

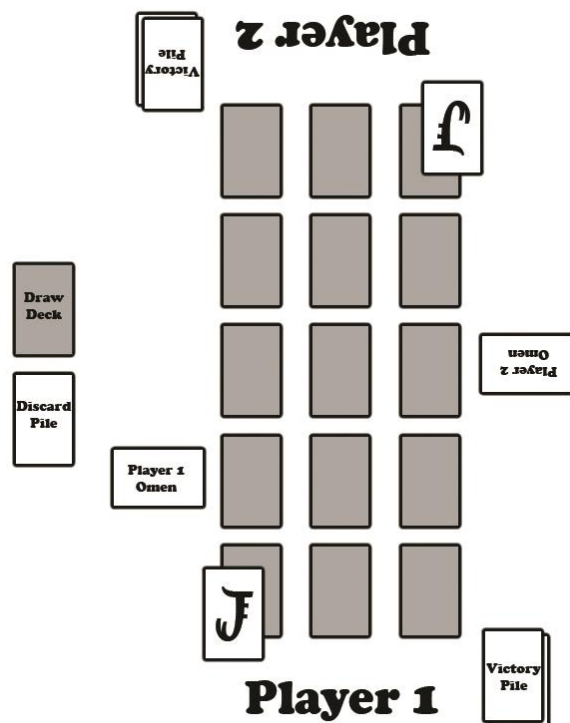
Individual Card Game

Title: Joker's Row

1 Standard Deck, 2 Players, Aces High, Jokers included

THE GOALS

The goal of the game is to claim more playfield place cards for your victory pile than your opponent. Once all of the playfield place cards have been claimed the game ends. The player with the most cards in their victory pile at the end of the game wins.



SET UP

Place five rows of three cards face down between the two players. This area represents the playfield and each card on the playfield represents a place. Each player takes a Joker and puts it on top of the bottom left most place card (from their own perspectives) on either side of the playfield. Each player begins with three cards in their hand. Rock, Paper, Scissors decides who goes first.

PLAYER TURNS

At the beginning of a player's turn they draw cards until they have three in their hand. At this point the player must decide to attempt claiming a place, overload, or cast an omen.

Claiming

The active player (the player whose turn it is) can only make a claim on the place their Joker occupies. To make a claim the active player flips the underlying place card and puts their Joker back on top, leaving the value of the place card revealed. The value of the place card becomes the active player's first attack value. The opposing player may then play a card (on top of the Joker) from their hand of equal or higher value to counter attack. The active player may then play a card from their hand with an equal or higher value to counter attack. Counter attacks continue back and forth until one player cannot attack or decides not to attack any further. This resolves the claim and the player who played the last attack places the underlying place card in their victory pile. All attack cards that were placed on top of the Joker are moved to the discard pile, the Joker advances one place, and the turn is over.

Joker Movement

A player's Joker card is a token that represents their place on the playfield. Jokers cannot be moved from place cards that have not been claimed. If the card under a Joker has already been claimed that Joker automatically advance one space. If the player decides to overload or cast an omen their Joker cannot be moved this turn. Joker movements follow a lawnmower pattern, beginning by moving right through the first row and then advancing forward one row. Then moving left through the second row before advancing forward another row and so on. Near the end of the game it is possible for two Jokers to occupy the same space. If this happens the player who decides try to claim the space first takes the value of the place card as their first attack.

Overload

If a player chooses to overload they cannot move their Joker. When a player decides to overload they can discard any number of cards in their hand. The player then draws enough cards to get their hand up to five. Their turn ends and they keep all five cards. At the end of the player's following turn they must discard back down to a three card hand unless they decide to overload again. If a player decides to overload while holding more than three cards in their hand they must discard down to three or less cards before drawing their overload.

Omens

If a player chooses to cast an omen they cannot move their Joker. Casting an omen requires any three cards of the same suit. The player takes those three cards from their hand, orients them horizontally, and places them to the left (from their perspective) of any row with unclaimed places on the playfield. Any attacks launched by the omen caster in this row (including initial place card attacks) have a value of +2, possibly beyond the strength of an ace. After casting an omen the player draws their hand back up to three cards and their turn is over. Omens can be broken in one of two ways: 1) when all place cards in the affected row have been claimed or 2) by an opposing player. An opposing player can break an omen at the beginning of their turn (but after drawing their cards) by playing and discarding an ace of the same suit that was used to cast the omen. If, after breaking the omen, the player has less than three cards in their hand the player then draws one additional card and continues their turn as normal. If, after breaking the omen, the player is holding three or more cards in their hand they draw no cards and their turn continues as normal. When an omen is broken the cards used to cast it are moved to the discard pile.

DRAW DECK

If the draw deck is depleted during gameplay the discard pile is shuffled, cut by the other player, and becomes the new draw deck.