

Various & Sundry, mainly Lloyd Krassner

Various & Sundry, mainly Lloyd Krassner

The WarpSpawn Second Big Book O'Games

Tome 9 Others Part 2/2

Various & Sundry, mainly Lloyd Krassner
December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
- Second edition Dec 2020, compiled by C. Rocchini. Send comments to claudio@rockini.name. Authors: Various & Sundry, mainly Lloyd Krassner; so main contains some error and omissis.

Oh, and by the way, Comrades, these games are copyrighted © 1997+ by Lloyd Krassner, however, you may use the games for your own personal entertainment, not for sale, republishing, et hoc genus omne (Yada, yada, yada). All games from other authors are © of their holders. All protected cited trademarks and games's names are © of their holders.

First edition, Sep 2004, compiled by P. Cobcroft
Second edition Dec 2020, compiled by C. Rocchini.

This book was created by an automatic parser from the original Warpspawn site, and compiled with \LaTeX ; it may contain errors and omissions. Send comments and reports to claudio@rockini.name. Most unnecessary images have been deleted, due to copyright concerns. The \LaTeX style is vaguely inspired by dndbook class and rpg-module style. All chapter's decorations are derived from images by commons. [wikipedia. org](https://commons.wikimedia.org/), Category: Headpieces (book illustration) along with their usage licenses.

Florence (Italy), december 2020

Part I

Intro

Introduction to Warpspawn Games

Article by Tom Higgins (tom@wsmf.org), Main editor of Countermoves.

There are many ways to game as there are gamers to play them. There are focused gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer, one such resource though is Warp Spawn Games (<http://www.angelfire.com/games2/warpspawn/index.html>) Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since.

1997

The site itself is spartan but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years, the count for 2001 is now over 200 and climbing. Game types range from your pure card game to your roll and move board games to hex game to role-playing to combinations of all of the above. There are lots of different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for SF, Fantasy, Historical and the infamous Other as well as a place of Universal Game Systems. More on this last one in another article. Each of these sections is further broken down by time period of subtype.

Many of the rule sets you will find are mostly straight text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as Thoth game sets. The big advantage to a Thoth game set in this case is that the individual graphical items are not hidden in the gamebox, they are available to be manipulated and customized in directories.

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing. Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here. You can get a glimpse of what goes on in one game developers mind on Llyod's Brainstroming page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A Review and Essays page gives players and developers alike a place to work out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strengths Warp Spawn has going for it is not its flashy graphics (there are none) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place.

It has a core group of members who are quick to help and very into the idea that everyone is a game developer just looking for a chance to come out and play.

Contents

I	Intro	4
	Introduction to Warpspawn Games	5
	1997	5
	Warp Spawn Games by Genre	9
	Other	9
II	Games	12
	007: Bond... James Bond.	13
	Adventure Club: Get Your Kicks.	18
	Adventurers: 1930-1940's Pulp Cliff Hangers.	20
	American Game Hunter: What's For Dinner?	24
	Amulets: By Jörg Hansen	26
	Ant Hill: Lead Your Colony To Domination Of The Backyard.	28
	Archaic Animalia: Colonize The Land.	31
	Archean Empires: Viroids Vs Protazoans.	33
	Arcology: For Paolo Soleri Fans.	35
	Austin Powers: The International Man Of Mystery.	38
	Biker Brawl: Hell On Wheels.	43
	Bloodwars Ccg: Rules For Common Deck Play.	45
	Bujutso: Japanese Martial Arts.	46
	Car Chase: Burn Rubber.	49
	Cellular: Card Game: Make Combos Of Biological Concepts.	51
	Chakras: Find Enlightenment.	53
	Chess Challenge	56
	Clinical Studies: Publish Or Perish.	57
	Connexions	60
	Cosmosis: Astro-physics	61
	Death By Shakespeare: Don't Get Stabbed!	63
	Desperate House Wives: Prime Time Pms.	65
	Dick Tracy Files: Get Tough On Crime.	69
	Dogma The Board Game: Jay & Silent Bob.	72

Dune Ccg Variant Solo Rules: By C Gerard Luft.	74
Dune: Eye Of The Storm Ccg: Rules For Common Deck Play.	75
Energy Future: Develop Alternate Energy Sources.	77
Evolved: Board Game: Be Fruitfull And Multiply.	79
Farmers: Raise Crops & Livestock.	83
Flower Power: The 60's Experience.	86
Freudian Slip: Relax. Tell Me About Your Mother.	90
Gambler: You Can't Win If You Don't Play.	92
Garden Grow: I Wish It Was This Easy.	95
Global Warming: Greenhouse Effect.	97
Green Cities: Make Your Megalopolis Eco-friendly!	99
Harry Potter Ccg: Rules For Common Deck Play.	101
Heart Patient: Card Game: Survive The Longest.	102
Heist: Ala Oceans Eleven.	108
Holmes: The Game Is Afoot!	113
Illuminati: New World Order Ccg: Rules For Solitaire Play.	116
Immortality: Live Forever.	117
Interzone: Naked Lunch Fare.	119
Jail Break: Running From The Law By Marcus Salo.	122
Jaws: Man Eating Fun!	124
Knd Missions: Kids Next Door.	127
Kung Fusion: Martial Arts... Hiiiiyaaaahhhhhh!!! Card Set Included!	130
Lupin: Everybodies Favorite Master Thief.	136
Medicine Show: Snake Oil & Sagwa.	140
Meditation Cards: Solo Activity.	145
Mission Improbable: Don't Let Your Agents Get Captured.	146
Mobopoly: Organized Crime.	152
Mobsters: Build Up Your Criminal Organization.	158
Moskito Coast: Drug Trafficking.	162
Motorcade: Deliver The Package.	164
Museum Of Fine Arts: Acquire The Most Important Collections.	167
Mythos: The Cthulhu Ccg: Rules For Solo Play.	170
Nascards: Stock Car Racing Action.	171

Noir: Crime In The Big City.	176
Pawnshop: It Is What It Is.	180
Players And Playwrights: Tales Of The Bard.	183
Prepper: It's The End Of The World!!!	188
Prohibition: Speakeasies & Rum Runners.	191
Psych Ward: Game Of Psychopharmacology.	193
Psychobabble: Whats Your Neurosis?	198
Pu Pu Platter: You'll Want To Play Again In 30 Minutes.	202
Quarks: High Energy Physics	203
Raging Gun Battle: Guns!!!!!!!	205
Restaurateur: Build Your Restaurant Empire.	208
Score: Days Of Beer And Mailbox Baseball.	212
Sin City: Ala Frank Miller.	215
Sleep: Get A Good Nights Rest.	219
Spellfire Ccg: Rules For Common Deck Play.	221
Spheres Of Influence: Pente + Trivia + Gbg.	222
Stickin It To The Man: Blacksploitation Action.	226
Swarm: Which Swarm Will Dominate?	228
The Danger Zone: Archer Gets The Warpspawn Treatment.	232
The Diet Game: The Last 10 Pounds Is The Hardest.	235
The Great Conversation Game: Great Ideas And Great Authors.	237
Truckin: 1970's Action.	239
Turtle Run: Baby Sea Turtles Hatching.	241
Universal Hero: Ala Joseph Campbell.	242
University: U Of You.	243
Xia Lin War: Rules For War Variant.	246
Yellow Submarine: All You Need Is Love...	247
Zoo: Whose Zoo's The Best Zoo?	248
Warpspawn Cast	250

Warp Spawn Games by Genre

Other

Literary Themes

- Death By Shakespeare: Don't Get Stabbed! 63
- Players And Playwrights: Tales Of The Bard 183

Dangerous Activities

- Adventure Club: Get Your Kicks 18

Green Theme Games

- Energy Future: Develop Alternate Energy Sources 77
- Green Cities: Make Your Megalopolis Eco-friendly! 99
- Global Warming: Greenhouse Effect 97

Art & Architecture

- Museum Of Fine Arts: Acquire The Most Important Collections 167
- Arcology: For Paolo Soleri Fans 35

The Sixties

- Flower Power: The 60's Experience 86
- Yellow Submarine: All You Need Is Love.. 247

Gourmet Gaming

- Restaurateur: Build Your Restaurant Empire 208
- Farmers: Raise Crops & Livestock 83
- American Game Hunter: What's For Dinner? 24
- The Diet Game: The Last 10 Pounds Is The Hardest 235
- Jaws: Man Eating Fun! 124
- Pu Pu Platter: You'll Want To Play Again In 30 Minutes 202

Glass Bead Games

- The Great Conversation Game: Great Ideas And Great Authors 237
- Spheres Of Influence: Pente + Trivia + Gbg 222
- Connexions 60

Adult Content Games

- Dogma The Board Game: Jay & Silent Bob 72
- Desperate House Wives: Prime Time Pms 65
- Stickin It To The Man: Blacksploitation Action 226
- Pawnshop: It Is What It Is 180
- Gambler: You Can't Win If You Don't Play 92
- Interzone: Naked Lunch Fare 119
- Score: Days Of Beer And Mailbox Baseball 212
- Jail Break: Running From The Law By Marcus Salo 122

Deduction Games

- Amulets: By Jörg Hansen 26
- Chess Challenge 56

Physical Sciences

- Cosmosis: Astro-physics 61
- Quarks: High Energy Physics 203

Evolution

- Archean Empires: Viroids Vs Protazoans 33
- Archaic Animalia: Colonize The Land 31
- Swarm: Which Swarm Will Dominate? 228
- Evolved: Board Game: Be Fruitfull And Multiply 79

Biology

- Garden Grow: I Wish It Was This Easy 95
- Ant Hill: Lead Your Colony To Domination Of The Backyard 28
- Turtle Run: Baby Sea Turtles Hatching 241
- Zoo: Whose Zoo's The Best Zoo? 248
- Cellular: Card Game: Make Combos Of Biological Concepts 51

Higher Education

- University: U Of You 243
- Clinical Studies: Publish Or Perish 57

Medical

- Immortality: Live Forever 117
- Medicine Show: Snake Oil & Sagwa 140
- Sleep: Get A Good Nights Rest 219
- Heart Patient: Card Game: Survive The Longest 102

New Age & Psychology

- Chakras: Find Enlightenment 53
- Psychobabble: Whats Your Neurosis? 198
- Psych Ward: Game Of Psychopharmacology 193
- Meditation Cards: Solo Activity 145
- Universal Hero: Ala Joseph Campbell 242
- Freudian Slip: Relax. Tell Me About Your Mother 90

Cars

- Nascards: Stock Car Racing Action 171
- Truckin: 1970's Action 239
- Car Chase: Burn Rubber 49

Modern Mayhem

- Prepper: It's The End Of The World!!! 188
- Motorcade: Deliver The Package 164
- Biker Brawl: Hell On Wheels 43
- Raging Gun Battle: Guns!!!!!!! 205

Crime

- Holmes: The Game Is Afoot! 113
- Heist: Ala Oceans Eleven 108
- Prohibition: Speakeasies & Rum Runners 191
- Dick Tracy Files: Get Tough On Crime 69
- Sin City: Ala Frank Miller 215
- Noir: Crime In The Big City 176
- Mobopoly: Organized Crime 152

- Mobsters: Build Up Your Criminal Organization 158
- Moskito Coast: Drug Trafficking 162
- Lupin: Everybodies Favorite Master Thief 136

Spy Stuff

- The Danger Zone: Archer Gets The Warpspawn Treatment 232
- Knd Missions: Kids Next Door 127
- Austin Powers: The International Man Of Mystery 38
- 007: Bond... James Bond 13
- Mission Impossible: Don't Let Your Agents Get Captured 146

Martial Arts

- Kung Fusion: Martial Arts... Hiiiiiyaaaahhhhhh!!! Card Set Included! 130
- Bujutso: Japanese Martial Arts 46

Pulp Fiction

- Adventurers: 1930-1940's Pulp Cliff Hangers 20
- Noir: Crime In The Big City 176

Ccg Alternate Rules

- Illuminati: New World Order Ccg: Rules For Solitaire Play 116
- Dune: Eye Of The Storm Ccg: Rules For Common Deck Play 75
- Dune Ccg Variant Solo Rules: By C Gerard Luft 74
- Mythos: The Cthulhu Ccg: Rules For Solo Play 170
- Spellfire Ccg: Rules For Common Deck Play 221
- Bloodwars Ccg: Rules For Common Deck Play 45
- Xia Lin War: Rules For War Variant 246
- Harry Potter Ccg: Rules For Common Deck Play 101

Part II

Games



007

Introduction

Card game for 2+ players

Disclaimer

James Bond is a copyrighted property. This is merely a fan site.

Winning

The game ends when the Draw deck is empty. The player with the highest total Danger Level of all Plot & Villain cards in his Mission Pile at the end of the game wins. Player with the most cards in his Seduction Pile wins a minor victory.

The Deck

Players share a common deck. Note: There is 1 Basic Deck and a Mini Deck for each Movie. For every player in the game use 1 Mini Deck.

Shuffle the Basic Deck & the Mini Decks together to get the common deck.

The Pawn

Use a pawn to represent Bond. All players use the pawn on their own turn. The pawn is placed next to a card on the Line, not on it.

The Board

Lay out the Top ten cards of the deck face up in a straight line. This row of cards is referred to as the Mission Line (ML). The card farthest from the deck is the end (10th) card.

The card closest to the deck is the first (1st) card. Whenever a card is activated, remove it from the ML. If there are ever fewer than 10 cards in the ML, slide The remaining cards towards the End card and draw Replacement cards from the deck to fill in the Gaps Near the first card. When adding cards to the Line, The position of the Pawn on the Line does not change.

Setup

Flip a coin to see who goes first. The Pawn starts out at the End card.

Areas & Piles

In addition to the Deck & Mission Line, there is a Discard. Each player has a Ready Area, a Mission Pile, a Danger Pile, and a Seduction Pile.

Turn Sequence

On your turn, you have 2 Action Points (AP). An AP can be used for 2 things:

1. Move the Pawn one card length, in either direction.
2. Activate the card the Pawn is at.

Woman Cards

If you activate a Woman card, put it in your Ready Area. You can only have one Woman in your Ready Area at a time. If you already have a Woman in your Ready Area, Put the "old" one into your Seduction Pile.

When you discard a Woman from your Ready Area to activate a danger card, place the Woman card into your Seduction Pile.

Villain Cards

Each Villain & Plot card has a Danger Level = X To activate a Villain or Plot card, you must discard X cards from your Danger Pile to the discard. Place the Activated Villain or Plot into your Mission Pile.

Enemy Agent Cards & Trap Cards

These are collectively called Danger cards. To activate a Trap or Agent card, you must discard 1 card from your Ready area to the discard. Place the Activated Enemy or Trap into your Danger Pile.

Action, Ally, Gadgets & Vehicle Cards

These are collectively called Aid cards. When Activated, put the Aid card into your Ready Area. You can only have one Vehicle in your Ready Area at a time.

If you already have a Vehicle in your Ready Area, Put the "old" one into the discard Pile. When you discard a gadget from your Ready Area to activate a danger card, you gain 1 AP you can use this turn.

Special Cards

When activated, these produce some effect, and are then discarded.

Location

When Activated, Move the Pawn to any other card on the Line, and then discard the Location card.

Card List Notation

G Gadget
V Villain
X Vehicle
W Woman
A Ally
Z Action
E Enemy Agent
T Trap
L Location
P Plot
S Special

Femme Fatale = When Activated Place in Danger or

Seduction Pile

DP Danger Pile

DL Danger Level

SP Seduction Pile

MP Mission Pile

RA Ready Area

IYRA Into your Ready Area

OTL On the Line

WA When Activated

WAOMD = When Activated Opponent must discard

RQ Requires Car or Boat in your Ready Area to play this card

RV Requires Vehicle in your Ready Area to play this card

Basic Deck Card List

Card Name:	Type	Notes
Ian Flemming	S	WA replace it with any other card OTL
Q	S	WA Put all Gadget cards OTL IYRA
M	S	WA Get an extra turn after this one
Coitus Interruptus	S	WAOMD a card from his SP
Narrow Escape	Z	Use only vs Trap
Detective Work	Z	When Discarded gain 2 AP for this turn
Disguised Assassin	E	
Cyanide Tablet	S	WA discard target Enemy Agent
Miss Money Penny	W	Does not cost an AP to Activate
SPECTRE	V	DL = 5. All Plots in play are DL+1
Ernst Stavro Blofeld	V	DL = 5. Other Villains OTL must be activated first
Captured	S	WAOMD all Aid cards in his RA
Master Mind	S	WA rearrange the positions of all the cards OTL
Double Cross	S	WAOMD 1 random card from his MP
Rendezvous	L	WA steal 1 card from opponents RA
Interrogation	S	Look at next 5 cards in the deck
Charm	Z	Discard to put any Woman OTL IYRA
Beretta 9mm	G	Cannot be used to Activate Traps
Witticism	Z	Tounge in Cheek Humor
Ultimatum	P	DL = 3
British Secret Service	S	WA Put all Ally cards OTL IYRA
Casino	S	WA discard all cards OTL
Improvisation	Z	Intuition
Quick Wit	Z	Adaptability
Encyclopedic Knowledge	Z	Connoisseur
Turn the Tables	Z	Use Opponent's weapons against them
Rescue	S	WA put an Ally or Woman in discard IYRA
Car Chase	E	
Modified Sports Car	X	Get +1 AP while in your RA
Blueprints	G	WA get 2 extra AP next turn
Thugs	E	
Exotic Location	L	
Death Trap	T	
Bond Girl	W	
MI6 Agent	A	
Fisticuffs	Z	

Card Name:	Type	Notes
CIA Colleague	A	
Helicopter	X	
Prop Plane	X	
Hi-Tech Device	G	

Dr No Card List

Card Name:	Type	Notes
Dr No	V	DL = 5. Chinese/German with Napoleonic Complex
Professor Dent	E	To Activate, you must have a Trap in your DP
Tarantula	T	WA Opponent loses 1 AP next Turn
Miss Taro	E	Femme Fatale
The Photographer	E	WA discard any card OTL
Judo	Z	Japanese Martial Arts
Buried in Bird Guano	T	No Villain may be activated while this card is OTL
Boiling Hot Radioactive Water	T	When in DP worth 2 cards when activating Villain
Metallic Hands	S	While OTL all Villains OTL get DL +1
Jamaica	L	
Three Blind Mice	E	Assassins Driving a Hearse
Quarrel	A	CIA Agent
Investigate Murder	S	Gain 3 AP for this turn
Sunbeam Alpine	X	Blue Convertible: Get +1 AP while in your RA
Dragon Tank	E	WA you may treat it like a Vehicle card
Walther PPK 7.65mm	G	Cannot be used to Activate Traps
Piranah Pool	T	WA you may discard target Villain on the Line
Honey Ryder	W	Get +1 AP while in your RA. Worth 2 cards in your SP
Sylvia Trench	W	WA put her immediately into your SP
Private Army	E	To Activate, Requires 2 cards to be Discarded
Secret Laboratory	E	WA move Pawn to any card
Sabotage US space Program	P	DL = 3
Alligator Pond	T	It costs 1 extra AP to move past this card

From Russia With Love Card List

Card Name:	Type	Notes
Orient Express	S	WA move Pawn to any Enemy Agent card OTL
Steal Decoding Machine	P	DL = 2. The Lektor
Motor Boat Fleet	E	Can only be Activated by discarding a Vehicle
Red Grant	E	Ruthless Killer in Peak Physical Shape
Rosa Klebb	E	Lesbian with Poison-tipped Knife in her Shoe
Kronsteen	E	All players have 1 less AP while this card OTL
Krilencu	E	Bulgarian Master of Murder
Gypsy Fighting Girls	A	
Defector	S	WA put Enemy OTL into your RA (becomes ally)
Tatiana Romanova	W	Get +1 AP while in your RA
Turkey	L	
Wrist Watch Garrote	G	Piano wire. Use only vs Enemy
Attaché Case	G	WA put Gadget in discard IYRA
Tear Gas Cartridge	G	Use only vs Enemy

Card Name:	Type	Notes
Venice	L	
Morzeny	E	While OTL other Enemies cost 2 AP to activate
Kerim Bey	A	Controls Spy Ring: Get +1 AP while in your RA
Exploding Mine	T	
Speed Boat	X	Get +1 AP while in your RA
Flare Gun	G	
Bently Mark IV	X	Convertible. Get +1 AP while in your RA
Folding Sniper's Rifle	G	WA put target Enemy OTL into your DP

Goldfinger Card List

Card Name:	Type	Notes
Goldfinger	V	DL = 5. Meglomaniac who cheats at cards & golf
Oddjob	E	Korean manservant with Razor-brimmed Bowler Hat
Contaminate Fort Knox	P	DL = 3. Operation Grand Slam
Deactivate Bomb	T	When in DP worth 2 cards when activating Plot
Electrocution	T	WA put Enemy agent OTL into your DP
Sucked out of Plane	T	When in DP worth 2 cards when activating Villain
Humiliation	S	WA put in your DP
Pussy Galore	E	Femme Fatale. Get +1 AP while in your RA
Flying Circus	A	Female Stunt Pilots
Gold Paint	S	WA discard any Woman card in any RA
High Speed Car Chase	E	WA discard any target Vehicle in any RA
Junkyard Crusher	T	WA discard any target Vehicle in any RA
Tilly Masterson	W	Seeking Revenge for her Sister Jill
Mr Solo	E	
Smoke Screen	G	RQ
Oil Slick	G	RQ
Ejector Seat	G	RQ
Homing Device	G	WA Move Pawn to any Plot or Villain Card
Laser Beam	T	An Action Card must be discarded to activate
Seagull Snorkel	G	Discard from RA to gain 2 AP
Bonita	E	Latin Fem Fatale
Felix Leiter	A	CIA counterpart. WA put Ally OTL IYRA
Lockheed Jet Star Plane	X	Discard from RA to move pawn to any Location
Gold 1937 Rolls-Royce	X	
Aston Martin DB5	X	Get +1 AP while in your RA

Thunderball Card List

Card Name:	Type	Notes
Nuclear Ransom	P	DL = 5. Threaten to blow up City
US Navy Aquaparas	A	
Hydrofoil Yacht	X	Disco Volante
Domino	W	Stunning French Beauty
Paula Caplan	W	Beautiful Bahamian
Patricia Fearing	W	Vivacious Blonde Nurse
Emilo Largo	V	DL = 4. Millionaire Playboy
Fiona Volpe	E	Black Widow Assassin. WA put in your SP

Card Name:	Type	Notes
Assume Identity	S	Discard target Aid card in any RA
Count Lippe	E	Bumbling Assassin
Quist	E	Another Bumbling Assassin
BSA Lightning Motorcycle	X	
Fire Rockets	G	RV
Ladislav Kutze	A	Polish Atomic Scientist
Steal Atomic Bombs	P	DL = 3
Shark Pool	T	
Spear Gun	G	
Vargas	E	Silent Assassin
Jacques Boitier	E	French Assassin in Drag
Disarm Foe	Z	
Electric Chair	T	
Pinder	A	Local Bahamian Contact
Blackout	S	WA put this card into your DP
Mini-Breathing Device	G	
Geiger Watch	G	
Bell Jet Pack	X	
Underwater Propulsion Unit	X	
Radioactive Pill	G	WA put an ally card OTL IYRA
Mini Flare Device	G	WA put an ally card OTL IYRA
Mink Glove	S	WA Steal or put a Woman OTL IYRA
Scalding Water	Z	Cannot be used to Activate Traps
Lock in Sauna	Z	Cannot be used to Activate Traps





Adventure Club

Introduction

Card game for 2-4+ players. Players are modern-day, rich, athletic, leisure-minded adventurers.

Victory

The game ends when all the Adventure cards (excluding Spoilers) are in player's Victory Piles. The player with the most Victory Points (VP) wins.

Traits

At the beginning of the game each player picks one of 3 traits:

- 1. World Class Athlete
- 2. Filthy Rich
- 3. No Responsibilities

Some adventure cards require the player to have one of these traits. These cards are called Spoiler cards.

The Decks

There are 2 Decks: Resource Deck & Adventure Deck.

Set Up

The most Adventurous, Athletic and Wealthy player (in real life) goes first.

Turn Sequence

Players take turns. Each turn has 3 phases:

- 1. Opportunity Phase
- 2. Resources Phase
- 3. Adventure Phase

Opportunity Phase

There must be 3 Adventure cards face up in the middle of the play area. If there are less, flip over the top card of the Adventure deck

Resource Deck

Draw 3 cards from the Resource deck. Max hand size is 10 cards. Discard excess cards. Players may trade Resource cards.

Adventure Deck

Each adventure card has a cost in Time, Wealth, and Conditioning cards. A player may discard resource cards that satisfy the requirements of a card to Claim it and put it in his/her Victory Pile. If a Resource card has a Skill associated with the Adventure card, then that Resource card is worth 2 cards.

For Example: To claim the "Hiking in the Gobi" adventure card you would Have to discard 2 Time cards, 2 Wealth cards, and 4 Conditioning Cards. Skills associated with this adventure include: Running, Desert, Hiking If a Conditioning card was of one of these skill types, it would be worth 2 cards. If you did not claim an Adventure card this turn or last turn, you may take one of the face up Adventure cards & put it on the bottom of the Adventure card deck.

Resource Card List

Card Name:	#	Type	Note
Money	16	W	
Subsidy	4	W	Worth 2 Wealth cards
Time	16	T	
Volunteer	4	T	Worth 2 Time cards
Hiking	4	C	
Rafting	2	C	
Skiing	2	C	
Running	2	C	
Climbing	2	C	
Diving	2	C	
Sailing	2	C	
Rafting	2	C	

Card Name:	#	Type	Note
Surfing	2	C	
Desert Survival	2	C	
Arctic Survival	2	C	
Cycling	2	C	
Driving	2	C	
Flying	2	C	
Jumping	2	C	
Caving	2	C	
Broken Leg	2	X	Opponent Discards 3 Resource cards
Life's Dream	2	X	Worth 2 of Wealth, Time or Conditioning
Hard Work	2	X	Draw 3 Resource cards

Copies of card in deck

W Wealth**T** Time**C** Conditioning**X** Special

Adventure Deck Card List

Card Name:	V	T	W	C	Skills:
Hiking in the Gobi	8	2	2	4	Running, Desert, Hiking
Rowanda Gorilla Trek	6	2	2	2	Hiking
Dive with Great Whites	5	1	2	2	Diving (South Africa)
Tibetan Buddhist Kingdom	7	2	4	1	None (Bhutan)
Yukon River Quest	6	1	2	3	Rafting (Canada)
Badwater Ultra Marathon	6	1	1	4	Running (Death Valley)
Walk on Fire	4	1	2	1	None (Hawaii Volcano)
Volvo Ocean Race	10	4*	2	4	Sailing (7.5 Months)
Patagonian River Plunge	8	2	3	3	Rafting (Chile)
Greenland Challenge Race	8	2	2	4	Bike, Hike, Raft, Arctic
Running of the Bulls	4	1	1	2	Running (Pamplona Spain)
Sahara Marathon	8	2	1	5**	Running, Desert (Morocco)
Ski the South Pole	8	2	3	3	Ski, Arctic
Norway Base Jump	7	1	2	4	Jumping (Cliff)
8,000 Foot Cho Oyu	10	3	3	4	Climbing (Nepal & Tibet)
Himalaya Helicopter	9	2	4	3	Skiing (Nepal)
Great Wall Marathon	7	2	2	3	Running (China)
Suborbital Space Flight	10	2	5***	3	None (\$98,000)
New Zealand Bungee	4	1	1	2	Jump (440 Feet)

* Requires no Responsibilities

** Requires World Class Athlete

*** Requires Filthy Rich

V Victory Points**T** Time cards Required**W** Wealth cards Required**C** Conditioning cards required

Skills = Associated Skills





Adventurers

Introduction

1930-1940's Adventuring: Save the damsel, defeat the villain, and recover the ancient artifact.

Deck

Players share a common deck. Six sided dice are required.

Adventurer

Profession:	Advantage:
Actor	+1D6 vs Person cards if not using a weapon card
Archaeologist	+1D6 vs Trap Encounters
College Professor	Discard a card to look at the next 4 cards in the deck
Daredevil Pilot	Draw an extra card when you play a Travel card
Gangster	You may use enemy cards as weapon cards
Inventor	Draw an extra card when you play a Weapon card
Museum Curator	Draw an extra card when you play a Research card
Occult Expert	Draw an extra card when you play an Ancient card
Private Investigator	In draw phase draw an extra card and discard one
Reporter	Hand size +2
Trapper	+1D6 vs Animal Encounters
Soldier of Fortune	+1D6 vs Enemy Encounters
Sea Captain	+1D6 vs Water Encounters

Turn Sequence

- Players take turns. Each turn has 5 phases:
1. Draw Phase
 2. Research Phase
 3. Travel Phase
 4. Encounter Phase
 5. Research Phase

Draw Phase

Draw 2 cards. Max hand size = 5. Discard excess cards. If the deck runs out shuffle the discard and draw again.

Research Phase

Play research cards in this phase.

Travel Phase

If there is an Encounter card in front of the active player skip this phase. If not, the active player may play a Travel card or a Location card face up. The new card is placed on top of the players previously played travel/location card.

Victory

Your Adventurer must be the first to visit 5 locations. The last location must be an Ancient location. You recover the ancient relic before your adversaries.

Setup

Pick your adventurer type. Draw 5 cards. Roll high on 1D6 to determine who goes first.

A location card may only be played if the previous card was a Travel card.

Encounter Phase

If your are not currently facing an unresolved Encounter card, the Opponent to your right may play an Encounter card from his hand on you. The Encounter card must match the top Travel or Location card you have face up. The opponent rolls 3D6 or 4D6 for the Encounter card according to the cards description (Force 3 or 4).

This is the Encounter roll. The opponent may attach a Weapon card to a Person Encounter for an additional 1D6. The active player rolls 3D6. This is the Escape roll.

The player may play a weapon card for an additional 1D6. Weapon cards cannot be used against trap encounters. If the Escape roll is higher that the encounter roll discard the encounter card, otherwise it stays in play.

Some Action, Item cards will cause the automatic escape from an encounter.

Card List Type Notation

W Weapon
A Action
E Encounter

H Help
I Item
T Travel
R Research

Common Deck Card List

Card Name:	Type	Notes:
Bullwhip	W	Force +1
Disarm	A	Negate a Foes weapon card
Submachine Gun	W	Force +1
Thrown Knife	W	Force +1
Machine Gun	W	Force +1
Revolver	W	Force +1
Run away	A	Evade Encounter & Discard 2 cards
Car Chase	E	Enemy Force = 3: Road
Chase Scene	E	Enemy Force = 3: Anywhere
Swing to Freedom	A	Evade Encounter & Discard 2 cards
Big Burly Nazi	E	Enemy Force = 3: Fisticuffs: will not use guns
Insect Swarm	E	Swarm Force = 3: Location Indoor
Sewer Rats	E	Swarm Force = 3: Location Indoor
Snake Den	E	Swarm Force = 3: Location Indoor
Tarantula	E	Animal Force = 3: Anywhere
Pit Trap	E	Force = 3: Ancient Location
Big Burly Arab	E	Enemy Force = 3: Location
Hide	A	Evade Non-trap Encounter
Sliding Doors	A	Evade Indoor Encounter
Secret Passage	A	Evade Indoor Encounter
Tiger	E	Animal Force = 3: Location Outdoor
Crocodile	E	Animal Force = 3: Location Outdoor
Bound & Gagged	E	Force = 3: Travel or Civilization
German Officer	E	Person Force = 3: Anywhere
SS Guards	E	Person Force = 3: Anywhere
Armored Car	E	Enemy Force = 3: Road, Ground
Mystery Man	E	Person Force = 3: Anywhere
Barroom Brawl	E	Enemy Force = 3: Non-sea Travel
Fighter Plane	E	Enemy Force = 3: Travel
Panzer Tank	E	Enemy Force = 3: Road, Ground
Flame Thrower	W	Force +1
Out of Control Fire	E	Force = 3: Indoors
Topple Pillars	A	Evade Ancient Indoor Encounter
Read Hieroglyphics	R	Discard hand & draw 5 cards
Bazooka	W	Force +1
Poisoned Dates	E	Force = 3: Anywhere
Trained Monkey	H	Evade Encounter & Discard 2 cards
Treasure Map	R	Look at top 5 cards of deck & keep 1
Steamboat	T	Water
Motorcycle	T	Road
Ocean Liner	T	Water
Luxury Liner	T	Water
Freighter	T	Water
Troop Truck	T	Road
Air Liner	T	Air

Card Name:	Type	Notes:
Train	T	Train
U-Boat	T	Water
Zeppelin	T	Air
Prop Plane	T	Air
Auto-Gyro	T	Air
Sporty Roadster	T	Road
Safari	T	Ground
Biplane	T	Air
Seaplane	T	Air
Mountaineering	T	Ground
Deep Sea Diving	T	Water
Speed Boat	T	Water
Hiking	T	Ground
Balloon	T	Air
Camels	T	Ground
Horses	T	Ground
Schooner	T	Water
Orient Express	T	Train
Chinese Junk	T	Water
Temple	L	Indoor: Ancient
Mines	L	Indoor: Ancient
Pyramid	L	Indoor: Ancient
Caves	L	Indoor: Ancient
Mansion	L	Indoor: Civilization
Archeological Dig	L	Indoor: Ancient
Fortress	L	Indoor: Ancient
Catacombs	L	Indoor: Ancient
Ziggurat	L	Indoor: Ancient
Island	L	Outside: Wild & Water
Palace	L	Indoor: Ancient & Civilization
Camp	L	Outside: Wild
Airfield	L	Outside: Civilization
Hotel	L	Indoor: Civilization
Docks	L	Outside: Civilization
Desert	L	Outside: Wild
Jungle	L	Outside: Wild
Marketplace	L	Outside: Civilization
Decipher Engravings	A	Discard hand & draw 5 cards
Mistaken Identity	A	Evade Person Encounter
Love Interest	H	Evade Encounter
Arab Contact	H	Evade Encounter
Translator	H	Look at opponent's hand
Guide	H	Look at top 5 cards of deck & keep 1
Nemesis	E	Person Force = 4: Anywhere
Gangsters	E	Enemy Force = 3: Anywhere
Gestapo Officer	E	Person Force = 3: Anywhere
Sharks	E	Force = 3: Water
Mata Hari	E	Person Force = 4: Civilization
Museum	R	Look at next 10 cards in deck
Nazi Spy	R	Look at opponent's hand
Informant	R	Look at opponent's hand
Interrogate	R	Look at opponent's hand
Native Cultists	E	Force = 3: Outside Location

Card Name:	Type	Notes:
Saboteur	A	Opponent must discard 3 cards
Villain	E	Force = 4: Anywhere
Radio	R	Look at next 7 cards in deck
Sidekick Kid	H	Force +1
Rowdy Sailors	E	Enemy Force = 3: Water
Thugs	E	Enemy Force = 3: Travel, Civilization
Arab Diggers	R	Look at top 5 cards of deck & keep 1
Rolling Boulder Trap	E	Force = 3: Indoor Ancient
Shooting Dart Trap	E	Force = 3: Indoor Ancient
Jump off Cliff	A	Escape Ground, Train, Road, Wild Encounter
Machete	W	Force +1
Grenade	W	Force +1
Torch	I	Force +1 vs Indoor Location Encounter
Rope	I	Escape Trap
Natives with Blowguns	E	Force = 3: Location Outside
Dynamite	A	Escape Encounter & Discard 2 cards





American Game Hunter

Introduction

Rummy Variant with Hunting Theme and special deck.

The Deck

Players share a common deck. The deck has 5 different card types:

W Weapons

T Techniques

H Habitats

P Prey

S Spoilers

The deck contains one card of each described in the card list.

Card List

Card Name	Type
White Tailed Deer	P
Cottontail Rabbit	P
Wild Turkey	P
Ring-necked Pheasant	P
Mallard Duck	P
Moose	P
Black Bear	P
Elk	P
Antelope	P
Pronghorn	P
Bobwhite Quail	P
Mule Deer	P
Black Tailed Deer	P
Geese	P
Small Game	P
Puddle Ducks	P
Diving Ducks	P
Snowshoe Hairs	P
Squirrel Hunting	P
Raccoon	P
Ruffed Grouse	P
Partridge	P
Waterfowl	P
Sight	S
Night Vision	S
Smell	S
Hearing	S
Moveable Ears	S

Winning

Be the first to make a kill. To make a Kill your hand must have: 1 card each of the Weapon, Habitat, Prey, and Spoiler cards and 2 Technique cards.

Setup

Players are dealt a hand of 7 cards.

Turn Sequence

Players take turns. On your turn draw the top card from the deck or discard and discard a card.

Card Name	Type
Deciduous Forest	H
Single-Shot Action Rifle	W
Hunting Rifle	W
Falling Block Action Rifle	W
Repeating Action Rifle	W
Bolt Action Rifle	W
Lever Action Rifle	W
Pump Action Rifle	W
Heavy Rifle	W
Light Rifle	W
Short Barrel Carbine	W
Bowhunting	W
Compound Bow	W
Recurve Bow	W
Long Bow	W
Muzzle Loader	W
Black Powder Rifle	W
Smoothbore Musket	W
12 Gauge Shotgun	W
20 Gauge Shotgun	W
Double Barreled Shotgun	W
Single Barreled Shotgun	W
Light Shotgun	W
Heavy Shotgun	W
Buckshot	W
Magnum Rounds	W
Variable Power Scope	T
Open Sight	T

Card Name	Type	Card Name	Type
Communication	S	Peep Sight	T
Color Vision	S	Crosshair Reticle	T
Freezing	S	Wide Angle Scope	T
Scent Glands	S	Solid Rest for Rifle	T
Positioning	S	Prone Firing Position	T
Zig-zagging	S	Modified Choke	T
Speed	S	Snap Shooting	T
Detect Scent	S	Sustained Lead	T
Alarm Calls	S	Tracks	T
Hide	S	Droppings	T
Camouflage	S	Feeding Signs	T
Thicket	S	Bed/Roost	T
Survival Adaptations	S	Camouflage Netting	T
Open Timber	S	Game Trail	T
Winter Cover	S	Lure	T
Tall Grass	S	Bait	T
Highly Developed Senses	S	Still Hunting	T
Small population	S	Shade	T
Dense Vegetation	S	Binoculars	T
Mountain Slope	H	Rutting Season	T
Forest Clearing	H	Soft Clothing	T
Farmland	H	Scrapes & Rubs	T
Grassland	H	Visual Clues	T
Hardwood Forest	H	Test the Wind	T
Swamp	H	Elevated Stand	T
Bog	H	Feeding area	T
Lake	H	Tower Blind	T
Lowlands	H	Stalking	T
Mixed Forest	H	Calls	T
Transition Zone	H	Driving Game	T
Succession Zone	H	Decoys	T
Powerline Corridor	H	Jump Shooting	T
Stream	H	Pass Shooting	T
Meadow	H	Flushing Game	T
Marsh	H	Hunting Dogs	T
Rocky Mountains	H	Pointer	T
Brushland	H	Flusher	T
Private Land	H	Hound	T
Semi-Arid Desert	H	Float Hunting	T
Coniferous Forest	H	Move Quietly	T
Wetland	H	Morning or Evening	T





Amulets

By Jörg Hansen.

A (not really) fantasy game of deduction for 3-5 players.

Five spirits are captured in five amulets. The wizards try to find out their correct placements on the altar to cast the freeing spell. Succeeding means honour, failure means eternal doom. :)

Material You need the altar, a 5x5 map signed A1 to E5, and 5 amulets (pawns), in colors or shapes different. A 30-card deck is needed corresponding to the map grid (A1 to E5) and the 5 amulets. Since players

need this deck only once at the beginning of the game, a standard poker deck and a translation table will do. Every player needs a sheet of paper as spell book, and a pen.

The spell book The wizards should draw their spell books as following: A table, consisting of 8-10 rows - 5 rows for the amulets, 3-5 rows for the wizards. The rows should be named with the amulets and the wizards' names. The wizards' names should begin with the own name and then proceed clockwise. An example spell book could look like this:

	R		Y		G		B		B		M		S		S		R		A	
	e		e		r		l		l		e		u		t		i		n	
	d		l		e		u		a				s		e		c		n	
			l		e		e		c				a		v		k		e	
			o		n				k				n		e					
			w																	
+	—	+	—	+	—	+	—	+	—	++	—	+	—	+	—	+	—	+	—	+
+	—	+	—	+	—	+	—	+	—	++	—	+	—	+	—	+	—	+	—	+

Setup Each player secretly draws one altar card and one amulet card. Undrawn cards come out of play, unrevealed. The amulets are placed randomly on the map, not more than one on one field.

The Game The Wizards choose a start wizard, play continues clockwise. At his turn, a wizard may ask a question to the old spirits (the others players). All answers are recorded by the players. The game continues and is only interrupted by the tries of casting a spell. If the spell succeeds, the casting wizard wins the game. If it doesn't, the casting wizard is out of play and may no longer ask the spirits. But he is still giving answers as a spirit. In the case of all wizards failing the casting, there is no winner, only misery...

Asking the spirits At his turn, the active wizard may place the amulets on the altar as he likes, not more than one per field. Afterwards he reads out the coordinates of the 5 amulets, for all players to write down in the amulets' rows in their spell book.

The spirits' answers Beginning at the left of the asking wizard, each player checks his personal altar field and his personal amulet. Then he gives exactly one of four possible answers, which is recorded in all players spell books in the row of the answering spirit. His possible answers are:

1. If his amulet is on his own field, he answers "I'm home". All players note a "*".

2. If a foreign amulet is on his own field, he answers "Someone is at my home". All players note a 'o'.

3. If his amulet is in one line or one row with his field (same letter or same number), he answers "I can feel my home". All players note a '+'.

4. If none of these conditions occur, he says "No answer". All players note a '-'.

In case of conditions 1 & 3 or 1 & 3 occurring at the same time, the spirit's answer is always the higher one. Answer 3 is not mentioned then. The asking wizard never gives any answer.

Casting a spell A wizard may interrupt the game at any time, if he thinks he found out all the spirits' amulets and their coordinates. He places the assumed player amulets on their assumed homes and all the assumed non-player amulets at random altar fields. This is his try of casting the spell. The others players (the spirits) now check this try clockwise, beginning with the left neighbour. If his personal amulet stands on his personal field, he answers "yes", and the next player continues checking. If it doesn't, he says "No", and the casting has failed. The trying wizard may not ask the spirits anymore, and the game continues where interrupted before. But if all spirits answer "Yes", they are freed and the casting wizard wins the game.

Designer's note This game, years old and deriving

from boring school times, is nothing else but a master mind clone, but a funky multi-player one. Experienced players should not need more than 5-6 questions. This is not really a party game, since all players stare at

their notes and beg each active player for a thinking break :) - give it a try.

j_hansen@web.de





Ant Hill

Introduction

Board & Card game for 2-4 players. Players control rival Ant colonies.

Victory

Destroy all rival colonies.

The Board

Use an 8 x 8 Grid. This represents the backyard of a suburban house.

Terrain

1D6 random spaces are Sweet spots. Get one Food Token in Event phase for each Sweet spot you control. 2D6 random spaces are Concrete Slabs.

Ant counters cannot be placed on Slabs. 1D6 random spaces are Dry spots. Get one Dig Token in Event phase for each Dry Spot you control.

1D6 random spaces are Covered spots. Draw an extra card in Event phase for each Covered Spot you control. Use Tiles to indicate terrain.

Dice

Dice of several sizes are required: D6, D8, D20

Random Space

When asked to determine a random space roll 2 eight sided dice (2D8) to get X and Y coordinates.

The Deck

Players share a common deck.

Ant Counters

Each player gets a set of Ant counters of a unique color. (Red & Black for a 2 player game.)

Tokens

A Food Token counts +1 to your Forage Total (one time only). Likewise for Dig and Breed Tokens. Use tokens of 3 different colors.

Setup

Each player starts in a corner space of the board. Put a stack of 10 counters in this space. This is your starting colony.

The smallest player goes first.

Turn Sequence

Players take turns. Each turn has 5 phases: Worker Phase Event Phase Fight Phase Nest Phase Scout Phase

Worker Phase

Draw 3 cards. Max hand is 7 cards. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it. Players may trade cards in this phase.

Event Phase

Roll once on the Event Table.

1D20	Event:	Notes:
1	Bar-B-Q	Put Food tokens in 4 random spaces
2	Picnic	Put Food tokens in 5 random spaces
3	Pesticides	Kill all Ants in 10 random spaces
4	Kids Party	Put Food tokens in 6 random spaces
5	Good Luck	Draw 1 Card
6	Slug	Put 5 Food Tokens in 1 random space
7	Dead Frog	Put 6 Food Tokens in 1 random space
8	Earthworm	Put 4 Food Tokens in 1 random space
9	Spider	Kill all Ants in 1 random space
10	Millipede	Kill all Ants in 1 random space
11	Caterpillar	Put 4 Food Tokens in 1 random space
12	Ant Lion	Kill all Ants in 1 random space

1D20	Event:	Notes:
13	New Queen	Gain 1D6 Breed tokens
14	Spring	All Players gain 1D6 Breed tokens
15	Good Spot	Gain 1D6 Dig tokens
16-17	Double	Roll twice more on this table
18-20	Rain	All Dig cards are -3 until your next turn

Fight Phase

One of your stacks may attack an enemy Ant stack in an adjacent space. You must play a Fight card with a Level equal to less than the number of ants in your stack. Your opponent may also play a Fight card (with the same limitation).

The target stack loses a number of Ants (killed) equal to the Card played. If you wipe out a space, you may move 1 of your attacking ants into it.

Nest Phase

You may play a meld and tokens. A Meld consists of 3 cards: One each of Forage, Dig, and Breed. Each card has a Level modified by the Tokens played.

Determine your lowest Level in the 3 categories. Gain a number of Ant counters equal to this Level. For Example: You have Forage 3, Dig 7, and Breed 8: You gain 3 Ant counters (of your color).

Place these counters in a space you occupy or in adjacent empty spaces. You may stack any number of Ants in a given space. Discard played Cards and Tokens

Scout Phase

Take control of any Tokens in any space you occupy. Remove these from the board and keep them next to you. Unclaimed Tokens in unoccupied spaces remain until claimed.

Anthill Cardlist

Card Name:	#	Level	Notes:
Forage	1	1	Crumbs
Forage	1	2	Sap
Forage	1	3	Cookie
Forage	1	4	Scouts
Forage	1	5	Snail
Forage	1	6	Aphids
Forage	1	7	Apple
Forage	1	8	Lunchmeat
Forage	1	9	Dead Mouse
Forage	1	10	Dead Bird
Breed	1	1	Pheromones
Breed	1	2	Eggs
Breed	1	3	Larvae
Breed	1	4	Metamorphosis
Breed	1	5	Juveniles
Breed	1	6	Nurses
Breed	1	7	Drones
Breed	1	8	Reproduction
Breed	1	9	Nursery
Breed	1	10	Queen

Card Name:	#	Level	Notes:
Dig	1	1	Soil
Dig	1	2	Burrow
Dig	1	3	Ant Trail
Dig	1	4	Build
Dig	1	5	Complex
Dig	1	6	Tunnels
Dig	1	7	Workers
Dig	1	8	Chambers
Dig	1	9	Mound
Dig	1	10	Ant Hill
Fight	1	1	Intruders
Fight	1	2	Attack
Fight	1	3	Bite
Fight	1	4	Soldiers
Fight	1	5	Defenders
Fight	1	6	March
Fight	1	7	Mandibles
Fight	1	8	Stingers
Fight	1	9	Swarm
Fight	1	10	Army Ants

Faq

1) How do stacks move? Place stacks anywhere or one space a turn? A) Stacks don't move. That's intentional. The only way to expand into new spaces is by Card Melds and Fighting. If you want to move Stacks an optional rule would be to discard a Fight card to move its level in Ant counters one space each. When distributing counters after a Meld the counters

can be spread over several adjacent spaces, they do not all have to go into one space.

2) Is fighting just one round or can you place more cards down after the first. A) One card only as I envisioned it. However, of course you may want to allow more in your House Rules.

3) In your example of reproduction phase, if two food tokens were added, then the total ants added would be 5. Correct? A) Yes, correct.





Archaic Animalia

Introduction

Strategy Card and Board Game for 2 to 6+ players. It is the Warm Permian-Triassic period and primitive animals are just Starting to colonize the landmass of Pangaea.

Victory

When the game ends, the player with the most Victory points wins.

End Of Game

The game ends when every territory is occupied by at least 1 Animal Token.

End Game Scoring

Gain 1 Victory Point (VP) for each Animal Token (AT) you have on the Board. Isolated Spaces: Gain 1 extra VP for every territory you have an AT on and no other player does.

Card Name:	Number of Copies of Card in Deck
Temperature	10
Elevation	10
Rainfall	10

Wild cards may be substituted for all other types of cards.

The Map

Use a Hex map. Hexes = Spaces = Territories = Regions. The map represents the ancient continent of

Environmental Factor Table

1D6	Rating	Temperature	Elevation	Rainfall
0-2	1	Hot	Sea Level	Heavy
3	2	Warm	Low	Wet
4	3	Temperate	Medium	Moderate

Map Setup And Starting Zones

Along the edges of the Continent designate 12 hexes to be starting zones. Starting zones hexes have a Rating =1 in each of the 3 Environmental Factors. The center of Pangaea was dry: Those spaces have +1 to

Taxons

Each player picks 1 Taxon as their identity. There are 10 available Basic Taxons:

1. Insects
2. Crustaceans
3. Mammals
4. Amphibians
5. Reptiles
6. Dinosaurs
7. Worms
8. Birds
9. Marsupials
10. Arachnids

Animal Tokens

Each player has a set of Tokens of a unique color.

Dice

Six sided dice are needed (1D6).

The Deck

Players share a common deck. The deck contains 5 types of cards:

Card Name:	Number of Copies of Card in Deck
Niche	10
Wild	10

Pangaea.

The continent should be composed of around 40 hexes. Each Hex is described by 3 Environmental Factors: Temperature, Elevation, and Rainfall. Each factor is rated 1 to 5.

In setup randomly determine the ratings for each factor for each space:

1D6	Rating	Temperature	Elevation	Rainfall
5	4	Cold	High	Dry
6+	5	Frozen	Extreme	Arid

their Rainfall Rolls.

The northernmost and southernmost hexes should get a +1 to Temperature rolls. The equatorial hexes should get -1 to Temperature rolls.

Adaptation Levels

Each Taxon starts with an Adaptation Level of 1 for each of the 3 Environmental Factors: Temperature, Elevation, and Rainfall. As play proceeds you will increase your Adaptation Levels. This will allow you to inhabit terrains with higher Environmental ratings.

For example: Lets say you have an adaptation level of 1 in Temperature, and you Want to move into a Cold space (Rating =4). You would first need to increase Your adaptation level to 4 before you could place your AT there.

Setup

Create a Map as described above. Each player chooses a Taxon. Each player starts with 3 Animal Tokens (AT).

Players take turns placing their starting AT one at a time. A player may place his AT into any combination of starting zone spaces. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Variability Phase
2. Evolution Phase
3. Expansion Phase
4. End Phase

Variability Phase

Draw 4 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Ability	Description
Insects	They may evolve a second time per turn in a different factor
Crustaceans	They may expand into coastal spaces they are not adjacent to
Mammals	Start with Adaptation Level =3 for Temperature
Amphibians	Start the game with 6 AT in play
Reptiles	Start with Adaptation Level =3 for Rainfall
Dinosaurs	Expanding costs them one less card (minimum 1)
Worms	You may discard down to 5 or less cards in End phase
Birds	Start with Adaptation Level =3 for Elevation
Marsupials	In end scoring gain 2 VP for each Isolated space you have
Arachnids	Spaces containing Arachnids cost 1 extra card to expand into

Links

Animals

Evolution Phase

You may increase your Adaptation level in 1 Factor by 1. To do this, you must discard a number of cards of that Factor Equal to the rating of the new level. Wild cards may be substituted for Factor cards.

For example: You want to increase your Rainfall level from 3 to 4. To do this you must play (discard) a combination of 4 Rainfall and/or Wild cards.

Expansion Phase

A space may contain any number of Animal Tokens (AT) on it from the Same player or multiple players. You may place new AT onto the board in this phase. . You may place an AT into a space you already occupy, or into a Space adjacent to a space you occupy.

If entering a new space, you must have adaptation levels equal to or higher Than the Environmental factors of that space. To place a new AT, you must discard a number of Niche and/or Wild cards Equal to the number of AT already there +1. For example: A space is completely empty; You discard 1 Niche card to Place 1 of your AT onto it.

Second example: a space contains 5 AT; You play 6 cards to place 1 AT there. You may place as many AT onto the board in this phase as you have Niche (and Wild) Cards to pay for them.

End Phase

You must discard down to 4 or less cards.

Special Abilities

Each Taxon has 1 special Ability:





Archean Empires

Introduction

Area Control game for 2-6 players. Early Earth Primitive Microbial Life Forms Compete for Territory.

Victory

The player occupying the most territories at the end of the Game is the gets 1 Victory Point (VP). The player with the most Totally Controlled Territories gets 1 VP. The player with the most BMT in play gets 1VP.

The player with the most VP wins. (Ties are possible)

Game End

The Game ends when all territories are filled up to their Max population levels.

Biomass Tokens

Each player has an unlimited set of Tokens of a unique color. These are called Biomass Tokens (BMT).

The Map

Use an 8 x 8 grid map (64 spaces), square, hex, or irregular. Each space is called a Territory. Each territory has a resource value from 1 to 6.

When creating a map roll 1D6 for each space.

Territories

At the end of a turn, there can be no more BMT in a Territory than the Resource level of that Territory. If a space has only one player occupying it, that player is said to be in Total control of that Territory.

Kingdoms

Each player belongs to a unique Microbial Kingdom. There are 6 Kingdoms available:

1. Archaeobacteria
2. Viroids
3. Fungi
4. Cyanobacteria
5. Protazoa
6. Eubacteria

Archaeobacteria

Primitive bacteria able to survive in very marginal, hostile environments. Archaeobacteria start with Resistance = 3.

Viroids

Sub-cellular entities that lack their own metabolism. Viroids start with Virulence = 3.

Fungi

Filamentous Eukaryotic cells with unique cell walls that reproduce by means of spores. The Fungi start with Infiltration = 3.

Protazoans

Large eukaryotic protista cells that are fast moving aggressive hunters. The Protista start with Spread = 3

Cyanobacteria

Fast growing photosynthetic prokaryotes. The Cyanobacteria start with a Growth = 4.

Eubacteria

Common and highly adaptable saprophytic bacteria. The Eubacteria get to draw 3 cards in Genetics phase and their Hand size is 6 cards.

Traits

Each player has 5 Traits that describe his Kingdom:

1. Growth
2. Spread
3. Infiltration
4. Virulence
5. Resistance

Each trait has a starting level that increases during play by the Use of Evolution cards.

Growth

This is how many new BMT you get each turn. New BMT are placed in Territories you already occupy. The Growth starting level is 2.

Spread

This is how many stacks of BMT you can move each turn. A stack is one or more BMT starting in the same territory. The Spread starting level is 1.

Infiltration

This is how many spaces a Stack can move. A stack must leave at least 1 BMT in every Territory it moves through. The Infiltration starting level is 1.

Virulence

This gives an advantage in Overpopulation phase. The Virulence starting level is 1.

Resistance

This gives an advantage in Overpopulation phase. The Resistance starting level is 1.

