they score at least twice as much, they do double damage!

ELEMENTS

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An extra dimension to the game, once you're familiar with the basic gameplay, is the incorporation of Elemental strengths and weaknesses.

The 4 suits of the cards represent 4 Elemental powers, each of which is strong against another Element, and weak against yet another.



The arrows point from the stronger Element to the weaker one: diamonds are strong against clubs, clubs are strong against spades, etc. Every Element is neutral toward itself and its non-neighbour (so clubs have no advantage or disadvantage against clubs and hearts).

Elemental strength is mostly relevant to combat, where it alters scores by 20% against a stronger or weaker Element.

A player's Element is determined by their Character card, and besides the combat effect, it gives a bonus of 20% to the value of cards [played](#) that match the player's Element (rounded up, like the effect of [active Aces](#) but weaker).

Example - changes to combat scores:

Fighter 1 is the element of clubs, weak against Fighter 2 who has the diamond element.

Fighter 1 has attack score of 11, and draws cards with value 13.

Fighter 2 has attack score of 7, and draws cards with value 10.

The combined values are 24 and 17 respectively. The elemental bonus boosts Fighter 2's score by 20% $\rightarrow 17 + 3.4 = (20.4 \text{ rounded up to } 21)$ so Fighter 1 wins anyway.

The damage dealt by Fighter 1 is reduced by 20% (rounding is applied to the result) $\rightarrow 11 - 2.2 = (8.8 \text{ rounded up to } 9)$

Example - general effect on played cards

The Hero is fighting a monster; their Character is a spade, and they have the Ace of spades **active**.

If they **play** a spade card, their Deal is increased by 1, plus a bonus of 50% for the Ace + 20% for the Hero's element: $1 + 0.7 \text{ (rounded up)} = 2$

If they **play** 2 spades, the Deal is increased by $2 + 1.4 \text{ (rounded up)} = 4$

If the Hero's element had been hearts, **playing** 2 spades with the Ace **active**, their Deal would increase by $2 + 1 = 3$

BOSS BATTLE

(page 1 of 3)

The 'Boss stack' is organised as follows:

- every face card is an individual Boss
- all Bosses fight as allies
- ALL cards in the stack act as props to EVERY Boss, except that a Boss does not act as a prop to itself; however, if there are multiple Bosses, they act as props to each other
- Boss HP (initial, for each Boss) = 10 + value of heart props
- Boss attack = 10 + value of club props
- Boss draw = 3 + [1 for each spade prop]

Boss Battles are fought in the same way as Monster attacks, with a few peculiarities:

- every combatant deals damage to ALL opponents that have a combined score lower than theirs. If there are several combatants, they might have to be considered one at a time, to account for multiple lots of damage dealt and received
- a Boss Battle may not be escaped
- when a Boss has its HP reduced to/below zero, it is dead and turned face down; any Bosses still alive continue to fight and benefit from any props remaining

As for a Monster fight, players can **activate** and **play** cards before joining the fight, and these have their normal effects.

The entire Boss stack, including face cards, can be claimed as loot after the battle, by the Hero. If the Hero died during the battle, any other players who were fighting as an Ally can claim the loot, deciding for themselves how to divide it.

BOSS BATTLE

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SPECIAL RULE - super powers

Any Kings in the Boss stack force players to fight as the Hero's Ally, if the player's Character is weak to the King's Element.

Any Queens in the Boss stack force players to fight AGAINST the Hero - allied with the Bosses - if the player has an Element the same as the Queen's; this includes the player's Character, AND any cards they have **active**. If a player has already been forced to Ally with the Hero, they are immune to the Queen's power.

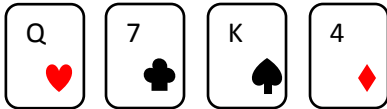
Any Jacks in the Boss stack give a +2 bonus to Attack, for ALL Bosses including themselves, on top of any Elemental advantage. The bonus is cumulative: +2 for each Jack (still alive) in the stack.

If you're playing without the Elemental strengths system, you might choose to play without these powers, but they can be applied even if Elements have no effect on combat scores.

BOSS BATTLE

(page 3 of 3)

Example stack



There are 2 Bosses in this stack: Queen of hearts, and King of spades.

Queen: HP 10, attack 17, deal 4

King: HP 20, attack 17, deal 3

The Queen gets an Attack bonus from the 7 of clubs, and a Deal bonus from the King (one spade card, so bonus of 1).

The King gets the same Attack bonus, and an HP bonus from the Queen (face cards have a value of 10).

Each Boss gives a bonus to the other, but not to themselves. And as always, the 4 of diamonds has no effect in a fight.

Under the 'super powers' rule, the King would force any players with a Character heart card to ally with the Hero (as hearts are weak against spades).

The Queen would force players with an **active** heart card to ally with the Bosses (if their Character is a heart card, they would already be forced to ally with the Hero).