The Evolution Deck

Players share a common deck. Each card corresponds to one of the 5 traits. Cards played in Evolution phase give you a permanent increase of 1 in a trait.

You may freely play cards in other phases, even on an opponents turn; When You do this, you get a +1 bonus in the indicated trait, however it only lasts Until the end of the turn.

Setup

Each player picks 1 corner space (or remote territory on the Map at least 3 spaces away from other players). Place 1 BMT on that space. Each player is dealt a hand of 2 cards.

The least evolved player goes first.

Turn Sequence

Players take turns. Each turn has 6 phases: Genetics Phase Evolution Phase Growth Phase Spread Phase Overpopulation Phase Dormancy Phase

Genetics Phase

Draw 2 cards from the deck and put them in your hand.

Evolution Phase

Play (discard) one card from your hand. Your score in the corresponding trait increases by 1. Record your current trait levels using paper and pencil.

Growth Phase

Gain new BMT equal to your Growth trait. New BMT are placed in Territories you already occupy.

Spread Phase

You may move a number of stacks equal to your spread trait. A stack is one or more BMT starting in the same territory. You may move your stacks a number of spaces equal to your Infiltration Trait. Every time you move a stack, you must leave Behind at least 1 BMT in the space you just moved from.

Overpopulation Phase

If a space contains more BMT in it than its Resource level, then the Number of BMT in excess die off. The player with the highest Virulence level in the space may immediately Remove 1 Target BMT of his choice. (Do not do this if tied) You cannot target a BMT that has a higher Resistance than your Virulence. Take all the remaining BMT from all players in the space and put them in a cup.

Randomly remove BMT from the cup until there is no Overpopulation problem. The player with the highest Resistance level (skip if tied) may toss 1 removed BMT back into the Cup (once) and have a new one drawn to be eliminated. Place the remaining BMT back into the territory.

Killed BMT (eliminated) are removed from the map.

Dormancy Phase

Max hand size is 5 cards. Discard excess cards.

Evolution Deck Card List

Card Name: - Growth - Spread - Infiltration - Virulence - Resistance There are 8 copies of each card in the deck.

Links

Geologic Timeline Stromatolites





Arcology

Introduction

Gin Rummy type card game based on the philosophies and theories of the Famous architect Paolo Soleri.

The Deck

There are 5 types of cards: Arcology, Structure, Energy, Theory & Philosophy cards.

Objective

Be the first to build 3 Arcologies. To build an Arcology, you must play a Meld. A Meld consists of 1 Arcology card & 2 of each other type of card.

Certain cards count as 2 cards (of the same type) when building certain Arcologies.

Setup

Each player is dealt a hand of 10 cards.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Idea Phase
2. Plan Phase
3. Build Phase

Idea Phase

On your turn draw 3 cards and put them in your hand. If the deck runs out, shuffle the discard & draw from it.

Plan Phase

You may discard 1 card to gain its special effect:
Theory Card: Draw 3 cards and discard any 2 cards.
Arcology Card: Search deck for 1 card and put it in your hand. Structure Card: Draw 5 cards and then discard any 5 cards.

Energy Card: Draw 2 Cards. Philosophy Card: Steal 1 random card from opponents hand.

Build Phase

If you are able, you may play a meld. At the end of your turn always discard 1 card (even if you have less than 10). Max hand size is 10 cards. Discard excess cards at the end of your turn.

Card List Notation

- T** Theory
- A** Arcology
- S** Structure
- E** Energy
- P** Philosophy

Bonus = Counts as 2 cards for the indicated Arcology

Card List

Card Name:	Type:	Note:
Mesa City	A	
Cosanti	A	
Macro-Cosanti	A	
Hexahedron Arcology	A	
High Density Tower	A	
Novanoah	A	
Babel 2	A	
Arcosanti	A	
Two Suns Arcology	A	
Nudging Space	A	
Hyper Building	A	
Space Arcology	A	
Twin Towers	A	
Quartet in Ecology Major	A	
Third Generation Arcology	A	

Card Name:	Type:	Note:
Asteromo	A	
Urbis et Orbis	A	
Space for Peace	A	
Large Scale Landscapes	S	Bonus (Mesa City)
Modular & Standardized	S	Bonus (Third Generation)
3-Dimensionality	S	
Interpenetration of Forms	S	
Terra Diaphragms	S	
Primary Elements	S	
Multistory Structure	S	
Concentric Exedrae	S	Bonus (Hyper Building)
Umbrella Parasol	S	
Stratified Focal Points	S	
One Structure System	S	
Tertiary Structural System	S	
Apsedra	S	Bonus (Nudging Space)
Focusing Convergence	S	
Organic Architecture	S	Bonus (Macro-Cosanti)
Overlapping Areas	S	
Central Cathedral	S	Bonus (Twin Towers)
Inner Urban Celebratory Spaces	S	
Phased Construction	S	
Slip Form Construction	S	
Passive Solar Architectural Techniques	E	
Greenhouse Architecture	E	
Garment Architecture	E	Bonus (Nudging Space)
Solar Exposure	E	Bonus (2 Suns Arcology)
Conservation of Land & Energy	E	
Eliminate the Automobile	E	
Proximity to Agriculture	E	
Pollution Reduction	E	
The Chimney Effect	E	
Solar & Wind Power	E	
Water Recycling	E	
Apse Effect	E	Bonus (Cosanti)
Microclimates	E	
Green Mantle	E	
Walking Transportation	E	
High Speed Mag-Lev Transportation	E	Bonus (Hyper Building)
Elevators & Escalators	E	
Evacuation Slides	E	Bonus (Twin Towers)
Daily Flow of People	E	
Pedestrian Society	E	
Intelligent City Design	T	
Miniaturization	T	Bonus (Space Arcology)
Radical Urban System	T	Bonus (Hexahedron)
The Urban Effect	T	
Crowding Imperative	T	
Architecture-Ecology	T	
Articulated	T	
Integrated	T	
Compact	T	
Multi-Use Nature	T	

Card Name:	Type:	Note:
Maximize Logistical Efficiency	T	
Implosion of the Flat Megalopolis	T	
Dense, Complex Urban Environment	T	
MCD Paradigm	T	
Attention to the Human Scale	T	
Functional Juxtaposition	T	
Self Contained	T	
Critical Mass of Population	T	
Whole City Design	T	
Transitional Structure	T	
Complexification	P	Bonus (Asteromo)
Interdependence	P	Bonus (Space for Peace)
Embracing & Sheltering	P	
Masculine/Feminine Symbolism	P	
Profligate to Frugal	P	
Divertimento	P	Bonus (Twin Towers)
Ontological Dynamics of Life	P	
School of Thought	P	
Cosmic Relevance	P	
Asthetogenesis	P	
Interiorization of Matter	P	
Desirability Domain	P	
Omega Seed	P	
Eschatological Hypothesis	P	
Transcendence of Residual Anguish	P	
Stewardship	P	
Environment in Harmony with Man	P	Bonus (Mesa City)
Space Organizing Itself	P	
Self Aware Reality	P	
Hypothetical City	P	

Links

Arcosanti





Austin Powers

Introduction

Card game for 2+ players Based on the Austin Powers Spy Movies.

Disclaimer

Austin powers is a licensed, copyrighted property This is merely a fan site.

Victory

The first player to accumulate 10 or more Mojo Points wins.

The Decks

There are 2 Decks: A Groovy Deck & an Evil Deck.

Card Mojo

Every card has a point value from 1 to 10. This point value is called the "Mojo" of the card.

The Groovy Deck

The Groovy Deck represents Austin Powers. There are 5 card types:

- AP** Austin Power
- SA** Special Agent
- CP** Catch Phrases
- SS** Spy Stuff
- GM** Groovy Moves

The Evil Deck

The Evil Deck represents Dr Evil. There are 5 card types:

- DE** Doctor Evil
- HM** Hench Men
- EE** Evil Equipment
- DS** Diabolical Scheme
- OL** One Liners

Mojo Points

Use Tokens to represent Mojo Points.

Setup

Each player gets 1 Deck. There should be close to equal numbers of Groovy & Evil Decks. Each player draws 4 cards from his deck.

The Grooviest player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases: Draw Phase Play Phase Score Phase End Phase

Draw Phase

Draw 1 card from your deck and put it in your hand. If your deck runs out, shuffle the discard and draw from it.

Play Phase

You may put up to 2 cards from your hand into play. Cards in play are face-up on the table in front of you. Many cards produce an effect when they are put in play.

You may only have up to 1 card from each of the 5 suites in play.

Score Phase

If you have 1 card from each of the 5 suites in play; This is called a Scoring Combo. You may discard all the cards in your Scoring Combo, to get Mojo Points: Score Mojo Points = The card in the Combo with the least Mojo after modifications. Note that some cards in play will modify the Mojo of other cards in play.

The Minimum value of a Scoring Combo is 1.

End Phase

Max hand size is 4 cards. Discard excess cards.

Card List Notation

- BG** Beautiful Girl (Subset of SA Suite)
- FM** Female Minion (Subset of HM Suite)
- LO** Location (Subset of EE Suite)
- WP** When Played
- ACA** Also Counts As (For Combo Building)
- Shag** Opponent must discard 1 Random Card from Hand
- Spy** Look at next 7 Cards in Opponents Deck
- Grab** Search your Deck for card of indicated type, and put it in your hand
(Note: You cannot Grab another Grab card)
- Kill** Discard target card in play
- Try Again = Discard 1 Card & Draw 2 Cards

Groovy Deck Card List

Card Name:	Type	Mojo	Notes:
International Man of Mystery	AP	10	DS gets -2
Gentleman Spy	AP	9	WP Spy
Secret Agent Man	AP	8	
Ten Minutes Ago Austin	AP	7	WP Kill DS
Sex Symbol	AP	6	WP Shag
Fashion Photographer	AP	5	BG gets +2
Leader of the Band	AP	4	
Danger Powers	AP	3	
Sir Austin Powers	AP	2	
British Agent	AP	1	
Yeah Baby	CP	10	WP Draw 1 Card
Oh Behave	CP	9	WP Shag
Shagadelic	CP	8	BG gets +2
I'm a Sexy Beast	CP	7	AP gets +2
I'll Cover Your Rear	CP	6	SA gets +2
It's Not My Bag Baby	CP	5	WP Kill OL
Do I Make You Randy?	CP	4	
Shag Now or Shag Later?	CP	3	WP Try Again
She's Rancid	CP	2	WP Kill FM
I'll Beat Him Again	CP	1	WP Kill DE
Nigel Powers	SA	10	CP gets +2
Vanessa Kensington	SA	9	BG; AP gets +2
Felicity Shagwell	SA	8	BG; Shag
Foxy Cleopatra	SA	7	BG; MV gets +2
Basil Exposition	SA	6	WP Grab SS
Convert	SA	5	WP Kill HM
The Mole	SA	4	WP Spy
Dixie Normous	SA	3	BG
Go-Go Dancer	SA	2	BG
Commandos	SA	1	WP Kill LO
Quasi-Futuristic Clothes	SS	10	AP & BG get +1
Shaguar	SS	9	GM gets +2
Red Velvet Suit	SS	8	
Penis Pump	SS	7	AP gets +2
Tight Fitting Leather Catsuit	SS	6	BG gets +2
Kama Sutra	SS	5	WP Shag
Yellow Submarine	SS	4	
MOD Pimpmobile	SS	3	
Hairy Chest	SS	2	ACA AP
Bad Teeth	SS	1	ACA CP
Cross-Mojonations	GM	10	EE gets -2
Abort Button	GM	9	WP Kill DS
Judo Chop	GM	8	WP Kill HM
Mojo Working Overtime	GM	7	AP gets +2
Save the Girl	GM	6	WP Grab BG
Behind the Screen	GM	5	CP gets +2
Groovy Dance Number	GM	4	
Evacuation Complete	GM	3	WP Try Again
Peace Sign	GM	2	ACA CP
Menage Trois	GM	1	WP Draw 1 Card

Evil Deck Card List

Card Name:	Type	Mojo	Notes:
Evil Laugh	DE	10	DS gets +2
Evil Pinky Smirk	DE	9	WP Shag
Evil Rap	DE	8	Grab OL
Evil Genius	DE	7	WP Draw 1 Card
Hollowed Out Volcano Lair	DE	6	LO
Submarine Lair	DE	5	LO
Hollywood Lair	DE	4	LO
Mr Bigglesworth	DE	3	ACA HM
Nehru Jacket	DE	2	ACA EE
Evil Flashback	DE	1	ACA OL
Mini-Me	HM	10	DE gets +2
Fat Bastard	HM	9	WP Shag
Gold Member	HM	8	DS gets +2
Number 2	HM	7	WP Draw 1 Card
Frau Farbissina	HM	6	WP Grab DE
Scott Evil	HM	5	OL gets +2
Allota Fagina	HM	4	FM; WP Spy
The Worlds Deadliest Assassins	HM	3	
Mustafa	HM	2	Cannot be Killed
Ivonna Humpalot	HM	1	FM
Steal His Mojo	DS	10	WP Kill AP
World Domination	DS	9	
Evil Empire	DS	8	WP Spy
Hijack Nuclear Weapons	DS	7	
Blackmail UN	DS	6	
100 Billion Ransom	DS	5	
Subterranean Probe	DS	4	
Giant Moon Laser	DS	3	
Tractor Beam	DS	2	
Evil Ultimatum	DS	1	
Throw Me a Frickin Bone	OL	10	WP Draw 1 Card
Zip It Zip It Good	OL	9	WP Kill CP
Quasi Evil	OL	8	HM gets +2
Daddy's Nemesis	OL	7	AP gets -2
I Expect Them To Die	OL	6	DS gets +2
Were Not So Different You & I	OL	5	DE gets +1 AP gets -1
Enjoy the Show	OL	4	WP Grab DS
Surrounded by Frickin Idiots	OL	3	WP Try Again
You Gonna Squirt Some?	OL	2	WP Shag
Creepy Oompah Lompah Vibe	OL	1	ACA DE
Time Machine	EE	10	WP Grab DS
Cryogenic Freeze Chamber	EE	9	WP Grab DE
Big Boy Rocket	EE	8	
Overly Elaborate Death Trap	EE	7	
Rotating Chair	EE	6	
Sharks with Laser Beams	EE	5	WP Shag
Clear Plastic Suit	EE	4	DE gets +2
Fembots	EE	3	FM; ACA HM
Self Destruct Sequence	EE	2	WP Try Again
Fire Trap	EE	1	WP Try Again





Biker Brawl

Introduction

Board & card game for 2 players. Two Rival Biker Gangs Face-off. Each figure represents a single biker.

Victory

Kill the rival gang Leader.

The Map

Use an 8x8 chessboard.

Units

Use action figures, chits, or miniatures to represent Bikers.

Gangs

Each player has 8 Bikers in his gang. Each gang has 3 types of Bikers: 1 Leader: Has 3 Hit points 2 Veterans: Have 2 Hit points each 5 Gang Members: Have 1 Hit point each

Stuff

Distribute the following Stuff Tokens to your bikers: 4 Motorcycles 4 Bruisers 2 Guns 2 Knives 2 Tool Boxes A single Biker can have 0-3 Tokens. A single Biker cannot have more than 1 token of the same type.

Setup

Each player places one Biker on each square of his back row. Bikers may not stack.

The Cards

Players share a common deck. The deck contains 2 of each card in the card list.

Turn Sequence

Players take turns. Each turn has 3 phases: Lady Luck Phase Ride Phase Fight Phase

Card List

Lady Luck Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Ride Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves are diagonal or orthogonal. Units may not stack.

Fight Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack loses one Hit point. Any unit reduced to 0 Hits is killed and removed from the board.

Shit Kicking & Ass Whooping cards require 2 attackers adjacent to the same Target defender. Knock Heads & Throw Body cards allow a Bruiser to attack 2 targets simultaneously. The Road Rash card can be used by any biker against a target with a Motorcycle token.

Card List Notation

M Movement

A Attack

D Defense

X Diagonal only

O Orthogonal only

Y Any Biker can use this card

C Only Bikers with a Motorcycles token can use this card

B Only Bikers with a Bruisers token can use this card

G Only Bikers with a Guns token can use this card

K Only Bikers with a Knives token can use this card

T Only Bikers with a Tool Boxes token can use this card

Type Purpose of card

User Which player may use the card

Number of that type of card in the deck

Card Name:	#	Range	Type	User
Shit Kicking	1	1	A	Y
Ass Whooping	1	1	A	Y
Steel Tipped Boot	1	1O	A	Y
Brass Knuckles	1	1O	A	Y
Monkey Wrench	1	1X	A	T
Butterfly Knife	1	1X	A	K
Lead Pipe	1	1O	A	T
Broken Bottle	1	1X	A	Y
Acetylene Torch	1	1O	A	T
Bicycle Chain	1	1X	A	Y
38 Special	1	2X	A	G
Sawed Off Shotgun	1	3O	A	G
Fist Full of Rings	1	1O	A	Y
Baseball Bat	1	1X	A	Y
Run Over	1	1O	A	C
Face Against Tire	1	1O	A	C
Dragged by Bike	1	1X	A	C
Choke Hold	1	1O	A	B

Card Name:	#	Range	Type	User
Pile Driver	1	1X	A	B
Bear Hug	1	1O	A	B
Knock Heads	1	1	A	B
Throw Body	1	1	A	B
Two by Four	1	1X	A	Y
Stiletto	1	1X	A	K
Revolver	1	2O	A	G
Road Rash	1	1	A	Y
Switchblade	1	1X	A	K
Strut	9	1	M	Y
Rush	8	2	M	Y
Run	7	3	M	Y
Cruise	6	4	M	C
Peel Out	5	5	M	C
Burn Rubber	4	6	M	C
Tough	1	-	D	B
Dodge	1	-	D	Y





Bloodwars Ccg

Objective

Rules for common Deck play. One of the first CCGs out there, it was quickly forgotten, but the art and background material is good stuff. A common deck adds more variety to the game and reduces the abuses of the power cards.

Common Deck Construction

Take all the cards and shuffle them together in a common deck. Only one of each unique card in the

deck. Consider all warlord, artifact, and battlefield cards to be unique.

Add other cards in numbers to suit your tastes. Players keep their own discard and dead book piles.

Gameplay

No further modifications to the rules.





Bujutso

Introduction

Board & card game for 2 players. Oriental Martial Arts Theme. Abstract skirmish level combat.

Man to Man fighting.

Victory

You win if you kill your opponents Leader.

The Map

Use a 8X8 chessboard.

The Men

Use chits or miniatures to represent men There are 3 types of Men: Leaders, Bodyguards, and Followers. Each player starts with: 1 Leader 2 Bodyguards 5 Followers

Setup

Each player places 1 man on each square of his back row. Men may not stack.

Japanese Warrior Bands

Each Player picks one type of Warrior Band. There are 4 types of Bands: Samurai Ninja Monks Bushi

The Cards

Each player has a unique deck. There is a unique deck for each type of Warrior Band.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Fight Phase

Samurai Card List

Orders Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Leaders & Bodyguards can make up to two moves per turn.

Fight Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Attacks can be either diagonal or orthogonal. "Knight" type attack cards have a range like a knight in chess. The enemy man that is the target of the attack takes one point of damage.

Use chits to keep track of damage. Followers can take one hit before being killed. Bodyguards can take two hits before being killed.

Leaders can take three hits before being killed. Killed men are removed from the map. Your opponent may play a defense card to negate your attack.

Leaders & Bodyguards can make up to two attacks per turn.

Card List Notation

- A** Attack
- M** Move
- D** Defense
- O** Orthogonal
- X** Diagonal
- K** as a Knight would move in Chess

Card Name:	Type	Range	Notes
Gunsen	A	1X	Iron War Fan
Wakizashi	A	1O	Short Sword
Tanto	A	1O	Short Sword
Katana	A	2X	Long Sword
Tachi	A	2X	Long Sword
Tetsubo	A	2O	Long Club
Naginata	A	3O	Glaive
Daikyu	A	5X	Long Bow
Kabuto	D	-	Helmet

Card Name:	Type	Range	Notes
O-Yoroi	D	-	Armor
Honor	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Ninja Card List

Card Name:	Type	Range	Notes
Nekode	A	1X	Claws
Ninja-To	A	1O	Sword
Kumade	A	2X	Rake
Shikomi Zue	A	2O	Spear Staff
Kusari-Gama	A	3X	Chain & Sickle
Kawanga	A	3O	Grappling Hook
Kyoketsugoi	A	K	Rope & Iron Ring
Shuriken	A	4O	Throwing Stars
Metsubishi	D	-	Powder

Card Name:	Type	Range	Notes
Tetsu-Bishi	D	-	Caltrops
Stealth	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Monk Card List

Card Name:	Type	Range	Notes
Tonfa	A	1X	
Sai	A	1O	
Nunchaku	A	1X	
Jo Sticks	A	2O	
Bo Stick	A	2X	
3 Piece Rod	A	3X	
Lajatang	A	3O	Crescent Spear
Rante	A	4O	Long Chain
Jitte	D	-	

Card Name:	Type	Range	Notes
Dodge	D	-	
Block	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Bushi Card List

Card Name:	Type	Range	Notes
Aikuchi	A	1X	Dagger
Tua-Kien	A	1X	Sword
Suan Tao Fung	A	1O	Mace
No-Dachi	A	2O	Two Handed Sword
Ono	A	2X	Battle Axe
Yari	A	3O	Spear
Bisento	A	3X	Halberd
Crossbow	A	5O	
Jingasa	D	-	Helmet

Card Name:	Type	Range	Notes
Hanburi	D	-	Helmet
Tough	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Cardset Available

Thanks Alesandro!





Car Chase

Introduction

Simulates a car chase between the Law and a Fugitive.

Winning

The Fugitive wins if the Law does not catch him at the end of 7 turns.

The Deck

Players share a common deck

Turn Sequence

Each turn has 4 Phases: Draw Phase Search Phase Chase Phase Escape Phase

Draw Phase

In Order:

1. Players discard their hands from last turn.
2. Each Player fills their hand up to 10 cards drawn from the deck.
3. Players may discard up to 5 cards and draw replacements.

If the deck runs out, shuffle the discard & draw from it.

Search Phase

The Law player plays Investigation cards from his hand. The Fugitive player plays Fugitive cards from his hand. The player with the highest total score of cards wins.

Card List

Card Name	Type	Score
Survivalists Camp	F	5
Biker Gang	F	4
On The Run	F	8
Breaking all the Rules	F	12
I Fought the Law	F	11
Lie Low	F	1
Disc Jockey	F	3
One Step Ahead	F	9
Wise Old Indian	F	7
Lone Wolf	F	10

The Fugitive player wins ties. If the Law player wins continue to the next Phase. If the Fugitive player wins, the turn ends.

Chase Phase

Both players play Chase cards from their hands. The player with the highest total score of cards wins. The Fugitive player wins ties.

If the Law player wins continue to the next Phase. If the Fugitive player wins, the turn ends.

Escape Phase

The Law player plays Capture cards from his hand. The Fugitive player plays Escape cards from his hand. The player with the highest total score of cards wins.

The Fugitive player wins ties. If the Law player wins, he captures the Fugitive & wins the game. If the Fugitive player wins, the turn ends.

Location Cards

Both Players can use Location cards. (They Work both Ways) Location cards can be used in Investigation, Chase, and Escape Phase. A Player may only use one Location card per Phase.

Card List Notation

- I** Investigation card
- F** Fugitive card
- C** Chase card
- E** Escape card
- P** Capture card
- L** Location card

Card Name	Type	Score
Desperate Move	C	7
Three Sixty	C	3
Go Airborne	C	9
Flatbed Trailer Ramp	C	8
18 Wheeler	C	8
High Speed Pursuit	C	9
State Troopers	P	10
Road Spikes	P	9
Police Chopper	P	5
FBI Helicopter	P	6

Card Name	Type	Score
Chop Shop	F	6
Police Scanner	F	2
Hero of the People	F	13
The Law Won	I	3
Leg Work	I	1
Decent Citizen	I	4
Land Line	I	5
Informer	I	6
Wanted Posters	I	2
Trace Phone Call	I	7
Nowhere to Run	I	10
All Points Bulletin	I	12
Be on the Lookout	I	11
Bust	I	8
Raid	I	9
Hot on the Trail	I	13
Wheelie	C	2
Skid	C	1
High Octane	C	6
Tires Screeching	C	4
Brakes Squealing	C	2
Hit Fruit Cart	C	1
Over Drive	C	5
Gun It	C	4
Zoom Zoom Zoom	C	3
Pedal to the Metal	C	10
Peel Out	C	5
Stunt Driving	C	7
Burn Rubber	C	6

Card Name	Type	Score
Speed Trap	P	8
Smokey	P	13
Road Block	P	12
Sheriff	P	7
Federal Agents	P	11
Backup	P	4
Checkpoint	P	1
Out of Gas	P	3
Patrol Cars	P	2
Muscle Car	E	10
Eat My Dust	E	9
Cop Car Pile Up	E	8
Double Back	E	7
Cross State Line	E	1
Disguise	E	6
Smoke	E	5
Night	E	2
Storm	E	3
Jump	E	4
Wild Goose Chase	E	11
Run Blockade	E	12
Blocked Intersection	E	13
Truck Stop	L	1
Tunnel	L	2
Warehouse	L	3
Bridge	L	4
Rail Road Crossing	L	5
Ferry	L	6
Route 51	L	7





Cellular

Introduction

Card game using concepts from general biology.

The Deck

The deck includes 85 cards. The deck contains one of each type of card listed in the Card List section.

Object

Accumulate the most points at the end of the game, or over several games.

Setup

All players are dealt a hand of 8 cards. The dealer goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Draw Phase
2. Combination Phase
3. Scoring Phase
4. Discard Phase

Draw Phase

Draw 1 card from the deck or take the top X cards from the discard pile. X can be any number, but you must take all of them. If there are no cards left in the deck, the game ends.

Combination Phase

If you have the right cards to make one or more of the combos in the combination list, place the card combo face up in front of you. You may play multiple combos if you have them.

Scoring Phase

Score 1+ one point for every card in the combo. Any time a player has no cards left in his hand, the game ends. At the end of the game, players lose one point for every card left in their hand.

Discard Phase

Discard one card. There is no maximum hand size.

Combinations List

Combo Name:	Cards Included:
Cell Structure	Plasma Membrane, Cytoplasm, Organelles, Nucleus
Mitosis	Mitosis, Prophase, Metaphase, Anaphase, Telophase
Meiosis	Meiosis, Gametes, Sperm, Eggs, Crossing Over
Spermatogenesis	Meiosis, Sperm, Flagella
Division	Binary Fusion, Mitosis, Meiosis
Cytokinesis	Cytokinesis, Cleavage, Telophase
Cell Respiration	Cellular Respiration, Mitochondria, Glycolysis, Krebs Cycle, ETC
Respiration Equation	Oxygen, Glucose, ATP, Carbon Dioxide, Water
Photosynthesis	Chloroplast, Chlorophyll, Light Reactions, Dark Reactions
Light Reactions	Light Reactions, Chlorophyll, Light, Water, ETC
Dark Reactions	Hydrogen Shuttle, ATP, Enzymes, Glucose
Photosynthesis Equation	Oxygen, Glucose, Light, Carbon Dioxide, Water
Metabolic Pathways	ATP, Intermediates, Enzymes
Electron TransportChain	ETC, Hydrogen Shuttle, ATP
Enzymes	Enzymes, Inhibitor, Substrate
ATP Cycle	ATP, Cellular Respiration, Fermentation
Monera	Bacteria, Binary Fusion, Cell Wall, Prokaryote, Colonies
Plant Cells	Cell Wall, Cellulose, Starch, Chloroplast, Central Vacuole, Eukaryote
Carbohydrates	Starch, Glucose, Cellulose
Lipids	Lipids, Phospholipids, Steroids, Triglycerides

Combo Name:	Cards Included:
Hormones	Steroids, Proteins, Receptors, Inhibitors
Macromolecules	DNA, Carbohydrates, Proteins, Lipids
Energy Molecules	Glucose, Triglycerides, Starch, ATP
Movement	Taxis, Flagella, Cilia, Pseudopoda
Cytoskeleton	Cytoskeleton, Keratin, Collagen, Actin
Muscle Cells	Actin, Myosin, ATP
Replication	Replication, DNA, Enzymes, Interphase, Chromosomes
Transcription	Transcription, DNA, RNA, Genes
Translation	Translation, RNA, Ribosomes, Proteins
Central Dogma	Replication, Transcription, Translation
Endosymbiont Theory	Mitochondria, Chloroplasts, Bacteria, Organelles
Endomembrane System	Nucleus, Endoplasmic Reticulum, Golgi Apparatus
Development	Zygote, Cleavage, Embryo
Sexual Reproduction	Gametes, Fertilization, Zygote
Energy Intake	Heterotrophs, Autotrophs, Saprophytes
Autotrophs	Autotrophs, Photosynthesis
Heterotrophs	Heterotrophs, Saprophytes, Phagocytosis
Active Transport	Receptors, ATP, Plasma Membrane
Fluid Mosaic Model	Plasma Membrane, Phospholipids, Proteins, Receptors
Deoxyribonucleic Acid	DNA, Genes, Chromosomes, Double Helix
Nucleus	Nucleus, Nucleolus, Chromosomes
Chromosome Structure	DNA, Protein, Chromosomes, Centromere

Card List

Water Light Mitosis Interphase Prophase Metaphase Anaphase Telophase Cytokinesis Centromere Cleavage Meiosis Gametes Sperm Eggs Plasma Membrane Nucleus Nucleolus Chromosomes Mitochondria

Atp

Intermediates Hydrogen Shuttle Cellular Respiration Glucose Oxygen Carbon Dioxide Glycolysis Krebs Cycle

Etc

Ribosomes Cytoskeleton Flagella Cilia Light Reactions Dark Reactions Central Vacuole Fermentation Prokaryote Eukaryote Binary Fission Replication Transcription Translation Endoplasmic Reticulum Golgi Apparatus Heterotroph Autotroph Saprophyte Chloroplast Chlorophyll Photosynthesis

Dna

Rna

Protein Carbohydrates Cell Wall Cellulose Starch Triglycerides Lipids Phospholipids Steroids Hormones Keratin Collagen Actin Myosin Enzymes Substrate Inhibitors Phagocytosis Pseudopodia Taxis Colonies Bac-

teria Fertilization Zygote Embryo Genes Chromosomes Double Helix Cytoplasm Organelles Crossing Over

Game Designers Notes

The main goal was to include most of the organelles and macromolecules found in cells. I pretty much left out Mendelian genetics, it applies only to multicellular organisms. On the other hand, I was compelled to include gametogenesis, and some developmental biology. Certain topics in biochemistry were emphasized including aspects of metabolism and molecular genetics. Examples of cards I considered but did not use include: Alleles, Dominant, Recessive, Homozygous, Heterozygous, Ectoderm, Endoderm, Mesoderm, Neurons, Neurotransmitters, Introns, Exons, Kinetochores, Centrioles, Chromatids, Mutations, Histones, Spontaneous Generation, Darwin, Scientific Method, and others that were veering too far into General Biology, Anatomy & Physiology, and Genetics. One could easily debate the removal and addition of any number of cards. I would have liked to include more, but more than 85 cards starts to push the limits of playability. Future games of this type will delve into evolution, ecology, AP, etc. In the future, some of the material in this game may be removed and be used in similar games specializing in biochemistry and genetics.





Chakras

Introduction

Card game for 2-4 players.

Victory

When the game ends, the player with the most Chakra points wins.

Game End

The game ends as soon as 7 total combos have been made. Each time a combo is made place a Lotus petal on the table. When there are 7 Lotus petals in place the game ends.

The Deck

Players share a common deck. All cards are numbered 1-7. These refer to the 7 Chakras. There are also 7 Suites.

Each Chakra has 1 card that belongs to 1 of the 7 Suites. The deck has 49 total cards.

Setup

Deal 7 cards to each player. Players keep their cards face up on the table in front of them. A players cards are called his Aura cards.

Deal another 7 face-up cards to the center of the table. These cards are called the Cosmic cards. The most Enlightened player goes first.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Cosmic Phase
2. Transcendence Phase
3. Alignment Phase

Cosmic Phase

Flip the top card of the Deck onto the center of the table. It becomes a Cosmic card. If there are no cards left in the deck, shuffle the Cosmic cards into The Deck and deal out 7 new Cosmic cards.

Transcendence Phase

Take any 1 Cosmic card and add it to your hand. Take any 1 of your Aura cards and place it in The middle of the table where it becomes a Cosmic card. This action is called a Transference.

A player should always have 7 cards at the end of the phase.

Alignment Phase

Check to see if you have a Combo. If not your turn ends. If you have a combo gain Chakra points according to the type of combo.

When you make a combo shuffle the combo cards and all the Cosmic Cards into the deck and deal out 7 new Cosmic cards to the table and 7 new cards to the player who just made the combo. If a Combo is made place a Lotus petal on the table.

Combos

There are 5 types of Combos:

Combo	CP	Notes:
Earth Star	3	All Different Suites - 3 of one Chakra and 4 of another
Navel	3	7 Chakras - 3 of one Suite and 4 of another Suite
Causal	7	7 Chakras - All Different Suites
Soul Star	7	7 Chakras - All the Same Suite
Stellar Gateway	7	1 Chakra - All Different Suites

CP Chakra Points

Transcendence Rule

You may do a Transfer with an aura card in an opponents hand (instead of a Cosmic card), but Only if it results in you getting a Combo this turn.

Chakra Deck Card List Notation

- P** Position
- G** Gland
- E** Element
- A** Action
- C** Color
- D** Deity
- 9** Quality

Chakra Deck Card List

Card Name:	Chakra	Suite
Root	1	P
Sacral	2	P
Solar Plexus	3	P
Heart	4	P
Throat	5	P
Third Eye	6	P
Crown	7	P
Gonads	1	G
Adrenals	2	G
Pancreas	3	G
Thymus	4	G
Thyroid	5	G
Pituitary	6	G
Pineal	7	G
Earth	1	E
Water	2	E
Fire	3	E
Air	4	E
Space	5	E
Time	6	E
Soul	7	E
Stabilizing	1	A
Purifying	2	A
Transforming	3	A
Healing	4	A

Card Name:	Chakra	Suite
Transmitting	5	A
Understanding	6	A
Transcending	7	A
Red	1	C
Orange	2	C
Yellow	3	C
Green	4	C
Blue	5	C
Indigo	6	C
Violet	7	C
Brahma	1	D
Vishnu	2	D
Rudra	3	D
Isha	4	D
Sadasiva	5	D
Shakti	6	D
Shiva	7	D
Life Force	1	Q
Creativity	2	Q
Wisdom	3	Q
Love	4	Q
Inspiration	5	Q
Intuition	6	Q
Enlightenment	7	Q





Chess Challenge

Intoduction

Solo Puzzle placement game using a standard Chess Set.

Setup

Place the eight black pawns on the board. Each Row and each column must contain exactly 1 pawn. One way to do this is to number the bottom of the pawns 1 to 8.

Each number corresponds to a column. Next go row-by-row and Place 1 Randomly drawn pawn on each row at the column space as marked on the Pawn. (This should give several thousand non-repeating setups)

*	1	1	1	1	1	1	1	1
2	2	2	2	*	2	2	2	2
3	*	3	3	3	3	3	3	3
4	4	4	4	4	*	4	4	4

Solve The Puzzle

Use the 8 white back row men. (King, Queen, 2 Bishops, 2 Knights, 2 Rooks) Do not use any white pawns Place the 8 men on the board so that each black pawn would be Captured at least twice by white men. Note that white pieces can block each other.

Note

I have tried this twice and each time I was 1 capture short on 1 black pawn. I am assuming some combinations are solvable. Here is one of those tries:

.
5	5	5	5	5	5	*	5	5
6	6	*	6	6	6	6	6	6
7	7	7	*	7	7	7	7	7
8	8	8	8	8	8	8	8	*





Clinical Studies

Introduction

Players are rival medical scientists trying to out-publish each other.

Objective

The player to accumulate the most Publisher Points at the end of the game wins. The game ends when the last card is drawn from the deck.

The Deck

Players share a common deck. The deck contains 6 card types: Study Methodology Statistics References Journal Flaw Research

Setup

Each player starts with a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 3 Phases: Research Phase Publish Phase Flaw Phase

Research Phase

Draw 1 card. Max hand size is 10 cards. Discard excess cards.

Research cards are played at the end of this phase.

Publish Phase

You may attempt to publish a Study. To publish you must play a combination of 'Publishing' cards that includes: 1 Study Card 1 or more Methodology Cards 1 or more Statistics Cards 1 or more References Cards 1 Journal Card Each card played is worth one Publisher Point.

Flaw Phase

If you published this turn your opponent may play (discard) one or more Flaw cards. Each Flaw card played negates one 'Publishing' card of the indicated type. Negated cards are discarded.

You play cards from your hand to replace the negated cards. After this cardplay, if the Study does not contain at least one card of each 'publishing' type the study does not get published and all remaining cards are returned to your hand.

Card Type Notation

- S** Study
- M** Methodology
- T** Statistics
- R** Reference
- J** Journal
- F** Flaw
- X** Research

CARD LIST	Type	Notes
High Impact Factor	J	Worth 3 Publisher Points
Timely Publication	J	Worth 2 Publisher Points
Prestigious Journal	J	Worth 2 Publisher Points
Peer Reviewed Journal	J	Worth 2 Publisher Points
Core Journal	J	Worth 2 Publisher Points
Medical Journal	J	Worth 2 Publisher Points
Honorary Authorship	J	
Trade Journal	J	
Supplement	J	
Electronic Journal	J	
Reputable Affiliation	J	
Qualified Authorship	J	
Poster Presentation	J	
Citations	R	
Review Articles	R	
Literature Evaluation	R	
Drug Monographs	R	
Common Knowledge	R	

CARD LIST	Type	Notes
Tertiary Literature	R	
Research Reports	R	Worth 2 Publisher Points
Landmark Trials	R	Worth 2 Publisher Points
Abstract Search	R	
Indexing Services	R	
Secondary Literature	R	
Electronic Database	R	
Primary Literature	R	Worth 2 Publisher Points
Randomized Controlled Trial	S	Worth 3 Publisher Points
Placebo Controlled	S	Worth 2 Publisher Points
Multi-Center Study	S	Worth 2 Publisher Points
Prospective Study	S	Worth 2 Publisher Points
Cohort Study	S	Worth 2 Publisher Points
Case Report	S	
Case Control Series	S	
Cross-Sectional Study	S	
Retrospective Study	S	
Parallel Study	S	
Crossover Study	S	
Meta-Analysis	S	
Survey Research	S	
Sound Methods	M	
Steering Committee	M	
Informed Consent	M	
Inclusion/Exclusion Criteria	M	
Baseline Assessment	M	Worth 2 Publisher Points
Double Blind	M	Worth 3 Publisher Points
Stratified Randomization	M	
Run-In Phase	M	
Internal Validity	M	
External Validity	M	
Intention to Treat Analysis	M	
Surrogate End Points	M	
Sub-Group Analysis	M	
Secondary Outcomes	M	
Null Hypothesis	T	
Normal Data Distribution	T	
Contingency Tables	T	
Sensitivity & Specificity	T	
Regression & Correlation	T	
Descriptive Statistics	T	
Inferential Statistics	T	
P-Value Significance	T	Worth 3 Publisher Points
Confidence Intervals	T	
Hypothesis Testing	T	
Parametric Tests	T	
Relative Risk Reduction	T	Worth 2 Publisher Points
Power Analysis	T	
Analysis of Variance	T	
Revisions	X	Draw 2 cards
Evidence Based Medicine	X	Draw 2 cards
Publish or Perish	X	Draw 2 cards
Loss to Follow-up	X	Opponent must discard 2 cards

CARD LIST	Type	Notes
Duplicate Publication	F	Negate a Journal card
Peer Review Lag Time	F	Negate a Journal card
Conflict of Interest	F	Negate a Journal card
Unorthodox Ideas	F	Negate a Journal card
Inappropriate Test	F	Negate a Statistics card
False Positive	F	Negate a Statistics card
Sample Size Too Small	F	Negate a Statistics card
Sampling Error	F	Negate a Statistics card
Hawthorne Effect	F	Negate a Methodology card
Protocol Deviation	F	Negate a Methodology card
Confounding Variables	F	Negate a Methodology card
Systematic Error	F	Negate a Methodology card
Plagiarism	F	Negate a Reference card
Paraphrase	F	Negate a Reference card
Sin of Omission	F	Negate a Reference card
Data Dredging	F	Negate a Study card
Positive Outcome Bias	F	Negate a Study card





Connexions

Introduction

Based on the idea of the Glass Bead Game from the book *Magister Ludi* by Herman Hesse. For the amusement & edification of one or more participants.

The Playing Field & Beads

The Internet itself is the playing field. Individual Web Pages are the "Beads" Internet Links are how the Beads are connected.

Rules

Pick randomly 2 Ideas from the Idea List. The goal is to connect these 2 Ideas by a series of linked Web pages. First, find a page that mentions one of these ideas.

Next follow a link from that page to another page. (Record the addresses of all connecting pages) Continue linking until you find your way to a page that mentions the other idea that you selected. Note that a page without any links is a dead end.

Using a search engine as a connecting 'bead' is not aesthetically pleasing.

Idea List

Horses Photosynthesis The French Revolution Germ Theory Occam's Razor The Big Bang Existentialism Pascal's Wager Original Sin Zeno's Paradox Plato's Cave Hume's Fork Tabula Rasa The Categorical Imperative Cogito Ergo Sum Entropy Pythagorean Theorem Egyptology Copernicus Relativity Fuzzy Logic The Prisoner's Dilemma Newton's Laws Quantum Mechanics Phenomenology Eternal Recurrence Utilitarianism Art Nouveau Mendel's Laws Classical Guitar Evolution Superego Pavlovian Response The Collective Unconscious Virtual Reality Deconstruction New Age Movement Surrealism Conspicuous Consumption Deficit Spending Homeopathic Medicine Dialectical Materialism Laissez Faire Luddism

Links

Hipbone Games GBG Links





Cosmosis

Introduction

Card game for 2+ players.

Winning

Be the first player to score 100 points by making combos.

The Deck

Players share a common deck.

Turn Sequence

Each turn is divided into 3 Phases: Search Phase
Observation Phase Records Phase

Search Phase

Draw 1 card. If the deck runs out, shuffle the discard & draw from it. Max hand size is 5 cards.

Discard excess cards.

Observation Phase

You may make a combo using the cards in your hand. Types of combos are listed below:

Combos

* Hard Combo

Galaxy Cluster: 3+ Galaxy cards Active Region: 3+ Active Galaxy cards Star Cluster: 3+ Star Cards Solar System: 1 MSS & 2+ Planet Cards Binary System:

Binary & 2 Star Cards &/or Dense Body Cards Star Birth: Nebula & 1+ (Non-old) Star cards Accretion Disk: Nebula & MSS & 1+ Planet cards *Small Star Death: MSS + Red Giant + Nova + White Dwarf *Large Star Death: Red Super Giant + Super Nova + Neutron Star + Pulsar *Large Star Collapse: Red Super Giant + Super Nova + Black Hole

Records Phase

You score points if you made a combo. Points scored is related to the number of cards in the combo. Hard combos count as if they had an additional card present.

Discard combo after it is scored.

Scoring Table

# of Cards in Combo	Points Scored
3	9
4	16
5	25

Card List Notation

A Active Galaxy

G Galaxy

S Stellar Object

M Main Sequence Star (MSS)

P Planet

X Special

Number of copies of that card in the deck

Card List

Card Name:	Type	#	Notes:
Quasar	A	2	
Seyfert	A	2	
Blazar	A	2	
Super Massive Black Hole	A	2	
Spiral Galaxy	G	2	
Elliptical Galaxy	G	2	
Barred Spiral Galaxy	G	2	
Red Giant	S	2	Star
Nova	S	2	Explosion
White Dwarf	S	2	Old Star
Red Super Giant	S	2	Star
Super Nova	S	2	Explosion

Card Name:	Type	#	Notes:
Neutron Star	S	2	Old Star
Pulsar	S	2	Dense
Black Hole	S	2	Dense
Blue Star	M	2	Star
White Star	M	2	Star
Yellow Star	M	2	Star
Nebula	S	4	Gas Cloud
Cepheid Variable	S	2	Star
Binary	S	2	System
Gas Giants	P	2	
Planets	P	2	
Asteroids	P	2	
Moons	P	2	
Red Shift	X	1	Look at next 7 cards in deck
Gravitational Lens	X	1	Draw 2 cards

Links

<http://hyperphysics.phy-astr.gsu.edu/hbase/hframe.html>





Death By Shakespeare

Introduction

Game for 2-4 players. Theme: Modes of Death and Character Types in the plays of Shakespeare.

Victory

Have the most living characters at the end of the game.

Game End

The game ends when the death number is reached.

The Death Number

Roll 1D6 +3. This will give a random number between 4 and 9. This is the number of characters who

will die before the play is over. Titus Andronicus Option: Death Number = 14 (Minimum 3 players)

Character Pool

Each player is dealt 5 Random Character cards.

Dice

Six sided dice are needed.

Character Cards

Each Character has a special ability.

Death Cards

Each Death card has a rating of 1 to 6.

Character Deck Card List

Name:	Sex:	Special Ability:
Big Lunk	M	When you roll a 6 Draw a card
Innocent Babe	F	May change opponents roll of 1 to a 2
Flawed Ruler	M	When you roll a 3 play another Death card
Bright Young Thing	F	Negate an opponent's roll of 5
Malign Influence	M	When you roll a 4 get another roll
Sidekick	M	When you roll a 6 you may reroll
Clever Servant	F	All opponent's Hand sizes are -1
Imp of Mischief	M/F	When you roll a 6 trade a Character with opponent
Mistreated Villain	M	Hand Size +2
Powerful Woman	F	When you roll a 5 move a Death card to another Character
Figure of Fun	M	When you roll a 1 trade Hands with opponent
Wise Fool	M	If you roll a 3 discard a Death card not on self
Comic Relief	M	If opponent rolls a 4 discard Death card on self
Bawdy Woman	F	When you roll a 2 steal a random card from opponent's hand
Tragedy's Minion	F	If opponent rolls a 2 you may play a Death Card
Narrator	M	When you roll a 4 look at all opponent's hands
Foil	M/F	If opponent rolls a 1 you may make him reroll
Stock Character	M/F	When you roll a 1 you may change it to a 6

Setup

Each player is dealt 5 random Character cards. These are kept face up on the table in front of the player.

- Character Card
3. Third Act: Roll the Death Die

Turn Sequence

Players take turns. Each turn has 3 Acts:

1. First Act: Draw 2 Death Cards
2. Second Act: Place 1 Death card on an Opponent's

First Act

Draw 2 Death cards. If the Deck runs out, shuffle the discard. You max hand size is 5 cards. Discard excess cards.

Second Act

Place 1 Death card on an Opponent's Character Card. This may be any one of his cards. A Character may have any number of Death Cards stacked on him.

Third Act

Roll 1D6. This is the Death Die. If the rolled number matches the number on any Death card on an

opposing Character, then the Character is killed. If there are multiple characters that can be killed, pick just one.

A Killed Character and any Death cards on it are discarded. Note: The Death roll will often activate the Special Abilities of one or more Characters. The Attacked player may respond first with the reaction of one of his Characters.

Play of reactions proceeds clockwise.

Death Deck Card List

#	Death:
1	Stabbed in Duel
2	Stabbed Through the Heart
3	Stabbed by Dagger
4	Stabbed by Sword
5	Stabbed Repeatedly
6	Eats Hot Coals
1	Buried to Neck and Starved
2	Beheaded
3	Hanging
4	Poisoned
5	Blinded & Dies of Shock
6	Throws oneself Away
1	Ripped Apart by Mob
2	Snakebite
3	Baked into a Pie

#	Death:
4	Indigestion
5	Dismemberment & Fire
6	Grief
1	Disappears
2	Drops Dead
3	Pursued by Bear
4	Stabbed and Poisoned
5	Stabs Self
6	Poisons Self
1	Broken Heart
2	Dies of Shame
3	Stabbed Through Curtain
4	Lack of sleep
5	Drowns
6	Smothered by Pillow





Desperate House Wives

Introduction

Card Game for 2-4+ players. Each player takes the role of a "Desperate Housewife" Players compete to get the best Husbands, Houses, Jobs, Kids, etc.

Disclaimer

Desperate housewives is a licensed, copyrighted property. This is merely a Fan Site.

Victory

The Player with the Highest Total Card Score at the end of the game wins. Add up the score for each card you have in play.

Game End

The Game ends when the player who draws the last card in the deck ends his turn.

The Deck

Players share a common deck.

Setup

Each player takes a random Housewife card and a House card. The Housewife & House cards are put in play face-up in front of you. All remaining Housewife & Home cards in the deck are discarded.

Shuffle the deck. Each player is dealt 7 cards.

Turn Sequence

Players take Turns. Each turn has 5 Phases: Plot Phase Introduction Phase Drama Phase Event Phase Closure Phase

Plot Phase

Draw 2 cards from the deck and put them in your hand.

Common Deck Card List

Card Name:	#	Type	Score	Notes:
House	6	H	-	
Exhausted Mother	1	DH	-	
Severe Wasp	1	DH	-	
Hot-Blooded Latino	1	DH	-	

Introduction Phase

You may put a Child or Man or Job card into play. These are placed face up in front of you. You may have multiple Man and Child cards out.

You may only have 1 Job card in play.

Drama Phase

You may play any number of Modifier cards. Modifier cards are attached (Face up, next to) to target cards of the indicated type. Attach positive modifiers to your own cards.

Attach negative modifiers to your opponent's cards.

Event Phase

You may play an Event card. Event cards produce an effect and are then discarded.

Closure Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

HW Housewife

M Man

C Child

H House

E Event

MI Modifier: Home Improvement

MS Modifier: Home Style (A House card can have a Max of 1 of these attached)

MH Modifier Housewife

MP Modifier Person (Housewife, Man, or Child)

MM Man Modifier

MC Child Modifier

Scratch = Shuffle Back into Deck

Mom Housewife with Child cards attached

Wife Housewife with Man cards attached

Card Name:	#	Type	Score	Notes:
Clueless Cutie	1	DH	-	
Blonde Bombshell	1	DH	-	
Vivacious Vixen	1	DH	-	
Mister Right	1	M	3	
Mister Right Now	1	M	3	
Soul Mate	1	M	3	
Childhood Sweetheart	1	M	3	
Mystery Man	1	M	2	
College Romance	1	M	2	
Ethnic Guy	1	M	2	
Business Man	1	M	2	
High School Boyfriend	1	M	2	
Father Figure	1	M	1	
Younger Man	1	M	1	
Worker Bee	1	M	1	
Pushover	1	M	1	
Little Man	1	C	3	
Little Lady	1	C	3	
Too Cute	1	C	3	
Twin Boys	1	C	2	
Smart Ass	1	C	2	
Princess	1	C	2	
Jock	1	C	2	
Nerd	1	C	2	
Wild Child	1	C	1	
Space Cadet	1	C	1	
Willful Child	1	C	1	
Spooky Kid	1	C	1	
Writer	1	J	2	
Publicist	1	J	2	
Executive	1	J	3	
Professional	1	J	3	
Arson	1	E	-	Discard all Home cards on House card
Suicide	1	E	-	Discard Target Child
Murder	1	E	-	Discard Target Man
Annoying Neighbor	1	E	-	Opponent must discard 2 Random cards
Family Emergency	1	E	-	Opponent must discard 2 Random cards
Neighborhood Tramp	1	E	-	Discard Target Man
Cancer	1	E	-	Discard Target Man or Child
Fired	1	E	-	Discard Target Job
Divorced	1	E	-	Scratch Target Man
Seven Year Itch	1	E	-	Scratch Target Man
Gossip	1	E	-	Draw 2 Cards
Spiteful Act	1	E	-	You & Opponent discard your hands
Embarrassing Situation	1	E	-	Opponent skips her next Turn
Turn the Tables	1	E	-	Switch Hands with Opponent
Second Chance	1	E	-	Put card in discard into your hand
Act of Desperation	1	E	-	Discard hand & take an extra turn
Retired	1	E	-	Discard Target Job card on Mom
Deceit	1	E	-	Steal Random card from Opponent
Spying	1	E	-	Steal Random card from Opponent
Jail	1	E	-	Scratch Target Man/Child
Rehab	1	E	-	Discard Target Psych Card

Card Name:	#	Type	Score	Notes:
Redemption	1	E	-	Discard Target Penalty Modifier
Vacation	1	E	-	Discard Target Psych Card
Therapy	1	E	-	Discard 2 Target Psych Cards on Housewife
Man Trap	1	E	-	Steal Man from Opponent
Seduction	1	E	-	Steal Man from Opponent
Escapade	1	MP	-1	
Blackmail	1	MP	-2	When played Steal Random card from Target
Perfectionist	1	MP	-1	Psych
Domineering	1	MP	-1	Psych
Alcoholic	1	MP	-3	Psych
Neurotic	1	MP	-1	Psych
Psycho	1	MP	-2	Psych
Jealousy	1	MP	-3	Psych; Target gets 1 extra turn
Envy	1	MP	-3	Psych; Target gets 1 extra turn
Depressed	1	MH	-1	Psych; Target Misses next Turn
Scandal	1	MH	-3	When played Target discards hand
Stressed Out	1	MH	-1	Psych; Target discards 1 random card
Frigid	1	MH	-2	Psych; Target discards 1 Man card
Marital Difficulties	1	MH	-2	Psych; Target discards 1 Man card
Fiasco	1	MH	-3	
Gourmet Cook	1	MH	+3	
Seamstress	1	MH	+1	
Upholsterer	1	MH	+1	
Domestic Goddess	1	MH	+3	
Super Mom	1	MH	+1	Mom only
Drop Dead Gorgeous	1	MH	+3	
Worry Lines	1	MH	-1	Mom only
Paunch	1	MH	-1	Wife only
Bitch	1	MH	-1	
Wife Beater	1	MM	-3	Psych
Gambler	1	MM	-2	
Rich	1	MM	+3	
Dreamy	1	MM	+2	
Tall, Dark & Handsome	1	MM	+3	
Rugged Good Looks	1	MM	+2	
Six Pack Abs	1	MM	+1	
Hot Sex	1	MM	+3	
Mother In Law	1	MM	-2	
Cheating	1	MM	-3	
Mob Ties	1	MM	-3	
Workaholic	1	MM	-1	Psych
Affair	1	MM	-2	
Sex Deviant	1	MM	-1	Psych
Fooling Around	1	MM	-1	
Drug Addict	1	MC	-3	Psych
Gay	1	MC	-2	
Illegitimate	1	MC	-1	
Gifted	1	MC	+2	
Child Star	1	MC	+3	
Well Rounded	1	MC	+1	
Mansion	1	MI	+3	
Decorator	1	MI	+2	
Designer	1	MI	+2	

Card Name:	#	Type	Score	Notes:
Architect	1	MI	+2	
Two Story	1	MI	+1	
Bay Windows	1	MI	+1	
Wood Floors	1	MI	+1	
Landscaping	1	MI	+1	
White Picket Fences	1	MI	+1	
Pool & Deck	1	MI	+1	
Ultra-Modern	1	MS	+2	
New England	1	MS	+2	
Victorian	1	MS	+2	
Spanish	1	MS	+2	





Dick Tracy Files

Introduction

Card game for 2+ players.

Winning

The first player to solve 3 Cases is the winner.

The Deck

Players share a common deck. There are 2 main card Types: Crime cards and Law cards. There are 3 types of Crime cards:

1. Criminal cards
2. Felony cards
3. Escape cards

There are 4 types of Law cards:

1. Dick Tracy cards
2. Helper cards
3. Investigation cards
4. Pursuit cards

Setup

Shuffle the deck. Best Jimmy Cagney Impersonation goes first. Deal 7 cards to each player.

Turn Sequence

On your turn:

1. Take the top card of the discard or Draw 1 Card

2. Solve a Case or

3. Discard 1 Card

Solving Cases

To solve a Case, your hand must have:

1. Textbook Case: One card of each card Type
2. Gallery of Rogues: 1 Dick Tracy card & 6 Criminal cards
3. Dick Tracy Scrapbook: 1 Dick Tracy card & 6 Helper cards
4. Crime Spree: 1 Criminal card & 6 Felony cards
5. Crack Case Combo: 1 Felony card & 6 Investigation cards
6. Catch The Crook Combo: 3 Escape cards & 4 Pursuit cards
7. Double Trouble: 1 Dick Tracy card and 2 of each Crime card

When you solve a case, immediately draw 7 cards.

Card List Notation

C Criminal cards

F Felony cards

E Escape cards

D Dick Tracy cards

H Helper cards

I Investigation cards

P Pursuit cards

Card List

Card Name:	Type	Notes:
Bank Robbery	F	-
Cold Blooded Murder	F	-
Arson	F	-
Mystery Murder	F	-
Espionage	F	-
Massacre	F	-
Kidnapping	F	-
Extortion	F	-
Armed Robbery	F	-
Ransom	F	-
Con Job	F	-
Blackmail	F	-
Hired Hit	F	-
Armored Car Heist	F	-
Abduction	F	-

Card Name:	Type	Notes:
The Brow	C	Unscrupulous Nazi Spy Ring Master
Flattop	C	Cold- Hearted Freelance Hitman
Shaky	C	Scheming Confidence Man
Pruneface	C	Anti-Social Industrial Engineer
The Blank	C	Enigmatic Murderer
The Mole	C	Reclusive Counterfeiter
Littleface Finney	C	Jewel Thief Gang leader Murderer
B-B Eyes	C	Vengeful Tire Bootlegger
88 Keys	C	Piano player and secret Head of murder gang
Big Boy	C	Thug Crime boss
The Claw	C	Thug & Fur Thief
Breathless Mahoney	C	Wicked Opportunist
Crewy Lou	C	professional portrait photographer and criminal
Gruesome	C	Ruthless Bank Robber
Shoulders	C	Good Looking Thug
Getaway Car	E	-
Trap Door	E	-
Desperate Act	E	-
Red Herring	E	-
Hideout	E	-
Hostage	E	-
Jump Out Window	E	-
Gang Members	E	-
Thompson SMG	E	-
Shootout	E	-
Dynamite	E	-
Trap	E	-
Poison Gas	E	-
Sewers	E	-
Disguise	E	-
Dick Tracy	D	Plain Clothes Cop
Dick Tracy	D	Dashing Hook Nosed Detective
Dick Tracy	D	Innovative Crime Fighting Techniques
Dick Tracy	D	Natural Instinct for Detective Work
Dick Tracy	D	Devastating Good Looks
Dick Tracy	D	Keeping the Streets Safe
Dick Tracy	D	His Reputation Precedes Him
Dick Tracy	D	Modern Sherlock Holmes
Dick Tracy	D	Hard Hitting & Fast Shooting
Dick Tracy	D	Supremely Intelligent
Dick Tracy	D	Devoted Law Man
Dick Tracy	D	Tough as Nails
Dick Tracy	D	Dedicated to the Pursuit of Justice
Dick Tracy	D	American Hero
Dick Tracy	D	Incorruptible Honesty
2-Way Wrist Radio	I	-
Crime Scene	I	-
Hard Thinking	I	-
Fingerprints	I	-
Ballistic Evidence	I	-
Lie Detector	I	-
Interrogation	I	-
Police Procedure	I	-

Card Name:	Type	Notes:
Witness	I	-
Sting Operation	I	-
Surveillance	I	-
Foot Print	I	-
Forensic Tests	I	-
Blood Stains	I	-
Sleuthing	I	-
Tess Trueheart	H	Dick Tracy's True Love
Junior Tracy	H	Adopted Son & Protégé
Chief Brandon	H	Chief of Police
Sam Catchem	H	Easy Going Detective
Brilliant	H	Blind Inventor
Pat Patton	H	Sidekick
Diet Smith	H	Industrialist Inventor
Sparkle Plenty	H	Country Singer
G-Man Jim Trailer	H	FBI Agent
B.O. Plenty	H	Hillbilly
Vitamin Flintheart	H	Hypochondriac Ex-Actor
Patrolman Murphy	H	Irish Beat Cop
Mugg	H	Boxer Police Dog
Summer Sisters	H	Naughty Twins
Police Officers	H	Chicago's Finest
Harsh Justice	P	-
38 Revolver	P	-
Squad Car	P	-
Improvised Attack	P	-
Caught Red Handed	P	-
Knuckle Treatment	P	-
Hand Cuffs	P	-
Rooftop Chase	P	-
Hands Up	P	-
Don't Move a Muscle	P	-
Gun Fight	P	-
Miranda Rights	P	-
Arrest	P	-
Paddy Wagon	P	-
Killed by Victim	P	-

Links

<http://www.tracyrpg.freesevers.com/>
http://en.wikipedia.org/wiki/Dick_Tracy

<http://www.toonopedia.com/tracy.htm>
<http://www.internationalhero.co.uk/d/diktracy.htm>
http://www.comicspage.com/dicktracy/dick_about.htm





Dogma The Board Game

Introduction

Board game for 2 players. Race game mechanism. Based on the Movie of the same name.

Disclaimer

Dogma (the movie) is a copyrighted, licensed product. This is merely a fan site.

Victory

Be the first to get your pawn to the Church Gates (End Space).

Dice & Pawns

Each player has one pawn of a unique color. Six sided dice are needed.

Joke Tokens

Players share a common set of Tokens. You may discard a Token to re-roll a dice roll you just made.

Player Roles

One player takes the role of the Last Scion. The other player takes the role of the fallen angels Loki and Bartleby.

Setup

Players start with 1 Token each. Players choose their Roles (Scion or Angels). The Fallen Angels go first.

The Board

The board is a single-lane, winding-track divided into 50 spaces:

Space:	Title:	Notes:
1	Plenary Insurance Loophole	Start Space
2	Test of Faith	Test
3	Dick Joke	Joke
4	Rufus the 13th Apostle	Good
5	Fart Joke	Joke
6	Jay & Silent Bob the Prophets	Good
7	Gay Joke	Joke
8	Drive Car	Help
9	Pop Culture Joke	Joke
10	Azrael the Demon	Evil
11	Sacrilegious Joke	Joke
12	Road Trip	Help
13	Dick Joke	Joke
14	Mooby's Burger Joint	Bad
15	Fart Joke	Joke
16	Stygian Triplets	Evil
17	Gay Joke	Joke
18	Golden Calf Massacre	Distraction
19	Pop Culture Joke	Joke
20	Strip Club	Bad
21	Sacrilegious Joke	Joke
22	Serendipity the Muse	Good
23	Dick Joke	Joke
24	Hoodlums	Test
25	Fart Joke	Joke
26	Fat Albert Rap	Test
27	Gay Joke	Joke

Space:	Title:	Notes:
28	Golgothan Shit Demon	Evil
29	Pop Culture Joke	Joke
30	Train Ride	Help
31	Sacrilegious Joke	Joke
32	Thrown from the Train	Bad
33	Dick Joke	Joke
34	Buddy Christ	Test
35	Fart Joke	Joke
36	Cardinal Glick	Test
37	Gay Joke	Joke
38	Metatron	Good
39	Pop Culture Joke	Joke
40	God is Missing	Evil
41	Sacrilegious Joke	Joke
42	Church Massacre	Distraction
43	Dick Joke	Joke
44	God is Found	Good
45	Fart Joke	Joke
46	Postponement	Good
47	Gay Joke	Joke
48	Voice of God	Good
49	Pop Culture Joke	Joke
50	Pass through Church Gates	Finish Space

Turn Sequence

Players take turns. On your turn roll one six-sided die and move forwards that many spaces.

Joke Spaces

You must make a joke concerning the indicated subject matter. If it is a good joke (somebody, not you, laughs) get a Joke Token. You may discard a Token to re-roll a dice roll you just made.

Good Spaces

If the Scion lands on this space go forward 1D6 spaces. If the Angels land on this space go backwards 1D6 spaces.

Evil Spaces

If the Scion lands on this space go back 1D6 spaces. If the Angels land on this space go forward 1D6 spaces.

Test Spaces

If the Scion lands on this space go back 1D6 spaces. The Angels are unaffected.

Distraction Spaces

If the Angels land on this space go back 1D6 spaces. The Scion is unaffected.

Help Spaces

Any pawn that lands on this space goes forward 1D6 spaces.

Bad Spaces

Any pawn that lands on this space goes back 1D6 spaces.

Combat

If both pawns share the same space there will be combat. Both players roll one die. Low roll moves back 1D6 spaces.

High roll moves forward 1D6 spaces. (Note: players may use Tokens in combat) Reroll Ties.

Links

Official Site Wikkipedia





Dune Ccg Variant Solo Rules

Solo rules By C Gerard Luft

(see The Last Section For Playing With Out Dune Cards)

Set Up

You will need a deck of DUNE CCG card (with an equal amount of cards from each Allegiance) and a paper and pencil.

Turn

The turn consists of drawing one card. You start the game with the CALADAN Homeworld card (you're a vassal of the late Duke Leto Atredies). Your Allegiance is as follows in the first column of the table below. In the Second Column your opponent Allegiance are list:

Player's Allegiances	Adversaries
House Atredies	House Atredies
Houses Harkonnen & Corrino	Bene Gesserit
Sisterhood	The Guild
Fremen	House Harkonnen
Water Seller's Union	Spice Miner's Guild
Dune Smugglers	The Guild

You begin with five spice tokens. When you draw a card each turn, the only figures you need to apply are cost and Allegiance. In this variant of the rules, the cost is how many spice tokens you receive or loose. If the card is of your allegiances or is a "N/A", you gain its cost in spice tokens. If the card is of the adversary Allegiances, then its cost is how many spice tokens you loose.

Winning

You win when you obtain 20 spice tokens (adjust to a lower amount if you have a smaller deck). If, at any time during the game, you are reduced to zero spice tokens, you loose.

Playing Without Dune Cards

Using the FIND IT section to view the entire card list, roll 1d1000 (3 ten sided dice: 1sr die is hundreds, 2nd dice is tens, and 3rd dice is ones). Reroll any number above 662. Then find the card's number. That card is the card you have drawn for this turn.





Dune: Eye Of The Storm Ccg

Eye of the storm, collectible card game, Last Unicorn Games. Five Rings Publishing Group.

Objective

Only changes to the rules are discussed. Otherwise play proceeds as normal. These are a combination of rules for Common Deck play with some other minor rules changes thrown in. A common deck game is more unpredictable than using preconstructed decks.

Setup

Each player starts with their Homeworld in play plus one of each ally, aide, charter, fief, personnel, and equipment card that has allegiance to that house. Personnel & equipment are assigned after the other cards are put down. All these cards start in play.

Distribution Of Holdings

Take one of each Charter and Fief (including Dune). Do not include those deployed in setup. Shuffle them and deal them all out to the players. Players start with these in play.

Common Deck Setup

Take all other cards, Imperial & House cards & shuffle them together, this is the Common Deck. Each Imperial card is unique so only include one of each. Do not put holdings or charters into this deck. Adjust

the numbers of each type of House card to suit your tastes. All players share the same deck & discard.

To Win

The conditions to win are the same except that 30 spice are required.

Areas Of Play

There is no assembly, Imperial deck, or Imperial Discard. Imperial cards are petitioned directly from your hand. Effects that target the assembly instead target the players hand. Effects that target the Imperial deck, or Imperial Discard instead target the Common deck or discard. There is no Imperial Draw or Discard.

Rites

A player may only initiate one rite (CHOAM or Landraad) per turn. Fiefs subdued in Battle are automatically captured (The attacker takes control of the Fief) A players Homeworld fief gets +5 Resistance. Charters subdued in Arbitration are automatically captured.

Dueling: The Duelist can only target another Duelist.

Subdual Of Personnas

Whenever a persona is vanquished or subdued roll 1D6

#	Result
1-2	Persona Killed
3-5	Persona Injured- Treat this as the normal subdual rules: Card is flipped & accrues deferment tokens
6	Persona Captured

Effects targeting subdued personnas target injured personnas.

Captured Personnas

Captives are face up & engaged Engage a persona to interrogate a captive. A captive can only be interrogated once per turn as a general operation. Roll 1D6:

#	Result
1-2	Killed
3	Nothing
4-5	Information: Look at opponents hand. Limit this result to once per captive
6	Blackmail or Brain washed: Take control of Persona. Persona gains intrigue skill = 4

Captives may be sold back to their original controllers

Reinterpretation Of Cards

Note: I have not seen all of the cards and none after the first expansion.

Equipment & Transports

Treat subdued results against these cards as discard (destroyed)

Card	Change
Usurp Holding	Do not use this card
Glacier Refinery	Do not use this card unless someone is playing the water merchants
Salvaging Operation	Do not use this card
Historic Acquisition	Do not use this card





Energy Future

Introduction

Bidding Card game for 2+ players. Renewable Energy Development theme.

Victory

The player with the most Victory Tokens (VT) at the end of the game wins. The game ends when all 35 Energy cards have been claimed.

The Board

The board is a track of 35 spaces numbered 1 to 35. It is called the Power Track.

Victory Tokens

Players share a common set of Victory Tokens (VT).

Control Markers

Each player has a set of Control Markers (CM) of a unique color.

Setup

Shuffle the decks. Randomly deal all 35 Energy cards from the Energy deck to the Power Track, face-up, 1 card per space. Each player is dealt 3 random cards from the Progress Deck.

The greenest player goes first.

The Decks

There are 2 decks: The Energy Deck The Progress Deck

Turn Sequence

There are 35 turns, 1 turn for each space on the power track in numerical order. Each turn has 5 Phases:

1. Progress Phase
2. Implementation Phase
3. Smart Grid Phase
4. Recognition Phase
5. End Phase

Progress Phase

Each player is dealt 2 Progress Cards.

Implementation Phase

Starting with the player to the left of the player who won the last Auction (or the greenest player if it is the first turn) and continuing clockwise, each player may bid 1 or more Progress cards for the current (next in line on the Power Track) unclaimed Energy card. The first player must bid (He may not pass). Players must reveal the Progress cards they are Bidding.

Each Progress card has a value from 2-7. Except for the first Bid in an Auction, each bid must be higher than the previous total Bid. A player may choose to pass.

The highest remaining Total Bid wins the target Energy Card. The winning player puts 1 of his control Markers on the card he just won. That player must discard the Progress cards he Bid. The other players keep theirs.

Smart Grid Phase

This Phase only occurs every Fifth Turn: Turn 5, Turn 10, Turn 15, Turn 20, Turn 25, Turn 30, Turn 35 Players secretly bid 1 or more Progress cards. These cards are revealed simultaneously. The player with the highest Total Bid gets 2 VT.

If there is a tie, all tied players get 1 VT. All players Discard all Bid cards.

Recognition Phase

This Phase only occurs every Seventh Turn: Turn 7, Turn 14, Turn 21, Turn 28, Turn 35 Score for each of the 7 Energy types: Each Player that produces Solar Energy gets 1 VT. The Player that controls the most Solar Energy cards gets 1 extra VT. The Player that produces the most Solar Energy gets 1 extra VT.

(To get a production total add up the values of all the Solar Energy cards that the player controls. An Energy cards value is equal to its numerical place on the Power Track) After Solar energy, award points for Wind energy, Hydro, and so on.

End Phase

Max hand size is 5 cards. Excess cards must be discarded.

The Energy Deck

The deck has 5 copies each of the following 7 card types:

1. Solar Energy
2. Wind Energy
3. Hydro Energy

- 4. Geothermal Energy
- 5. Clean Fossil Fuels
- 6. Bio-Fuels
- 7. Safe Nuclear

Name:	Bidding Value:
Mandates	2
Subsidies	3
Investments	4

The Progress Deck

The deck has 7 copies of each of the following 6 card types:

Name:	Bidding Value:
Efficiencies	5
Research	6
Synergy	7

Links

Pop Sci Future of Energy Article





Evolved

Introduction

It took 3.5 billion years to make this game.

Winning

The player with the most species at the end of the game wins.

Counter Sets

Each player has a set of counters of a unique color. Each counter set has 100+ counters. Each set has ten counters marked #1, another ten marked #2, and so on.

The Globe

The map is a 6 X 6 grid. It has 36 spaces. 9 spaces are "Land" spaces.

9 are "Open Water" spaces. 18 are "Island" spaces. The top row and bottom row are Arctic (Polar) The two middle rows are Tropical.

The intermediate rows are Temperate.

Species

Have an index card for each of your species. Every species has 5 attributes. Record on the card the values of the attributes.

Also, be sure to name your species. (Kingdom, Phylum, Class, Order, Family, Genus, Species)

Setup

Each player starts with one species with the following attributes:

Diet Herbivore

Terrain = Water Climate = Hot Adapted

Size Tiny

Speed = Slow This will be each players "#1" species (use #1 counters). Each player starts with 3 population counters. Place counters in 3 adjacent spaces not containing opponent's populations.

Turn Sequence

The turn is divided into 6 phases: Geologic Time Phase Random Events Phase Mass Extinctions Phase Reproduction Phase Speciation Phase Migrations Phase

Geologic Time Phase

The game ends after 16 turns. Move a time marker one space (Era, Period, Epoch) on the following track:

1. Archean (Start)
2. Proterozoic
3. Paleozoic
4. Cambrian
5. Ordovician
6. Silurian
7. Devonian
8. Carboniferous
9. Permian
10. Mesozoic
11. Triassic
12. Jurassic
13. Cretaceous
14. Cenozoic
15. Tertiary
16. Quaternary (End)

Random Events

Players share a common deck. Each player fills hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Mass Extinctions

Extinction cards may not be played until the Ordovician Period Players take turns playing Extinction cards. The player with the (most) fastest species goes first. If there is a tie, the smartest player goes first and play proceeds clockwise.

To play the cards Predation, Competition, and Parasitism you must have a Species with the indicated attributes in the same space as an opponent's Species with the indicated attributes. For example: You play Predation: Pick one of your Carnivore Species and pick any one species of a smaller size. In all spaces that contain populations of both, the prey populations are removed from play.

Reproduction

A space may contain an absolute maximum of 3 species (Total of all players). In each space that you have species, pick one of those species to reproduce. Add one Population Counter of the appropriate type to the space.

Speciation

Play (discard) an evolve card to have one of your populations evolve. Replace one population counter with a counter that has an unused number. Roll once on the Evolution table.

The Roll determines which attribute of the population changes. The Attribute goes up or down one level. Roll 1D6: on 1-3 go up. On 4-6 go down.

If you are at one end of the scale you automatically move towards the other end. The population becomes a new species. Write up a new index record card for it.

A population may only evolve once per turn.

Migrations

For each of your species, you may pick up to X number of populations to move to an adjacent space. X is determined by the Species Speed Attribute. You may move a species into a space that already has 3 species in it.

If a space has too many species, a random species in that space is destroyed.

Card List

Card Name:	#	Notes:
Behavioral Isolation	1	Evolve
Temporal Isolation	1	Evolve
Geographic Isolation	1	Evolve
Mechanical Isolation	1	Evolve
Gametic Isolation	1	Evolve
Polymorphism	1	Evolve
Adaptive Radiation	1	Evolve
Genetic Variability	1	Evolve
Sexual Reproduction	1	Evolve
Mutations	1	Evolve
Natural Selection	1	Evolve
Survival of the Fittest	1	Evolve
Biodiversity	1	Evolve
Crossing Over in Meiosis	1	Evolve
Hardy-Weinberg Disequilibrium	1	Evolve
Glacier Movements	1	Evolve
Climate Shift	1	Evolve
Gene Flow	1	Evolve
Genetic Drift	1	Evolve
Missing Link	1	Evolve
Evolutionary Dead End	1	Extinction: Kill all populations of target Species
Predation	5	Extinction: Carnivore kills Smaller Species
Competition	5	Extinction: Kill Species with 2+ same Attributes
Parasitism	5	Extinction: Carnivore kills Larger Species
Asteroid Impact	1	Extinction: All Large and Huge species Killed
Ice Age	1	Extinction: All Hot Loving Species
Global Warming	1	Extinction: All Cold Loving Species
Volcanic Activity	2	Extinction: All populations in target space Killed
Sterile Hybrid	1	Extinction: Kill 1 newly evolved population
Mechanical Defenses	1	Negate a Predation card
Chemical Defenses	1	Negate a Predation card
Behavioral Defenses	1	Negate a Predation card
Symbiosis	1	Negate a Parasitism card
Mutualism	1	Negate a Parasitism card
Commensalism	1	Negate a Parasitism card
Resource Partitioning	1	Negate a Competition Card
Find new Niche	1	Negate a Competition Card
Find new Habitat	1	Negate a Competition Card
Hydrothermal Vents	1	Gain one Population of the starting Species type

Card Name:	#	Notes:
Continental Drift	1	Move an extra population
Land Bridge	1	Move an extra Land population
Colonization	1	Move an extra population
Pangea Breaks Apart	1	Move an extra population
Pioneer Species	1	Move an extra Tiny/Small population
Geographic Dispersal	1	Move an extra population
Vestigial Organs	1	Pick result of any Dice roll
Directional Selection	1	Pick result of any Dice roll
Sexual Selection	1	Pick result of any Dice roll
Common Ancestor	1	Pick result of any Dice roll
Analogous Structures	1	Pick result of any Dice roll
Homologous Structures	1	Pick result of any Dice roll
Reproductive Success	1	Gain 1 extra population in 1 space
Exponential Growth	1	Gain 1 extra population in 1 space
Climax Community	1	Gain 1 extra population in 1 space
Keystone Species	1	Carnivore gets +1 Population in 1 space
Living Fossil	1	Target Population Avoids Extinction
Top of the Food Chain	1	Large/Huge Carnivore get +1 Population

number of that type of card in the deck.

Evolution Table

1D6	Attribute:
1	Diet
2	Terrain
3	Climate

1D6	Attribute:
4	Size
5	Speed
6	Pick one

Diet Attribute

Level	Type
3	Carnivore
2	Omnivore
1	Herbivore

Terrain Attribute

Level	Type	Species must live in:
1	Water	Water or Island Spaces
2	Land	Land or Island Spaces

Climate Attribute

Level	Type	Species must live in:
1	Hot Loving	Tropical
2	Hot Adapted	Tropical/Temperate
3	Temperate	Temperate

Level	Type	Species must live in:
4	Cold Adapted	Arctic/Temperate
5	Cold Loving	Arctic

Size Attribute

Level	Type	Max Populations of this Species per Space:
1	Tiny	6
2	Small	5
3	Medium	4
4	Large	3
5	Huge	2

Speed Attribute

Level	Type	Notes
1	Sedentary	Move 0 population per turn
2	Slow	Move 1 populations per turn
3	Fast	Move 2 populations per turn
4	Flyer	Move 3 populations per turn

Faqs

What about amphibious creatures that appeared towards the end ? I stayed away from all mention of specific groups: Dinosaurs, reptiles, amphibians, insects, mammals, aves, crustaceans, arthropods, cnidaria, porifera, mematodes, planaria, etc. The problem is that each group only evolved once, and from distinct ancestors that also only evolved once: This would leave most players out of the loop: For example: the person who got the amphibians would be the only one who could evolve into higher vertebrates.

Can carnivores exist by themselves in a space i.e. with no other species present? You state that only 3 species can exist in a space. Does that include only herbivores or carnivores as well? Why not have also carnivores live in a space each of which will "feed" off a species? That would mean that if 3 species are in a space, another 3 carnivore species could live there as well, or even more carnivores as they would feed on the smaller carnivores etc. Actually I always just assumed every space actually held hundreds of thousands of species in all their multitudes. The limitations are just on those few species the players control.

Also a related question to max # of species per space is, what happens if there are 3 species in but another one wants to move in from outside? Can't it

make the move? Can it move in but someone of the inhabitants dies if it doesn't move off etc? This requires some playtesting to see what would be the most "fun" solution. For now, lets say that they can move, and if a space has too many species, a random species in that space is destroyed.

Could you clarify which species is allowed to move where, ie can a land species move from land to island or vice versa? Island spaces are fair game to "Land" and "Water" species.

How about species reproduction speed - life cycle etc? That is a function of the existing Speed & Size attributes.

Why Victory only to the player with biggest no. of species? Why not include total # of species counters on board, total # of spaces occupied by player or even VP bonus for solely occupying spaces of climatic zones, etc? That is all very doable. However, total number of population counters favors small species.

How about a few extra cards to include gaia transformation, i.e. card stating that an island space becomes open water and some other open water space becomes island or something of the sort? I had thought of that, but it would require tiles for land and Island spaces. Then there is the problem of species already in a space getting pushed out.





Farmers

Introduction

Card game for 2+ players. Each player controls his own Farm.

Game End

The game ends when 1 or more players has 20+ points.

Winning

The player with the most points at the end of the game wins.

Points

Use change to keep track of points.

The Deck

Players share a common deck. There are 6 card types:

1. Crops
2. Animals
3. Markets
4. Setbacks
5. Improvements
6. Overheads

Card Set Available

[Click Here](#)

Resources & Permanents

Crop and Animal cards are called Resources. Crop, Animal, and Improvement Cards are Permanents. When put in play, they are placed face up in front of the Player that played (owns/controls) them.

They remain in play until a Setback card causes one of them to be discarded.

Events

Overheads, Markets, and Setback cards are Events. Markets cause all players to score points for specific Resource types in play. Setbacks cause a specific Resource card to be discarded (destroyed).

Overhead cards cause all players to lose Points for specific Resource types in play. Event cards are discarded when played.

Resource Limits

A Farm can have 5 Resource cards in Play. Each Improvement card in play allows an additional specific Resource card to be put in play.

Setup

Shuffle the deck. Each player starts with 10 Points. Each player is dealt 3 cards.

The youngest player goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Farm Phase
2. Improvement Phase
3. Plant Phase
4. Setback Phase
5. Market Phase
6. Overhead Phase
7. End Phase

Farm Phase

Draw 1 card from the top of the deck & put it in your hand. If the deck runs out, shuffle the discard and draw from it. A player may pay 3 Points to draw an extra card once in this Phase on his turn.

Improvement Phase

You may put one Improvement into play on your farm. It costs 2 Points to put an Improvement card into Play.

Plant Phase

You may put one Resource card into play on your Farm. It costs 1 Point to put a Resource card into Play.

Setback Phase

You may play 1 Setback card. Setbacks cause a specific Resource card of an opponent to be discarded.

Market Phase

You may play 1 Market card. Markets cause all players to score points for specific Resource types they have in play. For example: Lets say you have the Cow & Goat cards in play.

Bob has the Cattle card in play. Carl has no "Hoof" Animals in play You play a "Milk" card: You get 4 points. Bob gets 2 points & Carl gets none.

Overhead Phase

You may play 1 Overhead card. Overheads cause all players to lose points for specific Resource types they have in play.

End Phase

Discard down to 4 cards.

Card List Notation

C Crops
A Animals
M Markets
S Setbacks
I Improvements
O Overheads

Common Deck Card List

Card Name:	Type	Notes:
Corn	C	Grain
Wheat	C	Grain
Tomatoes	C	Vegetable
Apples	C	Fruit
Watermelons	C	Fruit
Frost	S	Destroy 1 Crop
Drought	S	Destroy 1 Crop
Locusts	S	Destroy 1 Crop
Barn	I	+1 Animal
Silo	I	+1 Crop
Chickens	A	Birds, Eggs
Ducks	A	Birds
Cows	A	Hoof, Dairy, Cattle
Sheep	A	Hoof, Fabric
Goats	A	Hoof, Dairy
Pigs	A	Pork
Strawberries	C	Fruit
Cotton	C	Fabric
Fences	I	+1 Animal
Dogs	I	+1 Animal
Juice	M	Oranges & Apples = 2
Milk	M	Dairy = 3
Bacon	M	Pork = 3
Migrant Workers	M	Crops = 1
Wool	M	Sheep = 3
Cattle Drive	M	Cattle = 3
Turkeys	A	Birds
Oranges	C	Fruit
Poultry	A	Bird, Eggs
Heifers	A	Hoof, Dairy, Cattle
Steers	A	Hoof, Cattle
Hogs	A	Pork
Carrots	C	Tuber
Potatoes	C	Tuber
Bees	A	Insect
Cabbage	C	Vegetable
Grapes	C	Fruit
Grade A Eggs	M	Eggs = 3
Honey	M	Bees = 3
Meat	M	Animals = 1
Fall Harvest	M	Crops = 1
Wax	M	Bees = 2

Card Name:	Type	Notes:
Slaughter House	M	Cattle & Pork = 2
Hoof & Mouth Disease	S	Destroy 1 Hoof
Bird Flu	S	Destroy 1 Bird
Jelly	M	Grapes & Strawberries = 2
Bread	M	Wheat = 3
Tornado	S	Destroy 1 Improvement
Tractor	I	+1 Crop
Irrigation System	I	+1 Crop
Crop Duster	I	+1 Crop
Coop	I	+1 Bird
Beans	C	Legumes
Peanuts	C	Legumes
Fertilizer	M	Crops = 1
Growth Hormone	M	Animals = 1
Antibiotics	M	Animals = 1
Genetic Engineered Seeds	M	Crops = 1
Fox in the Coop	S	Destroy 1 Bird
Crop Rotation	M	Crops = 1
Fallow Field	S	Destroy 1 Crop
Textiles	M	Fabrics = 2
Bar-B-Q	M	Cattle & Pork = 2
Meat Packing Plant	I	+1 Animal
Pull Up Roots	M	Tubers = 2
Flood	S	Destroy 1 Crop
Vegetable Harvest	M	Vegetables = 2
White Meat	M	Birds & Pork = 2
Dairy Farming	M	Dairy = 3
Thanksgiving	M	Birds = 3
County Fair	M	Animals or Vegetables = 2
Pumpkins	C	Vegetable
Moonshine	M	Grain & Potatoes = 2
Fourth of July	M	Watermelons = 3
Stew	M	Vegetables & Tubers = 2
Pork & Beans	M	Pork & Beans = 2
Cattle Rustlers	S	Destroy 1 Cattle
Blueberries	C	Fruit
Water Bill	O	Pay 1 per Crop
Grandma's Pies	M	Apples, Berries, & Pumpkins = 2
Veterinarian Visit	O	Pay 1 per Animal
Baseball Season	M	Peanuts = 3
Maintenance	O	Pay 1 per Improvement





Flower Power

Introduction

Party Game. Relive the 60s or experience them for the first time.

Equipment

Three six-sided die are needed. A pawn for each player is needed. Lots of tokens of 5 different colors are needed.

Symbol	Experience	Token Color
S	Sex (Love)	Red
D	Drugs	Green
R	Rock & Roll	Blue
P	Political Activism	Purple

When you land on a line take one colored token according to the type of experience. History lines do not provide tokens.

Going To War

If you land on a V line move your pawn to the first line of the second smaller list known as the: Vietnam War Tour of Duty List. When you reach the end, place your pawn back on the main list on the same line. After a tour of duty when moving off the line roll three dice instead of one.

Game Board List

Symbol	Experience
H	Welcome to the 60's
S	Free Love
D	Day Tripper
R	Deadhead
P	Flower Power
A	Join a Commune
H	Soviets down U-2
S	Hippie Chick
D	Tahitian Gold
R	Yellow Submarine
P	Campus Radicalism
A	Tune in Turn on Drop out
H	Eisenhower warns of Military-Industrial complex
S	Flower Child
D	Mary Jane

Setup

Players pawns start on the first line of the Game board List. Roll high on the D6 to determine turn order.

Turn Sequence

On their turn a player rolls one die and moves that many lines down the list. Each line begins with a one letter symbol:

Symbol	Experience	Token Color
A	Self Actualization	Yellow
H	History	None
V	Vietnam War	None

End Of Game

The game ends when all players have reached the end of the list.

Who Wins

Each player adds up all his tokens in each of the 5 types of experiences: Sex (Love), Drugs, Rock & Roll, Political Activism, and Self Actualization The player with the highest score in the most experiences is the winner. Ties remain ties.

Symbol	Experience
R	Woodstock
P	Publish Underground Newspaper
A	Transcendental Meditation
H	Arms Race
S	Sexual Revolution
D	LSD Tab
R	San Francisco Scene
P	Grassroots activism
A	Youth Counterculture Movement
H	Bay of Pigs
S	Birth Control Pill
D	Score some Weed
R	Jimmi Hendrix
P	Peace March
A	Macrobiotic Food
H	Cold War
S	Groupies
D	Smoke Pot
R	Record Collection
P	Burn Draft Card
A	Move to Haight-Ashbury
V	Volunteer for Vietnam
S	Find somebody to Love
D	Psychedelic
R	Hi-Fi
P	Support the Black Panthers
A	Watch 2001
H	Shepard launched into space
S	Soul Mate
D	Mushroom Tea
R	8 Track Player
P	Civil Rights Demonstration
A	Watch Easy Rider
H	Marilyn Monroe dies
S	Quickie
D	Brownies
R	The Doors
P	Sit-in at Greensboro
A	Peace Symbol
H	John Glenn in orbit
S	Wild, Naked, & Free
D	Roll a Joint
R	Janice Joplin
P	Join the NAACP
A	Read Silent Spring
H	First Communications Satellite
S	Casual Sex
D	Bong
R	The Who
P	Non-violent Protest
A	Join the Peace Corps
H	Cuban Missile Crisis
S	Tantric Sex

Symbol	Experience
D	Dr. Timothy Leary
R	The Rolling Stones
P	Meet Dr. Martin Luther King Jr.
A	Road Trip across America
H	"Ich bin ein Berliner"
S	Computer dating
D	Electric Kool-Aid Acid Test
R	Monterey Pop Festival
P	Race Riots
A	Hitch-hike across America
V	Drafted into Vietnam
S	Wham-Bam Thank you Ma'am
D	Overdose
R	Dance on American Bandstand
P	Congress of Racial Equality
A	Study Eastern Philosophy
H	"I have a dream"
H	Manson Murders
S	Inter-racial Sex
D	Hash
R	Bob Dylan
P	Campaign for JFK
A	Convert to Buddhism
H	Johnson Administration
S	Masters & Johnson
D	Cocaine
R	Folk music scene
P	Seat on the Freedom Ride
A	Brainwashed by Cult
H	Kennedy Slain
S	Summer of Love
D	Mescaline
R	British Invasion
P	Campaign for Goldwater
A	Write Great American Novel
H	Malcom X assassinated
S	Long Hair
D	Bad Trip
R	Motown
P	Free Speech Movement
A	Write Radical Poetry
H	Cassius Clay knocks out Sonny Liston
S	Co-ed Dorms
D	Dealer
R	Mamas and the Papas
P	Protest at Berkeley
A	Pop Art Influence
H	Medicare signed in
S	Be-in orgy
D	Pusher
R	Buffalo Springfield
P	Anti-War Protest
A	Burn your Bra

Symbol	Experience
H	Martin Luther King Murdered
S	Mini-skirts
D	Opium
R	Age of Aquarius
P	Join Greenpeace
A	Campus Intellectuals
H	Neil Armstrong on Moon
S	Go-Go Dancers
D	Hallucinations
R	Jefferson Airplane
P	Join National Organization of Women
A	Yoga
H	Chicago Seven
S	Body Painting
D	Addiction
R	Join a Rock & Roll Band
P	March on the Pentagon
A	Make your own Tie Dye
S	Mrs. Robinson
R	The Monkees
P	Takeover Columbia University
A	Underground Comix
S	Sex & the Single Girl
R	The Times they are a Changin
P	Become Union Organizer
A	Read Feminine Mystique
S	Sexually Transmitted Disease
H	Welcome to the 70's

Vietnam War Tour Of Duty List

Symbol	Experience
A	Boot Camp
A	Vietcong
H	Gulf of Tonkin Crisis
H	Operation Rolling Thunder
H	Operation Star Light
A	Mekong Delta
A	Search & Destroy
S	Me love you long time
H	Bomb Hanoi
H	Operation Cedar Falls

Symbol	Experience
H	Operation Junction City
D	Agent Orange
A	On Point
H	Khesanh
H	Tet Offensive
H	Saigon
A	Massacre at Mai Lai
P	Purple Heart
A	Shell Shock
R	Shipped Home

Game Designers Notes

Feel free to add to or to change the lists.





Freudian Slip

Introduction

Players immerse themselves in a mass psychosis directed by the cards and their own subconscious desires.

The Dreamers Deck

The deck will have to be constructed before play is possible. The deck contains 100+ cards. Each card has a single word printed on it.

Noun, Verb, and Adjective cards are all mixed together. A big comfortable couch is also recommended.

Setup

All players are dealt 7 cards. The player with the most psychological baggage goes first.

Dream Sequence

Players take turns. A player on his turn describes the details of an imaginary dream.

The player must incorporate the word on one of his cards into his monologue.

The card is discarded and a replacement card is drawn.

The player must stop after 2 minutes of talking and ends his turn unless the other participants wish him to continue.

The next player to his left starts her turn, and continues the dream where the previous player left off.

A player may only use one card during his turn.

As in real dreams, the dream does not have to make any sense. (except unconsciously)

Ending The Dream

When two players pass on their turns the dreamer awakens and the game is over.

Winning

There is no real winner, however players may vote to see who wins in any or all of the following categories:

- Biggest Freudian Slip Award
- Biggest Id Award
- Biggest Ego Award
- Biggest Superego Award
- Stuck in the Oral Phase Award
- Stuck in the Anal Phase Award
- Stuck in the Genital Phase Award
- Most Jungian Award
- Most Surreal Award

- Most Sublime Award The individual who gets the most awards is declared the most in need of Psychoanalysis.

Card List

- Building
- Killing
- Running
- Singing
- Eating
- Screaming
- Vomiting
- Swallowing
- Sucking
- Biting
- Pulsating
- Throbbing
- Gagging
- Smothering
- Climbing
- Falling
- Digging
- Drowning
- Crawling
- Pushing
- Flying
- Growing
- Walking
- Choking
- Swimming
- Dying
- Gasping
- Sleeping
- Crying
- Moaning
- Thrusting
- Spinning
- Floating
- Waiting
- Calling
- Lying
- Quivering
- Erupting
- Oozing
- Staring
- Searching
- Stealing
- Groping
- Lurking
- Giving
- Taking
- Hard

- Soft
- Limp
- Wet
- Hairy
- Smooth
- Huge
- Tiny
- Grey
- Black
- White
- Scared
- Happy
- Sick
- Fragile
- Strong
- Above
- Below
- Inside
- Hot
- Cold
- Empty
- Full
- Hungry
- Angry
- Sharp
- Broken
- Fire
- Ice
- Water
- Smoke
- Tower
- Stone
- Mother
- Father
- Brother
- Sister
- Mask
- Paint
- Hole
- Clouds
- Ladder
- Horse

- Sand
- Flower
- Tree
- Teeth
- Tongue
- Bird
- Boat
- Sea
- Cup
- Box
- Music
- Man
- Woman
- Child
- Bones
- Animal
- Beasts
- Bug
- Clock
- Chair
- Fruit
- Car
- House
- Book
- Ring
- Garden
- Door
- School
- Church
- Money
- TV
- Fear
- Soul
- Gun
- Machine
- Rain
- Food
- Stench

Game Designers Notes

For inspiration try to remember some of the dreams of your childhood.





Gambler

Introduction

Card & Dice game for 2+ players. Each player is a "Gambler" trying to win Big.

Victory

The Winner is the first player to accumulate \$5,000. If you ever loose all your money, you loose the game.

The Deck

Players share a common deck.

Card Types

There are five card types:

- C** Casino Game (Black Jack, Poker, Craps, & Roulette) Betting
- T** Race Track (Dogs, Horses & also Jai alai) Bets
- S** Sports (Baseball, Basketball, & Football) Bets
- W** Win cards
- X** Special cards

Money

Use pennies. Each penny represents \$100.

Wager Table

2D6	Result
2	Loose \$500 (and so on)
3	Loose \$400
4	Loose \$300
5	Loose \$200
6	Loose \$100
7	Break even

Win Cards

Play (discard) win cards to modify the result of any roll made on the Wager Table. Some Win cards can only be used for certain types of bets (Casino, Track, or Sports).

End Phase

If you have extra bet cards in your hand, you can play them to make additional bets. You cannot make both Casino & Track bets in the same turn. You may make only one Track bet in a turn.

You can make a maximum of 2 Sports bets in a

Card List

Dice

Two six sided dice (2D6) are needed.

Setup

Players roll high on 2D6 to see who goes first. All players start with \$1,000 dollars.

Turn Sequence

Players take turns. Each turn has 3 phases: Draw Phase Bet Phase End Phase

Draw Phase

Draw 2 cards from the deck.

Bet Phase

Play (discard) a Betting card (Casino, Track, or Sports) from your hand to make a bet. To resolve the Bet, roll on the Wager Table:

2D6	Result
8	Win \$100
9	Win \$200
10	Win \$300
11	Win \$400
12	Win \$500 (and so on)

turn. You may play Special cards in this phase. Max hand size is 5 cards. Discard excess cards.

Card Type Notation

- C** Casino Game Betting
- T** Race Track Bets
- S** Sports Bets
- W** Win cards (use for any bet)
- WC** Win cards used only for Casino bets
- WT** Win cards used only for Track bets
- WS** Win cards used only for Sports bets
- X** Special cards

Card Name	Type	Notes
Big Score	W	+3 to Bet Roll
Racing Program	T	(Dogs or Horses)
Hedge Bet	W	You loose no money on the target bet
Horse Race	T	(Horses)
Trotters	T	(Horses)
Beg	X	Gain 1D6 X \$100
Borrow	X	Gain 1D6 X \$100
Steal	X	Gain 1D6 X \$100
Payday	X	Gain 1D6 X \$100
Pawn	X	Gain 1D6 X \$100
Off Track Betting	S	
Bookie	S	
The Big Game	S	
College Sports	S	
Basketball Season	S	
Trifecta	WT	+5 to Bet Roll
Win	WT	+3 to Bet Roll
Place	WT	+2 to Bet Roll
Show	WT	+1 to Bet Roll
Quinella	WT	+4 to Bet Roll
Kentucky Derby	T	(Horses)
Fantasy Baseball	S	
Roulette	C	(Roulette)
Poker Face	C	(Poker)
Five Card Stud	C	(Poker)
Lotto	X	Play as a Bet card
Big Jackpot	W	+5 to Bet Roll
One Armed Bandit	C	
Super Bowl	S	
World Series	S	
Office Pool	S	
Last Call	T	
Jai Lai	T	(Jai Lai)
Dog Track	T	(Dogs)
Race Course	T	(Dogs or Horses)
Clubhouse Seating	T	
Matinee	T	
Day at the Races	T	(Dogs or Horses)
Winner takes all	WC	+3 to Bet Roll
Sure Thing	W	+1 to Bet Roll
Indian Casino	C	
Poker Chips	C	(Poker)
Craps	C	(Craps)
Hot Table	WC	+1 to Bet Roll
Lady Luck	W	+2 to Bet Roll
Card Shark	WC	+2 to Bet Roll
Sick Gambler	W	-3 to Bet Roll
Change Dealers	WC	-2 to Bet Roll
The House always Wins	WC	-4 to Bet Roll
Wheel of Fortune	C	(Roulette)

Card Name	Type	Notes
Pass Line	C	(Craps)
Snake Eyes	WC	-3 to Bet Roll (Craps only)
Lucky Seven	W	+1 to Bet Roll (not for sports bets)
Full House	WC	+2 to Bet Roll (Poker only)
Royal Flush	WC	+3 to Bet Roll (Poker only)
Two Pairs	WC	+1 to Bet Roll (Poker only)
Black Jack	C	(21)
Hit Me	C	(21)
Big Roller	C	
Private Game	C	(Poker or 21)
Card Counting	WC	+2 to Bet Roll (Poker or 21)
Hot Streak	WC	+3 to Bet Roll
Inside Tip	W	+3 to Bet Roll (Not for casino bets)
Aces High	WC	+1 to Bet Roll (21 only)
Slots	C	
Cruise to Nowhere	C	
Twenty-One	C	(21)
Beginners Luck	W	+3 to Bet Roll
Vegas Junket	C	
Friendly Game	C	(Poker or 21)
Football Season	S	
Greyhounds	T	

Game Designers Notes

This is based on the gambling practices of my father & uncles.





Garden Grow

Introduction

Players compete to see who can grow the best garden.

Victory

At the end of the game, the player who scores the highest in the most plant categories is the winner.

Game End

The game ends when at the end of a players turn, there are no cards left in the deck.

The Deck

Players share a common deck. There are 10 Categories (Suites): 8 are Plant Categories 1 is the Blight Category 1 is the Nurture Category Some Categories have 5 cards and some have 10.

Setup

Each player is dealt a hand of 4 cards. The player with the most flowers goes first. If tied, the player with the most roses goes first.
If still tied, flip a coin. Play proceeds clockwise.

Turn Sequence

- Players take turns. Each turn has 4 Phases:
1. Till Phase
 2. Plant Phase
 3. Loss Phase
 4. End Phase

Till Phase

Draw 3 cards from the deck and put them in your hand. You may discard a nurture card to draw 2 extra cards.

Card List

Name:	Type	Letter
Flowers	P	A
Flowers	P	B
Flowers	P	C
Flowers	P	D
Flowers	P	E
Flowers	P	F

Plant Phase

Put 1 or more cards into play from just one Plant Category. These cards are placed (planted) face-up in front of you (in your garden). For example: You could put 3 trees into play, but not a tree and a vine.
You may discard a nurture card to plant cards from a second plant category.

Loss Phase

Your opponents may each play (discard) 1 Blight card to cause a plant card of Yours (that is in play) that they target to be discarded. For example: Ron discards a Blight card and tells you to discard one of your trees. You may discard a nurture card to negate a Blight card.

End Phase

Max hand size is 10 cards. Discard excess cards. You may discard a Blight card to cause a target player to discard a random card from his hand.
He may not negate this with a nurture card.

Notes On Final Scoring

Your score in a plant category is simply the number of cards in play you have in that category. It is possible for 2 or more players to be tied in a single category. If that happens, the player owning the card with the highest Letter (A is higher than B) wins the category.
If 2 or more players are tied in the number of categories won, then The player with the most letter A's wins (followed by B's and so on).

Card List Notation

- P** Plant Category
B Blight Category
N Nurture Category

Name:	Type	Letter
Vines	P	A
Vines	P	B
Vines	P	C
Vines	P	D
Vines	P	E
Roses	P	A

Name:	Type	Letter
Flowers	P	G
Flowers	P	H
Flowers	P	I
Flowers	P	J
Herbs	P	A
Herbs	P	B
Herbs	P	C
Herbs	P	D
Herbs	P	E
Vegetables	P	A
Vegetables	P	B
Vegetables	P	C
Vegetables	P	D
Vegetables	P	E
Vegetables	P	F
Vegetables	P	G
Vegetables	P	H
Vegetables	P	I
Vegetables	P	J
Trees	P	A
Trees	P	B
Trees	P	C
Trees	P	D
Trees	P	E
Shrubs	P	A
Shrubs	P	B
Shrubs	P	C
Shrubs	P	D
Shrubs	P	E

Name:	Type	Letter
Roses	P	B
Roses	P	C
Roses	P	D
Roses	P	E
Orchids	P	A
Orchids	P	B
Orchids	P	C
Orchids	P	D
Orchids	P	E
Spade	N	-
Rake	N	-
Pesticide	N	-
Irrigate	N	-
Fertilize	N	-
Till	N	-
Sow	N	-
Herbicide	N	-
Hoe	N	-
Fence	N	-
Pests	B	-
Weeds	B	-
Herbivores	B	-
Parasites	B	-
Poor Soil	B	-
Frost	B	-
Drought	B	-
Infestation	B	-
Disease	B	-
Fungus	B	-





Global Warming

Introduction

Solo card game. Abstract simulation of Global Warming.

Winning & Losing

If the Heat Level ever gets to 10, Global Warming is not Controlled and Civilization as we know it is doomed. If at the End of the game the Heat Level is 9 or below, Humanity has averted complete disaster. The Game ends when there are no cards left in the Heat Deck.

Heat Tokens

Use Tokens (Counters, Chits) to keep track of the Heat Level.

The Deck

The Deck has 4 Suites: Pollution, Consequences, Political Will, & Solutions. There are 13 cards in each Suite. Cards are numbered between 1 & 13 in each Suite.

52 Card Deck

Because the Deck is similar to a regular deck (except that the names of the suites are different and that each card has a unique title) it can be used as a normal deck of cards.

Card List

Card Name:	Type	Score
Low Altitude Ozone	P	1
CFC Emissions	P	2
Nitrous Oxides	P	3
Tundra Thawing	P	4
Methane Emissions	P	5
Land Use Change	P	6
Wood Burning & Deforestation	P	7
Coal, Oil, & Gas Industry	P	8
Industrial Energy Demands	P	9
Domestic Energy Demands	P	10
Transportation Energy Demands	P	11
Carbon Dioxide Emissions	P	12
Fossil Fuel Combustion	P	13
Greenhouse Effect	C	1
Climate Change	C	2

Setup

Divide the deck up into 2 Mini-decks: The Heat deck has Pollution and Consequence Cards. The Cool deck has Politics and Solution Cards. Shuffle the Mini-decks and put them face down.

Turn Sequence

Draw 2 cards from the Heat Deck. If they are from different suites raise the Heat level by 1. If they are from the same suite raise the Heat level by 2.

If they are from the same suite with a combined score of 20+ raise the Heat level by 3. Draw 2 cards from the Cool Deck. You may discard 1 and draw a replacement.

If the Cool deck runs out, shuffle the discard and draw from it. If they are from the same suite the Heat level is unchanged. If they are from the 2 different suites, there are 2 possibilities:

1. If the Politics card is = or greater than the Solutions card reduce Heat Level by 2.
2. If the Politics card is less than the Solutions card, reduce the Heat level by 1.

Card List Notation

- P** Pollution
C Consequences
W Political Will
S Solutions: Technology & Actions

Card Name:	Type	Score
Cleaner Fossil Fuels	S	1
Alternative Energy	S	2
Solar Energy	S	3
Wind Energy	S	4
Hydropower	S	5
Increase Energy Efficiency	S	6
Renewable Energy Sources	S	7
Reforestation	S	8
Greenhouse Gas Reduction	S	9
Hydrogen Economy	S	10
Emissions Trading & Taxes	S	11
Conservation	S	12
Carbon Sequestration	S	13
Environmental Groups	W	1
Consumer Action	W	2

Card Name:	Type	Score
Sea Level Rise	C	3
Melting Polar Ice Caps	C	4
Glacial Retreat	C	5
Biodiversity Reduction	C	6
Salt Contamination	C	7
Disruption of Agriculture	C	8
Flooding & Severe Storms	C	9
Ecosystem Impacts	C	10
Famine & Draught	C	11
Spread of Disease	C	12
Refugees	C	13

Card Name:	Type	Score
Grassroots Activism	W	3
Research Studies	W	4
Scientific Community	W	5
Environmental Diplomacy	W	6
International Agreements	W	7
Kyoto Protocol	W	8
Emission Cutting Timetables	W	9
Aid to Developing Countries	W	10
Business Community	W	11
World Community	W	12
Green Politics	W	13





Green Cities

Introduction

Each player controls a city. Each player tries to complete projects that will make their City more eco-friendly.

Objective

The player with the most Green points at the end of the game wins.

End Of Game

The game ends when any player has accumulated 25 or more Green Points worth of Projects in his City Pile.

The Decks

There are 2 Common decks: The Project Deck The Resource Deck

The Project Deck

These are the projects the players are trying to complete. Each project lists a specific set of Resource cards that must be Played to complete the project.

Resource Deck

There are 9 types of Resource cards:

1. Innovation
2. Transportation
3. Energy
4. Water
5. Robotics
6. Conservation
7. Biological
8. Legislation
9. Human Behavior

The Resource deck has 10 copies of each card.

Political Will Tokens

Players share a set of Political Will Tokens (PW).

Setup & Maintenance

Shuffle the decks. Each player is dealt 3 random Project cards. Each player gets 10 PW Tokens.

The player with the smallest Carbon footprint goes first. Players keep their Project cards face up. The Top 12 cards of the Resource Deck are always kept face-up and Are spread out in order.

The Top 3 cards of the Project Deck are always kept face-up and Are spread out in order. Always replenish the face-up cards as soon as they are consumed. If a deck runs out, shuffle the discard and draw from it.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Political Will Phase
2. Resource Phase
3. Assignment Phase
4. Project Phase
5. Planning Phase

Political Will Phase

Each player gets 5 PW Tokens.

Resource Phase

Take the top 3 cards of the Resource Deck and place them in the Center of the table: These cards are called the "Lot". Players bid on the Lot starting with the current player. Each bid must be higher than the last.

Bidding Proceeds clockwise. The highest Bid wins (keeps) the entire Lot. The winner discards the PW Tokens he bid.

Other players keep their Bids.

Assignment Phase

The player that won the Lot must immediately assign the Resource cards to his Project cards. Resource cards are laid out next to their assigned Project card. Unused Resource cards are discarded.

Project Phase

A Project is completed if it has all the Required Resource Cards attached to it. If a player completes a project, he puts it in his City pile. Discard the attached Resource cards once the project is completed.

Each Project card has a Green Point value equal to the Number of resource cards required to complete it. Every time a player completes a Project, he gets to pick 1 new Project card from the top 3 cards of the Project deck.

Planning Phase

The current player may discard one of his projects (including all resources assigned to it) and replace it with a Face-up Project card from the deck.

Project Card List

Name:	Req	GPV	Notes:
Pod Cars	ICTT	8	Sharing Vehicles
Driverless Bus	ITTR	7	Central Computer Routing
Energy Highway	ITEE	9	Gathers Wind Energy
Maglev Train	ITTR	10	Efficient Public Transport
Algae Parks	IEWB	6	Generate Hydrogen
Power Sidewalks	ITE	4	Convert Stepping into Energy
Desalination Plant	ICWW	5	Osmotic Membranes
Tunnel Bots	IWRR	5	Repair Underground Pipelines
Vertical Farms	ICBR	6	Intensive Hydroponics
Green Tower	ICEW	10	Ecologically Responsible Building
Bubble Houses	ICW	5	Filters Water & Saves Energy
Super Grid	ICEE	10	Hydrogen Cooled Electrical cables
Solar Power Credits	LE	4	Residential Solar Cells
Wind Farms	EE	4	Maglev Turbines
Solar Arrays	EE	5	Solar Farm
Tidal Turbines	IWE	6	Underwater Windmill
Wave Machines	IWE	7	Float on Surface
Geothermal Plant	IWEE	9	Steam Turbine
Super Incinerators	IEEB	7	Use anything as Fuel
Cold Water Plant	IWWE	8	Deep Ocean Water Pump
Electric Cars	ICCT	8	Batteries
Recycling Plant	HCC	8	Waste Not
Water Treatment	CBW	6	Biological Filters
Stack Scrubbers	CL	3	Factory Emission Reduction
Carbon Credits	HLL	6	Pollution Credits
Reforestation	CBB	8	Planting Trees
Mileage Standards	LLT	5	Vehicle Fuel Efficiency
Efficiency Lights	HLC	4	Light bulb Technology
Conversion to Diesel	HLBT	6	Alternate Bio-Fuels
Habitat Preservation	LLBW	9	Saving Ecosystems
Population Control	HBLL	8	Zero Population Growth
Promote Vegetarianism	HHLB	7	Reduce Demand
Urban Planning	LLH	7	Major Zoning Changes
Low Impact Transport	LTCH	6	Mopeds, Segues
Bicycle Paths	HHLT	7	Healthful Transportation
Organic Farming	HLBW	8	Reduce Pesticides, Fertilizers
Local Food Sources	HLBB	9	Reduce Transportation costs
Toxic Waste Cleanup	LBBR	10	Robotic Assist Hazmat

GPV Green Point value**Randomized Variant**

A six sided die (D6) is needed. In Resource phase players each get 1D6 PW Tokens. In Resource Phase the next 1D6 cards come up for bid.





Harry Potter Ccg

Introduction

Common deck Variant Rules for the HP Collectible Card Game.

Your Wizards

Choose one Wizard card to be your persona. It starts in play.

The Decks

There are 8 Common decks:

- Put all Wizard cards in a single deck.
- Put all Lesson cards in a single deck.
- Put all Adventure cards in a single deck.
- Put all Red (Transformation) Spell cards in a Red spell deck.
- Put all Blue (Charm) Spell cards in a Blue spell deck.
- Put all Green (Potions) Spell cards in a Green spell deck.
- Put all Yellow (Quidditch) Spell cards in a Yellow spell deck.
- Put all Brown Creature/Spell cards in a Brown spell deck.

Starting Lessons

Each player starts with five lesson cards in play, one for each color: Red, Blue, Green, Brown, and Yellow.

Play

On your turn, draw 1 card from the lesson deck & put it into play. Draw 5 Spell cards, one from each of

the 5 Spell Decks. Spell cards are played as normal.

Max hand size is 7 cards: At the end of your turn discard down to 7.

Adventures

Each player starts the game with 1 randomly drawn Adventure in play. If this is solved, the player draws a new Adventure card at the beginning of his next turn.

Hits & Healing

Instead of losing by going through your deck, you get 20 Hit Points. If you are reduced to zero hit points you loose. When you are damaged, you loose Hit Points instead of losing cards from the top of your deck.

Healing cards make you regain lost Hits instead of shuffling cards back into your deck.

Other Abilities

Search your deck: Search an appropriate deck.

Card Modifications

Some Wizard powers go out-of-wack like the Lee Jordan Character. In this case, limit the Power use to once per game. Some Adventure cards adapt poorly to this scheme.

Your group will have to make house rules for each.

Deck Construction

For the Adventure and Spell decks, you may want to make a limit of one copy of each card. (10 or so copies for the Lesson Deck)





Heart Patient

Introduction

Each player takes the role of a Heart patient.

Object

Be the patient to live the longest.

The Deck

Players share a common deck. The deck contains 6 types of cards:

1. Medical Interventions
2. Lifestyle Modifications
3. Surgery
4. Pathological Events
5. Drug Therapies
6. Heart Attack Cards

All the types of cards are shuffled together into a single deck.

Setup

Each player rolls up a character or patient. For each patient roll for the 17 Risk Factors. Shuffle the deck.

Turn Sequence

Players take turns. The player with the most real life risk factors goes first. On your turn draw one card from the deck.

If the deck runs out shuffle the discard and draw from it. If the draw is a Medical Interventions or Surgery card, put it into your hand to be used later. If the draw is a Lifestyles Modifications card play it immediately (face down to the table in front of you).

The effects of a Lifestyles Modification card lasts for the rest of the game. If the draw is a Pathological Events card play it immediately (face down to the table in front of you). The effects of a Pathological Events card lasts for the rest of the game.

If the draw is a Drug Therapy card put it in your hand or play it immediately (face down to the table in front of you). The effects of a played Drug Therapy card lasts for the rest of the game. If the draw is a Heart Attack Card see the Heart Attack Rolls Section.

Heart Attack Rolls Section

Heart attack cards indicate conditions that may precipitate a Heart Attack or MI (Myocardial Infarction) When a player draws a Heart Attack card he must make a Heart Attack Roll: Roll the ten sided die once (1D10). Add all modifiers. Some are positive (Bad), some are negative (Good). Modifiers come from: The patients original Risk Factors.

Drug Therapy, Pathological Events, and Lifestyle Modifications in play. Drug Therapy, Medical Interventions, and Surgery cards played from the players hand. Every Bad Risk factor adds +1 to your heart attack roll.

Every Very Bad Risk factor adds +2 to your heart attack roll. Every Very Very Bad Risk factor adds +3 to your heart attack roll. If your modified Heart Attack Roll is 10 or greater, then you die.

A player may discard drug therapy cards, and intervention cards to further modify the roll. A player may discard a Heart Attack card before the roll is made by discarding a Monitoring card. As soon as a player survives his first Heart Attack roll he is considered to have Coronary Heart Disease (CHD) The terms Coronary Heart Disease (CHD) and Ischemic Heart Disease (IHD) are synonymous.

If you survive you also gain the trait s/p MI. (Status Post MI, meaning you've had a heart attack) Players with s/p MI (CHD) get a +1 to all future heart attack rolls. The terms Heart Attack and Myocardial Infarction (MI) are synonymous.

DOC Drugs of Choice. If you have a DOC for a condition get -1 to your heart attack roll.

For Heart Attacks the DOCs are Diuretics & Beta Blockers. Medical Intervention Cards and Surgery Cards are discarded after being used.

Risk Factors

1. SEX

1D6	Sex
1-3	Male (Bad)
4-6	Female (OK)

2. RACE

1D6	Race
1-3	White (DOC: Beta Blockers, ACE Inhibitors)
4-6	Black (DOC: Calcium Channel Blockers, Diuretics)

3. AGE

1D6	Age
1-2	Younger
3-4	Middle age >45 Males, >55 Females (Bad)
5-6	Older >55 Males, >65 Females (Very Bad)

5. SMOKING

1D6	Smoking
1-4	None (OK)
5	1 Pack per Day (Bad)
6	2 PPD (Very Bad)

4. FAMILY HISTORY

1D6	Family History of Cardiovascular Disease
1-4	No Incidence (OK)
5-6	Yes (Bad)

6. BLOOD PRESSURE

1D10	Blood Pressure (Systolic/Diastolic)
0	<120/80 Optimal
1	<130/85 Normal
2	>130/85 High Normal

1D10	Blood Pressure (Systolic/Diastolic)
3-7	140/90+ Stage 1 Hypertension (Bad)
8-9	160/100+ Stage 2 (Very Bad)
10	180/110+ Stage 3 (Very Very Bad)

7. ALCOHOL

1D6	Alcoholism
1-5	None
6	Heavy Drinker (Bad) +1 to roll on following table

8. CLINICAL HISTORY

9. MAJOR COMPLICATIONS TABLE

1D6	History of Cardiovascular Accidents/Disease
1-5	None
6	Yes. Roll on the Major Complications Table

1D10	Complication (all are Very Bad Risk Factors)
1	Hypothyroidism
2	Renal Disease
3	Liver Disease
4	Non-Insulin-Dependent Diabetes (DOC: ACE Inhibitors)
5	Pulmonary Disease
6	Familial Hypercholesterolemia
7	Gout (DC Diuretics)
8-10	Previous MI

10. LDL

1D6	Low Density Lipoproteins {Lipids}
1-3	Low (OK) Actual numbers depend on presence of CHD and number of other risk factors
4-6	High (Bad) Initiate Drug Therapy

11. HDL

1D6	High Density Lipoproteins {Lipids}
1-2	<35 (Bad) Initiate Drug Therapy
3-5	35-60 (OK)
6	<60 (Good) Negative Risk Factor (Heart Attack Roll Modifier -1)

12. TG

1D6	Triglycerides {Lipids}
1-2	Below 250
3-4	251-400 (OK)
5-6	Above 400 (Bad) Initiate Drug Therapy

1D6	Total Cholesterol {Lipids}
1	Below 200
2-3	200-240 (OK)
4-6	Above 240 (Bad) Initiate Drug Therapy

13. TOTAL CHOLESTEROL

14. DIABETES

1D6	Diabetes
1-4	No
5-6	Yes (Very Bad), DC Beta Blockers & Diuretics, DOC: ACE Inhibitors

15. PHYSICAL ACTIVITY

1D6	Physical Activity
1-5	Sedentary (Bad)
6	Active

16. WEIGHT

1D6	Weight
1-3	Normal
4-6	Overweight (Obese) Bad

17. SALT SENSITIVITY

1D6	Salt Sensitivity
1-3	Normal
4-6	Sensitive (Bad)

Card List: Medical Interventions

Physical Examination	Monitoring
Clinical Evaluation	Monitoring
Laboratory Tests	Monitoring
Patient Education	Monitoring
Follow-up Visits	Monitoring
ECG (Electrocardiogram)	Monitoring
Exercise Tolerance Testing	Monitoring (The Treadmill)
Cardiac Imaging	Monitoring
Ambulatory Holter Monitor	Monitoring
Stress Thallium Scan	Monitoring (Invasive)
Cardiac Catheterization	Monitoring (Invasive)
SL NTG	Sublingual Nitroglycerin. Heart Attack Roll Modifier -2
IV NTG	Intra-Venous Nitroglycerin. Heart Attack Roll Modifier -3
Oxygen	Heart Attack Roll Modifier -1
IV Morphine	Heart Attack Roll Modifier -1
Unfractionated Heparin	Heart Attack Roll Modifier -4
Enoxaparin	Heart Attack Roll Modifier -4 (Low MW Heparin)
Dalteparin	Heart Attack Roll Modifier -4 (Low MW Heparin)
Glycoprotein IIb/IIIaInhibitors	Heart Attack Roll Modifier -2
Streptokinase	Thrombolytic. Heart Attack Roll Modifier -4
Retepase	Thrombolytic. Heart Attack Roll Modifier -5
Tenecteplase	Thrombolytic. Heart Attack Roll Modifier -5
Lidocaine	Anti-arrhythmic. Heart Attack Roll Modifier -3

Card List: Surgeries

Stent	Heart Attack Roll Modifier -6
Angioplasty	Heart Attack Roll Modifier -5
Coronary Artery Bypass Graft	Heart Attack Roll Modifier -7 (CABG)
Heart Transplant	Heart Attack Roll Modifier -10 (Very Rare)
Artificial Heart	Heart Attack Roll Modifier -9 (Very Rare)
Pace Maker	Heart Attack Roll Modifier -8

Card List: Lifestyle Modifications

Smoking Cessation Program	Smoking Risk Factor becomes none.
Dietary Therapy Step I	Weight becomes normal
Dietary Therapy Step II	Weight becomes normal
Registered Dietician	Negate 1 Lipid Risk Factor or weight becomes normal
Aerobic Exercise Program	Physical Activity Risk Factor becomes Active
Alcoholics Anonymous	Alcohol Risk Factor becomes None.
Noncompliant	Discard any one of an opponent's Drug Therapies.
Sodium Salt Restriction	Heart Attack Roll Modifier -1.
Mineral Supplements	Heart Attack Roll Modifier -1. (Potassium, Ca, & Mg)

Card List: Pathological Events

Myalgia/ Arthralgia	Effect
	Discontinue (DC) all Hmg CoA reductase Inhibitors.
Flushing, Itching, GI Upset	-
	Discontinue Niacin and Niaspan.
Constipation, Bloating	-
	Discontinue Verapamil, Gemfibrozil, Fenofibrate, and Bile Acid Resins.
Liver Function Test is High	-
	Discontinue all lipid lowering drugs except Bile Acid Resins.
Congestive Heart Failure (CHF)	-
	Only if patient is s/p MI.
Very Bad Risk Factor. (Heart Failure)	-
Chronic Obstructive Pulmonary Disease(COPD)	-
	Only if patient is s/p MI. Very Bad Risk Factor.
	DC Beta Blockers. (Heart Failure)
Left Ventricular Hypertrophy	-
	Only if patient is s/p MI. Very Bad Risk Factor. (Heart Failure)
Myocardial Necrosis	-
	Only if patient is s/p MI. Very Bad Risk Factor. (Heart Failure)
Ventricular Remodeling	-
	Only if patient is s/p MI. Very Bad Risk Factor. (Heart Failure)
Cardiogenic Shock	-
	Only if patient is s/p MI. Very Bad Risk Factor. (Heart Failure)
Coronary Atherosclerosis	-
	If the patient has any bad lipid levels.
	Increase Blood Pressure one step.
Atherosclerotic Plaques	-
	If the patient has any bad lipid levels.
	Increase Blood Pressure one step.
Homocystinemia	-
	Bad Risk Factor
Arteriolosclerosis	-
	Bad Risk Factor
Essential Hypertension	-
	Increase Blood Pressure one step.
Secondary Hypertension	-
	Increase Blood Pressure one step.
Malignant Hypertension	-
	Increase Blood Pressure one step. (Diastolic >120)
Second Degree Heart Block	-

Myalgia/ Arthralgia	Effect
	Discontinue Beta Blockers
Renal Insufficiency	-
	Very Bad Risk Factor. DOC: ACE Inhibitors
Dry Cough	-
	Discontinue ACE Inhibitors & Angiotensin II Receptor Blockers
Bradycardia	-
	Discontinue Beta Blockers, CCBs
Isolated Systolic Hypertension	-
	Increase Blood Pressure one step.
Bleeding	-
	Discontinue Blood Thinners
Dyslipidemia	-
	LDL levels go up one step.
Endocarditis	-
	Bad Risk Factor
Mitrostenosis	-
	Bad Risk Factor

For Heart Failure the Drugs of Choice (DOC) are: ACE Inhibitors & Diuretics.

Card List: Drug Therapies

Zocor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Lipitor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Baycol	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Mevacor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Pravachol	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Lescol	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Niacin	Lipid Lowering Vitamin. Negate 1 Lipid Risk Factor except LDL
Niaspan	Lipid Lowering Vitamin. Negate 1 Lipid Risk Factor except LDL
Cholestyramine	Bile Acid Resin. Negate 1 Lipid Risk Factor except LDL
Colestipol	Bile Acid Resin. Negate 1 Lipid Risk Factor except LDL
Gemfibrozil	Uptakes lipids into tissues. Negate 1 Lipid Risk Factor except LDL
Fenofibrate	Uptakes lipids into tissues. Negate 1 Lipid Risk Factor except LDL
Aspirin	Blood Thinner. Heart Attack Roll Modifier -1
Plavix	Blood Thinner. Heart Attack Roll Modifier -1
Coumadin	Blood Thinner. Heart Attack Roll Modifier -1
Warfarin	Blood Thinner. Heart Attack Roll Modifier -1
Transdermal Patch	NTG vasodilator. Heart Attack Roll Modifier -1
Isosorbide Dinitrate	NTG vasodilator. Heart Attack Roll Modifier -1
Imdur	NTG vasodilator. Heart Attack Roll Modifier -1
Atenolol	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Metoprolol	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Tenormin	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Lopressor	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Nifedipine	Calcium Channel Blocker (CCB). Decrease Blood Pressure one step.
Verapamil	Calcium Channel Blocker. Decrease Blood Pressure one step.
Diltiazem	Calcium Channel Blocker. Decrease Blood Pressure one step.
Hydrochlorothiazide	Diuretic. Decrease Blood Pressure one step.
Triamterene	Potassium Sparing Diuretic. Decrease BP one step.
Maxide	Combination Diuretic. Decrease BP one step.

Zocor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Clonidine Patch	Central Alpha Agonist. Decrease Blood Pressure one step.
Captopril	ACE Inhibitor. Decrease Blood Pressure one step.
Lisinopril	ACE Inhibitor. Decrease Blood Pressure one step.
Enalapril	ACE Inhibitor. Decrease Blood Pressure one step.
Losartan	Angiotensin II Receptor Blocker. Decrease Blood Pressure one step.

Notes: A patient can only be on one Drug of a class at a time. For example a patient can only be on one

Beta Blocker. Treat Losartan like an ACE I.

Card List: Events: Heart Attack Cards

Sign or Symptom of MI (Myocardial Infarction):	Heart Attack Roll Modifier:
Effort Induced Angina	+1
Unstable (Rest) Angina	+2
Anxiety, Nausea, dizziness, SOB, dyspnea	+1
Vasospastic Angina	+0
Increased Myocardial Oxygen Demand	+1
Silent MI	+0
Exacerbating Factor: Cold	+0
Exacerbating Factor: Physical Activity	+0
Exacerbating Factor: Sex	+0
Exacerbating Factor: Stress	+0
Exacerbating Factor: Sympathomimetic Drug	+1
Exacerbating Factor: Anticholinergic Drug	+1
Hypertensive Urgency	+3
Hypertensive Emergency	+5
Stroke (Not MI)	+4
Aneurysm(Not MI)	+4
Cerebral Hemorrhage(Not MI)	+6
Cerebrovascular Accident	+5
Pulmonary Embolism (Not MI)	+3
Deep Vein Thrombosis	+5
Acute Coronary Syndrome	+1
Ventricular Rupture & Cardiac Tamponade	+8 Only if patient is s/p MI
Saddle Embolus	+6
ST-Segment Elevation	+4
Non-Q-Wave Infarction	+5
Q-Wave Infarction	+7
Coronary Artery Thrombosis	+3
Plaque Rupture	+2
Cardiac Arrest	+3
Elevated Cardiac Enzymes	+3 (CK, CK-MB, Troponin I, LDH)
Virchow's Triad	+3 (Venous Stasis, Vascular Injury, Hypercoagulability)

Game Designers Notes

My apologies to anyone who might be offended by the subject matter. The goal is to be educational, not

morbid. Expect additional cards and minor rules alterations.

When I'm not writing games, I'm a second year Pharmacy Student.





Heist

Introduction

Card game for 2-4+ players. Players assemble teams of specialized Heist men and Compete to pull off the most and best Capers.

Victory

The player with the most Heist points at the end of the game wins. The game ends when all but 1 of the Job cards have been Captured and/or discarded. For a shorter game, players can remove random Job cards from the Job deck.

Dice

Six sided dice are needed. (Casino style preferably)

The Decks

There are 3 decks: The Job Deck The Security Deck The Heist Deck

The Job Deck

The Job deck contains the Job cards that are the ultimate goals of the Players to possess. Each Job card has a Security Number and a Heist Point value.

The Security Deck

These cards represent the obstacles that must be overcome in order To complete a Job.

Heist Deck

There are 7 types of cards in the Heist Deck:

1. Personnel
2. Complications
3. Cons
4. Crisis
5. Event
6. Reaction
7. Secondary Job

Personnel can be reused from Job to job and are pre-requisites to play Con cards. Con cards give added skill levels towards overcoming Security cards, Jobs, and Complications. Complications are events played on an opponent that make a Job harder to finish.

Crisis cards are complications that occur while a Job is being executed. Event cards (play in Event phase) often provide a Benefit to the player who plays them. Reaction cards are like Event cards, except that they are played at certain specific times (as indicated in the card text) and not in Event phase.

Secondary Jobs are attached to a target Job like complications.

Skills

Skills are needed to overcome Security and Complication cards. Skills are provided by Personnel and Con cards. The 6 Skills Include: Info Sleight Acrobat Engineering Tech Confidence

Setup

Each player draws 7 cards from the Heist Deck and puts them in their hand. For each player draw 1 Job card and place it face up in the middle of the table facing them. Each Job has a Security number listed on it. Draw that many Security cards and place them in a line face-up next to the Job card.

Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Planning Phase
2. Recruit Phase
3. Contacts Phase
4. Event Phase
5. Complications Phase
6. Execution Phase
7. Job Phase

Planning Phase

Draw 1 card from the Heist deck and put it in your hand. If the deck ever runs out, shuffle the discard and draw from it.

Recruit Phase

Place Personnel cards from your hand face up onto the Table in front of you. You may have a maximum of 11 personnel cards in play. You may have only 1 Leader card in play.

Contacts Phase

Players may freely trade Personnel cards in play and Con cards in their hands.

Event Phase

You may play 1 Event card. These have a variety of Effects. Some of these cause extra Security cards to be drawn and added to a target Job.

Some cause a target Personnel to be affected in some way. Some affect a target players hand.

Complications Phase

You may play 1 Complications or Secondary Job card: Attach it to a Target Job. These are treated exactly like Security cards and are directly added to the Line of Security cards attached to a Job. Secondary Jobs provide additional Heist points; For this reason, you may wish to Attach them to your own Job.

Execution

Declare whether or not you are going to execute a Job. If not, skip this phase. It is important not to attempt an Execution until you are sure you have enough Personnel cards in play and Con cards in hand to meet all the skill requirements Needed to finish the Job plus all complications and crises.

Each Security card has one or more skills associated with it. A player must use a skill from his Personnel and con cards to overcome it. When overcome, the Security card is discarded. If a Con card was used, It is discarded. If a personnel card was used, place a "Spent" Token on the Personnel card: It can not be used again during this phase unless another Card action removes the Token.

Note: In order to use a Con card, you must have at least one personnel that Has that same skill (The personnel may be spent or unspent). At the beginning of the Job, randomly select one opposing player to be the Thwarter. After each Security card is overcome, roll 1D6.

On a roll of "6" the Thwarter may play 1 Crisis card. If you meet all Security, Complication, and Crisis challenges the Job is a Success: Keep the Job card and gain the indicated number Heist points. If you are unable to meet any Security, Complication, or Crisis challenge, the Job is a failure: Discard the Job card.

Succeed or fail, roll 1D6 for each of your personnel: On a roll of 6 discard them. Succeed or fail, discard all cards attached to the Job card, and all con and Reaction cards played.

Job Phase

If you made an execution last phase, you go through a period of lying low. Roll 1D6 to see how many turns you spend lying low. At the end of this time draw a new Job card (and Security cards).

If the Security Deck runs out, shuffle the discard and draw from it. During the lying low period you still draw cards and recruit personnel. Max hand size is 11 cards. Discard excess cards.

Remove Spent Tokens from your personnel.

Job Card Deck

Card Name:	Security	Heist Points
Casino Vault	15	15
Bankrupt Casino	14	14
Worlds Oldest Stock Certificate	11	11
Coronation Egg	13	13
Museum Break In	12	12
Bank Job	13	13
Ocean Liner	12	12
Art Gallery	9	9
Personal Collection	10	10

Security Deck Card List

Card Name:	Notes:
Security Cameras	Tech =1
Surveillance Video	Tech =1
High Tech Security	Tech =1
Voice Recognition System	Tech =1
Retinal Scan	Tech =1
Thumbprint Identification	Tech =1
Lie Detection Software	Tech =1
Underground	Info =1
Secrets	Info =1
AI Security System	Info =1

Card Name:	Notes:
Police	Confidence =1
Vault Guard	Confidence =1
Receptionist	Confidence =1
Manager	Confidence =1
Worker	Confidence =1
Night Watchman	Confidence =1
Owner	Confidence =1
Boss	Confidence =1
Acquire Key	Sleight =1
Acquire Codes	Sleight =1

Card Name:	Notes:
Rival Thief	Info =1
Double Cross	Info =1
Elevator Shaft	Acrobat =1
Laser Sensors	Acrobat =1
Floor Plates	Acrobat =1
Air Conditioning Ducts	Acrobat =1
Narrow Ledge	Acrobat =1
Guards	Confidence =1
Security Detail	Confidence =1

Card Name:	Notes:
Steal Swipe Card	Sleight =1
Plant Fakes	Sleight =1
Make Switch	Sleight =1
Thick Floors	Engineering =1
Vault Doors	Engineering =1
Safe	Engineering =1
Impregnable Room	Engineering =1
Remove Roof	Engineering =1
Exit Strategy	Engineering =1

Heist Deck Card Notation

P Personnel
C Complications
Z Cons

X Crisis
E Event
R Reaction
S Secondary Job
PL Personnel Leader

Heist Deck Card List

Card Name:	Type:	Notes:
Ringleader	PL	Max Personnel +2; Info =1
Mastermind	PL	Max Personnel +2; Info =1
Gang Leader	PL	Max Personnel +2; Info =1
Brains	PL	Max Personnel +2; Info =1
Contortionist	P	Acrobat =1
Second Story Man	P	Acrobat =1; Engineering=1
Grease Man	P	Acrobat =1
Cat Burglar	P	Acrobat =1; Info =1
Accomplished Thief	P	Acrobat =1; Sleight =1
The Pro	P	Confidence =1; Info =1
High Roller	P	Confidence =1
Master of Disguise	P	Confidence =1
Inside Man	P	Confidence =1; Info =1
Dame	P	Confidence =1
Flim Flam Man	P	Confidence =1
Hustler	P	Confidence =1; Info =1
Con Artist	P	Confidence =1
The Rookie	P	Confidence =1; Sleight =1
Pick Pocket	P	Sleight =1
Sneak Thief	P	Sleight =1
Filcher	P	Sleight =1
The Fuse	P	Engineering =1
Handy Man	P	Engineering =1
Demolitions Expert	P	Engineering =1
Safe Cracker	P	Engineering =1; Tech =1
Mechanic	P	Engineering =1; Tech =1
Jack of All Trades	P	Engineering =1; Tech =1
Electronics Expert	P	Tech =1
Eye in the Sky	P	Tech =1; Info =1
Gifted Programmer	P	Tech =1
Getaway Man	P	Max Hand size +1
Extra Muscle	P	Max Hand size +1
Seduction	Z	Confidence =1

Card Name:	Type:	Notes:
Deception	Z	Confidence =1
Disguise	Z	Confidence =1
Elaborate Con	Z	Confidence =1
Uniforms	Z	Confidence =1
Imposters	Z	Confidence =1
Fake Death	Z	Confidence =1
Sporting Event	Z	Confidence =1
Fake SWAT Team	Z	Confidence =1
Staged Scuffle	Z	Confidence =1
Pose as Government Official	Z	Confidence =1
The Gilroy	Z	Confidence =1
Infiltration	Z	Acrobat =1
Fit in Small Container	Z	Acrobat =1
Rappel	Z	Acrobat =1
Back Flip	Z	Acrobat =1
Perfect Timing	Z	Acrobat =1
Balancing Act	Z	Acrobat =1
Misdirection	Z	Sleight =1
Hands Quicker than Eyes	Z	Sleight =1
Distraction	Z	Sleight =1
Dexterity	Z	Sleight =1
Simple Con	Z	Sleight =1
Explosive Charge	Z	Engineering =1
Drill Tunnel	Z	Engineering =1
Move Structure	Z	Engineering =1
Helicopter	Z	Engineering =1
Duplicate Room	Z	Engineering =1
Magnetron	Z	Engineering =1
Blueprints	Z	Info =1
Plant	Z	Info =1
Bribery	Z	Info =1
Favors	Z	Info =1
Reconnaissance	Z	Info =1
Contacts	Z	Info =1
Cut Power	Z	Tech =1
Pre-recorded Footage	Z	Tech =1
Disruption	Z	Tech =1
Redirect Phone Calls	Z	Tech =1
Rigged Game	Z	Tech =1
Modify Computer Data	Z	Tech =1
Tap into system	Z	Tech =1
Sabotage	Z	Tech =1
Override Cameras	Z	Tech =1
Bankroll	E	Draw 3 cards
Money Man	E	Draw 3 cards
Patron	E	Draw 3 cards
Lender	E	Draw 3 cards
Financier	E	Draw 3 cards
Investor	E	Draw 3 cards
Arrested	E	Discard Target Personnel card
Prior Commitment	E	Steal Target Personnel card
Cover Blown	E	Discard target Job card & Attached cards
Get There First	E	Execute on Opponents Job this turn

Card Name:	Type:	Notes:
See it Coming	E	Look at Opponents Hand
Plan B	E	Discard X cards and draw X cards
Somebody Screwed Up	E	Opponent must Discard 3 random cards
Revenge Job	S	Security =3; Heist =3
Ultior Motive	S	Security =1; Heist =1
Reunite with Girlfriend	S	Security =2; Heist =2
Pay Off Debt	S	Security =3; Heist =3
Steal Jewels	S	Security =2; Heist =2
Humiliate Nemesis	S	Security =1; Heist =1
Challenge	S	Security =2; Heist =2
Quick Thinking	R	Remove 1 Target Spent Marker
Contingency Plan	R	Remove 1 Target Spent Marker
Caught Red Handed	X	Put a Spent Token on a Random Person
Delay	X	Put a Spent Token on a Random Person
Hand Caught	X	Acrobat =1
Approaching Guard	X	Tech =1
Raise Suspensions	C	Confidence =1
Extra Security	C	Acrobat =1
Being Followed	C	Info =1
Technical Difficulties	C	Tech =1
Extra Precaution	C	Sleight =1
Not in the Plans	C	Engineering =1

Faq

Q> I must be missing something in the rules. It is possible to have 15 security obstacles to overcome, but you can't have that many cards in your hand. A> Each

crewmember can also overcome 1 obstacle!!! (remember to place a spent token on them) so 12 (11 Max plus 1 draw) cards in hand + 9-11 crew should be enough to pull off any job.





Holmes

Introduction

Card game for 2-4+ players. Sherlock Holmes Theme.

Victory

Be the first player to accumulate 5 Case Tokens.

Case Tokens

Players share a common set of Case Tokens.

The Deck

Players share a common deck.

The Board

The Board has 7 spots for cards, one spot for each suite. These are called the "Suite Spots".

Setup

Create 7 mini-decks, one for each suite. For each suite, randomly select one card; keep its identity hidden from all players, and place it in its corresponding Suite Spot on the board. Shuffle the remaining cards of the mini-decks together to form the common deck.

Special Ability Table

Card Type:	Ability:
Mystery	Draw 2 cards
Sherlock	Look at the next 5 cards in the deck
Help	Draw 1 card and target opponent discards 1 random card
Action	Opponent discards 2 cards from his hand of his choice
Method	Look at target opponent's hand
Clue	Steal 1 random card from opponents hand
Locale	Draw 3 cards. Keep 1 and discard the other 2

Sleuth Phase

You may solve a Case. To do this, you must play, all at once, seven cards, one of each of the seven card types. No two cards in the Case may have the same Rank number.

If you solve a case Gain a Case Token, and discard the Case Cards.

Deduction Phase

You may guess the rank of a specific card on the Board (one of the 7 Suites). Look at the card secretly. If you are wrong, discard your hand and you may not

Each player is dealt 5 cards. The player with the highest IQ goes first.

Deduction Notes

Players will want to have paper and pencil on hand to keep track of which cards of what Rank they have seen for each suite, to deduce the remaining cards in the Suite Spots.

Turn Sequence

Players take turns. Each turn has 5 Phases: Investigate Phase Action Phase Sleuth Phase Deduction Phase Retire Phase

Investigate Phase

Draw 2 cards from the deck and put them in your hand. If the deck runs out, shuffle the discard and draw from it. If you have 4 or less cards in your hand (before drawing) draw 1 extra card.

Action Phase

You may play (discard) one card from your hand to activate its special Ability

at a later time attempt to "guess" that card. If you are right, show the card to all players and then put it in the discard. Gain 1 Case point for guessing correctly. (Now there is one less Suite card for players to guess). You may choose not to guess, if so, draw 1 card and discard any 1 card from your hand, OR you may, for 15 seconds look at the cards in the discard.

Retire Phase

Max hand is 9 cards. Discard excess cards. Important Note: The discard (and deck) is kept face down.

Card List Notation

X Mystery
S Sherlock
H Help

A Action
M Method
C Clue
L Locale

Elementary Deck Card List

Card Name:	Type	Rank
Adventure of the Empty House	X	1
The Hound of the Baskervilles	X	2
A Study in Scarlet	X	3
The Sign of the Four	X	4
The Blanched Soldier	X	5
The Man with the Twisted Lip	X	6
Adventure of the Copper Beeches	X	7
A Scandal in Bohemia	X	8
The Lions Mane	X	9
The Mazarin Stone	X	10
The Musgrave Ritual	X	11
The Gloria Scott	X	12
The Valley of Fear	X	13
Legendary Sleuth	S	1
Powers of Deduction	S	2
Consulting Detective	S	3
Cambridge Man	S	4
Cold Exterior	S	5
Intellectual	S	6
Eccentric Bohemian	S	7
Arrogant	S	8
Patriot	S	9
Tobacco & Cocaine	S	10
Scientific Savvy	S	11
Powers of Observation	S	12
Manic Depressive	S	13
Fisticuffs	A	1
Carriage Chase	A	2
Sword Fight	A	3
Pistol Shots	A	4
Race against Time	A	5
Rescue Damsel	A	6
Explosion	A	7
Accident	A	8
Storm	A	9
Fox Hunt	A	10
Break into House	A	11
Conceal Evidence	A	12
Hand to Hand Combat	A	13
Doctor Watson	H	1
Scotland Yard	H	2
English Bobbies	H	3
Blood Hound	H	4
Informants	H	5
Baker Street Irregulars	H	6

Card Name:	Type	Rank
Decoy	H	8
Messenger	H	9
Document	H	10
Irene Adler	H	11
Inspector Lestrade	H	12
Witness	H	13
Forensic Science	M	1
Logical Reasoning	M	2
Acting & Disguise	M	3
Exact Science	M	4
Methodical Thought	M	5
Elaborate Trap	M	6
Autopsy	M	7
Induction	M	8
Inference	M	9
Analytical Chemistry	M	10
Hand Writing Analysis	M	11
Ballistics	M	12
Crime Scene Examination	M	13
Baker Street	L	1
Morgue	L	2
Mansion	L	3
Great Estate	L	4
House of Lords	L	5
Piccadilly Square	L	6
Tower of London	L	7
Pub	L	8
Theatre	L	9
English Countryside	L	10
Docks	L	11
Whitechapel	L	12
East End	L	13
Small Details	C	1
Ticket Stub	C	2
Motive	C	3
Alibi	C	4
Red Herring	C	5
Pawn Shop Receipt	C	6
Blood Stain	C	7
Footprints	C	8
Ledger Book	C	9
Trace of Poison	C	10
Newspaper	C	11
Fingerprints	C	12
Question Suspect	C	13

Card Name:	Type	Rank
Mycroft Holmes	H	7

Card Name:	Type	Rank





Illuminati: New World Order Ccg

CCG by Steve Jackson Solitaire Rules

Introduction

For those who like the power structure building aspect of the INWO CCG.

The Deck

The deck should contain 1 of each of the Group cards. Plot cards are not used. (Hopefully you bought one of the 450 card factory sets.) No dice or counters are needed.

Setup

Pick any one Illuminati card. Play it to the table. Use a large table.

Victory

If your power structure ever contains 20+ cards you win. You have achieved world domination. Admire your handiwork.

Ignore the special abilities of the Illuminati.

Turn Sequence

Each turn has 3 phases:

1. Draw Phase
2. Build Phase

3. Reserve Phase

Draw Phase

Draw 1 card.

Build Phase

Add the card you just drew to your power structure. Attach according to the available control arrows. The group it is attached to must have at least 1 attribute or 1 alignment the same, or be the Illuminati.

You must attach a group if it is possible. The attachment is always automatic, no attack rolls are made. If it is not possible to attach the group, the group goes into your Reserve pile.

Power, Resistance, and special abilities are not used.

Reserve Phase

If possible attach card(s) in your reserve pile to your power structure. If you ever have 3 or more cards in your reserve pile at the end of the reserve phase you automatically lose.

Optional Rules

Make the capacity of the reserve pile 5 cards. Once per game you may switch a card in your power structure with one in your reserve pile.





Immortality

Introduction

Game where players compete to be the one who contributes the most to the numerous lines of Research needed to eventually achieve the goal of medical immortality.

Victory

At the end of the game, the player with the highest scores in the most Research lines wins. The game ends when there are no cards left in the deck.

The Deck

Players share a common deck. The Deck has 3 main Card Types:

1. Resources
2. Techniques
3. Research

Every card has a point value from 1 to 4.

Resource Cards

These cards represent the things necessary to do the research Such as funding, scientists, and institutions.

Technique Cards

These cards represent both the progress of the research and The way it is designed. So for instance, it could be Basic Research that leads to a Breakthrough.

Research Cards

There are 7 Lines of Research. Each line of Research is represented by 4 Research cards.

Research Lines

To achieve immortality we need to make considerable progress in 7 separate lines of Research:

#. Research Line:	Abbreviation	Notes:
1. Cell Loss	Loss	Cell Death / Atrophy
2. Cell Senescence	Sen	Death Resistant Cells
3. Nuclear Mutations	Nuc	Epi-mutations
4. Mitochondrial Mutations	Mito	mtDNA
5. Protein Crosslinks	PCL	Collagen and Elastin
6. Intracellular Waste	Int	Junk inside cells
7. Extracellular Waste	Ext	Junk outside cells

Setup

Each player needs pen and paper. Shuffle the deck. Deal 6 cards to each player.

The oldest player goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. On a players turn, he draws 1 card and discards 1 card. If possible he makes a Meld.

A Meld consists of 5 cards: 1 Research card 1 or more Technique cards 1 or more Resource cards If you made a Meld, reveal it, score it, then discard your hand. To score it, add up the value of your Technique and Resource cards. Multiply the sum of your Technique cards times the sum of your Resource cards times the value of your Research card.

Record this Score and the line of research it was made in. After making a Meld, draw 6 new cards.

Common Deck Card List

Card Name:	Type	Value
Key Advance	Tech	4
Breakthrough	Tech	4
Therapy	Tech	3
Intervention	Tech	2
Basic Research	Tech	3

Card Name:	Type	Value
Start-Ups	Res	3
Research Programs	Res	1
Industry	Res	4
Grants	Res	2
Key Players	Res	4

Card Name:	Type	Value
Isolation	Tech	2
Survey	Tech	1
Experimental	Tech	1
Clinical Study	Tech	4
Molecular	Tech	2
Structural	Tech	1
Animal Testing	Tech	2
Adoption	Tech	2
Implementation	Tech	2
Transplantation	Tech	3
Process	Tech	1
Technology Transfer	Tech	4
Paradigm	Tech	4
Translational Research	Tech	3
Proof of Concept	Tech	4
Fine Tuning	Tech	1
Engineering	Tech	1
Reach Critical Mass	Tech	4
Human Testing	Tech	3
Production	Tech	1
Screening	Tech	2
Identification	Tech	3
Insights	Tech	3
Funding	Res	4
Donors	Res	4
Conferences	Res	2
Community	Res	1
Collaborations	Res	2
Advocates	Res	1
Education	Res	1
Outreach	Res	1
Institutions	Res	4
Advisory Boards	Res	1
Foundation	Res	4
Supporters	Res	2
Investors	Res	4
Entrepreneurs	Res	3

Card Name:	Type	Value
Philanthropists	Res	3
Opportunities	Res	1
Clinical Infrastructure	Res	3
Regulatory Pathways	Res	3
Underlying Tools	Res	3
Shared Knowledge	Res	2
Core Research Groups	Res	3
Projects	Res	2
Science Teams	Res	2
Induced Stem Cells	Loss	4
Therapeutic Cloning	Loss	3
Somatic Gene Therapy	Loss	2
Tissue Repair	Loss	1
Senolytics	Sen	4
Apoptosis Inducers	Sen	3
SASP Neutralization	Sen	2
Apigenin	Sen	1
Cure for Cancer	Nuc	4
Immunotherapy	Nuc	3
Telomerase Inhibitors	Nuc	2
Chemotherapeutics	Nuc	1
Gene Relocation	Mito	4
Gene Modification	Mito	3
Mitochondrial Apoptosis	Mito	2
Free Radical Elimination	Mito	1
Glucosepane Antibodies	PCL	4
Tissue Patches	PCL	3
Restoring Elasticity	PCL	2
Alagebrium	PCL	1
Gene Therapy	Int	4
Enzyme Replacement	Int	3
Lysosomal Restoration	Int	2
Macrophage Rehabilitation	Int	1
Amyloid Antibodies	Ext	4
Catalytic Antibodies	Ext	3
Active Vaccines	Ext	2
Passive Vaccines	Ext	1

Links

SENS Research Foundation





Interzone

Introduction

Card game for 2+ players. Based on the novel "Naked Lunch" by William S. Burroughs. Each player is a "junkie writer" living in the Interzone.

The Interzone is a fantasy underworld city of addiction, intrigue, drugs, Monsters, homosexuality, hedonism, control, humor, despair, and violence. Writers compete to be the first to finish their book. Game play: Writers convert Junk (drug) cards into pages (of their book).

Writers make contacts (Junkies, Doctors, Monsters, etc) that they can Use to attack (& defend themselves from) their opponents.

Disclaimer

"Naked Lunch" by William S. Burroughs is a copyrighted property. This is merely a fan site.

Victory

The first player to write 213 (or more) pages wins.

The Deck

Players share a common deck. Each player has 1 unique card to represent their writer. Writer cards are always kept separate from the common deck

Tokens

Token types required: Junk Tokens Withdrawal Tokens Page Tokens (each worth 5 pages)

Setup

Each player has 1 unique card to represent their writer. This card starts in play face up in front of the player. Your writer starts with 5 Junk tokens on him.

Each player is dealt a hand of 7 cards from the deck. The player with the longest history of drug abuse goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases. Scrounge Phase Score Phase User Phase Action Phase Contacts Phase Writing Phase

Scrounge Phase

Draw 2 cards from the deck & put them in your hand. If the deck runs out, shuffle the discard & draw from it.

Score Phase

Each drug card is worth a number of Junk points. Junk points are represented by tokens. Discard Junk cards to get Junk tokens.

Place the Junk tokens on any of your Junkies (Including your Writer) If you place Junk tokens on a Junkie with Withdrawal tokens, remove all of the Withdrawal tokens.

User Phase

Remove 1 Junk token from each of your Junkies. If a Junkie has no Junk tokens to remove, put a Withdrawal token on him. If a Junkie ever gets 4 Withdrawal tokens he is clean, discard him.

If your writer ever goes clean, you automatically lose the game.

Action Phase

Certain cards are called action cards. To play an action card you must satisfy its requirements and have an appropriate target. For Example: the card "Unnecessary Surgery" - to play it you must have a Doctor in play you control. The card will kill (discard) a target enemy contact.

Some action cards don't have any requirements or targets. Some action cards are used in other phases or in response to actions by your opponent. A "Control" action lets you take control of the target card.

Note that your writer can be attacked like any other contact. If your writer is ever killed or controlled, you automatically lose the game. Your writer is always the last to be attacked.

Your opponent must kill or capture one of your contacts if at all possible, before he can target your writer. Contacts with Withdrawal tokens cannot perform actions.

Contacts Phase

Put Contact cards in your hand into play (face up on the table) under your control.

Writing Phase

You may remove Junk tokens from your writer. Each token so removed is converted into 5 written pages. Max hand size is 7 cards. Discard excess cards.

Card Type Notation

number of copies of that card in the deck.
D Drugs
J Junkie (Drug Addict)
K Doctor (Members of the Medical profession)
A Action
M Monster

KG Doctor & Agent
MJ Monster & Junkie
GJ Agent & Junkie
G Agent (Government or Political professionals)
A Action that requires a Junkie
AK Action that requires a Doctor
AM Action that requires a Monster
AG Action that requires an Agent

Card List

Card Name	#	Type	Notes
Junkie	8	J	
Doctor Benway	1	KG	Draw +1 card per turn
Doctor Doodles	1	K	
The Lobotomy Kid	1	K	
Autopsy Ahmed	1	K	
Mugwump	1	M	
Talking Asshole	1	M	
Bradley the Buyer	1	MJ	
Black Centipede	1	M	
The Exterminator	1	G	
The Sailor	1	GJ	
Dream Police	1	G	
District Supervisor	1	G	
Unnecessary Surgery	1	AK	Kill target contact
Experimental Surgery	1	AK	Kill target contact
Toilet Plunger Heart Surgery	1	AK	Kill target contact
Ritual Sex Hanging	1	AM	Kill target Junkie
Overdose	1	A	Kill target Junkie
Conditioned to Shit on Sight	1	AK	Control target Junkie
Total Demoralization	1	AG	Control target contact
Extermination	1	AG	Kill target contact
Stash Stolen	1	AJ	Remove all Junk Tokens from Junkie
Flush Stash	1	AJ	Remove all Junk Tokens from Junkie
Undifferentiated Tissue	1	A	Convert target Junkie into a Monster
Brain Washing	1	AG	Control target contact
Imprison	1	AG	Control target contact
Strangled by own Penis	1	A	Kill target contact
Assimilation	1	AM	Kill target contact
Flamethrower	1	A	Kill target Monster
Easy Score	1	AJ	Draw 2 cards
Dealer	1	AJ	Draw 2 cards
Cold Burn	1	A	Kill Junkie with Withdrawal Tokens
Telepathic Pictographs	1	AM	Control target contact
Hooked	1	AJ	Control target contact
Pusher	1	AJ	Control target contact
Junk	2	D	Worth 7 Junk Tokens
Horse	2	D	Worth 7 Junk Tokens
Coke	2	D	Worth 5 Junk Tokens
Morphine	2	D	Worth 6 Junk Tokens
Opium	2	D	Worth 6 Junk Tokens
Eukodol	2	D	Worth 6 Junk Tokens
Dropper & Needle	2	D	Worth 2 Junk Tokens

Card Name	#	Type	Notes
Black Meat	2	D	Worth 4 Junk Tokens
Hashish	2	D	Worth 3 Junk Tokens
Yage	2	D	Worth 3 Junk Tokens
Mugwump Gism	2	D	Worth 4 Junk Tokens

Game Designers Notes

The rules & card list is a little thin. As I find time to reread the book I will add material from it to flesh out

the game. Deck construction: there has to be a balance between the number of Junkies and Drug tokens available (and accessible).





Jail Break

Introduction

Scenario for WarpQuest. for the ??WarpQuest Core Rules. Each player takes the role of a prisoner in Dick J. Pitt Correctional Facility Medium Security Prison looking to escape through a tunnel the prisoner is digging from his cell to freedom and then driving to Mexico.

Variant Rules

There are two Modules. Both modules are 30 spaces long. Between the Modules, the player rolls for a Get-away Car. There is no Artifact, the goal is to get to Mexico (space 80) before getting caught or killed. The journey on the board is a one way trip.

Spaces on the board represent time not distance in the first module, distance in the second. Each player starts with 6 skills. If you fail the challenge you return to space #1 unless the card says something different.

If you win the challenge, advance. The player with the most cards in the most challenge types wins. If you win a "fight" with an opponent, the opponent must go back six spaces.

Skill Table

1D6 Skill 1 Cunning 2 Smooth Talking 3 Stealing 4 Fighting 5 Shooting (if you have a gun) 6 Driving 7 Toughness 8 Agility 9 Charisma (to gain respect) 10 Stealth

Module 1: The Prison Card Name: Notes:

1. Prison Thugs, Ricky & Lee in the Cafeteria Charisma x2 or Fighting x2
2. Collapsing Tunnel Agility x2
3. Brutal Guard Mike Procton Toughness x2
4. Race Riot Cunning x2

(if successful, you can dig your tunnel twice as fast, because the guards are calming down the Riot, advance 1d6 spaces)

5. Kitchen Duty Stealing x2

(if successful, you steal a spoon and dig with double speed, advance 1d6 spaces)

6. New Inmate Paulie With Cash Cunning x2 or Fighting x2

(if successful, you get the cash and by a knife, fighting +1)

6. The Aryan Gang Leader has a crush on you Fighting x2

(if successful, you get boxing lessons, Fighting +1)

8. Cell Raid Cunning x2

(if unsuccessful, your tunnel is found, goto space #1)

9. Change of Escape with the Laundry Truck Agility & Stealth

(if successful, goto space #31)

10. Sarah Molina, the Female Social Worker Smooth Talking x2

(if successful, you get a library privilege, a good place to hide the removed earth, advance 1d6 spaces)

11. Fighting in the Shower Room Charisma x2

(if successful, you can keep yourself out of the fight, advance 1d6 spaces)

12. Cell Mate Martin gets a LSD flash back Fighting x2

13. Prison Pastor Rev. McGinnes Smooth Talking & Cunning

(if successful, you get a prayer book inside of which you can smuggle the digged earth out of your cell, advance 1d6 spaces)

14. Warden J.W.Douglass Wants to Have a Chat Charisma & Smooth Talking

15. Undercover Cop Cunning x2

16. Drug Lord Al Wants You to Pay Your Debts Smooth Talking x2

17. Fat Mike Says He Loves You Fighting x2

18. Fat Mike Sends JJ.Sleez to Beat You Up Fighting x2

19. Misunderstanding in the Gym with Jesús Charisma x2

20. Tyrone Doesn't Like You Fighting x2

21. Leonard Says He Knows What You Are Up To Cunning x2

22. Thin Leo Wants You to Beat Sleazy Allan Fighting x2

(if successful, Thin Leo arranges a gun to you as soon as you get out)

23. Laundry Duty Stealth x2

(if successful, you smuggle out lots of earth from the tunnel)

24. Drug Lord Al Wants His Money Back Smooth Talking x2

25. Drug Lord Al Is Upset About the Money Smooth Talking x2

26. Fire in the Cell Block Agility & Toughness

Space #30

You got out! Now you have to find yourself a set of wheels. Roll on the Getaway Car Table: 1d6 Notes: 1 '76 Mustang Driving +1 2 '95 Red Corvette Driving +2, Stealth -2 3 '91 Lincoln Towncar 4 '89 Toyota Camry Driving -1 5 '94 Dodge Ram 4x4 6 '93 Ford 18-Wheeler Driving -1

Now you hit the road. It's 600 miles to Mexico, you have a full tank of gas, half a packet of cigarettes, it's

dark and you are wearing sun glasses. It would be wise to drive straight to the boarder but you decide to stop to at every chance to get drunk on the way.

Module 2: The Road Card Name Notes:

1. You find a gun under the driver's seat No challenge,
now you have a gun.
2. Cute Hippie Hitch Hiker Girl Smooth Talking x2
(if succesfull, you have great time with the girl, advance 1d6, if unsuccesfull, nothing happenes)
3. You Decide to Rob a Grocery Store Charisma x2
(if succesfull, advance 1d6)
4. You Rob a Store but the owner has a gun Shooting x2 or Agility x2
(if unsuccesfull, the Gas Station Owner shoots your brain out and you die)
5. Police Road Block Stealh & Cunning
6. Lone Highway Patrol Man Cunning x2 or Shooting x2
7. Road Side Café with Tough Truckers Fighting x2
8. '76 Mustand Parked in front of a McDonald's Stealing x2
(if succesfull, you can (you don't have to) take this car, if unsuccesfull, nothing happenes)
9. Roadside Café with a Bunch of Bikers Charisma x2 or Fighting x2
10. Harley Davidson parked in front of a bar Stealing x2
(if succesfull, you can (you don't have to) take this bike (Driving +1), if unsuccesfull, nothing happenes)
11. High Way Patrol Car Spots You Driving x2
12. Local Sheriff Spots You Driving By Driving x2
13. Drug Lord Al's Friends Find You in a Bar Fighting x2

14. Bear in the Air, A Cop Helicopter Driving x2

15. You Decide to Pay a Visit to an Old Lover Smooth Talking x2

(if succesfull, she hides you till the Police stops searching you, advance 1d6)

16. You Pay a Visit to a Local Arms Dealer Smooth Talking x2

(if succesfull, you get a gun)

17. Inmate Jésus' Brother Sells You a Gun No Challenge

you have a gun now.

18. You Decide to Rob a Small Town Bank Shooting x2

19. Cute Girl on the Side Walk Smooth Talking x2

(if succesfull, the girl hides you for a week. Advance 1d6)

20. Boozed Up College Students in a Bar Fighting x2

21. US Marshall Service Agents Chasing You Driving x2

22. A US Marshall Spots You in A Bar Agility x2

(if succesfull, you manage to escape though a window)

23. FBI Agents Spot You on Side Walk Agility x2

(if succesfull, you manage to escape over a fence)

24. Some Local Boys Want to Whoop Your Ass Fighting x2

25. Road Block Cunning & Stealth

26. Bar Fight Fighting x2

When you reach space #60, you are safe in Mexico. Now you have to keep a low profile and take it easy not to get caught. Of course you won't do it and you are caught within a week and returned to your cell in Dick J. Pitt Correctional Facility.





Jaws

Introduction

Card Game for 2 players.

Decks

One player gets the Shark Deck. The other player gets the Shark Hunter Deck.

Hunters

The Hunters have a fishing boat. The boat has 5 Hull points. There are 5 people in the boat.

The Shark

The shark has 10 life points.

Winninng

A game of survival: If all five people are eaten, the Shark player wins. If the Shark is reduced to zero life points the Hunter player wins.

Turn Sequence

Alternate Hunter Turns & Shark Turns. Hunters go first.

Hunter Turn Sequence

Fishing Phase Trawling Phase Catch Phase

Fishing Phase

Draw 1 card. Max hand size is 5 cards. Discard excess cards. If your deck runs out, shuffle the discard and draw from it.

Trawling Phase

You may play one Find Card.

Catch Phase

If you played a Find card, or the Shark attacked you last turn you may attack. To attack, play one weapon card. You may play a second weapon card if you have 3+ crew members alive.

Hunter Deck Card List

All weapons do one point of damage to the shark. (Some Equipment cards are played along with an appropriate weapon for extra damage) Discard all played cards except automatic Find Cards.

Shark Turn Sequence

Circling Phase Hunting Phase Feeding Phase

Circling Phase

Draw 1 card. Max hand size is 5 cards. Discard excess cards. If your deck runs out, shuffle the discard and draw from it.

Hunting Phase

You may play one Hunting Card.

Feeding Phase

If you played a Hunting card this turn you may attack the hunters. If the boat is not already sunk, you may then:

1. Play a Sink card to do one damage to the boat, or
2. Play an Attack card and then a Bite card to kill 1 crew member.

(At zero hull points the boat sinks & the crew members are floating in the water.) If the boat has been sunk, you may:

1. Play a Bite or an Attack card to kill 1 crew member.

Discard all played cards.

Card List Type Abbreviations

- # Number of that type of card in the deck.
- W** Weapon
- F** Find
- E** Equipment
- H** Hunt
- S** Sink
- A** Attack
- B** Bite
- X** Special

Card Name:	#	Type	Notes
Harpoon	3	W	
Spear Gun	3	W	
Pistol	2	W	
Rifle	2	W	
Flare Gun	1	W	
Knife	2	W	Use only if Shark attacked last turn.
Propeller	1	W	Use only if Shark attacked last turn.
Axe	1	W	Use only if Shark attacked last turn.
Pike	1	W	
Dart Gun	1	W	
Crane	1	W	Use only if Boat is not sunk
Grappling Hook	1	W	
Impale with Mast	1	W	Use only if Boat is sunk
Chum Buckets	2	F	
Human Bait	2	F	
Sonar	2	F	Use only if Boat is not sunk
Binoculars	2	F	
First Watch	1	F	
Spot Dorsal Fin	1	F	
Second Watch	1	F	
Net	1	F	
Buoys	1	F	
Scuba Gear	3	F/E	Find Shark or Negate one Attack Card
Lines	1	E	Automatic Find. Play with Hook, Harpoon or Spear
Poison	1	E	2 Dam to Shark. Play with Dart, Harpoon or Spear
Swallow Air Tank	1	E	If played with Rifle or Pistol Shark is killed
Shark Cage	2	E	Negate one Bite card
Tool Kit	1	E	Negate one Sink Card
First Aid Kit	1	E	Negate one Bite card
Life Saver	1	E	Negate one Attack Card

Shark Deck Card List

Card Name:	#	Type	Notes
Circle	5	H	
Dun dun... Dun dun...	5	H	
Feeding Frenzy	5	H	
The Smell of Blood	5	H	
Smash Boat	4	S	Do 1 damage to boat
Ram Boat	3	S	Do 1 damage to boat
Bite Boat	3	S	Do 1 damage to boat
Too Close to the Side	4	A	Attack person if boat still afloat
Swim with the Sharks	3	A	Attack person if boat still afloat
Man Overboard	3	A	Attack person if boat still afloat
Bite in Half	2	B	Kill Person
Head First	2	B	Kill Person
Feet First	2	B	Kill Person
Bite off Head	2	B	Kill Person
Bite off Limb	2	B	Kill Person
Eat 'em Up Yum	2	B	Kill Person

Card Name:	#	Type	Notes
Smash Cage	1	X	Negate Cage card
Sever Line	2	X	Negate Line or Net Card
Dive	2	X	Negate one Weapon card
Spit out	1	X	Discard Air Tank card
Thrash about	2	X	Negate Line or Net Card

Game Designers Notes

Happy Hunting!





Knd Missions

Introduction

KND Kids Next Door

Card game for 2+ players. Based on the cartoon series Kids Next Door

Disclaimer

Kids Next Door is a copyrighted, licensed, trademarked property. This is merely a fan site.

Victory

Be the first to accumulate 100 Mission Points.

The Decks

There are 2 Common Decks: The Mission Deck & The Kids Deck. The Kids deck contains 4 Card Types: Basic Agents, Allies, Events, and Tech Cards.

Mission Cards

Each Mission card has a point value (PV). This PV is a measure of both how difficult the Mission is to accomplish and How much the Mission is worth in determining Victory.

Basic Agents

These are the 5 main Characters of the show, Numbah 1 to Numbah 5.

Setup

Each player is dealt 4 cards. Flip over the top card of the Mission Deck: This is the first Mission. The goofiest looking player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

- Draw Phase
- Action Phase
- Mission Phase
- Threat Phase

Draw Phase

Draw 2 cards from the Kids Deck & put them in your hand. Next Discard 1 card from your hand. If the Kids Deck ever runs out, shuffle the discard and draw from it.

Action Phase

You may play Event cards in this Phase.

Mission Phase

You may play cards from your hand to complete the current Mission. The cards played must have a total point value equal to or greater than the Point value of the Mission card. The cards played are referred to as the Mission Team.

A Mission Team can only have one copy of each of the 5 Basic Agents. (For example, the Team cannot have 2 copies of Numbah 1) Note that a Team must contain at least one Basic Agent. Set the completed Mission aside in your Mission Accomplished Pile.

Discard all Mission Team cards at the end of the phase.

Threat Phase

If you completed a Mission this turn, flip the next card over in the Mission deck. This becomes the current Mission. If you completed a Mission this turn, draw a reward of 2 cards. Max hand size is 10 cards. Discard excess cards.

Card List Notation

PV Point Value

B Basic Agent (Operative)

T Tech

A Allies

E Event

APIIYH = and put it in your hand Weakness = The Mission Team gets +5 if this card is on the Team Full Team = A Mission Team containing all 5 Basic Agents

Kids Deck Card List

Card Name	Type	PV	Notes
#1 Numbah One	B	5	
#1 Nigel Uno	B	5	
#1 Team Leader	B	4	All other Basic Agents get +2

Card Name	Type	PV	Notes
#1 Master Tactician	B	2	+1 for every card in your hand
#1 Elaborate Planner	B	3	+1 for every card in your hand
#1 Inspiring Speeches	B	3	All other Basic Agents get +2
#2 Numbah Two	B	4	
#2 Hoagie Gilligan	B	3	
#2 Genius Inventor	B	3	Tech cards get +2
#2 Expert Pilot	B	4	Vehicle card gets +3
#2 Skilled Detective	B	3	When played look at opponents Hand
#2 The Doofus	B	2	
#3 Numbah Three	B	3	
#3 Kuki Sanban	B	2	
#3 Enraged Outburst	B	3	+2 for every card you discard
#3 The Flirt	B	2	All other Basic Agents get +2
#3 Distraction Tactics	B	2	+1 for every card in your hand
#3 The Girlie One	B	1	All Allies get +2
#4 Numbah Four	B	4	
#4 Wallabe Beatles	B	4	
#4 Combat Specialist	B	3	+1 for every card in your hand
#4 The Tough Kid	B	3	+2 for every card you discard
#4 Over Zealous	B	2	
#4 Master of Disaster	B	2	
#5 Numbah Five	B	5	
#5 Abigail Lincoln	B	4	
#5 Attitude	B	4	
#5 The Cool One	B	4	
#5 Stealth	B	3	+1 for every card in your hand
#5 Team Spy	B	3	When played look at opponents Hand
Gumball Gun	T	2	Numbah Four gets +2
Rainbow Monkey Dolls	T	2	Numbah Three gets +4
Super Underwater Boat	T	3	Vehicle
Tapioca Jet Pack	T	3	Vehicle
Mustard Gun	T	3	
Cheese Grenade	T	4	
Snow Ball Gun	T	3	
Cool Spaceship	T	5	Vehicle
Weird Robot Thingy	T	4	Vehicle
Magnet Shoes	T	3	
Ninja Hamsters	A	2	
Replacement Hamster	A	4	All Basic Agents get +1
Lasso Lass	A	3	
Legendary #274	A	5	
Team Up with Foes	A	2	
The Tommy	A	4	+2 for every card you discard
Bumbling #13	A	1	
KND Fanboy	A	1	+1 for every card in your hand
Mushi Sanban	A	3	
Numbah Zero	A	5	Numbah 1 gets +2
Tree House HQ	E	-	Draw 3 cards
Moon Base HQ	E	-	Draw 5 cards and discard 3
Shanghaied	E	-	Steal a Random Card from Opponents Hand
Mishap	E	-	Opponent must discard 3 random cards
Plot Twist	E	-	Discard Current Mission and draw new one
Nefarious Plot	E	-	All players must discard their hands

Card Name	Type	PV	Notes
Reinforcements	E	-	All players fill their hands up to 6 cards
Solo Mission	E	7	Play only if there is only 1 Agent on Team
Back-Up	E	-	Search Deck for Ally Card APIIYH
Distress Signal	E	-	Search Deck for Basic Agent Card APIIYH
2x4 Technology	E	-	Search Deck for Tech Card APIIYH

Mission Deck

PV	Name	Weakness
20	Delightful Children From Down the Lane	Full Team
15	Knightbrace: Enforcer of Oral Hygiene	-
25	Gramma Stufuum & Army of Living Food	Full Team
15	Villainous Ice Cream Men	-
25	Stickybeard and his Grizzled Crew of Candy Pirates	Numbah 5
20	Monster Turnip Moving Up the Food Chain	-
15	Numbah One's Secret Girlfriend	Numbah 1
15	Summer Camp Rescue Mission	Numbah 1
25	Mega Mom and Destructo Dad	-
20	Captured by Demented Zoo Lady	Full Team
15	Crazy Old Cat Lady & Eleventy Billion Cats	Numbah 4
15	Mr Wink & Mr Fibb Take Over the Public Pool	Numbah 1
15	Count Spankulot on the Rampage	-
20	Teenager Girls in Battle-Ready-Armor	Numbah 5
15	Tapioca Mystery	-
20	Experiment Gone Horribly Wrong	Numbah 2
20	Breakout on Bully Island	-
15	Decommission Fugitive KND Operative	Numbah 1
15	Defeat the Toilenator	-
15	Rainbow Monkey Sugar Coated Castle of Love	Numbah 3
15	Recover Stolen Candy	Numbah 5
25	Unstoppable Plan of the Sinister Father	Full Team
20	Security Detail for Class President on School Bus One	-
20	Compete in Annual Toobathon River Race	Numbah 2
20	Supernatural Dodge Ball Wizard	Numbah 4
25	Evil Cree Teen Gone Wild	Numbah 5

Links

Cartoon Network ??Wikipedia KNDpedia





Kung Fusion

Introduction

2 player Card game of Martial Arts combat. Role-playing elements.

The Action Deck

The Deck contains 8 of each of the following 7 card types:

- Punch
- Kick
- Block
- Grab
- Move
- Zen
- Combo

Turn Sequence

Players take turns. Each turn has 3 Phases:

- Maneuver Phase
- Out-Maneuver Phase
- Action Phase

Maneuver Phase

Both players fill their hands to 8 cards. If the deck runs out, shuffle the discard and draw from it. If an attack effect says: Opponent discards X cards next turn, then discard the cards at end of this phase.

Out-maneuver Phase

Players may discard up to half their current cards and draw replacements.

Action Phase

The Active player may only make Attack Maneuvers. The Defending player may only make Defense Maneuvers. The Active player may play 1 Punch card to make a Simple Punch.

Master Maneuver Table

1D10	Result
1	Roll on the Minor Punch special maneuver table
2	Roll on the Minor Kick special maneuver table
3	Roll on the Minor Block special maneuver table
4	Roll on the Minor Grab special maneuver table

The Active player may play 1 Kick card to make a Simple Kick. The Active player may play 1 Grab card to make a Simple Grab. Simple Attacks do one point of damage.

The Defending player may play a Block card to negate 1 point of damage from a Punch or Block Attack. The Defending player may play a Move card to negate 1 point of damage from a Kick or Move Attack. The Defending player may play a Zen card to negate 1 point of damage from a Grab or Zen Attack.

Instead of making a simple attack, the attacker may make a Power Attack. Power Attacks require a combination of 2 or more cards to be discarded. A Power Attack will do 2+ points of damage, as indicated in the Maneuver Lists.

Likewise, the defender can make power defenses that can negate 2+ damage of any type, unless otherwise specified. A combatant can only make a special Attack or Defense he knows as determined in Character generation. A player may only make 1 attack or defense per turn.

A player may discard a Combo card to make an extra attack or defense during the phase. (A player may make multiple Combos in a single turn) All played cards are discarded. Simple one card defenses CAN be used to negate 1 point of damage from a Power Attack of the proper type.

A Power Defense can be used against a simple attack if you lack the correct simple defense (or simply choose to use the bigger hammer).

Object

Reduce your opponent to 0 or fewer Hit Points.

Combatant Character Generation

Before fighting, each player must create a fighter. All fighters have a base 10 hit points. To create a fighter roll 10 times on the Master Maneuver Table.

Record what Maneuvers the fighter knows. Reroll duplicate Maneuvers.

1D10	Result
5	Roll on the Minor Move special maneuver table
6	Roll on the Minor Zen special maneuver table or reroll
7	Gain 2 Hit points or reroll
8-10	Roll on any Major special maneuver table* or reroll

* You must have at least one Minor special maneuver before you get a Major one of the same type. For example: You must know a Minor Punch Maneuver before you can get a Major Punch Maneuver.

Notation

P Punch

M Move

G Grab

Z Zen

K Kick

CX Causes X Points of Damage (Attack Maneuver)

NX Negate X Points of damage (Defense Maneuver)

ODX Opponent discards X cards next turn (Attack Maneuver)

Negate = (Defense Maneuver)

Minor Punch Special Maneuver Table

1D12	Ability	Cost	Notes
1	Upper Cut	2P	C2
2	Fast Punch	1P 2M	C2 & Combo
3	Karate Chop	1P 1Z	C2
4	Right Cross	2P 1G	C3
5	Knife Hand	1P 2Z	C3
6	Left Hook	2P 1Z	C3
7	Open Palm	3P	C2 or N2
8	Hammer Fist	3P	C3
9	Spear Hand	1P 1M 1Z	C3
10	Reverse Punch	1P 1M	C2
11	Drop Jab	1P 1K	C2
12	Elbow Smash	2P 1M	C3

Major Punch Special Maneuver Table

1D12	Ability	Cost	Notes
1	Spinning Backfist	2P 2M	C4
2	Mighty Slap	4P	C4
3	Death Touch	3P 2Z	C5
4	Dragon Punch	5P	C5
5	Nerve Strike	2P 2Z	OD4
6	Righteous Demon Fist	4P 2Z	C6

1D12	Ability	Cost	Notes
8	Fists of Fury	4P C1	D6
9	Ear Pop	3P 1M	C4
10	Iron Fist	3P 1Z	C4
11	Tiger Claw	3P 1G	C4
12	Reroll	-	-

Minor Kick Special Maneuver Table

1D12	Ability	Cost	Notes
1	Foot Sweep	1K 1G	C2
2	Knee Thrust	1K 1G 1B	C3
3	Heel Stomp	2K	C2
4	Leaping Kick	1K 2M	C3
5	Circle Kick	2K 1M	C3
6	Double-Hit Kick	3K	C3
7	Trip	2K	OD2

1D12	Ability	Cost	Notes
8	Spinning Round Kick	1K 1Z 1M	C3
9	Side Kick	1K 1M	C2
10	Front Kick	1K 1B	C2
11	Back Kick	1K 1Z	C2
12	Reroll	-	-

Major Kick Special Maneuver Table

1D11	Ability	Cost	Notes
1	Back Flip Kick	2K 2M	C4
2	Whirlwind Kick	4K	C4
3	Hurricane Kick	3K 1M 1Z	C5
4	Dragon Kick	5K	C5
5	Beijing Blitz	2K 2P 1M	C4 & Combo
6	Crusher's Wheel	3K 1M	C4

1D11	Ability	Cost	Notes
7	Jump Hook Kick	2K 1M 1Z	C4
8	Drop Spin Kick	3K 1M	C2 & OD2
9	Leaping Ax Kick	4K 1M	C5
10	Crescent Kick	3K 1Z	C4
11	Flying Scissors	2K 2M	C3 & Combo
12	Reroll	-	-

Minor Block Special Maneuver Table

1D10	Ability	Cost	Notes
1	Parry	2B	N2
2	Cross Block	2B 1M	N3
3	Break	2B 1G	Negate any Grab attack
4	Counterpunch	2B 1P	C2 (Attack) or N2 (Defense)
5	Leg Catch	2B 1G	Negate any Kick attack
6	Clinch	1B 1G	N2
7	Hammer Block	3B	N3
8	Inside Block	1B 1Z	N2
9	Outside Block	1B 1P	N2
10	Knife Hand Block	1B 1G	N2

Major Block Special Maneuver Table

1D10	Ability	Cost	Notes
1	Reflection	6B	Redirect attack back at attacker (Defense)
2	Steel Skin	4B	N4
3	Invulnerability	4B 1Z	N5
4	Wall of Motion	5B	N4 (Defense) or OD4 (Attack)
5	Mountain Block	3B 1G	N4
6	Turtle Shell	5B	N5
7	Guillotine Bloc	2B 2P	N2 & C2 (Defense that does Damage!)
8-10	Reroll	-	-

Minor Grab Special Maneuver Table

1D12	Ability	Cost	Notes
1	Grapple	2G	C2
2	Judo Throw	1G 1P	C2

1D12	Ability	Cost	Notes
7	Bite	3G	C1D6-1
8	Arm Lock	2G 1P	C3

1D12	Ability	Cost	Notes
3	Leg Lock	1G 1K	C2
4	Thigh Press	1G 1K 1M	C2 & OD1
5	Back Flip	2G 1M	C3
6	Bear Hug	3G	C3

1D12	Ability	Cost	Notes
8	Wrist Lock	1G 1M 1P	C3
10	Hair Grab	1G 2P	C3
11	Head Lock	1G 1M	C2
12	Tackle	2G 1K	C2 & OD1

Major Grab Special Maneuver Table

1D10	Ability	Cost	Notes
1	Finger Lock	3G 1Z	C4
2	Choke Hold	3G 1P	C4
3	Suplex	4G 1P	C5
4	Pile Driver	5G	C5
5	Death Grip	3G 2P	C5
6	Figure 4 Lock	3G 2P	OD5
7	Barrel Roll	2G 2M	C4
8	Full Nelson	2G 2P	C2 & OD2
9	Atlas Body Throw	2G 2P	C2
10	Reroll	-	-

Minor Move Special Maneuver Table

1D10	Ability	Cost	Notes
1	Feint	2M	Draw +1 card next turn (Attack)
2	Dodge	1M 1Z	N2
3	Jump	1M 1K	N2
4	Duck	2M 1G	N3
5	Slip	3M	N3
6	Roll	2M 1K	N3
7	Withdraw	3M	N1D6-1
8	Toss	2M	C2
9	Katas	2M	Same as Combo card
10	Push	2M 1B	OD3

Major Move Special Maneuver Table

1D6	Ability	Cost	Notes
1	Tumble	4M	N4
2	Back Flip	2M 2K	N4
3	Somersault	5M	N5

1D6	Ability	Cost	Notes
4	Wall Spring	4M 1K	N5
5	Body Slam	2M 1K 1G	C4
6	Reroll	-	-

Minor Zen Special Maneuver Table

1D10	Ability	Cost	Notes
1	Fighting Spirit	2Z	Gain back 1 lost Hit Point (Defense)
2	Read Minds	1Z	Look at opponents Hand (Attack)
3	Kai!	2Z	+2 Damage to another attack (Attack)
4	Mesmerize	3Z	OD4

1D10	Ability	Cost	Notes
5	Ying Defense	XZ	NX-1
6	Fighting Trance	XZ	Draw X-1 cards (Attack)
7	Intimidation	2Z	OD3
8	Yang Attack	XZ	CX-1
9	Head Butt	1Z 1B	C2
10	Reroll	-	-

Major Zen Special Maneuver Table

1D10	Ability	Cost	Effect
1	I Ching Hexagram	4Z	C4
2	Great Leap	3Z 1M	N4
3	Zen No Mind	5Z	Draw 5 cards (Attack)
4	Spirit Form	5Z	Negate all attacks this phase (Defense)
5	Mystic Fireball	5Z	C5
6	Wire-Fu	2Z 2M	C3 (Attack) or N3 (Defense)
7	I Ching Trigram	6Z	C1D10
8	Extending Limbs	1Z 1P	Same as Combo card
9-10	Reroll	-	-

Martial Art Rankings

Rank:	Hand Size:	Hits:	Maneuvers:	Notes:
Noncombatant	3	5	0	
White Belt	4	5	1	
Yellow Belt	4	6	2	
Green Belt	5	6	3	
Blue Belt	5	7	4	
Brown Belt	6	7	5	
1st Degree BB	6	8	6	Major Maneuvers Allowed
Second Degree BB	7	8	7	Zen Maneuvers Allowed
Third Degree BB	7	9	8	
Fourth Degree BB	8	9	9	Major Zen Maneuvers Allowed
Fifth Degree BB	8	10	10	Basic Characters in Kung Fusion
Sixth Degree BB	9	10	11	
Seventh Degree BB	9	11	12	
Grand Master	10	12	13	Secret Special Maneuvers

Martial Arts Styles

Style:	Minimum Maneuvers known at Fifth degree Black Belt level:
Karate	4 Punch, 2 Kick, 4 others
Tae Kwon Do	4 Kick, 2 Move, 4 others
Jujitsu	4 Grab, 2 Block, 4 others
Akido	2 Grab, 2 Block, 2 Move, 4 others
Shaolin Kung Fu	2 Block, 2 Punch, 2 Kick, 4 others
Jeet Kune Do	2 Punch, 2 Kick, 2 Move, 4 others

Kung Fusion Card Set

Bruce Lee Pics! Thanks Zak, they really kick ass.
Click here for card set.

Faq Section

- How is it decided who gets to be the active player on the first turn? (We assumed that the passive player on one turn is always the active player the next.)

- What happens when a power attack/defense goes below 2 points? Bite (C1d6-1) is an example where this can happen. Does it still cause 2 points? Or is it a reroll? Or does the rule that says that all power maneuvers score 2 minimum refer to the average?

- Do Zen special maneuvers always count as defenses, or does that depend on their application? In the former case, the Kai! (typo for "Kiai!", I assume) maneuver makes very little sense. In the latter, the correct application should be clearly indicated for each maneuver. If Zen maneuvers can be used as attacks, does that mean that simple defenses are useless against them?

- In the Master Maneuver Table, is the 8-10 reroll an option or does it apply only when a Major special maneuver roll is not possible?

- When a combo attack is made, does the score of a single defense apply to both attacks combined, or only to one of them? On a similar note, can a combo defense be made to a single attack, or must each maneuver in the combo defense be directed towards a specific maneuver in a combo attack? Suppose that the active player makes a combo simple kick and power grab and the defensive player reacts with a combo of two simple move defenses. Could the score from the defense apply to the damage from the grab as well, even though simple moves are normally not applicable to grabs?

(I do not actually expect you to answer any of these questions. I just want to point out where the rules may need to be clarified.)

Once we got past the rule ambiguities, we found that there was just one major problem with the game. It is way too slow. The card design is one reason for that. Another is all the cards that have to be discarded all the time. We made a house rule that players may opt to keep cards at the end of the action phase. I would now like to amend that to read thus: "Players

may not discard any cards at the end of action phase." I would further like to suggest that only two cards may be discarded in the out-maneuver phase. This means that the deck will have to be reshuffled much more rarely. It also means that more strategy must be used when the cards are played in the action phase.

Another way we found to speed up the game was to allow one attack and one counter-attack during each action phase. The active player goes first with his attack and the passive player (after having defended himself) may optionally follow up with an attack using whatever cards he/she has left.

The rolling of new characters also took too long. An easy way to solve this would be to provide a number of pre-rolled characters as an option to get started more quickly. These should not be randomised, but should be carefully constructed to be well balanced and should of course have some cool names and each a special profile.

As a minor quibble, I also found that some attacks are unbalanced with regard to card cost and effect. In particular, maneuvers which cost 5 or 6 cards of the same type are almost impossible to carry out, even when you are allowed to retain cards after the action phase. As an example, Hurricane Kick and Dragon Kick both cost 5 cards and both cause 5 damage, but Hurricane is much easier to score, since gathering five Kick cards is very unlikely. Even at four similar cards, this effect starts to show. I have no ready solution to this problem. Extensive play testing or advanced probability calculations may be necessary to balance the game properly.

Kung Fu Heroes

Here's another free Kung Fu card game: Kung Fu Heroes





Lupin

Introduction

Card Game for 2+ Players. Based on the Animated Series Lupin the Third. Each player is a version of Lupin and his companions.

Players race to complete Escapades.

Background Link

[Wikipedia](#)

Disclaimer

Lupin III is a licensed, copyrighted property. This is merely a Fan site.

Victory

Be the first player to complete 4 Escapades.

The Deck

Players share a common Deck The deck contains 5 basic types of cards:

1. Escapade
2. Complication
3. Nemesis
4. Character
5. Help

Traits

There are 2 basic traits:

1. Combat
2. Con

Escapades

There are 3 types of Escapades: Heists (10/30), Rescues (20/20), and Showdowns (30/10).

Setup

Each player is dealt 5 cards from the Character deck. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

- Draw Phase
- Escapade Phase
- Complications Phase
- Action Phase
- Score Phase
- End Phase

Draw Phase

Draw 2 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Escapade Phase

You may put one Escapade card face up into play. You may only have one Escapade card in play at a time.

Complications Phase

Your opponents may attach up to one Nemesis card and Two Complication cards to your Escapade card. (An Escapade card may have a maximum of 1 Nemesis card and 2 Complication cards attached) An Escapade card in play with or without cards attached is referred to as an Adventure.

Action Phase

You may play cards from your hand face up into a Meld. You may add cards to a Meld. You can only have one meld in play at a time.

A Meld may contain up to 4 Character cards (max 1 from each of the 4 Main Characters) and 3 Help cards.

Score Phase

Each Adventure and each Meld have total combined scores for The traits of Combat and Con. If either of your meld trait scores are equal to or greater than the scores of any Adventure in play, you may capture that Adventure. Keep the captured Escapade card (it counts for Victory) If you capture, discard your Meld, and all cards attached to the Escapade card.

End Phase

Discard cards in your hand in excess of 7. You may exchange Character & Help cards in your Meld with ones in your hand.

Card List Notation

- E** Escapade
- X** Complication
- N** Nemesis
- C** Character
- H** Help
- M** Mixed: Can be used as a Help or Complication card
- Y** Use as either a Character or Nemesis card
- Z** Play in Complications Phase: Discard target Character in Meld

I Investigate: Play in draw phase to draw 2 extra cards
S Play in draw phase to take a random card from your opponent's hand

T Play in Action Phase to discard target Nemesis card in play
Cbt Combat

Card List

Card Name:	Type	Cbt	Con
Lupin the Master Criminal	C	5	10
Lupin the Master of Disguise	C	5	10
Lupin the Charming	C	5	10
Lupin the Escape Artist	C	5	10
Fujiko the Beautiful	C	6	8
Fujiko the Love Interest	C	6	8
Fujiko the Con Artist	C	6	8
Fujiko the Treacherous	C	6	8
Jigen the Expert Marksman	C	8	4
Jigen the Gadgeteer	C	8	4
Jigen the Hard Boiled	C	8	4
Jigen the Enigmatic Mobster	C	8	4
Goemon the Rogue Samurai	C	9	3
Goemon the Zen Master	C	9	3
Goemon the Sword Master	C	9	3
Goemon the Wise	C	9	3
Luxury Cruise Ship Death Trap	E	30	10
Heist in Rio	E	10	30
Loch Ness Rescue	E	20	20
Switzerland Bank Job	E	10	30
Ultimatum in Italy	E	30	10
Arabian Shakedown	E	20	20
Machine Gun	M	7	-
Handcuffed	M	2	5
Row Boat	M	1	6
Lockpicking	M	-	7
Trap	M	4	3
Homing Device	M	3	4
Pops Zenigata to the Rescue	C	4	5
Zenigata Collaboration	Y	5	4
Inspector Zenigata in Full Pursuit	N	3	6
Palo the Inventor	N	5	7
Bionic Supervillain	N	8	8
Local Police Chief	N	2	4
Professor Oz	N	3	6
Crooked Bank Manager	N	-	8
Wild Car Chase	X	7	3
Police	X	3	5
Guards	X	2	7
Thugs	X	6	4
Trained Assassin	X	8	6
Hot Pursuit	X	5	5
Mechanical Monster	X	5	5
Man Eating Sharks	X	6	2
Impossible Odds	X	6	6

Card Name:	Type	Cbt	Con
Mad Scheme	X	-	9
Advanced Security System	X	-	10
Exploding Beartrap in the Ass	Z	-	-
Elaborate Plan	H	3	9
Luck	H	5	5
Expert Driving	H	8	2
Hide	H	4	7
Spying Equipment	H	-	10
Skill	H	7	4
Fast Disguise	H	-	8
Quick Thinking	H	8	6
Fast Reflexes	H	9	1
Foolproof Plan	H	-	9
Find Weakness	H	8	4
Research	I	-	-
Steal	S	-	-
Caught in Own Trap	T	-	-

Rotation Cards

If you get tired of the original card list, or want to tweak it, here are Some more cards you can rotate

in. . .

Rotation Card List

Card Name:	Type	Cbt	Con
Billionaire Playboy	N	3	5
Vengeful Witchdoctor	N	6	7
Obsessed Aristocrat	N	1	10
Fujiko the Competition	N	3	9
Steal Microfilm	E	20	20
Giant Ruby Eye	E	20	20
Obligatory Dirigible Episode	E	10	40
Steal Ransom	E	20	20
Black Magic	X	6	6
Double Cross	X	1	9
Zenigata the Persistent	X	4	6
Secret Passage	X	5	5
Security Cameras	X	-	9
Objective in Plain Sight	X	3	7
Well Hidden Object	X	-	9
Utterly Preposterous Premise	X	-	10
Secret Passcode	X	-	10
Go For a Swim	H	8	2
Sniper Rifle	H	9	-
Impersonation	H	2	8
Jump to Freedom	H	10	-
Helicopter	H	5	5
Plastique	H	7	3
The Lights Go Off for a Second	H	5	5
Subterfuge	H	4	7

Card Name:	Type	Cbt	Con
Blow Stuff Up	H	9	-
Inspector Zenigata on the Case	M	3	7
Framed	M	-	8
Con a Con	M	-	7
Set Up	M	-	7
Motion Picture Projector	M	-	9
Lies	M	-	6
Rubber Mask	M	-	9
Take the Bait	M	-	8
Decoy	M	2	8
Easily Fooled	M	3	7
Perfect Timing	M	6	4
Distraction	M	6	4
Cunning	M	5	5
Dropoff Point	M	5	5
Biplane Attack	M	5	-
False Identity	M	4	6
Lupin the Gentleman Thief	C	3	12
Lupin the Cat Burglar	C	6	9
Fujiko the She Devil	C	7	7
Fujiko the Greedy	C	7	7
Jigen the Information Gatherer	C	6	6
Goemon the Swift	C	8	4
Curse Induced Delirium	Z	-	-

Faq Section

Q) Each Player has a separate Escapade? That is "you may only have one Escapade card in play at a time." Doesn't mean only one, period, but one for each player can be in play? A) Each player may have one Escapade in play.

Q) You need not capture an Adventure in a given turn? That is, you play an Escapade, opponent(s) reinforce it with nemesis/complications, then when you play your Meld you simply don't have enough characters/help to capture it. You can add characters/help,

in subsequent turns as many turns as it takes, until you have enough to capture it in that turn's Action phase? A) Yes to all. Remember, you can also capture opponent's escapades too.

Q) What if, after laying out 4 characters + 3 help you simply don't have enough points to capture the Adventure? You can trade out Characters, but except for trading a major character for "Pops Zenigata to the Rescue" you can't build up your Meld thereafter. My guess is that this will seldom if ever happen. A) Rules change: You can trade out Help cards too. This makes an "Impossible to complete" Adventure even less likely.





Medicine Show

Introduction

Card game for 2-4+ players. Players are Snake Oil Salesmen (USA circa late 1800's) selling their wares.

Victory

The player with the most Victory Points at the end of the game wins. The game ends when all players have passed. A player must pass at the end of their turn if there are no cards left in the deck.

The Deck

Players share a common deck. There is one copy of each card described in the card list. There are 5 types of cards:

- N** Name Cards
- G** Gimmick Cards
- C** Claim Cards
- F** Formulation Cards
- I** Ingredient Cards
- B** Bonus Cards
- S** Special Cards
- P** Poison Cards

Setup

Shuffle the deck. Each player is dealt 7 cards. The most convincing player goes first.

The deck is kept face-down. The discard is face-up.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Draw Phase
2. Action Phase
3. Meld Phase
4. End Phase

Common Deck Card List

Name:	Type	VP	Notes:
Dr Galvins	N	3	
Dr Kings	N	3	
Dr Younces	N	4	
Dr McMullin	N	3	
Mrs Winslows	N	4	

Draw Phase

Draw 1 card from the top of the deck and put it in your hand.

Action Phase

Discard 1 Special card to activate its special effect. Poison cards are a type of special card. Discard a Poison card to cause a target opponent to discard 1 random card from his Victory Pile.

Players may trade cards.

Meld Phase

You may make a Meld. A Meld must contain: Exactly 1 Name Card Exactly 1 Formulation Card 1 or 2 Gimmick Cards 1 or 2 Ingredient Cards 1 or more Claim Cards Zero or 1 Bonus Cards Each card has a Victory Point (VP) value. Place these Meld cards into your Score Pile.

The total VP in your score pile is your Score at the end of the game. You do not have to use all the cards in your hand to make a Meld; If there are cards remaining keep them. Double cards: Some cards list 2 Types. A player may use one or the other type for his meld.

End Phase

Max hand size is 7 cards. Discard excess cards.

Common Deck Card List Notation

- N** Name Cards (Maker/Product)
- G** Gimmick Cards
- C** Claim Cards (Cure)
- F** Formulation Cards
- I** Ingredient Cards
- B** Bonus Cards
- S** Special Cards
- P** Poison Cards

Name:	Type	VP	Notes:
Hadacol	N	4	
Cactico	N	3	
Foleys	N	4	
Toxinol	N	4	
Gesslers	N	3	
Hamkins	N	3	
Dr Bulls	N	3	
Billy Black Hawks	N	4	
Fitchs	N	3	
Tutts	N	3	
Metcalfs	N	3	
Hazards	N	4	
Sloans	N	3	
Dr Kilmers	N	3	
Dr Weeks	N	3	
Hostetters	N	4	
Munyons	N	3	
Kickapoo	N	4	
William Radams	N	3	
Bonnores	N	3	
Dr Sibleys	N	3	
Stanleys	N	3	
Baileys	N	4	
Brinkleys	N	4	
Dr Morses	N	3	
Grand Invigorator	G	4	
New Discovery	G	4	
Man & Beast	G	4	
Indian Cure	G	4	
Remedy	G	3	
Original	G	4	
Magic	G	3	
Improved	G	3	
Safe	G	3	
Popular	G	3	
French	G	3	
Marvelous	G	4	
Delicious	G	3	
Delightful	G	4	
Healthful	G	3	
Natures Gift	G	4	
Celebrated	G	3	
National	G	3	
Favorite	G	3	
Harmless	G	3	
Fast Acting	G	3	
Genuine	G	4	
Certificate of Purity	G	4	
Kills Pain	GC	2	
Vitality	GC	2	
Vim & Vigor	GC	2	
Panacea	GC	2	
Cure All	GC	2	

Name:	Type	VP	Notes:
Quick Cure	GC	2	
Strengtheners	GC	2	
Fortifies	GC	2	
Refreshes	GC	2	
Body & Brain	GC	2	
Restorer	GC	2	
Blood Builder	GC	2	
Heart Corrector	GC	2	
Distilled	GI	2	
Root	GI	2	
Herbal	GI	2	
Bitters	GI	2	
Homeopathic	GI	2	
Secret Ingredient	GI	2	
Botanic	GI	2	
Vegetable Tonic	GI	2	
Testimonials	GB	2	
Endorsements	GB	2	
Trademark	GB	2	
Formula	FG	2	
Supplement	FG	2	
Nostrum	FG	2	
Compound	FG	2	
Concoction	FG	2	
Snake Oil	FG	2	
Potion	FG	2	
Preparation	FG	2	
Salve	FG	2	
Temperance Tonic	FG	2	
Balm	FG	2	
Opium	I	4	
Cocaine	I	4	
Ethanol	I	4	
Senna	I	3	
Pepsin	I	3	
Nitrous Ether	I	4	
Camphor	I	3	
Procaine	I	3	
Chloroform	I	4	
Honey	I	3	
Vitamins	I	4	
Quinine	I	4	
Aspirin	I	4	
Sarsaparilla	I	4	
Oil of Wintergreen	I	3	
Heroin	I	4	
Caffeine	I	3	
Cascara	I	3	
Sulphur	I	4	
Sagwa	I	4	
Iron	I	4	
Narcotics	I	4	
Laudanum	IP	4	

Name:	Type	VP	Notes:
Radium	IP	2	
Grain Alcohol	IP	2	
Acetanilid	IP	2	
Emetic	IC	2	
Rubefacient	IC	2	
Analgesic	IC	2	
Antipyretic	IC	2	
Stimulant	IC	2	
Sedative	IC	2	
Expectorant	IC	2	
Laxative	IC	2	
Antacid	IC	2	
Diuretic	IC	2	
Abortifacient	IC	2	
Spirits	IF	2	
Extract	IF	2	
Infusion	IF	2	
Oil	IF	2	
Nerve Tonic	FC	2	
Brain Tonic	FC	2	
Tablets	F	3	
Caps	F	4	
Syrup	F	3	
Elixir	F	4	
Suspension	F	3	
Tincture	F	4	
Snuff	F	4	
Solution	F	3	
Fluid	F	3	
Enema	F	3	
Lotion	F	3	
Cream	F	3	
Ointment	F	3	
Suppository	F	3	
Inhaler	F	3	
Pills	F	3	
Douche	F	3	
Liniment	F	4	
Wafers	F	4	
Candy	F	4	
Wine	F	4	
Powder	F	4	
Drops	F	4	
Draught	F	3	
Croup	C	3	
Sudden Death	C	4	
Cough & Cold	C	3	
Hoarseness	C	3	
Nervous Debility	C	4	
Abscesses	C	4	
Neuralgia	C	3	
Sleeplessness	C	3	
Headache	C	3	

Name:	Type	VP	Notes:
Melancholia	C	3	
Dyspepsia	C	3	
Constipation	C	3	
Numbness	C	3	
Rheumatism	C	4	
Cancer	C	4	
Hysteria	C	4	
Arthritis	C	4	
Teething	C	4	
Exhaustion	C	3	
Kidney Trouble	C	3	
Diabetes	C	3	
Obesity	C	3	
Frigidity	C	4	
Gas	C	3	
Hair Growth	C	4	
Lumbago	C	4	
Gout	C	3	
Gonorrhea	C	4	
Diarrhea	C	3	
Female Complaints	C	4	
Liver Ailments	C	4	
Asthma	C	3	
Jaundice	C	3	
Syphilis	C	4	
Anemia	C	4	
Loss of Appetite	C	3	
Catarrh	C	4	
Malaria	C	4	
Scarlet Fever	C	3	
Consumption	C	4	
Biliousness	C	4	
Despondency	C	3	
Shills	B	3	
Advertising	B	3	
Placebo Effect	B	3	
Pitchman	B	3	
Medicine Show	B	3	
Shake Well	S	-	Discard Hand & Draw 7 cards
Advertising	S	-	Draw 2 cards
Addiction	S	-	Draw 2 cards
Fishy Tasting	S	-	Opponent discards 2 Random cards from Hand
Foul Smelling	S	-	Opponent discards 2 Random cards from Hand
Druggists	S	-	Steal 1 Random card from Opponents Hand
Muckrakers	S	-	All players discard their Hands
Quackery	S	-	All opponents discard 1 random card from Hand

Links

Patent Medicines Wikipedia





Meditation Cards

Introduction

Solo Activity. Shuffle the Deck. Draw 2 Random cards.

For 5 minutes meditate on the Ideas presented on the Cards and the connections between those Ideas.

Card List

Card Name:

- Democracy
- Conservatism
- Liberalism
- Socialism
- Marxism
- Imperialism
- Totalitarianism
- Internationalism
- Terrorism
- Revolution
- Nationalism
- The Enlightenment
- Romanticism
- Idealism
- Moral Philosophy
- God
- Analytic Philosophy
- Philosophy of Mind
- Existentialism
- Post Structuralism
- Religion
- Spirituality
- Anthropology
- Psychology
- Sociology
- Economics
- Industrialization
- War
- Neoclassicism
- Romanticism
- Realism
- Impressionism
- Post-Impressionism
- New Art
- Modernism
- Abstract Art
- Popular Culture
- Physical Sciences
- The Scientific Method
- Evolution
- Medicine
- Computers
- Ecology





Mission Improbable

Introduction

Espionage card game for 2-6 players. Players try to complete missions with their agents.

The Deck

Players share a common deck. The deck contains 8 types of cards:

1. Agents: Are able to go on missions.
2. Missions: If completed give player mission points needed to win.
3. Obstacles: Must be overcome before a mission can be completed.
4. Locationss: Must be overcome before a mission can be completed.
5. Experience: Permanently help agents overcome Missions and Obstacles
6. Equipment: Temporarily help agents overcome Missions and Obstacles
7. Contacts: Temporarily help agents overcome Mis-sions and Obstacles
8. Events: Affect game play in a variety of ways.

Dice

Ten sided dice (D10s) are required for play.

Object

At the end of the game, the player with the most mission points wins.

Alignment

Each player decides whether their organization is good or bad. Players should name their organization or pick an existing one. In a two player game, players must be of opposite alignments.

Nemesis

Each player picks one opponent to be their nemesis. The nemesis must be of the opposite alignment.

Spy Table

1D10	Result
1	Nemesis gets to roll on this table.
2	Nothing happens.
3-5	Look at 1 face down card.

Setup

Randomly determine turn order. Choose Nemesis's. Each player draws 7 cards.

Turn Sequence

Players take turns. Each turn has 9 phases: Sup-port Phase Recruit Phase Assignment Phase Inter-cept Phase Spy Phase Mission Phase Objectives Phase Counter Phase Capture Phase

Support Phase

The active player draws 3 cards from the deck. Max-imum hand size is 10 cards. Discard excess cards.

Recruit Phase

The active player may recruit one agent. Play an agent card from your hand to the table face up.

Assignment Phase

The active player may put one Experience or Equip-ment card into play. Experience or Equipment cards are collectively called Assets. The Asset must be at-tached to one of your agents in play.

Attached assets are placed face up partially un-der the agent. During this phase, your agents may trade Equipment cards. Experience cards may never be traded.

An agent may receive any number of Assets. As-sets provide the agent with additional skills needed to complete Obstacles and Missions.

Intercept Phase

Certain Event cards are played in this Phase.

Spy Phase

If the active player did not play a card in intercept phase, he may roll once on the Spy Table.

1D10	Result
7-8	Look at the next 1D5 cards in the deck.
9	Look at all cards in opponents hand.
10	Discard one of opponents missions in play.

1D10	Result
6	Look at 2 face down cards.

Mission Phase

One of your agents may attempt to complete one of your mission cards. Wounded or captured agents may not go on missions. To complete or overcome a mission card, the agent must pass all of the skill checks listed on the Mission card.

For each skill listed on the mission card the nemesis rolls 1D10 and adds the modifier: This is the difficulty rating. The Agent rolls 1D10 and adds any modifiers from inherent skill bonuses and Asset cards. The active player may play Connection cards and Event cards from his hand to provide additional skills bonuses.

This modified roll is called the attempt rating. If the attempt rating is equal to or greater than the difficulty rating, the skill check is passed. If the agent fails a mission skill check, roll on the Mission Failure Table.

Equipment, Connection, and Event cards are discarded when used. The completed Mission card is set

aside in that players Mission completion pile. Each mission has a number of Mission points associated with it.

The player with the highest number of total accumulated mission points at the end of the game wins. Obstacle cards and Location cards on a mission card must be overcome before the mission can be completed. Like mission cards, obstacle/location cards list skill checks that the agent must overcome.

Obstacle/location cards must be completed one at a time, top card first. Obstacle/location cards are flipped face up as they are attempted. Completed obstacle/location cards are discarded.

If the agent fails a Obstacle/location skill check, roll on the Mission Failure Table. At any time after an obstacle/location is overcome, the player may retreat the agent and end the mission attempt. Modifier cards are always played before a roll is made.

Mission Failure Table

1D10	Result:
1-2	Agent captured by Nemesis. Agent's Equipment is discarded.
3-4	Killed: Discard agent and all Assets.
5	Wounded: The agent is wounded for 1D5 turns. Agent's Equipment is discarded.
6	Wounded: The agent is wounded for 1D5 turns.
7	Agent's Equipment is discarded.
8	Nothing Happens.
9	Look at the next face down obstacle card. Agent's Equipment is discarded.
10	Look at the next face down obstacle card.

Objectives Phase

The active player may put one Mission card into play. The Mission card is placed face up in front of him. Only your agents may complete missions you put into play.

Mission cards stay in play until completed.

Capture Table

1D10	Result:
1	Death: Discard agent and all Experience
2-3	Talks: Nemesis looks at 1 random card in your hand.
4-7	Nothing Happens.
8-10	Escape: Regain control of agent.

Skill Descriptions

*Persuasion: Any attempt to influence or persuade others. Includes: Interrogation, intimidation, seduction, fast talking, diplomacy, streetwise, psychology. *Combat: Skills in a variety of weapons, fighting techniques and assassination. *Computers: Hacking *Surveillance: The science and art of information

Counter Phase

You may play any number of Obstacle cards face down onto opponent's Mission cards. Location cards are a type of obstacle card.

Capture Phase

Each of the active players captured agents rolls once on the Capture Table.

gathering.

*Disguise: Sophisticated use of make-up artistry, technology, linguistics and training used to copy another's identity. *Water: Skill in swimming, boat handling and Scuba diving. *Cold: Skills in cold weather survival. And vehicles.

*Air: Aircraft piloting and combat. *Demolition:

The use of and neutralization of explosives. *Animals:
Animal handling, riding, and husbandry.

*Driving: Ground Vehicles *Stealth: Activities and
Tools used for bypassing security systems.

Agent Card List

Name of Card	Skills:
Mr. Bond	Persuasion +2 Combat +2 Stealth +1 Water +1
Vlad the Impaler	Persuasion +2 Combat +2 Animals +2
Inspector Clueless	Surveillance +1 Disguise +2
The Cowboy	Combat +1 Demolition +2 Air +2
Mr. Jones	Surveillance +2 Cold +2 Demolitions +2
Mr. White the Albino	Combat +3 Driving +2
Black Temptress	Stealth +1 Persuasion +2
China Doll	Stealth +2 Surveillance +2
African Queen	Stealth +2 Combat +1 Water +2
The Mad Turk	Persuasion +2 Demolition +2
Black Mambo	Computers +2 Water +2 Animals +2
Senor Vasquez	Persuasion +2 Animals +2 Demolitions +2
The Whiz Kid	Computers +2 Air +1 Surveillance +2
Frenchie	Computers +2 Combat +2 Demolitions +2
Punjab	Persuasion +2 Combat +1 Water +2
Super Agent X	Stealth +2 Computers +1 Combat +1
Von Schlick	Persuasion +2 Disguise +2 Air +2
The Catburglar	Stealth +2 Computers +1 Driving +2
Commando 9	Combat +2 Cold +2 Water +2
Blond Bombshell	Persuasion +2 Combat +2 Driving +1

Mission Card List

Name of Mission (Good/Bad)	MP	Skills Required to Complete:
Defend/ Destroy Base	3	Stealth +2 & Combat +3 & Computers +1
Defection Facilitation/ Prevention	1	Disguise +1
Bodyguard/ Assassination	2	Combat +2 & Persuasion +1
Rescue/ Kidnapping	2	Stealth +2 & Combat +2
Anti-Terrorism/ Terrorist Attack	2	Stealth +2 & Combat +2
Retrieve/ Steal Nukes	3	Demolition +2 & Combat +2
Recover/ Steal Secrets	2	Stealth +1 & Surveillance +2
Industrial Espionage	2	Stealth +2 & Surveillance +2
Defuse/ Plant Bomb	1	Demolition +2
Surveillance Mission	1	Surveillance +1
Investigation/ Cover-up	2	Surveillance +2 & Persuasion +1
Infiltrate Enemy Organization	1	Disguise +2
Prevent/ Conduct Hijacking	2	Air +2 & Combat +2
Uncover/ Plant Imposter	2	Surveillance +2 Disguise +1
Prisoner Exchange	1	Persuasion +2 or Disguise +3
Break-up/ Implement Spy Ring	2	Surveillance +2 & Disguise +2
Security/ Extortion	1	Surveillance +2
Deliver/ Intercept Message	2	Stealth +1 & Surveillance +2
Suppress/ Create Scandal	1	Disguise +2 or Persuasion +2
Protection/ Sabotage	2	Demolition +1 & Stealth +1
Stop/ Start Counterfeiting Operation	1	Surveillance +1

MP Mission Points**Obstacle Card List**

Name of Card	Skills Required to Complete:
Ambush	Combat+2 or Surveillance+2
Strangler Masseuse	Combat +1
Cook with Cleaver	Combat +1
Chauffer with Tommy gun	Combat +1
Brawl at the Docks	Water +1 or Combat +1
Midget with Axe	Combat +1
Car Bomb	Demolitions +1
Downhill Ski Battle	Cold +1 or Combat +2
Hostile Scuba Divers	Water +1 or Combat +2
Guard Tower	Stealth +1 or Demolitions +1
Hi Tech Security	Computers +1
Shark Tank	Animals +1
Attack Choppers	Air +1
Electrocution	Stealth +1
Car Chase	Driving +1
Gun Toting Thugs	Combat +1
Combination Safe	Demolitions +1
Laser Detectors	Stealth +1
Fencing Instructor	Combat +2
Hulking Manservant	Combat +2
Sheer Cliff	Stealth +1
Speed Boat Battle	Water +1 or Combat +2
Combat on Moving Train	Combat +1
Tarantula	Animals +1
Guard Dogs	Animals +1
Border Guards	Stealth +1 or Combat +1
Ninjas	Combat +2
Locked in Freezer	Stealth +1
Retinal Scanner	Disguise +2 or Computers +1
Tiger	Animals +1
Diplomatic Immunity	Persuasion +2

Location Card List

Name of Card	Skills Required to Complete:
North Sea Oil Rig	Water +1 or Cold +1
Monte Carlo Casino	Persuasion +1
Military Installation	Computers +1
Arctic Circle	Cold +1
Alpine Village	Cold +1
Caribbean Island	Water +1
Laboratory	Animals +1
Torture Chamber	Combat +1
Seaside Villa	Water +1
Middle Eastern Bazaar	Stealth +1
Venice Canals	Water +1

Name of Card	Skills Required to Complete:
New Orleans Marti Gras	Stealth +1
Grand Ball	Persuasion +1
Yacht	Water +1
Mountain Fortress	Stealth +1
Maximum Security Building	Computers +1
Inner City	Persuasion +1
Office Tower	Computers or Stealth +1
Airport	Air +1
Parking Garage	Driving +1
Ferry	Water +1
Bath-house	Combat +1
Nuclear Submarine	Water +1
Space Station	Air +2

Equipment Card List

Name of Card	Skills Provided:	Name of Card	Skills Provided:
C4 Explosives	Demolitions +2	Stiletto	Combat +1
Night Goggles	Surveillance +2	Parachute	Air +1
Truth Serum	Persuasion +2	Climbing Gear	Stealth +2
Snowmobile	Cold +2	SCUBA Gear	Water +2
Water Skis	Water +2	Miniature Camera	Surveillance +2
Portable Computer	Security +2	Ingestible Poison	Persuasion +2
Cigarette Bullet	Combat +2	Gyrocopter	Air +3
Sniper Rifle	Combat +2	Motorcycle	Driving +3
Motor Boat	Water +2	Fake Identification	Persuasion +1
Silencer	Combat +2	Radio Transmitter	Surveillance +2
Sports Car	Driving +4		

Connections Card List

Name of Card	Skills Provided:	Name of Card	Skills Provided:
Forensics Lab	Surveillance +2	Courier	Driving +2
CIA Operative	Surveillance +2	Mechanic	Demolitions +2
Diplomat	Persuasion +2	Expendable Agent	Combat +2
Codebreaker	Computers +2	Decoy	Stealth +2
Human Shield	Combat +2		

Experience Card List

Name of Card	Skills Provided:
Savoir-faire	Persuasion +2
Demolitions Expert	Demolitions +2
Interrogator	Persuasion +2
Martial Arts	Combat +2
Undercover	Agent cannot be target of event cards.
Master of Disguise	Disguise +2
Seduction	Persuasion +2
Commando Training	Combat +1 & Cold +1

Name of Card	Skills Provided:
Pilot	Air +2
Escape Artist	Stealth +2
Acrobat	Stealth +2
Captain	Water +2

Event Card List

Name of Card	Notes:
Fake Death	Place one of your killed agents back into your hand.
Partners	Two of your agents may attempt a mission together.
Team	Three of your agents may attempt a mission together.
Mole	Intercept phase: Look at opponent's hand.
Double agent	Intercept phase: Take control of target agent.
Confiscation	Intercept phase: Take one equipment card from enemy agent.
Assassination	Intercept phase: Kill (Discard) target agent.
Capture Enemy Agent	Intercept phase: Target agent is captured.
Disc Exchange	Computer +2
Police Interference	Opponent must skip Mission Phase.
Security Codes	Computer +2
Bribery	Persuasion +2
Narrow Escape	+2 to roll on Mission Failure Table.
Lost in the Crowd	+2 to roll on Mission Failure Table.
Acid Pen	+2 to roll on Capture Table.
Torture	-2 to roll on Capture Table.
Brainwashing	Intercept phase: Take control of target agent.
Amnesia	Intercept phase: Shuffle target agent back into deck.
Intelligence Gathering	Intercept phase: Roll twice on Spy Table.
Diversion	Intercept phase: Discard Mission Card in play.
Medical Attention	Intercept phase: Wounds healed immediately.
Sleeper	Intercept phase: Play an extra agent this turn.
Security Risk	Intercept phase: Agent may not go on missions for 1D5 turns.
Top Secret	Negate opponent's action of looking at a face down card.
Failed Getaway	Intercept phase: Target agent is captured.
Purge	Intercept phase: Discard X cards and draw X new cards.
Complications	Opponent must skip Mission Phase.
Informer	Intercept phase: Look at Face Down card.
Safe house	+2 to roll on Mission Failure Table.
Second Chance	Get an extra Mission Phase this turn.
Co-opt Mission	Your agent may attempt opponent's mission.





Mobopoly

Introduction

Multiplayer board, card and dice game.... Each player is a Mob Boss trying to make money and rub out his rivals.... As the head of a Crime Family you recruit Capos and Enforcers to do the dirty work and then you take your cut....

Object

The Mob boss with the most money when the last card is drawn from the Wiseguy deck wins....

Money

Use Play Money.... Place all the money in the 'Stash'....

Pieces & Tokens

Each player has a Set of Underboss (Capo) Pawns of a Unique Color.... Each Player has a Set of Enforcer Tokens of a Unique Color.... The Capo pawns represents an Underboss and his crew who do Hits and Set up new rackets and squeeze existing rackets....

Enforcer Tokens represent the control of an individual racket....

Dice

Six sided Dice are used

The Decks

There are 2 Decks: The Wiseguy Deck, and the Expense Deck.... Wiseguy cards are helpful to you.... Expense cards are harmful to you....

Starting The Game

Players roll high on 1D6 to see who goes first.... Each player starts with 2 Capos.... Capos Start in any empty Wiseguy space....

Each Players starts with \$50,000....

Turn Sequence

Players take turns.... Each turn has 3 Phases: Collections Phase Open Books Phase Wiseguy Phase

Collections Phase

Gain money from every Racket space you have an Enforcer on....

Open Books Phase

Pay \$100,000 to get another Capo Pawn.... Place the Pawn in any empty Wiseguy Space....

Wiseguy Phase

At the beginning of this phase draw 1 card from the Wiseguy Deck and Put it in your hand....

You must move all of your Capos in play.... For each Capo, declare what direction it is moving, including turns.... Next roll 1D6 or 2D6 and Move the Capo that many spaces forward....

If you land on an empty racket space, put one of your Enforcer Tokens on it....

If you land on an occupied racket space, roll 1D6 (Hit Roll) and discard a Hit card with the exact value of the Hit roll to rub-out the opposing Enforcer there.... The Rubbed-out token is removed from the board and you may immediately install your own Enforcer on the Racket.... Your opponent may play a Negate card to cancel the Hit....

A Capo may make only 1 Hit roll per turn....

If you land on a Racket you control, collect Money equal to the value of the Racket....

If you land on an Expense Space draw a card from the Expense deck face up And suffer the results.... Discard the Expense card....

If either deck runs out of cards, shuffle the discard and draw from it....

If you land on another player's Capo, you may try to rub him out, just like an Enforcer.... If you kill his last Capo, take half of his Money.... The other Half goes to the Stash.... The eliminated player may start over completely with a single Capo and no money....

If your Capo lands on a Wiseguy Space, draw an extra Wiseguy card....

At the end of your turn, discard from your hand any cards in excess of 5....

Expense Cards

If you draw an Expense card from the expense deck, you must pay that amount....

Law Cards

If you draw a Law card, that Capo cannot move for 1D6 turns.... (He can still be Hit) (Use the Die to keep track of time) You may immediately play a Defense card to cancel a Law card....

Score Cards

If you draw a Score card, gain that amount and discard the card....

Switch Cards

Play instead of a Hit card when attacking an enemy Capo.... Instead of killing the Capo, replace him with one your color....

Move Cards

Play a Move card to Move a Capo a second time in a turn....

Board Notation

R Racket Space
X Expense Space
W Wiseguy Space

The Board

The board is a square track with 2 inside tracks that cut it in quarters: Each side of the Board is 15 Spaces long....

```

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15
56 .... a7 .... 16
55 .... a6 .... 17
54 .... a5 .... 18
53 .... a4 .... 19
52 .... a3 .... 20
51 .... a2 .... 21
50 z7 z6 z5 z4 z3 z2 X- b2 b3 b4 b5 b6 b7 22
49 .... c2 .... 23
48 .... c3 .... 24
47 .... c4 .... 25
46 .... c5 .... 26
45 .... c6 .... 27
44 .... c7 .... 28
43 42 41 40 39 38 37 36 35 34 33 32 31 30 29

```

Space	Type	Name:	Value	Notes:
X	W	Little Italy	-	Start Space
A7	R	Airport Racket	5000	
A6	R	Shakedown Racket	2000	
A5	W	Soldier	-	Draw 1 Wiseguy Card
A4	X	Expenses	-	Draw 1 Expense Card
A3	R	Garment District	6000	
A2	R	Mob Hotel	3000	
B7	R	Insurance Scams	4000	
B6	R	Jewelry Heists	8000	
B5	W	Stand Up Guy	-	Draw 1 Wiseguy Card
B4	X	Expenses	-	Draw 1 Expense Card
B3	R	Murder for Hire	9000	
B2	R	Underworld Tribute	3000	
C7	R	Narcotics Trafficking	7000	
C6	R	Pizza Connection	2000	
C5	W	Workhorse Crew	-	Draw 1 Wiseguy Card
C4	X	Expenses	-	Draw 1 Expense Card
C3	R	Tax Fraud	5000	
C2	R	Real Estate Scams	8000	
D7	R	Con Game	3000	
D6	R	Bootlegging	5000	
D5	W	Muscle	-	Draw 1 Wiseguy Card
D4	X	Expenses	-	Draw 1 Expense Card
D3	R	Vendor Supplies	4000	
D2	R	Gravel Tax	8000	
1	W	La Cosa Nostra	-	Corner Space
2	R	Street Tax	2000	
3	R	Sweat Shops	4000	
4	X	Expenses	-	Draw 1 Expense Card
5	R	Stock Exchange	5000	
6	W	Hoodlum	-	Draw 1 Wiseguy Card
7	R	Protection Racket	5000	
8	X	Expenses	-	Draw 1 Expense Card
9	R	Truck Hijacking	8000	

Space	Type	Name:	Value	Notes:
10	W	Goon	-	Draw 1 Wiseguy Card
11	R	Car Stealing Ring	6000	
12	X	Expenses	-	Draw 1 Expense Card
13	R	Garbage Disposal	7000	
14	R	Chop Shop	8000	
15	W	The Syndicate	-	Corner Space
16	R	Fence	5000	
17	R	Safe Cracker	8000	
18	X	Expenses	-	Draw 1 Expense Card
19	R	Construction Racket	7000	
20	W	Tough Guy	-	Draw 1 Wiseguy Card
21	R	Investment Scams	7000	
22	X	Expenses	-	Draw 1 Expense Card
23	R	Bank Robbers	6000	
24	W	Badfellas	-	Draw 1 Wiseguy Card
25	R	Drug Trade	9000	
26	X	Expenses	-	Draw 1 Expense Card
27	R	Gambling Scams	5000	
28	R	Loan-Sharking	8000	
29	W	The Outfit	-	Corner Space
30	R	Numbers Game	3000	
31	R	Labor Racket	4000	
32	X	Expenses	-	Draw 1 Expense Card
33	R	Race Fixer	5000	
34	W	Gangster	-	Draw 1 Wiseguy Card
35	R	Car Wash Cons	3000	
36	X	Expenses	-	Draw 1 Expense Card
37	R	Extortion	4000	
38	W	Enforcer	-	Draw 1 Wiseguy Card
39	R	Government Scam	4000	
40	X	Expenses	-	Draw 1 Expense Card
41	R	Counterfeiting	9000	
42	R	Mob Joints	3000	
43	W	Mafia	-	Corner Space
44	R	Bookmaker Tax	7000	
45	R	Collection Business	4000	
46	X	Expenses	-	Draw 1 Expense Card
47	R	Corrupt Union	3000	
48	W	Mafioso	-	Draw 1 Wiseguy Card
49	R	Casino Skimming	9000	
50	X	Expenses	-	Draw 1 Expense Card
51	R	Prostitution Ring	5000	
52	W	Mobster	-	Draw 1 Wiseguy Card
53	R	Army Rentals	4000	
54	X	Expenses	-	Draw 1 Expense Card
55	R	Hollywood Unions	6000	
56	R	Money Laundering	4000	

Expenses Deck Card Notation**L** Law**E** Expense

Expenses Deck

Card Name:	Type	Cost:
Legal Bills	E	4000
Bribes	E	20000
Overhead	E	8000
Political Payoffs	E	25000
Hospital Bill	E	2000
Fancy Cars	E	10000
Gambling	E	10000
Uncollected Debts	E	2000
Booze & Parties	E	1000
Expensive Mansion	E	100000
Needy Relatives	E	10000
Stocks take a Dive	E	10000
Big Spender	E	50000
Wife Problems	E	20000
Police Payoffs	E	10000
Fugazy	E	5000
Mistress Problems	E	10000
Arson	E	80000
High Class Call Girls	E	3000
Graft	E	10000
Fine Dining	E	2000
Christmas Bonus	E	3000
Lost Stash	E	10000
Embezzlement	E	20000
Lawyers Fees	E	8000
Big Wedding	E	10000
Vacation	E	3000
Kids Tuition	E	10000

Card Name:	Type	Cost:
Undercover FBI Agent	L	-
Wire Tap	L	-
Snitch	L	-
Informant	L	-
Attitude Arrest	L	-
Federal Investigation	L	-
Stoolie	L	-
Electronic Surveillance	L	-
Turn up the Heat	L	-
Sting	L	-
The Walls Have Ears	L	-
Hard Evidence	L	-
Newspaper Headlines	L	-
Ratted Out	L	-
Witness	L	-
Flip to the Law	L	-
Public Enemy	L	-
Prosecution	L	-
Sing Like a Canary	L	-
Conviction: Tax Evasion	L	-
Conviction: Conspiracy	L	-
Witness Protection Program	L	-
Illegal Weapon	L	-
Somebody Squealed	L	-
Life Sentence	L	-
Fingerprints	L	-
Search Warrant	L	-

Wiseguy Deck Card Notation

S Score (Make Money)

N Negate Hit card

D Legal Defense: Negate Law card

H Hit

Z Switch (Take control of Underboss Piece)

M Move (Again)

Wiseguy Deck

Card Name:	Type	Value:
Armored Car Heist	S	50000
Art Forgery Scam	S	50000
Election Fraud	S	50000
Fix Big Match	S	50000
Major Shipment	S	100000
Moneymovers	S	100000
Inheritance Collectors	S	50000
Off the Books Deal	S	50000
Payroll	S	50000
Fleece Underlings	S	50000
Kickbacks	S	20000
Split the Take	S	20000
Blackmail	S	20000
Botched Job	N	

Card Name:	Type	Value:
Italian Rope Trick	H	1
Assassination	H	2
Bag Job	H	3
Kill the Bum	H	4
Crib Hit	H	5
Power Struggle	H	6
Weak Link	H	1
Sharpshooter	H	2
Murder House	H	3
Break an Egg	H	4
Chased Out	H	5
Sawed Off Shotgun	H	6
Mercy Killing	H	1
Recognized Hit	H	2

Card Name:	Type	Value:
Dud Hitman	N	
Incompetence	N	
Order Rescinded	N	
Past is Past	N	
Table Hopping	N	
Comeback Kid	N	
Made Guy	N	
No-Heat Territory	N	
Keep the Peace	N	
Lucky	N	
Bullet Dodger	N	
Bullet Eater	N	
Mouthpiece	D	
Omerta	D	
Code of Silence	D	
Victim Set Up	D	
Tip Off	D	
Blackmail	D	
Jury Tampering	D	
Sucker takes the Fall	D	
Dry Cleaning	D	
Witness Amnesia	D	
Clubhouse Sentence	D	
Stand-in	D	
Legal Miracle	D	
Links in a Chain	D	
Pay off Judge	D	
Take the Rap	D	
Intimidation	D	
Blood Relationship	D	
Defense Lawyer	D	
Skip Bail	D	
Cop a Plea	D	
Alibi	D	
Parole	D	
Prison Escape	D	
Fugitive	D	
Beat the Rap	D	
Car Bomb	H	1
Killed in Bed	H	2
Ice Pick Special	H	3
Barbershop Hit	H	4
Gunmen	H	5
Clipped	H	6

Card Name:	Type	Value:
Contract	H	3
Peacemakers	H	4
Military Hardware	H	5
Gang Bang	H	6
Restaurant Hit	H	1
Treachery	H	2
Neck Job	H	3
Make-a him go away	H	4
Hit List	H	5
Buckwheat	H	6
Commit his Suicide	H	1
Clean Kill	H	2
Die Hard	H	3
On the Shelf	H	4
Mob Orders	H	5
Hitmobile	H	6
Make an Example of	H	1
Showdown	H	2
Runaway Hit	H	3
Double Cross	H	4
Knife Man	H	5
Death Sentence	H	6
Family Hit	H	1
Just Business	H	2
Swim with the Fishes	H	3
Prison Hit	H	4
Non-business Hit	H	5
Headhunter	H	6
Double Car Hit	H	1
Kiss of Death	H	2
Mark of the Traitor	H	3
One Way Ride	H	4
Exiled	H	5
Handshake Hit	H	6
Public Execution	H	1
Ear to Ear	H	2
Mob War	H	3
Back and Forth	Z	4
Die or be Rich	Z	5
Stealing Soldiers	Z	6
Planting Flags	M	
Expand Territory	M	
Takeover Bid	M	





Mobsters

Introduction

Multiplayer card game. Each player is a Mob Boss trying to make money and rub out his rivals. As head of the Crime Syndicate you recruit underling gangsters to do the dirty work and then you take your cut.

Object

The Mob boss with the most money when the last card is drawn from the deck wins.

Money

One penny = \$100. Place all the other money in the 'Bank.' At least one six-sided die will be needed. Before playing for the first time, players will have to make up a set of cards.

Players can have negative amounts of money (debt).

Card Types

There are 9 card types:

1. Mobsters
2. Armed Robberies
3. Major Crimes
4. Crime Operations
5. Law Enforcement
6. Escape Law
7. Destroy Operations
8. Costs of Doing Business
9. Hits

Mobsters

Each of your mobsters gets one action per turn. A Mobster may use his action to do one of the following seven things:

1. Draw an extra card in Draw phase for \$1000.
2. Try to kill a Mobster (make a Hit) controlled by another player in Hit Phase.
3. Destroy an opponents operation by playing a Destroy operation card in Hit Phase.
4. Commit a petty crime, major crime, or armed robbery in the Crime Phase.
5. Double the income of one of his operations.
6. Start a new criminal operation in Recruit Phase.
7. Remove a Law Enforcement card on another mobster for \$3000

Starting The Game

Shuffle the deck. Each player starts with \$1000. Each player is dealt 7 cards from the Common deck. A player may discard and draw again if he was dealt no mobster cards.

Determine Turn order: Flip coins. Winner goes first.

Turn Sequence

Players take turns. A single players turn includes the following six phases:

1. Draw Phase
2. Hit Phase
3. Crime Phase
4. Collection Phase
5. Recruit Phase
6. Law Phase

Draw Phase

Draw two cards from the Common deck. The game ends when the last card is drawn. A Mobster as an action may draw an extra card for \$1000.

A player must discard down to 10 cards if he has more than 10 cards in his hand.

Hit Phase

As an action a gangster may attempt a Hit (Kill opponents mobster) by playing (discarding) a Hit card. Roll one six-sided dice. If the roll is 1-3 nothing happens (He got away).

If the roll is 4-6 the target mobster is killed (discarded). The controller of the killed mobster may reattach the criminal operations of the recently deceased to his other mobsters. If the player has no mobsters left, all the operations are discarded.

A mobster may as an action destroy a target opponents criminal operation by discarding a Destroy operation card.

Crime Phase

As an action a mobster you control may commit one major crime or armed robbery. Discard a major crime or armed robbery card from your hand and collect the money. Money is collected from the bank.

As an action a mobster with no attached crime operations may attempt to commit a petty crime. Roll 1D6 on the Petty Crime Table:

1D6	Crime	Earnings
1	Minor Extortion	200
2	Mugging	50
3	Burglary	50

1D6	Crime	Earnings
4	Con-Job	100
5	Auto-theft	100
6	Minor Hold-up	200

Collection Phase

Your mobsters collect income from all of their attached crime operation cards. This does not require an action. If you have a Cost of doing Business card play it on a target opponent.

The Cost of doing Business card is discarded and the target player loses the indicated amount of money. As an action a mobster may double the income of one of his operations.

Recruit Phase

Put any mobsters you have in your hand into play. To put a card in play place it face up in front of you. Coming into play counts as the mobsters action for the turn.

As an action a mobster may attach a crime operation card from his controllers hand or from another mobster the player controls. The operations card is placed face-up, partially underneath the mobster.

Law Phase

If you have a Law Enforcement card in your hand place it face up on top of an opponents mobster. While a mobster has one or more Law Enforcement cards on top of it, it gets no actions and it collects no income from its crime operations. During this phase you may play (discard) an Escape Law card from your hand to cause any one Law Enforcement card on one of your mobsters to be discarded.

A mobster as an action may pay \$3000 to remove a Law enforcement card.

Card Lists

MOBSTERS	NOTES
Lucky	Gambling operations earn + \$100
Lefty	A real Hustler. Signature Expensive cars
The Mouk	Not too Smart. Retired Boxer
The Plumber	Signature Wrench
Knuckles	Signature Brass Knuckles; Loansharking operations earn + \$100
Malone	Wisecracking Pimp; Prostitution operations earn + \$100
Tommy	Signature Tommy gun
Tony	Intimidating Thug; Racketeering operations earn + \$100
The Gimp	Grunts a lot
The Weasel	Small time braggart
Jimmy	Signature Pin stripes; Fixer crimes earn + \$500
Mario	Carries two 45 automatics
Fats	Signature White Suit & Cigars
Numbers	Numbers game operations earn + \$100
Fingers	Safecracker crimes earn + \$1000
Rocco	Armed Robberies earn + \$200
Tiny	Big boned Bruiser; Extortion operations earn + \$100
Manney	From the old country
Mickey	Tough as nails
Mad Dog	Street smart Psychopath
The Worm	Knows all the Angles; Scams earn + \$500
Mugsy	One Smooth Customer
Bugsy	Fast-talking Playboy; Bootlegging operations earn + \$100
Baby-Face	Smiling Con-Artist
Uncle Lou	Paranoid Complainer; Fencing operations earn + \$100

Pinky Lowlife Goon

ARMED ROBBERY	STOLEN
Small Bank	1000
Medium Bank	3000
Large Bank	5000

ARMED ROBBERY	STOLEN
Jewelry Store	2000
Armored Car Heist	2000

MAJOR CRIMES	STOLEN
Kidnapping	5000
Murder for Hire	1000
Forgery	2000
Safecracking	3000
Nice Stolen Goods	1000
Museum Break-in	3000

MAJOR CRIMES	STOLEN
Fixed Race	1000
Fixed Match	1000
Election Fraud	2000
Real Estate Scam	2000
Investment Scam	2000
Pyramid Scheme	1000

CRIME OPERATIONS	INCOME
Fencing	100
Pawn Shop	100
Extortion	100
Protection Racket	200
Union Racket	300
Speakeasy Dive	100
Speakeasy Bar	200
Speakeasy Nightclub	400
Gambling House	100
Gambling Boat	200
Casino	400
Numbers Game	200
Bookkeeping	200

CRIME OPERATIONS	INCOME
Slot Machines	100
Loansharking	200
Usury	200
Chop Shop	200
Counterfeiting	400
Money Laundering	200
Legitimate Front	100
Brothel	200
Prostitution Ring	200
Sweat Shop	200
Brewery	200
Smuggling Bootleg	200
Mail Fraud	100

Law Enforcement

- Prohibition Officer
- FBI Officer
- Private Investigator
- Beat Cop
- Wire Tap
- Snitch
- Informant
- Police Sergeant
- Arrested
- Federal Investigation
- Sting
- Hard Evidence
- Outraged Public Opinion
- Newspaper Headlines
- Church Campaign
- Snooping Reporter
- Witness
- Murder of a Law Officer
- Murder of Innocents
- Prosecution
- Conviction: Tax Evasion
- Conviction: Conspiracy
- Possession of Illegal Weapon
- Somebody Squealed
- Life Sentence
- Fingerprints
- Untouchables

- Search Warrant
- Botched Job

Escape Law

- Corruption
- Cronyism
- Blackmail
- Jury Tampering
- Kill the Witness
- Insulated
- Pay off Judge
- Buy Police Chief
- Bribe City Councilman
- Intimidation
- Blood Relationship
- Loyalty
- Pay off Mayor
- Defense Lawyer
- Pay off District Attorney
- Skip Bail
- Plea Bargaining
- Alibi
- Parole
- Fugitive
- Beat the Rap

Destroy Operation

- Arson

COST OF DOING BUSINESS	LOOSE
Civil Suit	1000
Bribes	1000
Overhead	500
Political Payoffs	2000
Hospital Bill	500
Fancy Cars	1000
Gambling	2000

Christmas Bonus 500 Embezzlement 2000 Lawyers Fees 1000

Hits

- Concrete Shoes
- Forced to dig own grave
- Car Bomb
- Thrown out of Window
- Sniper
- Drinks Lye
- Electrocuted in Bathtub
- Killed in Bed
- Set on Fire
- Rat Poison
- Buried Alive
- Ice Pick
- Found floating in River
- Noose
- Baseball bat

- Dynamite
- Nitroglycerine
- Shoot up the Place

COST OF DOING BUSINESS	LOOSE
Uncollected Debts	1000
Booze & Parties	500
Expensive Mansion	2000
Needy Relatives	1000
Stocks take a dive	2000
High Class Call Girls	500
Fine Dining	500

- Gunned down in Public
- Slit Throat
- Broke every bone
- Shot Point Blank on Park Bench
- Hit & Run
- Hand Grenade

Optional Attendance Rule

In Draw Phase all of your mobsters must roll 1D6. This is the attendance roll.

On a roll of 1-3 nothing happens.

On a roll of 4-6 the mobster loses his action for the turn because he is at a family gathering, a funeral, a wedding, laying low, dealing with incompetent underlings, at court, being investigated, planning his next move, on vacation, healing from gunshot wounds, gathering information, having some fun or is otherwise busy with the hassles of daily life.





Moskito Coast

Introduction

Players are Drug Traffickers smuggling cocaine shipments from Columbia into the US.

Victory

The first player to accumulate \$50,000,000 wins.

The Board

The Board is a single track 30 spaces long (Central America). The Start space is Columbia. The End space is USA.

Every other space is a "Safe Zone".

Pieces

Each player gets a set of pawns of a unique color. Each set has 2 of the following 3 types of Pawns: Trucks (Ground) Planes (Air) Boats (Sea)

Government Forces

There is also 2 sets of Government pawns: USA Pawns (Blue): 1 Ground, 1 Air, and 1 Sea. Central American (CA) Government Pawns (Red): 1 Ground, 1 Air, and 1 Sea. CA Pawns start on space #5 USA Pawns start on space #25 Government pawns cannot enter the start or end spaces.

Money

Use change Change. 1 Cent = \$1,000,000.

Dice

Six sided dice are needed.

Setup

Each player picks 1 of their pieces & puts it on the start space. Players roll high on 1D6 to see who goes first. Players start with \$10,000,000

Turn Sequence

Players take turns. Each turn has 5 Phases:

- Transport Phase
- Smugglers Phase
- Activity Phase
- Production Phase
- Interception Phase

Transport Phase

You move each of your pawns in play forward (towards US) 1D6 spaces. If a Pawn reaches the end space remove it from the board & get 3D6 x \$1,000,000. Capture: If you move a smuggler pawn onto a Government pawn, the smuggler is captured and removed from the board.

Smugglers Phase

You may discard a Transport card to cause a pawn to move forward an additional 1D6 spaces. The Transport cards type (Land/Air/Sea) must match that of the Pawn. If you land on an opponent's Pawn, remove it from the board, and gain 1,000,000.

Activity Phase

Draw 1 card from the deck & put it in your hand. If the deck runs out, shuffle the discard & draw from it. Max hand size is 7 cards. Discard excess cards.

Production Phase

You may pay \$1,000,000 to put one of your pawns into play on the start space. You may discard a Narcotics Production card from your hand to play an additional pawn.

Interception Phase

You may play (discard) a Law Enforcement card to move a Government pawn of the indicated type. The Government pawn moves 1D6 spaces in either direction. A Government pawn that lands on a smuggler pawn captures it: the smuggler is captured and removed from the board.

Your opponent may play (discard) a Corruption card to negate a Law card.

Card Type Notation

- N** Narcotics Production
- T** Transport
- L** Law Enforcement
- C** Corruption
- G** Ground
- A** Air
- S** Sea
- X** Ground, Air, or Sea
- Z** Opponent must discard his hand
- Y** Draw 3 cards
- P** Capture Target pawn at Start Space
- U** Capture Target pawn at End Space

cent Central American Government only**usa** USA Government only**Card List**

Card Name:	Type:
Cocaine Republics	N
Lawless Jungle	TG
Border Tunnels	TG
Fast Boats	LS
Speed Boats	TS
Drug traffickers	TX
Pacific coast	TS
Caribbean coast	TS
Drug Kingpin	Y
Arrests	LX
Guatemalan Navy	LScent
Coast Guard	LS
Clandestine landing strip	TA
U.S. counter-drug operations	LXusa
Smuggler's paradise	TS
Central American Corridor	TG
Drug Culture	Y
Compliant population	Y
Banana republics	N
Police in Mexico	LGcent
Trucks	TG
Cali Cartel	N
Medellin Cartel	N
Juarez Cartel	N
Tijuana Cartel	N
Tamaulipas Cartel	N
Violence	C
Crop-dusting program	P
Coca crop	N
Narcotics crops	N
Threats	C
Look the Other Way	C
Drug money	C
Pay-offs	C

Card Name:	Type:
Illegal drug market	C
Bumper Crop	N
INS	LG
Customs Service	LS
Border Patrol	LG
Bribery	C
U.S. Port of Entry	U
Inspector	LG
Columbian Exports	N
Good Growing Season	N
Drug War	Z
Smuggling game	Y
Shark Boats	TS
Contraband	N
Lottery of the Sea	TS
Transportation Fee	TX
Counterdrug Police	LX
Helicopters	LA
Turboprops	TA
Old jets	TA
Cocaine express	TA
Crash-land old planes	TA
Nuns	TG
Maritime anti-drug operation	LS
Fishing Boats	TS
Nicaragua's Miskito Coast	TS
Airport Search	LA
Nicaragua's National Police	LGcent
Crack down	LX
Narco-traffickers	TX
Drug Bust	LX
Search & Seizure	LX
DEA Agents discover Airfield	LAusa
Radar	LA





Motorcade

Introduction

Card Game for 2 players. One player is an armored caravan transporting a VIP. The other player is a group of Terrorists attacking the Motorcade.

Victory

The Terrorists win if the VIP (The Package) is killed. The Motorcade wins if it accumulates 20+ Travel Tokens (TT).

The Decks

Each player gets a unique Deck:

1. The Motorcade Deck
2. The Terrorist Deck

Travel Tokens

Use poker chips for Travel Tokens (TT). This represents how far the motorcade has to go to Outdistance the Terrorists.

Chokepoint Marker

If the Chokepoint Marker (CPM) is flipped up, the Motorcade is considered to be Stopped and cannot gain Travel Tokens. Chokepoint cards in the Terrorist Deck will flip up the CPM. Escape cards in the Motorcade Deck will flip down the CPM.

Dice

Ten sided dice are needed.

Discard Piles & Dead Piles

Players keep separate piles for discarded cards and killed (Dead) cards.

Setup

Each player is dealt a hand of 7 cards. The Motorcade player starts with "The Package" card in play.

Turn Sequence

Each turn has 7 Phases: Plan of Action Phase Chokepoint Phase Deployment Phase Attack Phase Counter Attack Phase Escape Phase Travel Phase

Plan Of Action Phase

Each player fills their hand to 7 cards. If a deck runs out, shuffle the discard and draw from it.

Chokepoint Phase

The Terrorist player may play a Chokepoint card to flip up the CPM. The Chokepoint card stays in play until the CPM is flipped down, at which Time the Chokepoint card is put in the Dead Pile. Note that some Chokepoint cards will give certain types of Terrorist cards various Bonuses while the card is in play.

Sweeper Phase

The Motorcade player may discard a Sweeper card to flip down the CPM if it is up.

Deployment Phase

The Terrorist player deploys (puts into play) up to 2 Attack cards from his hand. This is known as the Deployment Limit.

Attack Phase

Each Terrorist Attack card in play may make 1 Attack. On a roll of 10 or better the attack destroys 1 Motorcade Vehicle (or its occupants). The Motorcade player must put 1 Vehicle card from his hand, or 1 that is already in Play from a previous turn, into the Motorcade Dead Pile.

If there are no Vehicles available that can block then the Package Vehicle card is destroyed and the Terrorists win the game.

Counter Attack Phase

The Motorcade Player may put any number of Vehicle cards into play. Each Motorcade Vehicle in play may make 1 counterattack. On a roll of 10 or better the counterattack destroys 1 Terrorist Attack Card, which is Removed from play and put in the Terrorist Dead Pile.

Escape Phase

The Motorcade player may discard an Escape card to flip down the CPM if it is up.

Travel Phase

If the CPM is down, discard all cards in play If the CPM is down, the Motorcade player gains 1 Travel Token. Each player may discard down to 2 cards. Travel cards can be played in this phase if the CPM is down.

Special Rules

The Package can only make a Counter Attack Roll if there are no other Vehicles in play. Bombs are discarded as soon as they make an attack.

Card List Notation

C Chokepoint Card

A Attack Card

V Vehicle Card

E Escape Card

T Travel Card

M Modifier Card

AR Attack Roll

S Sweeper Card

X Vehicle Card that can also be used as a Sweeper Card

Z Vehicle Card that can also be used as an Escape Card

CR Counter Attack Roll

TT Travel Token

DL Deployment Limit

Motorcade Card List

Card Name:	#	Type	Notes:
The Package	1	V	CR +1; Starts in Play
Police Motorcycles	2	X	-
Marked Police Guide	1	X	CR +1
Pace Setter	1	T	Gain 1 TT
Keep Moving	1	T	Gain 1 TT
Control Traffic Lights	1	T	Gain 1 TT
Front Vehicle	1	V	If Destroyed Draw 1 Card
Bulletproof Glass	2	M	Cause target AR to be Rerolled
Armored Cars	2	M	Cause target AR to be Rerolled
Planned Route	1	S	-
Intel	1	M	Look at Opponents Hand
Alternate Route	1	S	-
Identical Decoy Limo	2	V	-
Three Card Monte	1	M	Cause target AR to be Rerolled
Blacked Out SUV	3	V	CR +3
Shoot to Kill Orders	1	M	Target CR gets +1
Security Agents	1	M	Target CR gets +1
SWAT Team	1	Z	CR +2
Convoy	1	M	Draw 2 Cards in Plan Phase
Watchtower Rig	1	V	Discard to Negate a Bomb Attack
Radio Jammer	1	M	Negate a Bomb Attack
Staffer Car	2	V	Cannot Counter Attack
Media Van	1	X	Cannot Counter Attack
Breakthrough	1	E	-
Go Around	1	E	-
Professional Drivers	1	E	-
Side Street	1	E	-
Back Up	1	E	-
Rear Guard Police	1	Z	CR +1

Terrorist Card List

Card Name:	#	Type	Notes:
Overpass	1	C	Bombs get AR+2
Bottleneck	1	C	-
Railroad Crossing	1	C	Cannot use Go Around

Card Name:	#	Type	Notes:
Rush Hour	1	C	Cannot be Negated by Sweeper
Blockade	1	C	Cannot use Breakthrough
Staged Accident	1	C	-
Traffic Jam	1	C	-
Bridge	1	C	Cannot use Back Up
Downtown	1	C	-
Roundabout	1	C	DL +1
Narrow Street	1	C	All AR get +1
Tunnel	1	C	Cannot use Side Street
Sneak Attack	2	M	All AR get +1
Crossfire	1	M	DL +1
Spotter	1	M	Look at opponents Hand
Confusion	1	M	Opponent discards 1 Random Card
Concealed Positions	2	M	Cause target CR to be Rerolled
Ambush	1	M	Draw 2 cards in Plan Phase
Surrounded	1	M	Negate an Escape Card
Radio Controlled Bomb	1	A	AR +4
RPG Launchers	2	A	AR +3
Heavy Machine Gun	2	A	AR +2
Sniper	2	A	AR +1
Gun Men	8	A	-





Museum Of Fine Arts

Introduction

Card game for 2-6 players. Art Museum Theme. Each player controls their own Museum of Fine Arts.

Players compete to acquire the most and best Art collections.

Object

The player to score the most points at the end of the game wins.

The Decks

Players share 2 common decks:

1. Revenue Deck
2. Collection Deck

The Revenue Deck

This deck has 6 Suites: Each Suite is referred to as a Source.

1. Endowments
2. General Revenue
3. Restricted Gifts
4. Government Funding
5. Memberships
6. Grants

Each Suite represents a source of Revenue. Each Suite has 10 cards numbered from 1 to 10. (This is a 60 card deck) These cards are used to bid on Collections in Bidding Phase.

The Collection Deck

This deck has 7 Suites: Each Suite is referred to as a Category. Each Card is referred to as a Collection.

1. Ancient
2. Classical
3. Early Western
4. Non-Western
5. Late Western
6. Modern
7. Contemporary

Like the Revenue deck, each suite has 10 cards numbered 1 to 10, however, each card also has a name, which is given in the Collection Deck card List at the end of the Rules.

Turn Sequence

Each turn has 3 Phases:

1. Revenue Phase
2. Bidding Phase
3. Scoring Phase (Turns 6, 8, and 10 only)

Revenue Phase

Shuffle the Revenue Deck. Each player is dealt 7 cards from the revenue deck. Each player may discard up to 3 cards and draw replacements.

Players may trade cards. Players reveal their hands. A Player can keep 1 card from each source (suite).

Extra (Duplicate sources) cards are discarded.

Bidding Phase

Place the top 5 cards of the Collection deck face up in the middle of the table. These 5 Collections are up for bid. Each player can bid on one or more Collections.

Bidding can be by secret Bid or Live Auction according to the player's preferences. Highest Bid Wins. (In case of a tie, flip a coin) Players use their Revenue cards to bid with. Each Revenue card has a Bidding value from 1 to 10 as marked on the card.

A single revenue card cannot be divided; it must be used to bid on one collection. A player may use one or more Revenue cards to bid on a single collection. At the end of the Bid, players keep the Collections they Won.

Collections no one bid for, and all Revenue cards are discarded.

Scoring Phase

Scoring Phase occurs only in turns 6, 8, and 10. Turn 10 is the last turn of the game. Note that each collection card has a numerical value called a Rank.

Players score 1 point for each contest they win: There are 14 Contests:

1. The highest total rank of all cards
2. The most collection cards
3. The highest total Rank in the Ancient Category
4. The highest total Rank in the Classical Category
5. The highest total Rank in the Early Western Category
6. The highest total Rank in the Non-Western Category
7. The highest total Rank in the Late Western Category
8. The highest total Rank in the Modern Category
9. The most collection cards in the Ancient Category
10. The most collection cards in the Classical Category
11. The most collection cards in the Early Western Category
12. The most collection cards in the Non-Western Category

13. The most collection cards in the Late Western Category
14. The most collection cards in the Modern Category
- In case of ties, both players get the point.

- C** Classical
- E** Early Western
- N** Non-Western
- L** Late Western
- M** Modern
- X** Contemporary

Collection Card Categories

A Ancient

Collection Deck Card List

Card Name	Category	Rank	Dates
Neolithic	A	5	8000 - 3000 BC
Bronze Age	A	2	2500 - 800 BC
Sumerian	A	7	3000 - 2300 BC
Babylonian	A	6	1900 - 1600 BC
Assyrian	A	1	900 - 612 BC
Persian	A	3	539 - 331 BC
Old Egyptian	A	8	3500 - 2185 BC
Middle Kingdom	A	9	2133 - 1750 BC
New Kingdom	A	10	1570 - 30 BC
Nubian	A	4	3,500 - 2,000 BC
Etruscan	C	2	9th century - 50 BC
Roman Republic	C	6	510 - 27 BC
Roman Empire	C	9	27 BC - 476 AD
Mycenaean	C	7	1550 - 1200 BC
Minoan	C	8	2800 - 1400 BC
Greek Geometric	C	5	900 - 700 BC
Greek Archaic	C	1	700 - 480 BC
Greek Hellenistic	C	10	480 - 30 BC
Judean	C	3	600 BC - 135 AD
Celtic	C	4	450 BC - 600 AD
Byzantine	E	6	526 - 1390
Early Christian	E	7	1st century - 526
Carolingian Period	E	1	750 - 900
Migration Period	E	2	1st Millennium AD
Islamic	E	5	622 - 1492
Romanesque	E	3	1000 - 1150
Gothic	E	4	1140 - 1500
Early Renaissance	E	9	1400 - 1500
Late Renaissance	E	10	1475 - 1590
Northern Renaissance	E	8	1325 - 1600
Baroque Era	L	7	1600 - 1750
Rococo	L	6	1700 - 1750
Neoclassicism	L	2	1750 - 1880
Romanticism	L	8	1800 - 1880
Symbolism	L	1	1880 - early 1900s
Impressionism	L	10	1863 - 1885
Post-Impressionism	L	9	1886 - 1905
Pre-Raphaelites	L	3	1848 - 1854
Realism	L	5	1830 - 1870
Americana	L	4	-
Surrealism	M	9	1922 - 1939
Expressionism	M	8	1890 - 1939

Card Name	Category	Rank	Dates
Cubism	M	10	1908 - 1939
Dada	M	3	1916 - 1923
Bauhaus	M	2	1919 - 1933
Fauvism	M	7	1898 - 1906
Art Nouveau	M	5	1905 - 1939
Art Deco	M	4	1920s - 1930s
Socialist Realism	M	6	1930 - 1950
Futurism	M	1	1909 - 1939
Post-modernism	X	9	1970s - mid 1980s
Performance Art	X	5	1960s - Present
PopArt	X	6	mid 1950s - Present
Op Art	X	2	1964 - Present
Conceptual Art	X	7	1960s - Present
Minimalism	X	8	1960s - Present
Abstract Expressionism	X	10	1945 - Present
Constructivism	X	4	1920s - Present
Lowbrow	X	1	1950's - Present
Multiculturalism	X	3	1980s - Present
China	N	10	-
Japan	N	9	-
SE Asia	N	3	-
India	N	7	-
African	N	8	-
Oceania	N	2	-
South American	N	6	-
Meso-American	N	5	-
North American Indian	N	4	-
Indigenous Cultures	N	1	-





Mythos: The Cthulhu Ccg

Objective

Rules for common deck Solo play.

To Win

Complete any one Adventure card you have drawn. You immediately lose the game if your investigator is ever reduced to zero or less sanity.

Setup

Take all of your Mythos cards and shuffle them together in a common deck, including adventure cards. Add and remove cards to suit your tastes. Pick an investigator. You start with no cards in your hand.

Draw and discard cards until you get a location card. Put that location into play.

Turn Sequence

When you have nothing else you can do draw a card. Some cards have to be played immediately, others can be put in your hand. Maximum hand size is 13 cards. Discard excess cards.

If you draw a location card of the same region as your current location immediately put it into play and discard the previous location. If you draw a location card from a different region, you may go there if you discard an appropriate travel card from your hand, otherwise put the location card in your hand. You can always go to Dream locations from anywhere.

From a Dream location you can to any other location. If you draw an ally, tome, or artifact card you may put it into play if you are at a matching location, otherwise put it in your hand. If you draw a corrupt cultist you are immediately attacked by it.

If you draw a monster while at a gate site you are immediately attacked by it, otherwise discard it. Ignore joining. The strength of an attacker causes a loss

of that many sanity points, or points worth of allies. Allies receiving any damage are discarded. If you draw a spell card you may attach it to an appropriate card, otherwise put it in your hand.

Spell cards are discarded as soon as they are cast. If you draw a phobia card it effects you. If you draw an adventure card set aside in a separate pile. If you complete this or any adventure card you draw, you win the game.

A "round" now means the next three draws. A "turn" now means until the end of all responses to the next draw. If you draw a great old one it immediately goes into play and replaces the previous great old one.

Reinterpretation Of Cards

Many cards that target your opponent, will have no affect in solo play. For example: "Curse of the Rat thing" does nothing. The "Tiara of Opulent Fantasy", "Ambush", and "Mist of R'lyeh" do nothing.

Cards that increase the value of your threat now instead decrease the strength of attackers. For example: "Unaussprechlichen Kulten" decreases the the strength of living dead by 1. Other cards now target the last card drawn instead of your opponent. For example: "Yithian Mental Contact" can be used to negate a card just drawn and "Instability in the Mythos" can negate an attacker just drawn.

Spells that target opponent's allies now target attacking corrupt allies. Some event cards now target you instead of your opponent. For example: "Townfolk Riot" targets your investigator. Event cards now target your allies instead of your opponents allies. For example: "Influenza" and "Hound of Tindalls" target your allies.

In addition to these examples, many more cards have to be reinterpreted, a task left to the eager investigator.





Nascards

Introduction

Card game based on NASCAR racing. Each player controls one Stock car.

Disclaimer

NASCAR is a licensed trademarked property. This is merely a Fan site.

Winning

The first player to reach 500 Miles is the First Place Winner. For a shorter race go 400 or 300 Miles.

Miles

Players will have to keep track with paper and pencil how many miles They have gone.

Place

Players will have to keep track of their current placement: First, Second, Third, etc. as the race progresses. The term Rank is also used to mean Place. (Decreasing Rank order: 1st, 2nd, 3rd, 4th. . .) First Place is also called the Lead car.

The player with the most miles will be in first place, and so on. Markers can be used to indicate place. Record order changes as soon as they happen, whether in Maneuver or Speed Phase.

Dice

Ten Sided Dice are needed (1D10).

The Decks

There are 2 common Decks: The Speed Deck The Maneuver Deck

The Speed Deck

The speed deck cards are numbered 1-10. There are 6 copies of each card in the deck. (You can increase this number if playing with a large number of people) When played during speed phase, this is the number of miles moved.

The Maneuver Deck

These include Events and driving styles that can help or hinder players. The deck contains 1 copy of each card described in the card list.

Hands

During play, each player keeps a hand of Speed cards. Maneuver cards are only used during Maneuver phase and are not part of a players hand.

Setup

Shuffle the decks. Each player is dealt 8 random Speed cards.

Turn Sequence

Each turn is divided into 5 Phases:

1. Pit Stop Phase
2. Maneuver Phase
3. Speed Phase
4. Drafting Phase
5. Crash Phase

Pit Stop Phase

Each player may decide to visit their Pit Stop. If they do, they discard their current hand and draw 8 new Speed cards. If a deck ever runs out of cards, shuffle its discard and draw from it.

If you visit your Pit Stop, you are off the track: You skip the rest of the Turn. You "lose" your place for the turn and cannot be affected by Maneuver cards played by your opponents. If a player has no Speed cards left in his hand, he must make a Pit Stop.

Maneuver Phase

Each player is dealt 3 Maneuver cards face down. Players then discard 2 of these cards and keep 1 card. Players then reveal (play) their cards in decreasing rank order.

(First Place plays first, then second, and so on) Some cards you may be prevented from playing due to your rank order, however, You must play at least 1 card if it is at all possible. Apply the effects of the cards as they are played and then discard them. The Terminology Speed + X is used on many cards. This modifier Affects your total Miles driven. For example: Lets say you have gone 250 Miles and you play a card that is Speed +5. This will increase your Total Miles to 255. Then another play plays a card with Speed -2 that Targets you, so your Total miles drops to 253.

Unless otherwise stated the effects of Maneuver cards only last the current turn.

Speed Phase

Players in decreasing rank order must each play (discard) exactly one Speed Card from their hand. Their car moves forward that many miles.

Drafting Phase

Each player in rank order must roll 1D10 on the Drafting Table This is called the Drafting Roll.

The Drafting Table

Roll	Result:
1-4	No Draft
5-7	Speed +1
8-9	Speed +2
10+	Speed +3

Crash Phase

Each player in rank order must roll 1D10. This is called the Mishap Roll. On a roll of 10 or greater they have been hit. Add 1 to the Mishap roll for each car ahead of them that has been hit.

A car that has been hit must roll 1D10 on the Crash Table. The roll for the Crash Table is called the Severity Roll. Subtract 2 from the Severity Roll if you played a speed card of 1-3 this turn.

Subtract 1 from the Severity Roll if you played a speed card of 4-5 this turn. Add 1 to the Severity Roll if you played a speed card of 9-10 this turn.

The Crash Table

Roll	Result:
0	Speed -1
1	Speed -3
2	Speed -5
3	Discard 1 random Card
4	Discard 2 random Cards
5	You car is Speed -1 in Speed Phase until you make a Pit Stop
6	You car is Speed -2 in Speed Phase until you make a Pit Stop
7	You must make a Pit Stop next Turn
8	You must make a Pit Stop on the next 2 Turns
9	You must make a Pit Stop on the next 3 Turns
10+	Your car is Totaled. You are out of the Race.

Maneuver Deck Card List Notation

NL Not playable by the Leader

DR Drafting Roll

TO Target Opponent

TR Target Opponent 1 Rank ahead of You

TB Target Opponent 1 Rank behind You

MM Make a Mishap Roll immediately in Maneuver Phase

ISP In Speed Phase

FRT For Rest of Turn

LPD Last Place Driver

Maneuver Deck Card List

Card Name:	Notes:
Aggressive Driving	NL Speed +3 TR Speed -1
Safe Driving	Mishap Roll -1 Severity Roll -2
Defensive Driving	Anyone passing you FRT gets -2 Speed
Reckless Driving	Speed +5 Mishap Roll +1
Efficient Driving	Draw 1 Speed card & Discard 1 Speed Card
Breakout	NL Speed +5 MM
Support	NL Speed +3 and TO gets DR +2
Hold Back	Mishap Roll -1 Look at TO Hand
Shove	You and TO MM
Blocking	TO may not pass you
Push it to the Limit	Speed +6 & Discard 1 Random Card
Track Change	Speed -3 and Draw 1 Speed Card

Card Name:	Notes:
Three Abreast	3 Target Cars MM LPD Only Speed +2
Four Abreast	4 Target Cars MM LPD Only Speed +4
Inside Track	Speed +3
Outside Track	Speed +1
Sling Shot Pass	NL Speed +7 only if you are passing the Leader
Spin Out	All Players discard 1 Random card
Yellow Flag	No one may Pass FRT
Keep Up	NL Your Total Miles now = the car ahead of you
Drafting Partnership	You and TB or TR both draw 1 card
Brake Hard	NL TO must discard 1 Random card
Engine Problems	TO get Speed -2 until next Pit Stop
Drive Fast	Speed +2 & you may play another Maneuver card
Resistor Plates	TO Speed -1
Slipstream	You and TO DR +2
Bump	TO MM
Green Flag	All players may play up to 2 cards ISP
Down Force	Speed +4
Drift High	NL Speed +1 TR Speed -2
Exploit Opportunity	Steal 1 Random card from target Opponent
Battle for the Lead	Second Place Driver Only Speed +4
Make Your Move	NL Speed +1D10
Catch Up	LPD Only Speed +8
Full Throttle	You may play 2 cards ISP
Overheating	Leader Immune TO Speed -2
Momentum	Speed +5 ISP if you play a Speed card of 1-5
Find the Groove	Speed +2
Multi-Car Wreck	All Cars MM & Severity Roll +1
Team Member Assist	DR +3
Check Up	TO Speed -2
Spotters	Draw 1 Speed Card
Mirror Driving	Speed -1 TB Speed -2
Fan the Tail	NL Speed +2 TR Speed -2
Bump & Run	NL Speed +2 TR MM
Cut Off	Speed +1 TB Speed -1
Hung Out to Dry	NL TB or TR DR -3
Cooperation	DR +2 TB or TR DR +1
Go For It	NL Speed +1 TB & TR Speed -1
Defection	NL Speed +2 & TB Speed +2 TR Speed -1
Working the Line	NL Speed +1 & Draw 3 Maneuver cards and play 1
Radio Chatter	Draw 4 Maneuver cards and play 1
Express Train	NL You & all behind you get Speed +1D10
Clean Air	Leader Only Speed +4
Lose Traction	TO Speed -1 & MM

Optional Championship Cup Series Rules

In a Cup Series, there are several races called a series. Players decide how many races they want to run in their series. At the end of every turn a player is the Leader, he gets 1 Championship Point (CP).

The Player with the most CP at the end of the Series

wins the Championship Cup.

Optional Driver Advantages

At the beginning of the game each player rolls once on the Driver Advantage table: Top drivers may get multiple rolls if players wish.

Driver Advantage Table

Roll	Advantage:
1-2	Driver Experience: Draw 1 extra card in Maneuver Phase
3-4	Driver Skill: Severity Rolls -1
5-6	Powerfull Engine: +1 Speed in Speed Phase
7-8	Additional Team Member: Drafting Rolls +1
9-0	Superior Pit Crew: Draw 1 extra card in Pit Crew Phase

Links

Drafting Cup Series





Noir

Introduction

Tell your own stories of crime in the big city.

The Deck

All players share a single common deck. The deck contains six suites of cards: Atmosphere cards, Locations, Help, Hindrances, Witnesses, & Clues. There are 20 cards of each suite in the deck.

Setup

Shuffle the deck. Each player is dealt 6 cards. The meanest player goes first

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Mystery Phase
2. Suspense Phase
3. Investigation Phase

Mystery Phase

The active player may put the top card of the discard into his hand, or draw the top card of the deck

and put that in his hand. After taking a card, the player should have 7 cards in his hand.

Suspense Phase

The active player must discard a card face up to the discard pile. Maximum hand size is 6 cards. Discard excess cards.

Investigation Phase

If a player has a combo, he may show it to the other players and put it in his Clue pile. A combo contains one card from each of the six suites. A Combo is also called a: Meld, Straight, Run, Storyline, Chapter, Outline, Draft.

After a playing a meld, a player draws a replacement hand of six cards.

Object

The game ends when players have gone through the whole deck. When the game ends, the player with the most cards in his Clue pile solves the case and wins.

Witness (suspect) Card List

Card Name:	Quote/Notes
Land lady	"That no good bum swindler."
Business Partner	"I'm sure I don't know what you're talking about."
Taxi driver	"I don't know what you're talking about. Okay! Okay!"
Winsome secretary	"And then he called his wife. . ."
Femme fatale	"I'll have a Gin & Tonic."
The boyfriend	"Get out of my face s**t for brains"
Night-club owner	"Get out of my club"
Snitch/Informer	"Whats in it for me?"
Mob Boss	"If you know whats good for yah. . ."
Bartender	"He's a slippery one he is."
Dock worker	"Who wants to know?"
The Doctor	"I think you're mistaken."
Floozy	"Then the Bastard hit me."
Prostitute	"Hey big boy, why don't you come up and see me sometime."
Jailbird	"Why should I tell you?"
Bell boy	"Sure Mister."
Client	"I think I know who did it."
Deadbeat Grifter	"What's it to you?"
Innocent Bystander	"I think I saw a. . ."

Card Name:	Quote/Notes
Small time Hood	"It'll cost yah."

Clues Card List

Card Name:	Quote/Notes
Blood Stains	-
Fingerprints	-
Dead body	Dead men tell no tales
Signed Receipts	-
Coroners Report	-
Public Records	-
Reporter male	"I'll tell you what I know if you tell me what you know."
Reporter female	"I'll get to the bottom of this, with or without your help."
Photographs	-
Crime Scene	Sin City
Cigarette Butts	-
Abandoned Car	-
Scrawled in Blood	-
Address Book	-
Telephone Number	-
Article of Clothing	-
Murder Weapon	-
Suicide Note	-
Wire Tap	-
Briefcase full of Money	-

Atmosphere Card List

Card Name:	Quote/Notes
Mystery	-
Suspense	-
Long Rainy Night	-
Dark Attitudes	-
Shadows	-
Money	Vice, Corruption & Graft
Radio	-
Harsh Lighting	-
Askew Camera Angles	-
Deep Dark Secret	-
Do it in Style	Fedora & Trench coat
Walk the Thin Line	Human Nature
Blues,Jazz,Big Band	-
Rat Bastards	Fat Cats
Maudlin Mood	"You're too good for this place."
Bad Habits	-
Sex and Love	Improper Desires, Temptation
Crime	Murder, Fraud, Embezzlement
Deceit	Lies
Mean Streets	Squalor

Hinderances Card List

Card Name:	Quote/Notes
Stupid coppers	"This is our turf Dick."
Bent coppers	"Don't make me tell you again Chump."
Thugs	"Hey Lefty, is this the guy?"
Police detective	"This is my case, understand."
DA	"You're interfering with a police investigation"
False Testimony	-
Drive-by Shooting	Tommy Guns
Big Bruiser Thug	Take a Beating, Broken Finger
Double Cross	Backstabbing
Car Chase	Car Crash
Brawl	-
Shootout	-
Witness Skipped Town	-
Red Herring	-
Frame Up	Set-up
Death Threats	-
Black Mail	Extortion
G-Men	"Were taking you in for questioning."
Thrown in Jail	-
Trapped	-

Help Card List

Card Name:	Quote/Notes
Good coppers	Or Bent but Honorable. "Damn Rookies..."
Gun	Revolver or .45 Automatic
Bankroll	Bribes
Car	-
Tough	"Get that Pea-shooter out of my face."
Persistent	-
Street Smarts	-
Hard-Boiled	-
Tough as Nails	-
Deduction	-
Guts	-
Stakeout	-
Trust no one	-
Watch your Back	-
Private Investigator	-
Experience	-
Hunch	-
Integrity	-
Owed a Favor	-
Interrogation	Intimidation

Location Card List

Card Name:	Notes
Swank Jazz Club	Big Band
Dark Alleys	Fire Escapes
City Hall	-
Office	Smoke Filled Room
Police station	Prison
Tenements	Grimy
Back Alley Bar	Blues
All Night Diner	Eat at Joes
Posh Penthouse	Uptown
Warehouse	-

Card Name:	Notes
Docks	Boats
Beach House	Mansion
Steel Mill	-
Bridge	-
Restaurant	-
Gas Station	-
Airfield	Prop plane
Gallery	Museum
Hospital	Dr Office, Morgue
Train Station	Dark Railway Yard





Pawnshop

Introduction

Card & dice game for 2+ players. Each player is a pawnshop owner.

The Deck

Players share a common deck. The deck contains 2 types of cards: Item cards & Event cards. Each Item has 3 values: Pawn, Interest Fee, & Sell values.

Note that players do not have 'hands'.

Winning

The first player to accumulate \$10,000 is the winner.

1D6	Result:
1-2	Customer pays you the Interest Fee & buys back the Item (at same price)
3-4	Customer pays you the Interest Fee & Item remains in collateral
5-6	Customer doesn't come back: You own the item

Place items you own in a separate area from your 'safe'.

Draw Phase

Draw 1D6 - 3 cards from the deck. (This is the Draw Roll) Ignore negative results (nothing comes in that day) Cards are played face up onto the middle of the table.

Event Phase

Resolve all Event cards you drew this turn. Discard event cards after they are resolved.

Item Card List

Card Name:	Pawn	Intrst	Sell
TV set	50	10	80
Big Screen TV	250	30	800
Circular Saw	10	5	20
Bicycle	20	10	40

Pieces

Keep track of money with paper & pencil. A six sided die is needed.

Setup

Each player starts with \$1,000. High roll on the die goes first.

Turn Sequence

Players take turns. Each turn has 5 phases: Interest Phase Draw Phase Event Phase Pawn Phase Sell Phase

Interest Phase

Roll 1D6 for each item you have in collateral:

Pawn Phase

Each Item card has a pawn value. Pay this amount out as a loan to keep the item as collateral. You may make loans on any of the item cards you drew this turn.

You may also make loans on items not taken as collateral by other players. Discard any items that you've passed on twice. Move the pawned item cards into an area next to you called your 'safe'.

Sell Phase

Roll 1D6 for each item you own:

1D6	Result:
1-4	Nothing happens
5-6	You sell it for its Sale value.

Card Name:	Pawn	Intrst	Sell
Bronze Sculpture	400	50	900
Antique Jewelry	250	30	650
Precious Gems	150	20	250
Gold Chains	180	20	350

Card Name:	Pawn	Intrst	Sell
Computer	200	25	500
Lap Top	150	15	400
Mountain Bike	40	10	90
Sawzall	20	10	50
Tools	20	10	40
Vacuum	15	10	20
Video Game System	20	10	40
CD Collection	15	10	30
Tapes	10	5	20
Porn Tapes	10	10	30
Jewelry	350	40	900
Fine Jewelry	700	70	1500
Large Diamond	1000	100	2000
Boom box	20	10	40
Stereo Equipment	40	15	120
Handgun	50	20	100
Printer	10	5	25
Fax Machine	15	10	30
Fishing Pole	5	5	10
Hunting Knife	10	5	15
Scuba Gear	100	20	200
Oriental Rug	25	10	60
Custom Cigarette Lighter	5	5	15
Scrap Jewelry	70	10	80
Power Drill	10	5	15
RC Boat/Car	40	15	80
Antique Painting	150	40	500

Card Name:	Pawn	Intrst	Sell
Coin Collection	200	20	400
Rolex Watch	500	75	500
Gold Bullion	200	30	300
Ski Equipment	40	10	70
Exercise Bike	30	15	70
Treadmill	30	15	70
Antique Furniture	200	30	600
CD Player	30	10	60
Set of Tire Rims	100	15	400
Music Keyboard	30	10	60
Guitar & Case	40	10	80
Drum Set	70	20	150
Fuzz Buster	10	5	20
Car Stereo	10	5	20
Hunting Bow	20	10	60
Microwave Oven	20	10	50
Mini Fridge	15	10	30
Clock Radio	5	5	10
Antique Vase	200	30	400
Trumpet	20	10	50
Antique Lamp	150	20	500
Antique Clock	200	30	800
Motorcycle	300	40	700
Fur Coat	40	20	100
Silver Jewelry	30	10	75
In Line Skates	10	5	20
Beanie Babies	25	10	50

Event Card List

Card Name:	Notes:
Police Investigation	Loose one random collateral item
Hold Up	Lose 2D6 X \$100
Break In	Loose 3 random non-jewelry items you own
Employee Theft	Lose 1D6 X \$100
Fake Item	Loose one random Jewelry item you own
Cubic Zirconium	Loose one random Jewelry item you own
Customer Theft	Loose one random Jewelry item you own
Con Artist	Loose all Jewelry items you own & \$2,000
Jewelry Convention	All players may sell all their jewelry items
Antique Convention	All players may sell all their antique items
Rent Due	All players pay \$400
Re-cut Diamond	One Jewelry Item you own is now worth \$2,000
Broken	Discard one electronic item you own
Lawsuit	Lose 2D6 X \$100
Wheel & Deal	Draw 2 extra cards
Buy Smart	Buy one item this turn at half cost
Advertise - Signs	Pay \$40 to get +1 to next 1D6 draw rolls
Advertise - Flags	Pay \$40 to get +1 to next 1D6 draw rolls
Out on Memo	Sell one Jewelry item you own

Card Name:	Notes:
Trip to Refinery	You may sell one Jewelry item you own for half value

Game Designers Notes

I used to work in a pawnshop. Saw some crazy stuff.





Players And Playwrights

Introduction

Board game for 2-4+ players. Each player is a Theatre Troupe during the English Renaissance.

Victory

The player with the most Gold at the end of the game wins. The game ends when the players have gone through the deck twice. (The start of the English Civil War)

Dice

Six sided dice are needed.

Gold

Use Coins to represent Gold

Pawns

Each player has a unique pawn to represent his Troupe. (Use Chess pieces)

The Deck

Players share a common deck. There are 7 Suites (card types): Playwrights (Dramatists: The Men who wrote the plays) Actors (Players: The men who acted the plays) Troupes (Companies of Actors) Theatres (Playhouses: Where plays were performed) Dramatic Devices (How the plays were written) Stage Props (Special effects used to enhance the plays) Plays (Comedies, Histories, and Tragedies)

The Board

The board is a circular track of 32 spaces. The spaces are entitled thusly:

#	Title:	Type	Notes:
1	Playwright	A	Score Playwright cards
2	Performance	P	Score Meld
3	Rehearsal	R	Draw 1 Card
4	Actors	A	Score Actor cards
5	Morality Play	M	Gain 1 Gold
6	Performance	P	Score Meld
7	History	A	Score History Play cards
8	Performance	P	Score Meld
9	Profit Sharing	E	Lose 1D6 Gold
10	Performance	P	Score Meld
11	Comedy	A	Score Comedy Play cards
12	University Play	M	Gain 1 Gold
13	Pageant	M	Gain 1 Gold
14	Court Performance	P	Double Score Meld
15	Rehearsal	R	Draw 1 Card
16	Tour Countryside	P	Half Score Meld
17	Troupe	A	Score Troupe cards
18	Mummers Plays	M	Gain 1 Gold
19	Performance	P	Score Meld
20	Cycle Play	M	Gain 1 Gold
21	Trouble	T	Roll on Trouble Table
22	Stage Props	A	Score Stage Props cards
23	Rehearsal	R	Draw 1 Card
24	Mystery Play	M	Gain 1 Gold
25	Theatre	A	Score Theatre cards
26	Dramatic Devices	A	Score Dramatic Device cards
27	Rehearsal	R	Draw 1 Card

#	Title:	Type	Notes:
28	Performance	P	Score Meld
29	Trouble	T	Roll on Trouble Table
30	Masque	M	Gain 1 Gold
31	Tragedy	A	Score Tragedy Play cards
32	Patronage	E	Gain 1D6 Gold

Board Space Type Notation

P Performance
T Trouble
M Minor Performance
A Attribute
E Event
R Rehearsal

Board Download

[Click Here](#)

Setup

Players roll high on 1D6 to see who goes first. Each player is dealt a hand of 7 cards. Each player starts with 10 Gold.

Pawns start on the Profit Sharing Space.

Turn Sequence

Players take turns. Each turn has 3 Phases: Rehearsal Phase Performance Phase Exit Phase

Rehearsal Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Performance Phase

Roll 1D6 and move that many spaces clockwise along the Track. If you land on an opponents Pawn steal one of his cards and Then roll and move again. If you land on an empty space, follow the instructions on that space.

Minor Performance Spaces

These were older types of plays: Cycle Plays: Religious Plays that used non-professionals as actors. Morality Plays: Allegorical Lessons Mummings Plays: Medieval Plays like St George & the Dragon University Plays: Classical Greek/Roman Philosophical Plays

#	Result:	Notes:
1	Death	Discard all your cards
2	Fire	Lose 2D6 Gold
3	Plague	Skip your next turn

Extra Scoring

When scoring a Play card in a Performance or if played solo on the Attribute space, you may quote a

Mystery Plays: Miracle Plays: Religious/Biblical Plays like the Nativity Pageant: Parades & Processions: Royal & Local Masque: Fancy Dress Dance: Entertainment of the Nobility

Event Spaces

Profit Sharing = The company was owned by the actors. Patronage = A patron provided only minor financial support but was very Useful for protection from legal troubles.

Performance Spaces

Performance: These were usually held at the Troupes own Theatre. Royal Performance: Troupes would get invited to palaces to perform there. Tour Countryside: When evicted by plague or Protestants, Troupes would hit the road To Score a Meld, play (discard) cards from your hand: You may play up to 1 card from each of the Seven Suites.

Gain Gold equal to the number of Suites played. Note: for the Royal Performance and the Tour Countryside spaces you Cannot include a Theatre card in the Meld. A Meld must contain at least 4 cards or it cannot be played.

A 5 card Meld earns 1 extra Gold. A 6 card Meld earns 2 extra Gold. A 7 card Meld earns 3 extra Gold.

Attribute Spaces

There is one for each of the card suites except for plays. (Play spaces are divided into 3 types: Comedies, Histories, & Tragedies) To score an attribute space, play (discard) 1 or more cards of the indicated type. Gain 1 Gold for each card so played.

Rehearsal Spaces

Draw 1 card and put it in your hand

Trouble Spaces

Roll 1D6:

#	Result:	Notes:
4	Protestants	Skip your next turn
5	Prison	Discard 3 random cards
6	Legal Problems	Lose 1D6 Gold

line from the play or some interesting Tidbit from the play or about it. If all the other players agree that your Contribution was worthwhile, you may earn 1

additional Gold.

Exit Phase

Max hand size is 8 cards. Discard excess cards.

Common Deck Card List Notation

W Playwrights

A Actors
T Troupes
P Theatres
D Dramatic Devices
S Stage Props
C Comedies
H Histories
X Tragedies

Common Deck Card List

Card Name:	Type	Notes:
Musicians	S	
Costumes	S	
Masks	S	
Fireworks	S	
Special Effects	S	
Hoists & Pulleys	S	
Simple Stage	S	
Open to the Sky	S	Theatre in the Round
Trap Doors	S	
Balconies	S	
The Globe	P	
The Rose	P	
The Curtain	P	
The Swan	P	
The Fortune	P	
The Red Bull	P	
The Hope	P	
Blackfriars	P	
Boars Head	P	
Tabard Inn	P	
Contrasts	D	
Poetry	D	
Powerful Emotions	D	
Sub-Plots	D	
Soliloquy	D	& Confidants
Pictorial Language	D	
Character Foils	D	
Audience Knowledge	D	
Conflict	D	
Irony	D	
The Lord Chamberlains Men	T	
The Kings Men	T	
Oxfords Men	T	
The Admirals Men	T	
Worcesters Men	T	
Leicesters Men	T	
Lady Elizabeths Men	T	
Prince Charles Men	T	
Queen Annes Men	T	
The Queens Revels	T	
William Shakespeare	W	

Card Name:	Type	Notes:
Shakespeare the Bard	W	
Shakespeare the Dramatist	W	
Christopher Marlowe	W	Dr Faustus
Ben Johnson	W	The Alchemist
George Peele	W	King Edward I
Thomas Kyd	W	The Spanish Tragedy
John Webster	W	The Duchess of Malfi
Thomas Middleton	W	A Chaste Maid in Cheapside
Thomas Heywood	W	A Woman Killed with Kindness
The Fool	A	
The Clown	A	
Brooding Figure	A	
Boy Player	A	
Famous Thespian	A	
Leading Man	A	
Master Orator	A	
Veteran Actor	A	
Star Performer	A	
Loves Labor's Lost	C	
Comedy of Errors	C	
Two Gentleman of Verona	C	
Midsummer Night's Dream	C	
Merchant of Venice	C	Dark Comedy
Taming of the Shrew	C	Farce
Merry Wives of Windsor	C	
Much Ado About Nothing	C	
As You Like It	C	Pastoral
Twelfth Night	C	
All's Well that Ends Well	C	Dark Comedy
Measure for Measure	C	Dark Comedy
Troilus and Cressida	C	Dark Comedy
Pericles	C	Late Romance
Cymbeline	C	Late Romance
Winter's Tale	C	Late Romance
Tempest	C	Late Romance
Henry VI Part I	H	
Henry VI Part II	H	
Henry VI Part III	H	
Richard III	H	
King John	H	
Richard II	H	Tragic
Henry IV Part I	H	
Henry IV Part II	H	
Henry V	H	Epic
Henry VIII	H	
Titus Andronicus	X	Roman
Romeo and Juliet	X	
Julius Caesar	X	Roman
Hamlet	X	
Othello	X	
King Lear	X	
Macbeth	X	
Antony and Cleopatra	X	Roman

Card Name:	Type	Notes:
Timon of Athens	X	
Coriolanus	X	Roman

Links

English Renaissance Theatre





Prepper

Introduction

Card game for 2-4+ players. Each player represents a separate group of preppers who are preparing for the end of the world. Players accumulate supplies and advantages in several different categories. While this goes players Eliminate different end of the world scenarios until only one remains. The remaining scenario Will favor certain types of stockpile categories which will determine victory conditions.

Victory

The player with the highest Score at the end of the game wins.

The Decks

There are 2 common decks: Stockpile Deck Scenario Deck

Stockpile Deck

There are several Different Stockpile Categories:

- W** Weapons (guns, bows, knives, etc.)
- F** Food (canned goods, stored dry goods)
- A** Animals (livestock, horses)
- V** Vehicles (needed for bugging out)
- P** Plants (seed, fertilizers, farming implements)
- K** Knowledge (know how needed to survive and prosper)
- M** Medicine (antibiotics, pain killers, etc.)
- S** Shelter (Protective Shielding of your bunker)
- T** Trade (luxury items used for trade with other survivors)
- G** Water (Boats, fishing gear)
- P** Power (electricity, heat generation)
- C** Cold (cold weather gear, clothing)
- E** Equipment (Camping, Trapping)

Scenario Deck

The Scenario Deck contains 1 copy of each card described in the Scenario Deck Card List.

Setup

Shuffle the decks. Flip over all the Scenario cards face up and spread them over the center of the table

Scenario Card List

so that all of them are visible. Toughest player goes first.

Flip over the top 5 cards of the Stockpile Deck.

Turn Sequence

There are 3 Stages:

1. Prepping Stage
2. Scenario Stage
3. Scoring Stage

Prepping Stage

Players take turns. Each turn has 2 phases:

1. Availability Phase
2. Option Phase

Availability Phase

Flip over the top card of the Stockpile deck. Skip this phase if there are no cards left in the deck.

Option Phase

Take 1 of the face-up Stockpile cards and put it face-down in your Stockpile. You can look at your stockpile cards but not your opponents. Move to Scenario Stage if there are no more face-up stockpile cards.

Scenario Stage

Players take turns. Pick one of the face-up Scenario cards and put it face-down in the Scenario Discard pile. If there is only one Scenario left, it becomes the End of the World Scenario (EOTWS).

Once the EOTWS is determined, continue to the Scoring Stage.

Scoring Stage

The EOTWS will list categories that receive a bonus card value multiplier. For example: if it is the Zombie Apocalypse, all your Weapons cards are worth 3 times as much, and Your Vehicle cards are worth double (Run Away!) Your final score is equal to the total point value of all your stockpile cards. For every category you have zero cards in, get -5 points.

Name:	Notes:
Zombie Apocalypse	Weapons x3, Vehicles x3
Asteroid Impact	Shelter x3, Plants x2 Equipment x2
Sea Level Rise	Water x3, Trade x3
Super Solar Flare	Shelter x3, Power x2, Medicine x2
Nuclear War	Shelter x3, Food x2, Medicine x2
Ice Age	Cold x3, Power x2, Food x2
Super Virus	Medicine x3, Weapons x2, Vehicles x2
Volcanic Eruptions	Vehicles x3, Knowledge x2, Equipment x2
Ecological Collapse	Plants x3, Animals x2, Medicine x2
Pole Shift	Knowledge x3, Food x3
Economic Collapse	Trade x3, Weapons x3
Governmental Collapse	Knowledge x3, Weapons x2
Foreign Invasion	Weapons x3, Knowledge x2, Equipment x2
Electrical Grid Collapse	Power x3, Vehicles x2, Planrs x2
End of the Internet	Knowledge x3, Trade x2, Weapons x2
Earth Stops Rotating	Water x3, Knowledge x2, Cold x2
Robot Apocalypse	Weapons x3, Food x2, Knowledge x2
Peak Oil	Animals x3, Plants x2, Power x2
Massive Storms	Cold x3, Water x2, Shelter x2
Pandemic Outbreaks	Medicine x3 Vehicles x3

Stockpile Card List

Type	Value	Name	Type	Value	Name
W	3	Knives & Clubs	K	5	Books
W	3	Spears, Swords, & Axes	K	6	Military Training
W	4	Bows & Crossbows	K	6	Veterinarian
W	4	Handguns	K	7	Emergency Medicine
W	5	Shotguns	K	7	Agriculture
W	5	Helmets, Kevlar Vests	S	3	Remote
W	6	High Powered Rifles	S	3	Isolated
W	6	Weapon Cache	S	4	Hidden
W	7	Automatic Weapons	S	4	Compound
W	7	Military Weaponry	S	5	Bricks
F	3	Dog Food	S	5	Concrete
F	3	Breakfast Bars	S	6	Fortified
F	4	Cans of Beans	S	6	Underground
F	4	Beef Jerky	S	7	Bunker
F	5	Spam	S	7	Hardened
F	5	Bins of Rice	Q	3	Fishing Lines & Hooks
F	6	Food Stash	Q	3	Crab Traps
F	6	Basement Full	Q	4	Cast Nets
F	7	Store Full	Q	4	Snorkeling gear, Scuba
F	7	Warehouse Full	Q	5	Canoe, Kayak
A	3	Rabbits & Rodents	Q	5	Rubber Raft
A	3	Dogs	Q	6	Fishing Boat
A	4	Insect Farming	Q	6	Sail Boat
A	4	Poultry	Q	7	Catamaran
A	5	Goats & Sheep	Q	7	Yacht
A	5	Aquaculture	T	3	Salt, Sugar, Candy

Type	Value	Name
A	6	Cattle
A	6	Livestock
A	7	Horses
A	7	Herd
P	3	Vegetable Seeds
P	3	Fertilizers
P	4	Hydroponics
P	4	Wheat Grains
P	5	Beans
P	5	Potatoes
P	6	Maize
P	6	Corn
P	7	Farmland
P	7	Granary
V	3	Bicycles
V	3	Scooters
V	4	Motorcycles
V	4	Compact
V	5	Jeep
V	5	Van
V	6	Pickup Truck
V	6	SUV
V	7	Tractor, RV
V	7	Bus, Semi
M	3	Bandages & Topicals
M	3	Antihistamines
M	4	Geiger Counters
M	4	Gas Masks
M	5	Stimulants & Tranquilizers
M	5	NSAIDS & Steroids
M	6	Water Purifiers
M	6	Antivirals & Antifungals
M	7	Antibiotics
M	7	Opiates
K	3	Chemistry
K	3	Electrician
K	4	Mechanic
K	4	First Aid
K	5	Survival Training

Type	Value	Name
T	3	Nails, Screws
T	4	Clothing, Shoes, Camouflage
T	4	Gold, Jewelry, Eye Glasses
T	5	Toilet Paper
T	5	Paper
T	6	Ammunition
T	6	Cigarettes
T	7	Coffee
T	7	Liquor
P	3	Manpower
P	3	Draft Animals
P	4	Wood burning
P	4	Rechargeable Batteries
P	5	Coal burning
P	5	Solar Power
P	6	Water Power
P	6	Wind Power
P	7	Turbine
P	7	Ethanol
C	3	Insulation
C	3	Blankets
C	4	Firewood
C	4	Boots and Gloves
C	5	Long Johns
C	5	Wool Clothing
C	6	Space Heaters
C	6	Parkas
C	7	Bed Warmers
C	7	Arctic Gear
E	3	Compass, Maps
E	3	Lighters, Flints
E	4	Radios
E	4	Binoculars
E	5	Tubing, Hoses
E	5	Containers
E	6	Rope, Wire, line
E	6	Tarps
E	7	Tools
E	7	Traps and Snares





Prohibition

Introduction

Board and Dice Game. American Prohibition 1920's Theme. Players are smugglers transporting Alcohol.

Victory

The player with the most Bankrolls at the end of the game wins.

Space	Name:	Type:
1	Casino	E
2	Skyscrapers	C
3	Black Market	S
4	Babe Ruth	C
5	Dance Hall	E
6	Harlem Renaissance	C
7	Canada	S
8	Suffrage	C
9	Saloon	E
10	Art Deco	C
11	Moonshine Still	S
12	The Lost Generation	C

Board Notation

- S** Source
- E** Establishment
- C** Culture

Player Pawns

Each player has a unique Pawn.

Law Enforcement Pawns

In addition to the Player Pawns, there are 3 unique Law Enforcement Pawns:

1. Local Police
2. Prohibition Agent
3. FBI Agent

Dice

Six sided dice are needed.

Bankrolls

Money is counted in units called Bankrolls. Use coins to keep track of Bankrolls.

Game End

The Game ends when there are no Bankrolls left on any Culture spaces.

The Board

The Board is a circular Track of 24 Spaces:

Space	Name:	Type:
13	Speakeasy	E
14	Jazz Music	C
15	Rum Runners	S
16	Electrification	C
17	Dive	E
18	Car Culture	C
19	Mexico	S
20	Flappers	C
21	Night Club	E
22	Talkie Movies	C
23	Brewery	S
24	Golden Age of Radio	C

Cases

Shipments of Alcohol are counted in units called Cases. Use Tokens to keep track of Cases.

Setup

Place 2 Bankrolls on each Culture Space. Player Pawns start in the Speakeasy. Each Player starts with 3D6 Bankrolls.

Players roll high on 1D6 to see who goes first. The Law Pawns all start in the Casino.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Production Phase
2. Consumption Phase
3. Action Phase

Production Phase

Roll 1D6:

1	Black Market
2	Canada
3	Moonshine Still
4	Rum Runners

1	Black Market
5	Mexico
6	Brewery

The indicated "Source" space gains 2D6 Cases.

Consumption Phase

Remove 1 Case Token from every "Establishment" Space that has them. An Establishment with Case Tokens is "Wet". An Establishment without Case Tokens is "Dry".

Action Phase

On your turn roll 2 Dice. You may use a Die Roll to:

1. Move your Pawn that many spaces in any direction.
2. Move a Law Pawn that many spaces in any direction.

A Law Pawn can only be moved once per turn.

Landing On A Source Space

If your pawn lands on a Source space with Cases on it, you may buy None, some, or all of the Cases on it. Cases cost 1 Bankroll each. Place the Case Tokens in front of you.

Landing On An Establishment Space

If your pawn lands on an Establishment with no Cases on it, you may Sell all of your cases to it. The Establishment will pay 2 Bankrolls for each case.

Landing On A Culture Space

If your pawn ends its last move of the turn on a Culture space with 1 or 2 Bankrolls on it, take 1 Bankroll.

Landing On An Opponents Pawn

If you have no Cases and you land on an opponent's pawn with cases, You steal 1D6 cases from him.

Landing On A Law Enforcement Pawn

You may not use a roll to move your pawn onto a law pawn.

Moving The Police Pawn

If the Police pawn lands on an Establishment space with Cases on it, all those Cases are confiscated (removed from play)

Moving The Prohibition Agent Pawn

If the Prohibition Agent pawn lands on a Player Pawn with Cases on it, all those Cases are confiscated (removed from play) If there are more than one Player Pawns on the space, you pick Which one is stung.

Moving The Fbi Pawn

If the FBI pawn lands on a Source space with Cases on it, all those Cases are confiscated (removed from play)

Links

[Wikipedia](#)





Psych Ward

Introduction

Card game for 2 or more players. Players are medical professionals working in a hospital psych ward. Match drugs to diagnoses to score points.

Objective

The game ends when all patients have been successfully treated. The player, at the end of the game, with the most patients in his file is the winner.

The Decks

Players share two common decks: The Patient Deck, and the Treatment Deck. The decks contain one of each card described in the lists.

The Patient Deck

Each card represents a patient. The card describes the patient's diagnosis and treatment requirements.

The Treatment Deck

The treatment deck has two types of cards: Drug Cards (used to treat) and Contraindication Cards (used to negate treatments) Note: A few Drug cards describe non-pharmacological treatment options. Contraindication cards represent ADR's (Adverse Drug Reactions), Side effects, Co-morbid disease states, Drug interactions, Kinetics, Dynamics, Dosing, and Administration errors that would result in therapeutic failure.

Setup

Each player starts with a hand of 5 random treatment cards. Determine Turn order (the player with the longest name goes first).

Patient Deck Card List

Patient Disorder:	Notes (Treatment Requirements)
Paranoid Schizophrenia	Treat with 1 drug for SZ
Catatonic Schizophrenia	Treat with 1 drug for SZ
Disorganized Schizophrenia	Treat with 1 drug for SZ
Undifferentiated Schizophrenia	Treat with 1 drug for SZ
Residual Schizophrenia	Treat with 1 drug for SZ

Turn Sequence

Players take turns. Each turn has 3 Phases: Admissions Phase Pharmacopoeia Phase Treatment Phase

Admissions Phase

The center of the table is referred to as the Ward. Take the top card of the Patient deck and place it face up in the Ward. (This is the newest admission) Note: As the game proceeds, there will be more and more admits.

Maximum patient population in the ward is 8 patients. If there are already 8 patients in the Ward, skip this phase.

Pharmacopoeia Phase

Draw 3 cards from the Treatment deck and put them in your hand. If the deck runs out, shuffle the discard and draw from it. Max hand size is 8 cards. Discard excess cards.

Treatment Phase

Discard any Treatment cards from your hand you don't want. You may attempt to treat a patient by playing an appropriate Drug card from your hand onto that Patient. Your opponents may play (discard) an appropriate Contraindication Card to cause a target Drug card to be discarded.

If you meet all the treatment requirements of a patient, put that patient Card into your File (A pile next to you). Some patients require 2-3 Drug cards for successful treatment; It is possible That a patient may be partially treated. In this case, the Drug cards remain On the patient from turn to turn. The player who finishes the treatment gets to keep the Patient for his or her file. One a patient goes to a File, discard all Drug cards on the patient.

During your turn you may play multiple Drug cards and treat multiple patients.

Patient Disorder:	Notes (Treatment Requirements)
Schizo-affective Disorder	Treat with 1 drug for SZ & 1 for BP
Psychotic Break	Treat with 1 drug for SZ & 1 BNZ
Psychosis	Treat with 1 drug for SZ & 1 BNZ
Violent Outbursts	Treat with 1 drug for SZ & 1 BNZ
Major Depression	Treat with 1 drug for DP (2)
Dysthymia	Treat with 1 drug for DP
Double Depression	Treat with 2 drugs for DP
Suicidal Ideation	Treat with 2 drugs for DP
Self Mutilation (Cutter)	Treat with 1 drug for DP
Depression with Psychotic Features	Treat with 1 drug for DP & 1 for SZ
Social Phobia	Treat with 1 drug for AX
Anxious Depression	Treat with 1 drug for DP & 1 for AX
Generalized Anxiety Disorder	Treat with 1 drug for AX (2)
Panic Attacks	Treat with 3 drugs for AX
Obsessive-compulsive Disorder	Treat with 2 drugs for OCD (2)
Post-traumatic Stress Disorder	Treat with 1 drug for AX
Manic Depressive	Treat with 1 drug for BP
Mixed Bipolar	Treat with 1 drug for BP
Manic Episode	Treat with 1 drug for BP & 1 BNZ
Depressive Bipolar	Treat with 1 drug for BP
Cyclothymia	Treat with 3 drugs for BP
Seasonal Affective Disorder	Treat with 1 drug for BP
Dyssomnia	Treat with 1 drug for SD
Insomnia	Treat with 1 drug for SD (2)
Alcoholic Detox	Treat with 1 BNZ
Benzo Detox	Treat with 1 BNZ
Opiate Detox	Treat with 1 ODT
Poly Substance Abuse	Treat with 1 BNZ & 1 ODT

SZ Schizophrenia
BP Bipolar
DP Depression
AX Anxiety

OCD Obsessive-compulsive Disorder
SD Sleep Disorder
BNZ Benzodiazepines
(X) Number of that card in the deck

Drug Cards (the Treatment Deck) Card List

Drug	Class	SZ	AX	DP	BP	OCD	SD
Ativan	BNZ	-	1	C	3	-	1
Xanax	BNZ	-	1	C	3	-	1
Halcion	BNZ	-	1	C	3	-	1
Valium	BNZ	-	1	C	3	-	1
Librium	BNZ	-	1	C	3	-	1
Dalmane	BNZ	-	1	C	3	-	1
Restoril	BNZ	-	1	C	3	-	1
Serax	BNZ	-	1	C	3	-	1
Clonazepam	BNZ	-	1	C	3	-	1
Tranxene	BNZ	-	1	C	3	-	1
Phenobarbital	BRB	-	3	C	-	-	2
Atarax	AH	-	3	-	-	-	1
Prozac	SSRI	-	1	1	C	1	-
Zoloft	SSRI	-	1	1	C	1	-

Drug	Class	SZ	AX	DP	BP	OCD	SD
Paxil	SSRI	-	1	1	C	1	-
Luvox	SSRI	-	1	1	C	1	-
Celexa	SSRI	-	1	1	-	1	-
Lexapro	SSRI	-	1	1	-	1	-
Wellbutrin	AAD	-	-	1	1	-	-
Bupropion	AAD	-	-	1	1	-	-
Effexor	AAD	-	1	1	-	-	-
Serzone	AAD	-	-	1	-	-	2
Remeron	AAD	-	-	1	-	-	2
Trazadone	AAD	-	-	1	-	-	1
Phenelzine	MAOI	-	-	3	-	3	-
Tranlycypromine	MAOI	-	-	3	-	3	-
Buspar	AAX	-	1	3	-	2	-
Ambien	HYP	-	-	-	-	-	1
Sonata	HYP	-	-	-	-	-	1
Elavil	TCA	-	-	2	-	2	3
Clomipramine	TCA	-	-	2	-	1	3
Amoxipine	TCA	-	-	2	-	2	3
Doxepin	TCA	-	-	2	-	2	3
Imipramine	TCA	-	-	2	-	2	3
Pamelor	TCA	-	-	2	-	2	3
Lithium	MS	-	-	3	1	2	-
Lithobid	MS	-	-	3	1	2	-
Depakote	MS	-	-	-	1	-	-
Valproic Acid	MS	-	-	-	1	-	-
Tegretol	MS	-	-	3	1	-	-
Carbamazepine	MS	-	-	3	1	-	-
Lamotragine	AAC	-	-	-	2	-	-
ECT	ECT	-	-	1	-	-	-
Haldol	TAP	1	-	-	2	2	-
Thorazine	TAP	1	-	-	2	-	-
Prolixin	TAP	1	-	-	2	-	-
Stelazine	TAP	1	-	-	2	-	-
Zyprexa	AAP	1	-	-	1	C	-
Olanzapine	AAP	1	-	-	1	C	-
Clozaril	AAP	2	-	-	3	C	-
Geodon	AAP	1	-	-	1	C	-
Seroquel	AAP	1	-	-	1	C	-
Quetiapine	AAP	1	-	-	1	C	-
Risperdal	AAP	1	-	-	1	C	-
Risperidone	AAP	1	-	-	1	C	-
Herbal Medication	-	-	3	3	-	-	2
Behavioral Therapy	BT	3	3	3	3	3	3
Clonidine	ODT	-	-	-	-	-	-
Methadone	ODT	-	-	-	-	-	-
Naltrexone	ODT	-	-	-	-	-	-

1 First Line Indicated (Drug of Choice)

2 Second Line Drug

3 Third Line Drug

C Contraindicated (= Do not use)

SSRI Selective Serotonin Reuptake Inhibitor

AAD Atypical Antidepressant

MAOI Monamine Oxidase Inhibitors

AAX Atypical Anxiolytic

HYP Hypnotic

BRB Barbiturate

AH Antihistamine

TAP Typical Antipsychotic

AAP Atypical Antipsychotic
MS Mood Stabilizer
ECT Electroconvulsive Therapy
AAC Atypical Anticonvulsant
ODT Opiate Detox
BT Behavioral Therapy is 2nd line for all Detox patients

Second And Third Line Drugs

You cannot treat with a 2nd line drug until another drug has been used or tried. You cannot treat with a 3rd line drug until 2 other drugs have been used or tried.

Contraindication Cards (the Treatment Deck) Card List

Contraindication:	Target Drug Cards:
Addiction	BNZ, BRB
Overdose	TCA, BRB, Li
Sexual Dysfunction	TCA, SSRI, MAOI, AAD
Seizures	Bupropion, TCA
Anticholinergic effects	TCA, AH, MAOI, Serzone
Refractory Disease State	Any
Drug Resistance	Any
Tolerance	Any
Drug Allergy	Any
Dermatological effects	TCA, AAP, TAP, MS
Anterograde Amnesia	BNZ
Paradoxical Excitement	BNZ
Dizziness	BNZ, BRB, Remeron
Withdrawal Symptoms	BNZ
Sedation	BNZ, TCA, Li, Paxil, Phenelzine
Activating	SSRI (not Paxil)
Autonomic Side Effects	TCA
Cardiac Side Effects	TCA, Li, Effexor
Weight Gain	TCA, Remeron, Li, AAP
Weight Loss (Anorexia)	SSRI, Effexor
SIADH	TCA, SSRI
Compliance Issues	Any
Precipitate Mania	TCA
Hypertensive Crisis	MAOI
Serotonin Syndrome	MAOI
Anxiety	SSRI
Nausea	SSRI, AAD, AAX
Comorbid COPD	BNZ
Comorbid Eating Disorder	Bupropion
Priapism	Trazadone
Orthostasis	TCA, Trazadone, Effexor, Risperdal
Nephrogenic Diabetes Insipidus	Li
Hematologic effects	Valproic Acid, Tegretol, AAP
Dystonia	TAP
Pseudoparkinsonism	TAP
Akathisia	TAP
Tardive Dyskinesia	TAP
Neuroleptic Malignant Syndrome	TAP
Interaction: Cimetidine	BNZ
Comorbid Alcoholic	BNZ, BRB
Interaction: OTC Decongestants	MAOI
Interaction: NSAIDS	Li

Contraindication:	Target Drug Cards:
Underdosage	Any
Therapeutic Failure	Any
Gynecomastia	TAP
Agranulocytosis	Clozaril
Comorbid Personality Disorder	Any
Not covered by Insurance	Any
Misdiagnosis	Shuffle patient back into deck
Transferred	Shuffle patient back into deck





Psychobabble

Introduction

Card game for 2-4+ Players. Players are Therapists trying to cure their patients and themselves.

Winning

The player with the most Total Victory Points (VP) wins. Gain 10 VP for each patient you cure. Lose 10 VP for each patient you fail.

Game End

The game ends after exactly 1 Hour.

The Board

The Board is a square track. Each side has 13 spaces.

Space:	Notes:
Red Office	Corner Starting Space
Generalized Anxiety	Gain 1 NP
Group Therapy	Cure 1 NP +1 per pawn on this Space
Chance	Draw 1 card from the Chance Deck
Set Goals	Cure 1 NP
Postmodern Life	Gain 1 NP
Chance	Draw 1 card from the Chance Deck
Quiet Desperation	Gain 1 NP
Psychobabble	Cure 1 NP
Chance	Draw 1 card from the Chance Deck
Rehab	Cure 2 NP
Self-Absorption	Gain 1 NP
Blue Office	Corner Starting Space
Relapse	Gain 2 NP and move back 1D6 Spaces
Defense Mechanisms	Cure 1 NP
Chance	Draw 1 card from the Chance Deck
Retail Therapy	Cure 1 NP
The Human Condition	Gain 1 NP
Chance	Draw 1 card from the Chance Deck
Victim Mentality	Gain 1 NP
Repression	Cure 1 NP
Chance	Draw 1 card from the Chance Deck
Anti-Depressants	Cure 2 NP
Insecurities	Gain 1 NP
Green Office	Corner Starting Space
Angst	Gain 1 NP
Pop Psychology	Cure 1 NP
Chance	Draw 1 card from the Chance Deck
Self-Realization	Cure 1 NP
Burnout	Gain 1 NP
Chance	Draw 1 card from the Chance Deck
Cognitive Dissonance	Gain 1 NP
Sublimation	Cure 1 NP
Chance	Draw 1 card from the Chance Deck
Self Help Books	Cure 1 NP
Apathy	Gain 1 NP

Space:	Notes:
Yellow Office	Corner Starting Space
Panic Attack	Gain 3 NP
Closure	Cure 2 NP
Chance	Draw 1 card from the Chance Deck
Denial	Cure 1 NP
Guilt Trip	Gain 2 NP and move ahead 1D6 Spaces
Chance	Draw 1 card from the Chance Deck
Dysfunctional Family	Gain 1 NP
Breakthrough	Cure 2 NP
Chance	Draw 1 card from the Chance Deck
Daily Affirmations	Cure 1 NP
Shame Spiral	Gain 2 NP

Dice

Six sided dice are needed.

Setup

Each player gets 1 Random Therapist card. Each player gets 2 Random Patient cards. Each player picks 1 Office to be their Home (starting) Office.

(If more than 4 players, players will have to share office space) Each player gets a set of pawns. (Pawn set color does not have to be the same as office color) A player's location pawns start in his office The least mentally stable player goes first.

Pawns

Therapists and Patients are collectively referred to as pawns. Pawns can be in the form of chits, counters, markers, etc.

Pawn Sets

Each player has a set of pawns of a unique color. All Pawns are numbered. For each number there are two pawns with that number.

(For example: two red #1's, two red #2's, two red #3's, two red #4's etc.) The #1 Pawns are used for a player's Therapist: Put one (the Identity pawn) on the player's Therapist card to indicate ownership. Put the other (the Location pawn) on the Board to show the therapists location. The other pawns are used in the same way for a player's patients.

Direction Of Movement

Pawns always move clockwise unless otherwise directed by a card or space.

Neurosis Points

Each pawn starts play with 2D6 Neurosis Points (NP). Use coins or tokens to represent NP. Stack these NP Tokens on the Therapist/Patient cards.

If a Patient is ever rid of all of his NP he is completely cured. The cured patient is removed from play and counts as positive VP for the owning player. If a

patient ever has over 20 NP he is considered to be a failed patient and Is removed from play and counts as negative VP for the owner.

If a Therapist pawn has over 20 NP, he can no longer gain new Patients and Any patient he lands on gains 1 NP. The term cure is also used to mean the removal or loss of NP.

Turn Sequence

Players take turns. On your turn get a number of dice equal to the number of pawns you control. Each of your pawns must move exactly once on your turn.

Roll one or two dice at a time. These are referred to as "Progress" rolls. Assign each roll to one of your pawns and move the pawn that number of spaces clockwise. When a pawn lands on a space it must obey the instructions on the space, but Only after it interacts with any pawns already there.

Landing On Other Pawns

If the space contains multiple pawns pick just 1 to interact with. If your therapist lands on another therapist: Send that therapist to his office, but he cannot recruit a new patient. If your therapist lands on an opponent's patient: You may gain control of that patient on a roll of 5 or better on 1D6 (Steal roll).

If your therapist lands on one of his own patients: That patient is cured 1 NP. If one of your patients lands on an opposing therapist: He may try to gain control of the patient on a roll of 5 or better on 1D6 (Steal roll). If one of your patients lands on an opposing patient: The opposing patient gains 1 NP.

If one of your patients lands on your therapist: The patient is cured 1 NP. If one of your patients lands on one of your other patients nothing happens.

Office Spaces

If one of your patients lands on your office, it is cured 1 NP. If your therapist lands on your office you may recruit a new Patient on a roll of 4 or better on 1D6 (Recruit Roll). If successful, draw a new patient card. The pawn for the new patient starts in the Office.

If your pawn lands on an opposing office, nothing happens.

Patient Limit

A player can have a max of 5 patients at a time.

Chance Deck Card List

Name:	Notes:
The Abyss	If this Patient has 15+ NP it is Failed
Insanity	If this Patient has 15+ NP it is Failed
Placebo	Cure 1 NP
Substitute Gratification	Cure 1 NP
Optimism	Cure 1 NP
Psychoanalysis	If this Patient has 5 or less NP it is Cured
Twelve Steps Program	Cure 2 NP
Wishful Thinking	Gain 1 NP & Move forward 1D6 Spaces
Sibling Rivalry	Gain 1 NP
Self-Sabotage	Gain 2 NP
Primal Scream Therapy	Cure 1 NP
False Memory Syndrome	Gain 2 NP
Commitment Issues	Gain 1 NP
Dream Interpretation	Cure 1 NP
Disillusionment	Gain 1 NP
Get No Respect	Gain 1 NP
Weekend Retreat	Cure 1 NP and move ahead 1D6 Spaces
Can't Get No Satisfaction	Gain 1 NP
Self-Fulfilling Prophecy	Gain 1 NP
Binge	Gain 2 NP
Existential Dread	Gain 1 NP
Catharsis	Cure 2 NP
Psychological Scars	Gain 1 NP
Unfulfilled Sexual Wishes	Gain 2 NP
Oppositional Defiant Disorder	Gain 2 NP
Paranoia	Gain 2 NP
Irrational Fear	Gain 1 NP
Delusions of Grandeur	Gain 2 NP
Phobia	Gain 2 NP
The Holidays	All Pawns gain 1 NP
Nervous Breakdown	Gain 3 NP
Insomnia	Gain 2 NP
Ambivalence	Gain 1 NP
Incorrect Diagnosis	Gain 2 NP
Redemption	Cure 1 NP
Emotional Baggage	Gain 1 NP
Newyorkitis	Gain 1 NP
Malignant Narcissism	Gain 2 NP
Midlife Crisis	Gain 3 NP
Adult Temper Tantrum	All Pawns in space Gain 1 NP
Moment of Clarity	Cure 1 NP
Encounter Group	Move Pawn to your Office
Shock Treatment	Cure 3 NP
Touch Inner Child	Cure 1 NP
Inner Demons	Gain 1 NP
Identity Crisis	Gain 3 NP
Go Postal	Patient is Failed

Name:	Notes:
Freudian Slip	Move back 1D6 Spaces
Synergy	Move forward 1D6 Spaces
Self-Actualization	Cure 2 NP
Sensitivity Training	Cure 1 NP
Empowerment Coaching	Cure 1 NP
Behavior Modification	Cure 1 NP
Cognitive Therapy	Cure 1 NP
Research Study Subject	Draw 2 more cards

Patient Card List

Name: Penis Envy Pam Arthur the Addict Obese Bertha Peeping Tom Billy the Bed Wetter Peggy the People Pleaser Nikki the Nympho Lithium Larry Charles in the Closet Psycho Ted Carl the Kvetch Sam Junior Co-Dependent Cathy Paranoid Pete Mr. Oedipus Complex Mrs. Munchausen OCD Adrian Grownup Child Star

Tony the Tough Guy Neville the Neatnick Mack the Misanthropist Joey the Jerk Bipolar Bob Anal Alan Melancholy Moe Vera the Psychic Vampire Doug the Double Dipper Helen the Hypochondriac High-Maintenance Missy Polymorphously Perverse Phil Cory the Control Freak Cindy the Confabulator Barney the Black Sheep Polly the Perfectionist David the Degenerate Nihilistic Nick

Therapist Card List

Name:	Notes:
Freudian Psychotherapist	Patients fully cured at 3 NP or less
Jungian Analytical Psychologist	Cure 2 NP when therapist lands on own patient
New Age Guru	Steal Roll +1
Life Coach	Reroll up to 2 Progress rolls per turn.
Existential Psychotherapist	When drawing Chance, draw 2 cards and discard one
Experimental Psychologist	Failed Patients are only -5VP
Doctor of Psychiatry	Your Patients cured 2 NP when they land on your Office
Personal Development Coach	Your Patients are immune to other player's patients
Relationship Counselor	Recruit Roll +1
Humanistic Psychotherapist	Your Therapist moves an extra 1D6 spaces on your turn
Holistic Healer	Patient Limit +1
Clinical Psychologist	Fully Cured Patients are worth 11 VP
Cognitive Behavioral Therapist	Reroll any one die roll on your turn





Pu Pu Platter

Introduction

Negotiations game for 3 or more players.

Scenario

Players are at a Chinese Restaurant. They order the Pu Pu Platter. When it arrives at the table it con-

tains the following items: 2 Eggrolls 2 Springrolls 2 Imperial (Fried) Shrimp 2 Chicken wings 2 Skewers of Teriaki Beef 2 Spare Ribs 2 Pork Dumplings 2 Pieces of Breaded Honey Chicken Players must determine who will get what items.





Quarks

Introduction

Card game for 2 + players. Quantum Particle Physics Theme.

Winning

Be the first player to accumulate 10 points.

The Deck

Players share a common deck. There are 4 card types: Quarks (Building Blocks of Baryons & Mesons) Carrier Particles Baryons (Composed of 3 Quarks) Mesons (Composed of 2 Quarks) Leptons (Composed of 2 Quarks) Score Cards Special Cards

Setup

All players start with a hand of 7 cards

Turn Sequence

Players take turns. Each turn has 3 Phases: Accelerator Phase Collision Phase Detector Phase

Accelerator Phase

Draw 1 card. If the deck runs out, shuffle the discard and draw from it.

Card List

Card Name:	#	Type	Score	Notes:
Up Quark	10	Q	-	U
Down Quark	10	Q	-	D
Charm Quark	4	Q	-	C
Strange Quark	6	Q	-	S
Top Quark	2	Q	-	T
Bottom Quark	4	Q	-	B
Gluon	6	c	-	G
Photon	6	c	-	P (Gamma & X-rays)
Z Boson	6	c	-	Z (Also W Bosons)
Electron	4	L	-	(Beta Particles)
Muon	1	L	-	
Tau Neutrino	1	L	-	
Proton	3	B	3	U+U+D
Neutron	3	B	3	U+D+D
Sigma	1	B	3	U+D+S
Omega	1	B	3	S+S+S

Collision Phase

You may play a Meson or Baryon card to the table. To do this, you must also play the required Quark cards with it. (Each Meson & Baryon card lists which Quarks are required) You may also play Score cards in the same way.

Score cards can use, as their requirements, Mesons & Baryons that You have already put into play. A specific Meson or Baryon can only be used as a requirement for 1 Score card during the game.

Collector Phase

Baryons, Mesons, and Score cards score points when played. Calculate what you scored this turn and add it to your running total. Discard cards in your hand in excess of 7.

Card List Notation

- Q** Quark
- c** Carrier Particles
- L** Leptons
- B** Baryons
- M** Mesons
- s** Score card
- X** Special card
- #** Number of copies of that card in the deck.

Card Name:	#	Type	Score	Notes:
Pentaquark	1	B	5	U+U+D+D+S
Pion	2	M	2	U+D
Kaon	2	M	2	S+U
Eta-c	2	M	2	C+C
Upsilon	2	M	2	B+B
Hydrogen Atom	1	s	4	Proton + Electron
Lepton Score	1	s	3	3 Leptons
Fusion Score	1	s	3	2 Baryons
Meson Score	1	s	2	2 Mesons
Fermion Score	1	s	1	1 Lepton + 1 Baryon
Boson Score	1	s	1	1 Meson + 2 Carriers
Hadron Score	1	s	1	1 Meson + 1 Baryon
Particle Zoo Score	1	s	2	1 Meson + 1 Baryon + 1 Lepton
Virtual Particles Score	1	s	3	G+Z+Q
Strong Nuclear Force Score	1	s	3	G+Q+Q
Weak Nuclear Force Score	1	s	3	Z+Z+Z
Glueball	1	s	3	G+G+G
Electromagnetic Waves	1	s	3	P+P+P
Elementary Particle Score	1	s	3	1 Lepton + 1 Quark +1 Carrier
Matter Particle Score	1	s	3	2 Leptons + 2 Quarks
Beta Decay Score	1	s	4	Proton + Neutron + Z
Particle Decay	1	X	-	Discard a Baryon to draw 3 cards
Atomic Fission	1	X	-	Draw 2 cards
Super Collider	1	X	-	Discard hand & draw 7 new cards
Heisenberg Uncertainty	1	X	-	All Discard hands & draw 7 new cards
Pauli Exclusion Principle	1	X	-	Opponent discards 2 random cards
Positron Beam	1	X	-	Opponent discards 3 cards
Quantum Mechanics	1	X	-	Look at next 7 cards & keep one

Links

Glossary Quarks





Raging Gun Battle

Introduction

Each player controls one character in a Raging Gun Battle.

Deck & Dice

Players share a common deck. Dice are needed.

Ability Table

1D10:	Ability:	Notes
1	Tough	+2 Hit Points
2	Danger Sense	Attacks to hit character are at -1
3	Armed to the Teeth	Starts with 1 extra gun card
4	Smart	Draw +1 card per turn
5	Fast	One extra attack per turn at -1
6	Stealth	One Attack per turn at +1
7	Resourceful	Hand Size +1
8	Lucky	Reroll 1 die roll per turn
9	Tactics	Look at opponents hand anytime
10	Sharpshooter	Damage +1 on one attack per turn

Each Character Starts with 10 hit points and 1 Gun card.

Turn Sequence

Players take turns. The player with the most knowledge of guns or John Woo Movies goes first. A player may only attack on his turn.

Draw

On the beginning of your turn draw 4 cards. Max hand is 7 cards. Discard excess cards.

Shooting

An opponent may play a "Opponent cannot Attack you this turn" card to prevent you from attacking them this turn. Every time you attack roll 1D6. Before rolling your target may play a Negate card to cause your Attack to automatically miss.

Before rolling you may play an "A" type card to add 1 to your roll. On a roll of 4 or higher you hit the target opponent.

Damage

Roll 1D6 for every attack that hits:

Character Archetypes

Each player picks one type of Character: Bruiser, Thug, Fem Fatale, Secret Agent, Mercenary, Black Ops Specialist, Hard-Boiled Cop, Enforcer, Hit-man, Rookie Cop, Assassin, Crime Boss, Gangster, Gun Nut, etc. Roll twice on the Ability table for your character.

1D6	Damage Points Inflicted
1-3	1
4-5	2
6	3

A player may play a damage card to increase or decrease damage done.

Extra Attacks

You get one free attack per turn. You may play cards to gain additional attacks.

Ammo

You may have only one weapon in play at a time. If you play a new weapon discard the old one. When you play a new weapon card place 6 Ammo Counters on it.

Every time you attack remove an ammo counter. A weapon with no ammo cannot be used to attack.

Card Types

- D** Damage
- N** Negate Attack
- X** Extra Attack
- A** Attack Advantage
- B** Bullets
- C** Cardplay
- G** Gun

Card List

Card Name:	Type	Notes:
Dive For Cover	N	Negate Attack
Flip Over Table	N	Negate Attack
Jump Through Window	N	Negate Attack
Dodging Bullets	N	Negate Attack
Duck	N	Negate Attack
Turn Corner	N	Negate Attack
Covering Fire	N	Negate Attack
Take Cover	N	Negate Attack
See Adversary in Mirror	N	Negate Attack
Mad Dash	N	Negate Attack
Decoy	N	Negate Attack
Fumble Weapon	N	Negate Attack
Explosions	N	Negate Attack
Grapple	N	Negate Attack
Acrobatic Stunt	N	Negate Attack
Grazed	D	Damage -1
Just a Scratch	D	Damage -1
Flak Jacket	D	Damage -1
Flesh Wound	D	Damage -1
Dum Dum Shells	D	Damage +1
Armor Piercing Bullets	D	Damage +1
Head Shot	D	Damage +1
Bloodbath	D	Damage +1
Limp	D	Damage +1
Point Blank	A	Attack at +1
Fake Out	A	Attack at +1
Laser Sight	A	Attack at +1
Telescopic Sight	A	Attack at +1
Deflection	A	Attack at +1
Aimed Shot	A	Attack at +1
Squeeze off Shot	A	Attack at +1
Dirty Trick	A	Attack at +1
Ambush	A	Attack at +1
Surprise	A	Attack at +1
Crosshairs	A	Attack at +1
Attack from Behind	A	Attack at +1
Lock & Load	B	Add 1D6 Ammo
Reload	B	Add 1D6 Ammo
Double Clip	B	Add 1D6 Ammo
Extra Clips	B	Add 1D6 Ammo
Bandolier	B	Add 1D6 Ammo
Loose Rounds	B	Add 1D6 Ammo
Out of Ammo	B	Subtract 1D6 Ammo
Firepower	X	Extra Attack at -1
Pot Shot	X	Extra Attack at -1
Shoot First, Ask Later	X	Extra Attack at -1
Quick Draw	X	Extra Attack at -1
Shoot from the Hip	X	Extra Attack at -1
Two fisted Shooting	X	Extra Attack at -1
Wild Spray	X	Extra Attack at -1

Card Name:	Type	Notes:
Opportunity Shot	X	Extra Attack at -1
Shoot Through Wall	X	Extra Attack at -1
Shoot Through Door	X	Extra Attack at -1
High Speed Chase	X	Extra Attack at -1
Shoot Through Ceiling	X	Extra Attack at -1
Over the Shoulder Shot	X	Extra Attack at -1
Adrenaline Rush	X	Extra Attack at -1
Sliding Attack	X	Extra Attack at -1
Full Auto	X	Extra Attack at -1
Hair Trigger	X	Extra Attack at -1
Hail of Bullets	X	Extra Attack at -1
Guns Blazing	X	Extra Attack at -1
Sawed-off Shotgun	G	Damage +1
Uzi	G	Extra Attack at -1
Hand Cannon	G	Damage +1
Saturday Night Special	G	
Glock	G	
22 Beretta	G	
357 Snub-nosed Revolver	G	
Smith & Wesson	G	Damage +1
M61 Skorpion	G	Extra Attack at -1
Assault Rifle	G	Extra Attack at -1
Sniper Rifle	G	Attack +1
Machine Pistol	G	Extra Attack at -1
Browning 9mm	G	
MAC 10	G	Extra Attack at -1
45 Automatic	G	Damage +1
44 Magnum	G	Damage +1
Ingram M-11	G	Extra Attack at -1
Heckler & Koch G3	G	Extra Attack at -1
Gunplay	C	Discard to draw 2 cards
Firefight	C	Discard to draw 2 cards
Showdown	C	Discard to draw 2 cards
Standoff	C	Opponent must Discard 2 cards
Face-to-Face Staredown	C	Opponent must Discard 2 cards
Taunt	C	Opponent must Discard 2 cards
Play Dead	C	Opponent cannot Attack you this turn
Hide	C	Opponent cannot Attack you this turn
Innocent Bystanders	C	Opponent cannot Attack you this turn
Hostage	C	Opponent cannot Attack you this turn

John Woo Links

King of Gunfire A God Among Directors A Few Bul-
lets More





Restauranteur

Introduction

Game for 2-4+ players. Restaurant building theme.

Winning

The player with the most Coins at the end of the game wins.

End Of Game

The game ends immediately when one of the following happens:

- 1. Any player runs out of Tokens to use.
- 2. All restaurants of a single Type are built.
- 3. Players go through the Deck twice.

The Board

The board represents the city. Use an 8x8 grid chessboard. There are 8 horizontal rows and 8 vertical columns.

Rows are marked 1 through 8. Columns are marked 1 through 8. A space on the board may only ever contain 1 District or 1 Restaurant.

Dice

Use eight sided dice (D8). One roll of such die is referred to as a 1D8 Two rolls as 2D8. Two such dice are needed. They should be of different colors.

Random Row Or Column

Roll 1D8 to determine a random Row. Roll 1D8 to determine a random Column.

Determining A Random Restaurant Type

1D8	Type:
1	Italian Restaurants
2	Chinese Restaurants
3	Burger Joints
4	Mexican Restaurants

Random Space On The Board

Roll 2D8. The first die indicates row. The second die indicates column.

Random Space On Given Row Or Column Method

The row or column is determined by a non-random method. Roll 1D8 to determine a space along its length.

Location Counter Set

There is a set of 64 Counters to be placed on the spaces of the board: 6 Italian Restaurants 6 Chinese Restaurants 6 Burger Joints 6 Mexican Restaurants 6 Coffee Bars 6 Bar and Grills 6 Sushi Restaurants 6 Bar-B-Que Restaurants 2 Government Districts 2 Commercial Districts 2 Industrial Districts 2 Parks & Recreation Districts 4 Wealthy Residential Districts 4 Poor Residential Districts

Token Sets

Each player receives a set of 20 Tokens of a unique color. Tokens are used to represent ownership. There are mostly placed on top of Counters.

Coins

Coins are used to represent money. Players share a common set of coins. Coins not owned by any player are kept in the bank.

A player's personal collection of coins is known as his Bank account.

The Deck

Players share a common Deck.

1D8	Type:
5	Coffee Bars
6	Bar and Grills
7	Sushi Restaurants
8	Bar-B-Que Restaurants

Determining A Random District

1D8	Type:
1	Government Districts
2	Commercial Districts
3	Industrial Districts

1D8	Type:
4	Parks & Recreation Districts
5-6	Wealthy Residential Districts
7-8	Poor Residential Districts

Board Setup

Distribute the 16 Districts to the board. Each row gets 2 random Districts randomly placed. (Use the Random space on a given row method) If 2 Districts would occupy the same space reroll.

All Coins are in a pile called the Bank. All Restaurant counters are in a pile called the Build Pile. The Deck is shuffled and is kept face down.

Flip over one card face up to start the discard pile.

Player Setup

Each player gets a set of Tokens. Each player gets 10 Coins in their Bank Account. Players roll high on 1D8 to see who goes first.

Each player gets 4 Random Restaurant Counters. Place these face down in front of the player. The owning player may look but the other players may not.

This is known as their Restaurant Pool. Each player is dealt a hand of 4 Cards also kept secret.

Turn Sequence

Players take turns. Each turn has 6 Phases: Investment Phase Recruit Phase Build Phase Improvement Phase Income Phase End Phase

Investment Phase

The active player receives 1 Coin. If you have the most restaurants of a given type (for each type) get one extra coin.

Recruit Phase

The active player draws 1 card and puts it in his hand. The first time the deck runs out shuffle the discard and draw from it.

Build Phase

You may build one restaurant. Building a restaurant costs 10 Coins. The restaurant must come from your Restaurant Pool.

When a restaurant is built, draw a replacement counter from the Build Pool. Place the restaurant counter on an open space on the board with one of your Tokens on top of it. When building a restaurant you must also discard a number card.

The restaurant must be placed on a row or column matching that number. You may not build a Restaurant adjacent to another of the same type.

The Common Deck Card List

Improvement Phase

You may play one Improvement card. An improvement card costs 5 Coins. Place improvements face up on the table in front of you.

You can have a maximum of 5 Improvements.

Income Phase

You must either play an income card or initiate a random Income sequence.

Playing Income Cards

When playing a Restaurant income card all restaurants of that type earn income. They gain 1 coin for every adjacent (Orthogonal or diagonal) district. When playing a District income card all restaurants adjacent to that type of District earn 1 coin each.

All players earn income, not just the active player.

Random Income Sequence

Roll 2D8 (row and Column) to get a random space on the board. If that space is a restaurant, that restaurant earns income for each adjacent District. If that space is a District, each adjacent restaurant earns 1 coin.

Monopoly Income Bonus

If you have the only restaurants of a given type on the board they gain 1 Star.

End Phase

Discard cards in your hand in excess of 4.

Star Ratings

All restaurants start with a base rating of 1 Star. Certain Improvements and bonuses increase the number of Stars. When a restaurant receives income multiply by its Star Rating to get the number of coins it earns.

Note: a restaurant cannot get extra stars from multiple copies of the same improvement.

Card Types

N Number

I Income

X Improvement

Name	#	Type
Number One	4	N
Number Two	4	N
Number Three	4	N
Number Four	4	N
Number Five	4	N
Number Six	4	N
Number Seven	4	N
Number Eight	4	N
Italian Restaurants	1	I
Chinese Restaurants	1	I
Burger Joints	1	I
Mexican Restaurants	1	I
Coffee Bars	1	I
Bar and Grills	1	I
Sushi Restaurants	1	I
Bar-B-Que Restaurants	1	I
Government Districts	1	I
Commercial Districts	1	I

Card Descriptions

Mailing Campaign

Select one target District. All adjacent Restaurants earn income.

Billboard Campaign

Select one row or column. All restaurants on it earn income.

Radio Campaign

Select one quadrant of the map. All restaurants in it earn income.

Air Banner Campaign

Select one side of the map. All restaurants in it earn income.

Delivery Service

Choose one of your restaurant types. Those restaurants (of yours) earn income from districts 2 spaces away

Drive-through

Choose a restaurant type you own. Those restaurants (of yours) earn income from all districts on the same row or column.

Discounts

Choose 2 restaurant types you own. When any restaurant of that type earns income, your opponents must give you 1 coin for each restaurant of that type they own. Opposing Discounts cancel out.

Buying Restaurants of any type costs you 2 less coins.

Name	#	Type
Industrial Districts	1	I
Parks & Recreation Districts	1	I
Wealthy Residential Districts	2	I
Poor Residential Districts	2	I
Mailing Campaign	1	I
Radio Campaign	1	I
Billboard Campaign	1	I
Air Banner Campaign	1	I
Delivery Service	3	X
Drive-through	3	X
Discounts	3	X
Cooking Staff	3	X
Wait Staff	3	X
Management	3	X
Executives	3	X
Human Resources	3	X
Marketing	3	X

Cooking Staff

Choose a restaurant type you own. Each of your restaurants of that type gain 1 Star.

Wait Staff

Choose a restaurant type you own. Each of your restaurants of that type gain 1 Star.

Supply Chain

Choose a restaurant type you own. Each of your restaurants of that type gain 1 Star.

Management

Increase the size of your restaurant pool by one. You may build one extra restaurant per turn. Instead of building a restaurant, you may move 1 of your Restaurants per turn in Build Phase for 2 Coins.

Executives

Increase the total number of improvements you can have by 3. Draw one extra card per turn. You may discard 1 improvement in End Phase.

Human Resources

Increase your hand size by one. You may purchase one extra improvement per turn. Pay 2 less coins in overhead for your improvements.

Marketing

You may play an extra Income phase on your turn. In the Random income sequence you may substitute a number card for one of your rolls before the roll is made.





Score

Introduction

Scenario for WarpQuest. for the ??WarpQuest Core Rules. Each player takes the role of a teenager looking to "Score" on a Saturday night.

Variant Rules

There is only one Module. There is no Artifact. The journey on the board is a one way trip.
Spaces on the board represent time not distance.

There are 6 types of challenges: Alcohol, Sex, Drugs, Music, Trouble, Fight Each player starts with 6 skills. If a card lists two types pick one.

If you fail the challenge discard the card (no one gets wounded or killed). If you win the Challenge, keep the card. The player with the most cards in the most challenge types wins.

If you win a "fight" with an opponent take any one of his cards.

Skill Table

1D6	Skill	Notes
1	Stupidity	+1 to Trouble Challenges
2	Smooth Talking	+1 to Sex Challenges
3	Tough Guy	+1 to Fight Challenges

1D6	Skill	Notes
4	Stoner	+1 to Drug Challenges
5	Tape Collection	+1 to Music Challenges
6	Tolerance	+1 to Alcohol Challenges

Score

Card Name	Notes
Six Pack of Beer	Alcohol
Vodka Bottle in each Hand	Alcohol
Beer Keg	Alcohol
Long Neck Flask	Alcohol
Wine Coolers	Alcohol
Wine in a paper Bag	Alcohol
Chugging	Alcohol
Game of Quarters	Alcohol
Bar Hopping	Alcohol
Pub Crawl	Alcohol
Beer & Chicken Wings	Alcohol
Mixed Drinks	Alcohol
Hard Liquor	Alcohol
Tequila Shots	Alcohol
Dance Club	Music
Live Band	Music
House Music	Music
Head Bangers Ball	Music
Mosh Pit	Music or Fight
Stage Diving	Music or Trouble
Techno Rave	Music
Hip Hop	Music
Grunge	Music
Dance Music	Music
Battle of the Bands	Music

Card Name	Notes
Rap Music	Music
Heavy Metal	Music
Hardcore	Music
Retro Disco	Music
Nitrous Oxide	Drugs
Mary Jane	Drugs or Sex
Smokin Dope	Drugs
Grass	Drugs
Pass the Joint	Drugs
Burn	Drugs
Dime Bag	Drugs
Psychadelic Haze	Drugs or Music
Water Bong	Drugs
Weed	Drugs
Light Up	Drugs
Cocaine	Drugs
Spanish Fly	Drugs or Sex
Spin the Bottle	Sex
Truth or Dare	Sex or Trouble
Hippy Chick	Sex
Condoms	Sex
Two Sisters	Sex
Beach Bunny	Sex
Party Girl	Sex or Drugs
Wham Bam Thank You Maam	Sex
Punk Rock Girl	Sex or Music
Sex on the Beach	Sex or Alcohol
Back Seat	Sex
Dinner & a Movie	Sex
College Dorm Orgy	Sex
Hot Tub	Sex
Skinny Dipping	Sex or Trouble
Roomates	Sex
Boy Toy	Sex
Gang Bang	Sex
Biker Chick	Sex or Fight
Ass Whooping	Fight
Fight in the Bowling Alley	Fight
Scuffle in the Parking Lot	Fight
You Lookin at Me?	Fight
Hicks	Fight
Punks	Fight
Lowlifes	Fight
Fight Club	Fight
Looking for Trouble	Fight or Trouble
Saturday Nights alright for Fighting	Fight
Mailbox Baseball	Trouble
Cops Break up Party	Trouble
Shoot Bottle Rockets at Houses	Trouble
Driving Drunk	Trouble or Alcohol
Street Racing	Trouble
Toilet Paper Cars	Trouble
Shoplifting	Trouble

Card Name	Notes
Loud Stereo Speakers	Trouble or Music
Broken Bottles	Trouble or Alcohol
Loud & Obnoxious	Trouble or Fight
Juvenile Delinquent	Trouble
Break Window	Trouble
Vandalism	Trouble
Graffiti	Trouble
Crash Party	Trouble or Fight
Trespassing	Trouble
Money	Aid: +4 to Drug, Alcohol, or Music Challenge
Cool Car	Aid: +4 to Sex Challenge
Good Looks	Aid: +4 to Sex Challenge
Stash	Aid: +4 to Drug Challenge
Gang	Aid: +4 to Fight Challenge
Bad Attitude	Aid: +4 to Fight or Trouble Challenge

Game Designers Notes

Aspirations of my younger days... My "Score" was never that high :)





Sin City

Introduction

Card game based on the Frank Miller Comic Sin City. 2+ Players. Common Deck.

Disclaimer

Sin City is a copyrighted, licensed property. This is merely a fan site.

Victory

The first player to accumulate 100 Sin Points is the winner.

Sin Points

Sin Points are referred to as Sins. Use Change to keep track of Sin Points.

The Deck

Players share a common deck. The deck has 2 card Types:

- 1. Characters
- 2. Events

Character Cards

Characters have 2 main stats: Fighting & Sinning.

Event Cards

Event cards are played when appropriate and are then discarded.

Dice

Six sided dice (D6) are needed.

Setup

Each player is dealt a hand of 7 cards. The most evil player goes first. (or roll high on 1D6)

Turn Sequence

Players take turns. Each turn has 5 Phases:

- Luck Phase
- Help Phase
- Sin Phase
- Kill Phase
- End Phase

Luck Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Help Phase

You may put Character cards into play from your hand. Character cards are placed face up in front of you.

Sin Phase

Gain Sin Points equal to the Sinning Stat of each of your Characters in play.

Kill Phase

You may attack an opposing target Character with one of your Characters. The attacker must first roll 1D6: (The Find Roll)

#	Result
1-3	The attacker cannot find the Target.
4+	The attacker finds the Target and may attack.

Next both Characters roll dice equal to their Fighting Stat. The higher score lives. The lower score dies. In case of a tie, both die.

Killed Character cards are removed from the game. A Character may only attack once per turn.

End Phase

Max hand size is 7 Cards. Discard excess cards.

Heroes

Hero Characters cannot attack Victims. Heroes earn 10 Sin Points for killing Crime Bosses and Psychopaths.

Victims

Victim Characters cannot attack. They can defend of course.

Psychopaths

Psychopath Characters can only attack Victim Characters. They can even attack Victims controlled by the same player. Victims instead of being killed outright are captured and tortured.

Roll 1D6 at the end of each turn for each victim:

#	Rule
1-2	The Victim is killed (The Psychopath earns 1 extra Sin Point)
3-5	The Victim is tortured (The Psychopath earns 1 extra Sin Point)
6+	The Victim escapes

If the Psychopath is killed, all victims escape. If a Hero is defeated in combat by a Psychopath, he is treated like a Victim but gets a +1 to rolls on the above table. Note: Obviously Characters that are captured by a psychopath cannot Attack or generate sin points or conduct any other actions.

Criminals

Criminal Characters can attack Victims, Heroes, Agents and other Criminals. They earn 1 Sin Point for every Character they kill.

Agents

Agent Characters can attack Criminals, Crime Bosses, Heroes and other Agents. They earn 2 Sin Points for every Character they Kill.

Crime Bosses

Crime Bosse Characters cannot attack. A Crime Boss can only be attacked if the controlling player has no other Agents or Criminals in play. A player may only have one Crime Boss in play at a time.

#	Result
1-2	Look at an Opponents hand
3-4	Look at the next 1D6 cards in the deck.
5-6	Get +2 to a Find roll in Kill Phase this turn

Tough

If a Tough Character is killed, roll 1D6:

#	Result
1-3	Killed: Remove from game
4+	Survives: Put in Discard pile

Common Deck Character Card List

Card Name:	Type	Fight	Sin	Notes:
Dame	V	1	1	
Thug	C	2	1	
Private Investigator	H	3	1	Investigation
Serial Killer	P	4	3	Tough
Prostitute	V	2	1	
Model	V	1	1	
Photographer	V	1	1	Investigation
Assistant	V	1	1	

Doctor

Character Trait. When one of your characters is killed roll 1D6. On a roll of 6 the Character is not killed.

Defender

A Character with this Trait cannot attack. (But may defend)

Law

Character Trait. Instead of Attacking the Character may roll 1D6: On a roll of 6+ the target Character is apprehended by the police and Thrown in Jail: Discard the target character.

Investigation

If you have a character with this trait, you may in your Sin Phase roll 1D6:

Common Deck Card List Notation

E Event
C Criminal
A Agent
P Psychopath
H Hero
V Victim
B Crime Boss

Card Name:	Type	Fight	Sin	Notes:
Niece	V	1	1	
IRA Terrorists	A	4	1	
Explosives Expert	A	4	1	
Son	V	1	1	
Paid Killer	A	4	1	
Police Officer	H	2	1	Investigation
Chauffeur	C	4	1	Defender
Ex-Military	H	5	1	
Catholic Priest	V	1	2	
Psychiatrist	V	1	1	Doctor
Actress	V	1	1	
Money Man	C	1	3	
Multi-Millionaire	B	1	3	
District Attorney	H	1	1	Law
Torturer	P	3	2	Investigation
Fem Fatale	A	3	1	
Crooked Cop	C	3	2	Law
Detective	H	3	1	Law; Investigation
Wife	V	1	1	
Sinister Doctor	P	3	3	Doctor
Thief	C	2	1	
Eloquent Goons	C	2	1	
Dealer	B	2	2	
Cowgirl	A	3	1	
Professional Athlete	V	4	1	
Police Security	A	3	1	Defender
Editor	V	1	2	
Madam	B	3	2	
Huge Thug	C	3	1	
Daughter	V	1	1	
Secretary	V	1	1	Investigation
Honest Cop	H	3	1	Law
Sucker	V	1	1	
Bartender	V	2	1	Investigation
Angry Transsexual	C	3	2	
Little Girl	V	1	1	
Guards	C	2	1	Defender
Parole Officer	H	2	1	Law
White Slavery Ring	B	2	4	
Enforcer	A	4	1	
Assassin	A	5	1	
Shadowy Crime Lord	B	4	4	
Bruiser	H	5	1	Tough
Street Thug	C	2	1	
Japanese Assassin	A	6	1	
Stoolie	C	1	1	Investigation
Landlady	V	2	1	
Mercenaries	A	3	1	
Organ Harvesting Operation	B	3	4	
Exotic Dancer	V	2	2	
Barfly	V	2	1	
Pornographer	V	1	2	
Protector	H	4	1	Tough

Card Name:	Type	Fight	Sin	Notes:
Sociopath	P	4	3	
Street Gang	C	3	2	
Senator	B	1	3	Law
Tong Gang Member	C	3	1	
Lawyer	V	1	1	Law
Street Doc	V	2	1	Doctor
Gambler	V	1	1	
Skinhead	C	2	1	
Traitorous Whore	V	1	2	
Hitman	A	3	1	
Mafia Thug	C	3	1	
Waitress	V	1	1	
Mob Boss	B	3	4	

Common Deck Event Card List

Card Name:	Notes:
Friend	Search the deck for Agent and put it in your hand.
Twin Guns	Fighting +2
Back-Up	Fighting +2
Military Hardware	Fighting +2
Razor Wire	Fighting +2
Martial Arts	Fighting +2
Shootout	Fighting +2
Revenge	Fighting or Find Roll +1
Tar Pits	Fighting or Find Roll +1
Old Town	Find Roll +2
Know Where to Look	Find Roll +2
On the Run	Find Roll -2
Scene of the Crime	Law Roll +2
Beat Up Some Cops	Law Roll -2
Cops Show Up	Discard target Character
Prison	Discard target Character
Seduction	Take control of target Character
Dead Cop	All players draw 2 cards
Hospital Stay	Put killed Character into your Hand
Suicide	Target Non-Boss Character Killed
Execution	Target Non-Boss Character Killed
Framed	Discard target Hero
Call in Favors	Draw 2 cards





Sleep

Introduction

Card Game 2+ players. Players are trying to see who can get the best nights rest.

Game End

The game lasts 16 turns. Each turn represents Half an Hour. This would correspond to a full nights sleep of 8 hours.

Victory

The player with the most Sleep Tokens at the end of the game wins.

Sleep Tokens

Use a common pile of Tokens (counters, chits, markers, coins, etc) Players accumulate these during play.

Sleep Track

Each player has a Sleep Track. A Sleep Track has 5 Stages:

- Stage 0 (Awake)
- Stage 1
- Stage 2
- Stage 3
- Stage 4 (Slow Wave Sleep = Delta Sleep)
- Each player has a Pawn to show which Sleep Stage they are on.

Setup

Each player is dealt a hand of 2 cards. Each player starts at Sleep Stage 0.

Turn Sequence

Each turn is divided into 6 Phases:

- Draw Phase
- Sleep Phase
- Wake Phase
- REM Phase
- Score Phase
- End Phase

Card List

Card Name	Type	Notes
Sleeping Pills	F	

Draw Phase

Each Player draws 2 cards. If the deck runs out, shuffle the discard and draw from it.

Sleep Phase

Each player may Play (discard) a Sleep card to advance 1 Stage on the Sleep Track to a Deeper Level of Sleep (Towards stage 4) Each player may play up to 2 Sleep cards in this Phase.

Wake Phase

Each player may Play (discard) 1 Wake card to cause an opponent To move backwards 1 Stage on his Sleep Track. A single player may only be hit with 1 Wake card per turn.

Rem Phase

If you are at Stage 2 or deeper Sleep you may play (discard) 1 REM card. If you do this, move yourself back to Stage 1 Sleep. (You will score extra Sleep Tokens for this) You may play an REM card on an Opponent.

Score Phase

Each player gains Sleep Tokens equal to the Sleep Stage they are at. For Example: If you are at Stage 4 you would get 4 Tokens. If a player played a REM card this turn, he gets an extra 6 Tokens for A Total of 7 Tokens (1 for being at Stage 1 plus the bonus 6)

End Phase

Max hand size is 3 cards. Discard excess cards.

Card List Notation

- S** Sleep Card
- W** Wake Card
- F** Fall Asleep: Sleep Card: Can only be used in Stage 0.
- R** REM Sleep Card
- Z** Can be used as either a F card or a W card

Card Name	Type	Notes
Sweet Dreams	R	

Card Name	Type	Notes
Nod Off	F	
Warm Milk & Cookies	F	
Counting Sheep	F	
Yawning	F	
Micro-Sleep Episodes	F	
Slumber	S	
Rest	S	
Rejuvenate	S	
Deep Sleep	S	
Relax	S	
Siesta	S	
Oblivion	S	
Coma	S	
Quality Sleep	S	
Unconscious	S	
Doze	S	
Somnolence	S	
Sandman	S	
Forty Winks	S	
Melatonin	S	
Crash	S	
Beauty Sleep	S	
Conk Out	S	
Hibernate	S	
Shuteye	S	
Sleep Deprived	S	

Card Name	Type	Notes
Rapid Eye Movement	R	
Paradoxical Sleep	R	
Dreamland	R	
Subconscious	R	
Dream World	R	
Lucid Dreaming	R	
Dream State	R	
Visual Imagery	R	
Sleep Paralysis	R	
Nightmares	W	
Too Cold	W	
Too Hot	W	
Blanket Thief	W	
Jet Lag	W	
Cohabitation	W	
Comorbidity	W	
Insomnia	W	
Sleep Walking	W	
Street Noises	W	
Alarm Clock	W	
Obstructive Sleep Apnea	W	
Snoring	W	
Restless Leg	W	
TV	Z	
Radio	Z	





Spellfire Ccg

Objective

Rules for common Deck play. These changes are based on the first edition rules.

To Win

Raze all of your opponents' Realms. The game is a tie if all Realms of all players are razed in the same turn.

Realm Deck

Put one of each Realm in this deck.

Common Deck Construction

Take all the other cards and shuffle them together in a common deck. There are no Realms in this deck. Put in one of each unique card.

All Champions, Holdings, and Artifacts are considered unique. Add other cards in numbers to suit your tastes.

Setup

Players are dealt 6 Realms from the Realm deck. Arrange these into rows as per the normal rules. The Realm deck is not used again for the rest of the game.

Each player takes 40 random cards from the common deck. These 40 cards are their play deck. During a game, players use their play deck, not the common deck.

After the game, the play decks are mixed back into the common deck.

Rules Modifications

In Step 2 Players cannot automatically rebuild a razed Realm. Realms can only be rebuilt as a result of the abilities of another card. Players cannot attack on their first turn.

There is no limit to hand size. Champions cannot be used directly from your hand to attack or defend in Step 4. Each Realm may attach one dungeon

Spellfire Link

Spellfire Decks

Theme Decks I have made: Ravenloft with holdings & artifacts Undead deck with Unarmed combat cards Undead deck with Allies Dragonlance with holdings & artifacts Wizards Forgotten Realms Wizards with holdings & artifacts Greyhawk Wizard with holdings & artifacts Dragon Wizards Monster Wizards Priests Greyhawk Priests with holdings & artifacts Forgotten Realms Priests with holdings & artifacts Dragon Priests Heroes with Swords Heroes with Unarmed combat cards Allies Dragons with Unarmed combat cards Dragons with Allies Thieves AD&D Giants with holdings & artifacts Psionics Deck Psionics/ Dark Sun with holdings & artifacts Monsters Underdark with holdings & artifacts Swimmers Dwarf/Gnomes Elf/Halflings with Magic items Flyers Auto-defeat





Spheres Of Influence

Introduction

Board & card game for 1-5+ players. Pedestrian Glass Bead Game Variant.

Victory

Each Player scores Points at the end of each of his turns. The game ends when the Board is completely filled up. The player with the most accumulated points at the end of the game wins.

The Board

Use a 10 X 10 Grid. Each space must be large enough to contain a single card.

The Deck

Players share a common deck. The deck can be as large as you want, but must contain a minimum of 100 cards.

The Cards

Each card has a Title and one or more Descriptors. The owner and creator of the deck gets to determine what descriptors go to what Titles. Basic Descriptors: Person, Place, Thing, Idea, Symbol, Animal, Plant, etc.

Field (& Sub-Field) Descriptors: Philosophy, Religion, Physics, Art, Mathematics, Medicine, Politics, Mythology, Psychology, Literature, Chemistry, Biology, Poetry, Music, Exploration, Warfare, Sculpture, Agriculture, Economics, Cinema, Television, etc. Cultural Descriptors: Greek, Egyptian, American, English, French, Japanese, etc.

Setup

Shuffle the deck well. Determine turn order. Each player is dealt 5 cards.

Turn Sequence

Players take turns. Each turn has 5 Phases: Draw Phase

- Card Phase
- Place Phase
- Score Phase
- End Phase

Draw Phase

Draw 2 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Card Phase

Every card has a Special Ability (SA). You may discard one card to activate its SA.

Special Ability List

- A** Draw 2 cards
- B** All players discard their hands
- C** Look at next 5 cards in Deck
- D** Opponent must discard 2 random cards his hand
- E** Steal one random card from opponents hand
- F** Discard one target card from the board
- G** Take target card from the Discard and put it in your hand
- H** You may place an extra card this turn
- I** Score double points this turn
- J** Target opponent Scores half points on his next turn
- K** Negate an SA just played by your opponent (Play in Opponents Card Phase)
- L** Look at Opponents Hand
- M** Move one card on the board to any empty space (No points are scored for this)
- N** You may play two more SA this phase

Place Phase

Place one card from your hand face-up onto one empty space on the board.

Score Phase

Score one point for every descriptor the card you just placed has in common With any other Card it is adjacent to (touching orthogonally and diagonally) Use pen & paper to keep track of points scored. If there is a line of cards (3 or more) sharing the same descriptor, and the Card you just placed increases the length of that line, you earn an extra point.

Ad Hoc Descriptor Rule

A player may proclaim on his turn that the card he just placed, and an adjacent Card have some additional unwritten descriptor in common. The other players vote on this and may agree to award him an extra point. For Example: you may say "Both these cards are from the 19th century" Your Opponents may decide to award you a point for this observation.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List

Title:	SA	Descriptors:
Napoleon	A	Person, French, General, Head of State
Sigmund Freud	B	Person, Austrian, Psychology
Albert Einstein	C	Person, Physics, 20th Century
George Washington	D	Person, American, General, Head of State
American Revolution	E	Event, Politics, Revolution, American, Democracy
French Revolution	F	Event, Politics, Revolution, French
Communist Revolution	G	Event, Politics, Revolution, Russian, Communism
Alexander the Great	H	Person, Greek, General, Head of State
Industrial Revolution	I	Event, Politics, Revolution, Industry
Plato	J	Person, Philosophy, Greek
Archimedes	K	Person, Mathematics, Greek
Parthenon	L	Location, Architecture, Greek, Religion
Zeus	M	Mythology, Greek, God
Mount Olympus	N	Location, Mythology, Greek, Mountain
Mount Everest	A	Location, Nature, Mountain
Vishnu	B	Mythology, Hindu, God
Sahara Desert	C	Location, Nature, Desert, African
Gobi Desert	D	Location, Nature, Desert, Chinese
Great Wall of China	E	Location, Architecture, Chinese
The Big Bang	F	Event, Physics, Astro-Physics
Jesus Christ	G	Person, Religion, Christianity, God, Prophet
The Bible	H	Object, Book, Religion, Christianity
The Koran	I	Object, Book, Religion, Islam
Mohammed	J	Person, Religion, Islam, Prophet
Moses	K	Person, Religion, Judaism, Prophet
Ten Commandments	L	Object, Religion, Law
Crucifixion	M	Event, Religion, Christianity
The Garden of Eden	N	Location, Religion
Creation	A	Event, Religion
Mozart	B	Person, Music, Austrian, Classical Music
Beethoven	C	Person, Music, German, Classical Music
Franz Schubert	D	Person, Music, Austrian, Classical Music
World War I	E	Event, War, 20th Century
World War II	F	Event, War, 20th Century
Picasso	G	Person, Art, Painter, French
War & Peace	H	Novel, Literature, Book, Russian
Lenin	I	Person, Russian, Communism, Revolution
Stalin	J	Person, Russian, Head of State, Communism
Computers	K	Object, Technology, Mathematics
Space Shuttle	L	Object, Space Exploration, Vehicles, American
Tour de France	M	Event, Sports, Bicycles, Vehicles, French
Indy 500	N	Event, Sports, Cars, Vehicles, American
Olympic Games	A	Event, Sports, Greek
Pyramids at Giza	B	Location, Architecture, Egyptian, Religion
Leonardo da Vinci	C	Person, Art, Technology, Painting, Renaissance
Mona Lisa	D	Object, Art, Painting, Renaissance
Tanks	E	Vehicle, Technology, War
Wright Brothers	F	Person, Technology, Aviation, Vehicle
Walt Disney	G	Person, Technology, Cinema, Television
Gone With the Wind	H	Fiction, Book, Cinema, American 50

Title:	SA	Descriptors:
Abraham Lincoln	I	Person, American, Head of State
American Civil War	J	Event, War, American
Hitler	K	Person, Head of State, German
The Holocaust	L	Event, War, 20th Century
Birth Control Pill	M	Object, Technology, 20th Century, Revolution
Penicillin	N	Medicine, 20th Century
Superman	A	Person, Science Fiction, Comics, American
Nietzsche	B	Philosophy, German
Kant	C	Philosophy, German
Virtual Reality	D	Technology
Star Trek	E	Science Fiction, Television, Space Exploration
Green Revolution	F	Event, Technology, Agriculture
Alexander Bell	G	Person, Technology, American
King Tut	H	Person, Egyptian, Head of State, Ancient
Roman Empire	I	Location, Nation, Ancient, Roman
Holy Roman Empire	J	Location, Nation, Medieval
Lucy	K	Person, African, Paleontology
Tyrannosaurus Rex	L	Animal, Dinosaur, Paleontology
Stonehenge	M	Location, Architecture, Celtic, Astronomy
Stoicism	N	Philosophy, Roman, Ancient
Julius Caesar	A	Person, Roman, General, Head of State
Kama Sutra	B	Literature, Book, Hindu
Beowulf	C	Literature, Book, English
Silk Road	D	Location, Economics, Chinese
Johann Gutenberg	E	Person, Technology, Books
Michelangelo	F	Person, Art, Painting, Renaissance, Italian
Columbus	G	Person, Exploration, Nautical, Portuguese
Copernicus	H	Person, Astronomy, Mathematics
Newton	I	Person, Astronomy, Mathematics, English
Feudalism	J	Idea, Government, Medieval, Politics
Democracy	K	Idea, Government, Politics
Communism	L	Idea, Government, Politics, Economics
Civil Disobedience	M	Idea, Politics, Revolution
Imperialism	N	Idea, Government, Politics
The Cold War	A	Event, War, 20th Century
Rationalism	B	Idea, Philosophy
Existentialism	C	Idea, Philosophy
Thomas Aquinas	D	Person, Philosophy, Religion
New Age	E	Idea, Philosophy, Psychology, Religion
Carl Jung	F	Person, Psychology
Global Village	G	Location, Technology, Communication
Mass Media	H	Technology, Communication
Capitalism	I	Idea, Economics
Mass Production	J	Technology, Economics
Romanticism	K	Idea, Art, Philosophy
Impressionism	L	Idea, Art, Philosophy
Jazz	M	Music, American
Surrealism	N	Idea, Art, Philosophy
Elvis	A	Person, Music, Rock and Roll
Black Holes	B	Object, Astro-Physics

Basic Variations

The above sample deck contains 100 cards. Players are encouraged to create additional cards, new Special Abilities, and to alter Descriptors as they see fit. When playing with young people, be sure to educate them on

the Topics of the cards and how they are related.

3-d Variant

With 125 cards you could do a three dimensional board that is 5 x 5 x 5.





Stickin It To The Man

Introduction

Card game for 2+ players Based on the Blacksploitation films of the early 70's.

Disclaimer

Many card names are copyrighted properties or refer to living people. This is merely a fan site.

Winning

The player accumulates the most Cool Points (CP) at the end of 5 hands wins.

The Deck

Players share a common deck. The deck contains 7 Suites of cards:

- Character
- Cool
- Fighting
- Accessories
- Bad Guys
- Musician
- Actor

Turn Sequence

Each turn has 3 phases:

- Draw Phase
- Redraw Phase
- Meld Phase

Draw Phase

Each player is dealt 8 cards. If the deck ever runs out of cards, shuffle the discard and draw from it.

Redraw Phase

Each player may discard up to 5 cards and draw replacements.

Meld Phase

Each player makes a Meld using the cards in his hand. A Meld may contain 1 card from each Suite. Each card has a Cool Point (CP) value.

A player adds up the CP of all the cards in his Meld to get a CP Total. A player adds his CP total to that of his previous hands to get a Running Total.

Gender Rule

You can only play both an actor and character if they are of the same sex.

Card Type Notation

MC Male Character

FC Female Character

K Cool

F Fighting

A Accessories

B Bad Guys

M Musician

MT Male Actor

FT Female Actor

Card List

Card Name:	Type	Cool
Sweet Sweetback	MC	8
Shaft	MC	10
Super Fly	MC	9
Slaughter	MC	8
Black Caesar	MC	6
Boss Nigger	MC	5
Blackula	MC	3
Blackbelt Jones	MC	4
Huggy Bear	MC	1
Dolemite	MC	7
Undercover Brother	MC	2

Card Name:	Type	Cool
Saturday Night Special	F	6
Beatdown	F	6
Meat Cleaver	F	5
Castration	F	6
45 Automatic	F	8
Whoop Ass	F	8
Packin Heat	F	7
Thrown out Window	F	8
Big Afro	A	3
Floppy Hat with Feather	A	4
Platform Shoes	A	2

Card Name:	Type	Cool
Coffy	FC	9
Cleopatra Jones	FC	8
Foxy Brown	FC	10
Melvin Van Peebles	MT	8
Fred Williamson	MT	10
Ron O'Neal	MT	8
Jim Brown	MT	6
Richard Roundtree	MT	10
Pam Grier	FT	10
Tamara Dobson	FT	8
Antonio Fargas	MT	4
James Brown	M	8
Isaac Hayes	M	10
Curtis Mayfield	M	9
Klansmen	B	8
Mobsters	B	7
Biker Gang	B	6
Hit Man	B	9
Red Necks	B	4
Slum Lord	B	8
Honkies	B	5
Dope Pushers	B	5
Drug Dealers	B	5
Street Gang	B	6
Crooked Cops	B	8
Corrupt Politician	B	7
Abusive Pimp	B	7
Gangsters	B	6
Crime Boss	B	8
Mafioso	B	7
Kung Fu	F	9
Revolver	F	8
Shotgun	F	10
Bare hands	F	6
Switch Blade	F	7
Sub Machine Gun	F	7
Magnum	F	8

Card Name:	Type	Cool
Pimped Out	A	5
Trench Coat	A	4
Dashiki Shirt & Golf Pants	A	3
Exorbitant Fur Coat	A	4
Walking Stick	A	4
Coupe De Ville	A	5
Orange Soda	A	2
Whores	A	6
Ebonics	A	5
Jive Talk	A	7
Fried Chicken	A	4
Tits & Ass	A	8
Car Wash Baby	A	5
Oppressed by the Man	A	6
Power Brother	A	7
Black Panthers	A	8
Pimpmobile	A	9
Cop Killer	K	9
Badass Mofo	K	10
Black is Beautiful	K	9
Great Ghetto Hero	K	10
Sly, Slick & Wicked	K	7
Hustler	K	6
Outlaw on the Run	K	6
Anti-Hero	K	7
Hedonist	K	5
Street Smart	K	6
Revenge	K	9
Underdog	K	8
Rebel	K	7
Harlem Mac Daddy	K	8
Take Shit from No One	K	9
Super Fine	K	9
Vigilante	K	6
Sexually Insatiable	K	8
Statuesque Stud/Vixen	K	8





Swarm

Introduction

2-4+ player board & card wargame. Each player controls an insect swarm.

Victory

There are 2 ways to Win:

1. Control all the Den spaces in play
2. Occupy the most spaces when the deck runs out.

The Board

Use a Hex grid. Each Hex (space) has a terrain type. Randomly distribute the following terrain types:

#	Name	Effect
1	Dirt	No effects
2	Grass	A swarm occupying this space gets Reproduction +1
3	Mound	Stacks in this space get Defense +1
4	Rocks	Stacks in this space get Attack +1
5	Water	Stacks may not enter or move through this space
6	Den	A stack in this space gets Stack +4
7	Mud	A stack entering this space must stop
8	Slope	A stack in this space gets Stack -1 (minimum 1)
9	Roots	Enemy Stacks in this space may be passed through
0	Sand	Any Stack that ends its turn here has 1 Bug killed

Auto Map Generator Available!!!

Great stuff Peter!

Pieces

Each player starts with a set of counters of a unique color or design. The counters are called "Insects" (or Bugs). A stack of insects in a space is called a "Stack".

When referring to all your Insects use the term "Swarm" (or Hive).

- The Reproduction value is the number of new insects you get each turn.
- The Intelligence value is how many stacks or partial stacks you may move per turn.
- The Stack value is the limit of how many insects you may have in one stack.
- The Initiative level determines which stack attacks first in Attack Phase.

As you gain cards, the values of your attributes will increase. Certain terrain types will give attribute bonuses to your swarm or occupying stacks.

Attributes

Your insects/swarm has the following seven basic attributes (traits): Initiative, Attack, Defense, Movement, Reproduction, Stacking, Intelligence.

- Each Insect has a base Attack value = 1
- Each Insect has a base Defense value = 1
- Each Insect has a base Movement value = 1
- Your Swarm has a base Reproductive capacity = 1
- Each of your Stacks of Insects has a base Stack limit = 1
- Your Swarm has a base Intelligence level = 1
- Your Swarm has a base Initiative level = 1
- The Attack value is how much damage an insect can inflict in attack phase.
- The Defense value is how much damage an insect can take before being destroyed.
- The Movement value determines how many spaces an insect (or stack) may move.

The Deck

Players share a common deck. There are 2 Types of cards: Evolution cards and Event cards. Evolution cards are played in Evolution Phase only and stay in play.

Event cards are played in other Phases and are discarded when played. The bonuses/effects of Event cards last only the current Phase. The deck contains one of each card described in the card list.

Setup

Each player starts with three Insect counters on one Den space. Players should start in opposite corners (or as far apart as possible). Each player draws 2 cards.

If a player has no Evolution cards in his draw it is a Mulligan: He reveals the cards, discards them and draws 2 new cards.

Turn Sequence

Players take turns. A round is when all players have had a turn. Turn order is determined at the beginning of a round in the Round Bid.

Each player's turn has 6 phases:

1. Evolution Phase
2. Reproduction Phase
3. Move Phase
4. Attack Phase
5. Stack Limit Phase
6. Event Phase

Round Bid

In the first round, a random player goes first followed by the other players going clockwise around the table. In later rounds the player with the highest Initiative picks his place in the turn order of the round. For example: If there are 4 players, the high Init can pick to take his turn either first, second, third, or fourth in the Round and this cannot be overturned by another player later in the Round Bid.

This is followed by the player with the next highest initiative and so on. If Initiative is tied the swarm with the highest Intelligence picks next. If Intelligence is tied the highest Movement rating picks next.

If Movements are tied go in clockwise order. Record current Turn Order so no one forgets.

Evolution Phase

Place one Evolution card from your hand face up on the table in front of you. Your swarm immediately gets the ability or attribute bonus indicated on the card you just played. These evolution cards remain in play permanently.

Max hand size is 2+ your Intelligence score. Discard excess cards.

Reproduction Phase

Gain a number of new insect counters equal to your Reproduction attribute. Place the new insects on top of your existing stacks. At this point in the turn, stack limits may be exceeded.

Move Phase

You may move up to a number of stacks equal to your Swarm's Intelligence level. This includes partial stacks if you are breaking up a larger stack. A stack may be moved up to a number of spaces equal to your Swarm's Move trait.

You may move your stacks into (but not through) spaces occupied by enemy stacks. 2 or more of your stacks in the same space at the end of the phase will automatically combine to form 1 stack; This may be higher than your Swarm's Stack Limit. As a Stack Moves, it may pick up or drop off Insect counters (same player's) in the spaces it moves into/through.

On a turn, a given Insect counter may not move a total number of spaces greater than that controlling player's move trait.

Attack Phase

If two or more opposing stacks occupy the same space, they will fight. The Stack with the highest Initiative Attacks first. Attacks by Stacks with the same Initiative are simultaneous.

If there is more than one opposing stack present choose one to target. Each stack inflicts damage = Swarm Attack score x # of Insects in Stack. An insect can take as much damage as its defense value before being killed.

Excess damage not enough to kill an insect is ignored. The phase may end with stacks from more than 1 player occupying the same space.

Example Of Combat

Joe's Swarm has a total Attack = 1 and Defense = 1
Ron's Swarm has a total Attack = 1 and Defense = 2
Ron has a stack of 3 insects & Joe has a stack of 5 insects in the same space. Ron inflicts 3 damage, so 3 of Joe's insects are killed. Joe inflicts 5 damage, so 2 of Ron's insects are killed.

(Each of Ron's insects can take 2 damage: it would take 6 damage to kill all 3)

Stack Limit Phase

If a stack contains more insects than its stack limit, the excess insects are discarded.

Event Phase

Draw 2 cards from the deck and put them in your hand. If no cards remain, the game ends.

Using Evolution Cards As Event Cards

You may at any time during your turn or another player's turn discard an Evolution card from your hand to give your swarm the indicated Bonus/Ability for the remainder of the current turn (or Bid).

Card List Notation

- Attack = Owning this card gives all your insects Attack +1
- Defense = Owning this card gives all your insects Defense +1
- Movement = Owning this card gives all your insects Move +1
- Intelligence = Owning this card gives your swarm Intelligence +1
- Reproduction = Owning this card gives your swarm Reproduction +1
- Stack = Owning this card gives each of your Stacks Stack +1
- Initiative = Owning this card gives your swarm Initiative +1

Common Deck Card List

Card:	Type:	Notes:
Swarm	Evolution	Stack
Congregate	Evolution	Stack
Hive	Evolution	Stack
Social Insects	Evolution	Stack
Caste System	Evolution	Stack
Colony	Evolution	Stack
Safety in Numbers	Evolution	Stack
Symbiotes	Evolution	Stack
Multitude	Evolution	Stack
Cluster	Evolution	Stack
Phermones	Evolution	Stack
Cooperation	Evolution	Stack
Super Organism	Evolution	Stack
Mass Flight	Evolution	Stack
Increase Density	Evolution	Stack
Mandibles	Evolution	Attack
Pincers	Evolution	Attack
Poison Glands	Evolution	Attack
Acid Spit	Evolution	Attack
Sting	Evolution	Attack
Bite	Evolution	Attack
Spines	Evolution	Attack
Digestive Secretions	Evolution	Attack
Barbs	Evolution	Attack
Venom	Evolution	Attack
Feeding Frenzy	Event	Stack gets Attack +3
Carapace	Evolution	Defense
Exoskeleton	Evolution	Defense
Segmentation	Evolution	Defense
Chitin	Evolution	Defense
Shell	Evolution	Defense
Regeneration	Evolution	Defense
Size Increase	Evolution	Defense
Noxious Chemicals	Evolution	Defense
Queen	Evolution	Reproduction
Drones	Evolution	Reproduction
Clones	Evolution	Reproduction
Incubation	Evolution	Reproduction
Eat own Parents	Evolution	Reproduction
Quick Gestation	Evolution	Reproduction
Care for Larvae	Evolution	Reproduction
Lay Eggs in Host	Evolution	Reproduction
Reproductive Cycle	Event	Swarm gets Reproduction +3
Breeding Pools	Evolution	Reproduction
Wings	Evolution	Movement
Jumping	Evolution	Movement
Articulation	Evolution	Movement
High Metabolism	Evolution	Movement
Long Legs	Evolution	Movement
Digging	Evolution	Movement

Card:	Type:	Notes:
Hopping	Evolution	Movement
Energy Burst	Event	Stack gets Move +3
Migration	Event	Swarm gets Intelligence +3
Antennae	Evolution	Intelligence
Compound Eyes	Evolution	Intelligence
Complexity	Evolution	Intelligence
Signaling	Evolution	Intelligence
Group Think	Evolution	Intelligence
Instincts	Evolution	Intelligence
Processing	Evolution	Intelligence
Ganglia	Evolution	Intelligence
Awareness	Evolution	Intelligence
Ambush	Evolution	Initiative
Reflexes	Evolution	Initiative
Coordination	Evolution	Initiative
Nocturnal	Evolution	Initiative
Speed	Evolution	Initiative
Camouflage	Evolution	Initiative
Aggression	Evolution	Initiative
Infiltrate	Evolution	Initiative
Overrun	Evolution	Initiative
Rush	Event	Stack gets Initiative +3 in Attack Phase
Latency	Event	Swarm gets Initiative +3 in Round Bid

Optional Extra Cards List

Card:	Type:	Notes:
Waterbugs	Evolution	Your Bugs may move through Water Spaces
Burrowing	Evolution	Your Bugs may move through Enemy held Spaces
Blood Suckers	Evolution	For every 4 enemy Bugs killed gain 1 Bug
Infestation	Evolution	You may disperse into enemy occupied Spaces
Revulsion	Evolution	Enemy stacks in same/adj hex get Stack Limit -1
Webs	Evolution	Enemy stacks in same/adj hex get Move -1
Mimic	Evolution	Copy 1 Evolution card in play (doesn't change)
Adaptation	Event	Draw 2 cards and discard 2 cards
Metamorphosis	Event	Replace an Evolution card with one from your hand
React Quickly	Event	Negate an Event Card just played
Cocoon	Event	Do not move on your turn and draw 2 cards
Co-Opt Evolution	Event	Steal Evolution card from opponents Hand
Devolution	Event	Discard target opponent's Evolution card
Molt	Event	Opponent's Swarm Defense = 1 this turn
Dormancy	Event	Opponent's Swarm Movement = 0 this turn
Rampage	Event	Get an extra Move and Attack Phase this turn





The Danger Zone

Introduction

Card game based on the Archer animated TV show.

Disclaimer

Archer is a licensed, copyrighted property. This is merely a fan site.

Objective

Be the first player to complete 3 missions.

The Deck

Players share a Common Deck. The Deck has 6 Suites:

- A** Archer
- S** Staff
- O** Operative
- M** Mission
- J** Joke
- F** Foe

Completing Missions

A Mission consists of 6 cards, one from each suite.

Setup

Shuffle the deck. Each player is dealt 7 cards. The most insensitive player goes first.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Briefing Phase
2. Operations Phase
3. Mission Phase
4. Debriefing Phase

Briefing Phase

Fill your hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Operations Phase

Play (Discard) 1 card from your hand. It's effect is determined by its Suite:

Card Type:	Effect:
Archer	Steal 1 random card from your opponents hand
Staff	Draw 2 cards
Operative	Draw 1 card. Look at Opponent's hand
Mission	Draw 1 card. Look at next 5 cards in Deck
Joke	Draw 1 Card. Opponent discards 1 card of his choice
Foe	Opponent discards 2 random cards

Mission Phase

If you have all six suites represented in your hand, you succeed in Completing one Mission. Discard your hand. If you do not complete a mission nothing happens. Keep track of the number of Missions you have

completed.

Debriefing Phase

You must discard down to 6 or less cards.

Common Deck Card List

Type	Card Name:	Notes:
A	Sterling Archer	Worlds most Dangerous Secret Agent
A	Binge Drinking	Primary Interest
A	Hangover	
A	Mommy Issues	Absentee Mother
A	Gross Incompetence	Skilled in Weapons, Driving, Martial Arts
A	Willful Ignorance	Non-Serious

Type	Card Name:	Notes:
A	Criminal Negligence	In Pursuit of Jet Setting Lifestyle
A	Captain Topper Bottom	Honeypot Disguise
A	Afraid of Alligators	Also Bermuda Triangle and Cyborgs
A	Giant Ass	
S	Mallory Archer	Self Centered, Greedy, Manipulative, Alcoholic
S	Mallory Archer	Half-baked, Disastrous Schemes
S	Pam Poovey	Gossipy, Crude, Impulsive HR Hedonist
S	Pam Poovey	Drift Card Racer and Bare Knuckle Fighter
S	Cheryl Tunt	Malory's Insane Secretary
S	Cheryl Tunt	Rich Heiress
S	Dr Krieger	Kinky, Bizarre, Mad-Scientist
S	Woodhouse	Sterling's Valet
S	Cyril Figgs	Comptroller of ISIS
S	Cyril Figgs	Inferiority Complex
O	Lana Kane	Deadly with Large Hands
O	Lana Kane	Often reduced to her Undewear
O	Ray Gillette	Gay ISIS agent
O	Ray Gillette	Hick Town Background
O	ISIS Agent	-
O	Katya Kazanova	Russian Love Interest
O	Conway Stern	Black Jewish Diversity Hire
O	Cuban Operative	-
O	The Accountant	Cyril as a Field Agent
O	Seductress	Pam as Field Agent
M	The Danger Zone	Catch-Phrase
M	Bomb Threat	-
M	Kidnapped	Mind Control Chip
M	Mole Hunt	-
M	Skorpio	Arms Dealer
M	Training Exercise	-
M	Whore Island	-
M	Lucrative Contract	-
M	Hide Dead Body	Italian Prime Minister
M	Expense Account	Break into own Offices
F	KGB Agents	-
F	ODIN Agents	-
F	Pirates	-
F	Crenshaw	The Mole
F	Len Trexler	Head of ODIN. Dating Mallory
F	Nikolai Jakov	Head of KGB. Dating Mallory
F	Barry Dylan	Full Cyborg Conversion
F	Gay Assassins	Miami
F	Old Flame	Its Personal
F	Uta and Manfred	German Hitman and Twisted Girlfriend
J	Anachronisms	Esoteric References
J	Dead Prostitute	Situational Comedy
J	Gratuitous Violence	Spy Stuff
J	Gratuitous Sex	Office Party
J	Awkward Moments	Frequent
J	Phrasing	Sexual Innuendo
J	Baby Shamus	Sterling's Son
J	Pop Culture References	Burt Reynolds, Kenny Loggins
J	Gunshot Wound	Recurring Gag

Type	Card Name:	Notes:
J	Ocelot	One of Sterling's Obsessions





The Diet Game

Introduction

Gamers are trying to lose weight prior to their 15 year high school reunion. Card game for 2+ players.

Winning

Be the First player to lose 10 pounds. (i.e. score of -10)

The Deck

Players share a common deck.

Weight

Keep track of 'relative' weight using coins, tokens, dice, etc. Remember you are trying for a negative score. Weight is in "pounds".

Setup

The most out-of-shape player goes first.

Turn Sequence

Players take turns. Each turn has 8 phases: A New Day Phase Planning Phase Breakfast Phase Exercise Phase Lunch Phase Dinner Phase Cheat Phase Snack Phase

A New Day Phase

Fill your hand to 7 cards. If the deck runs out, shuffle the discard & draw from it.

Planning Phase

You may discard up to 3 cards & draw replacements.

Breakfast Phase

Play from your hand a Well Balanced Breakfast card or a Breakfast card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Breakfast card that causes you to gain 1 pound.

Common Deck Card List

Card Name:	#	Type	Gain
Pancake Breakfast	1	B	+1
Continental Breakfast	1	B	+1

Exercise Phase

You may play from your hand one Exercise card that causes you to lose 1 pound. Any opponent may play a Laziness card to negate the Exercise card.

Lunch Phase

Play from your hand a Well Balanced Lunch card or a Lunch card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Lunch card that causes you to gain 1 pound.

Dinner

Play from your hand a Well Balanced Dinner card or a Dinner card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Dinner card that causes you to gain 1 pound.

Cheat Phase

Any opponent may play a Cheat card to cause you to gain 1 pound. You may play from your hand a Willpower card to negate the Cheat card.

Snack Phase

Play from your hand a Well Balanced Snack card or a Snack card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Snack card that causes you to gain 1 pound.

Card List Legend

- B** Breakfast
- L** Lunch
- D** Dinner
- S** Snack
- C** Cheat
- E** Exercise
- N** Negate

Card Name:	#	Type	Gain
Breakfast Buffet	1	B	+1
Well Balanced Breakfast	3	B	0
Yogurt & Fruit	1	B	-1
Diet Bar or Shake	1	B	-1
Cereal & Fruit	1	B	-1
Junk Food Lunch	1	L	+1
Burger Joint Lunch	1	L	+1
Fast Food Lunch	1	L	+1
Well Balanced Lunch	3	L	0
Soup & Salad	1	L	-1
Tuna-salad Pita	1	L	-1
Sports Lunch	1	L	-1
Ethnic Buffet	1	D	+1
All-You-Can-Eat Bar-B-Q	1	D	+1
Steak House (Red Meat)	1	D	+1
Well Balanced Dinner	3	D	0
Chef Salad (Rabbit Food)	1	D	-1
Grilled Chicken & Greens	1	D	-1
Steamed Vegetables & Fish	1	D	-1
Bag of Chips	1	S	+1
Cookies	1	S	+1
Box of Candy	1	S	+1
Light Snack	3	S	0
Carrot Sticks	1	S	-1
Nuts or Seeds	1	S	-1
Apple	1	S	-1
Pint of Ice Cream	1	C	+1
Chocolate Cake	1	C	+1
Carb Fest	1	C	+1
Scarf Leftovers	1	C	+1
Binge Eating	1	C	+1
Second Helping	1	C	+1
Aerobic Exercise	1	E	-1
Bicycling	1	E	-1
Workout at Gym	1	E	-1
Diet Pills	1	E	-1
Fad Diet	1	E	-1
Fasting	1	E	-1
Willpower	2	N	Negate a Cheat Card
Laziness	2	N	Negate an Exercise Card

Number of that type of card in the deck.





The Great Conversation Game

Introduction

Glass Bead Style Game. The game links the Great Ideas with the Great Authors throughout History.

Victory

The objective is to have the game go on for as long as possible or Until the players are satisfied. If the game ends prematurely, it is because The players lack sufficient knowledge of the writers and their subjects. In this case the players need to read and study some more in preparation For the next game. The game also ends if either of the decks is used up.

The Decks

There are 2 decks:

1. The Great Ideas Deck
2. The Great Authors Deck

Setup

Players sit around a table. Shuffle the Decks. Deal 7 Great Author Cards to each player. This is their hand.

Pick the most knowledgeable player to be the Leader.

Sequence Of Play

The top card of the Great Ideas Deck is flipped over and placed face up onto The center of the table. It is to be read aloud by the Leader. This card is referred to as "The Idea in Question" (TIQ). Starting with the Leader and going clockwise, each player plays one of their Great writer cards face up to the table. Players in turn must state how their writer is Connected to the TIQ. Connections should include: Names of books the author wrote that relate to the Idea and what in particular the author had to say about the idea.

The other players a group may judge if the answer is sufficiently informed. If a player is stumped, he may reveal his hand. The other players may look for connections with his Authors.

If a player has no authors in his hand that relate to the idea (as confirmed by The other players collectively) he gets a free pass. If the player has an author but doesn't know the connection (as pointed out by Another player) he gets a demerit. If the players as a group accumulate 10 demerits The Game ends prematurely. Game play is concerned with the CONNECTIONS however players may feel free to Discuss separate tangents relating to the Authors or Ideas in as much detail as they Desire.

After each player has taken a turn, the played Idea and author cards are discarded. The players each draw 1 replacement author card to add to their hands. A new Idea card is drawn to replace the previous one and the turn begins anew.

The Great Ideas Deck Card List

Angel, Animal, Aristocracy, Art, Astronomy and Cosmology, Beauty, Being, Cause, Chance, Change, Citizen, Constitution, Courage, Custom and Convention, Definition, Democracy, Desire, Dialectic, Duty, Education, Element, Emotion, Eternity, Evolution, Experience, Family, Fate, Form, God, Good and Evil, Government, Habit, Happiness, History, Honor, Hypothesis, Idea, Immortality, Induction, Infinity, Judgement, Justice, Knowledge, Labor, Language, Law, Liberty, Life and Death, Logic, Love, Man, Mathematics, Matter, Mechanics, Medicine, Memory and Imagination, Metaphysics, Mind, Monarchy, Nature, Necessity and Contingency, Oligarchy, Opinion, Opposition, Philosophy, Physics, Pleasure and Pain, Poetry, Principle, Progress, Prophecy, Prudence, Punishment, Quality, Quantity, Reasoning, Relation, Religion, Revolution, Rhetoric, Same and Other, Science, Sense, Sign and Symbol, Sin, Slavery, Soul, Space, State, Temperance, Theology, Time, Truth, Tyranny and Despotism, Universal and Particular, Virtue and Vice, War and Peace, Wealth, Will, Wisdom, World

The Great Authors Deck Card List

Homer, Aeschylus, Sophocles, Euripides, Aristophanes, Herodotus, Thucydides, Plato, Aristotle, Hippocrates, Galen, Euclid, Archimedes, Nicomachus, Lucretius, Epicretus, Marcus Aurelius, Plotinus, Virgil, Plutarch, Tacitus, Ptolemy, Copernicus, Kepler, Augustine, Aquinas, Dante, Chaucer, Calvin, Machiavelli, Hobbes, Rabelais, Erasmus, Montaigne, Shakespeare, Gilbert, Galileo, Harvey, Cervantes, Francis Bacon, Descartes, Spinoza, Milton, Pascal, Moliere, Racine, Newton, Huygens, Locke, Berkeley, Hume, Swift, Voltaire, Diderot, Montesquieu, Rousseau, Smith, Gibbon, Kant, Declaration of Independence, Articles of Confederation, Constitution, Federalist, Mill, Boswell, Lavoisier, Faraday, Hegel, Kierkegaard, Nietzsche, Tocqueville, Goethe, Balzac, Austen, George Eliot, Dickens, Melville, Twain, Darwin, Marx, Tolstoy, Dostoevsky, Ibsen, William James, Freud, Bergson, Dewey, Whitehead, Russell, Heidegger, Wittgenstein, Barth, Poincare, Planck, Einstein, Eddington, Bohr, Hardy, Heisenberg, Schrodinger, Dobzhansky, Waddington, Veblen, Tawney, Keynes,

Frazer, Weber, Huizinga, Levi-Strauss, Henry James,
Shaw, Conrad, Chekhov, Pirandello, Proust, Cather,
Mann, Joyce, Woolf, Kafka, Lawrence, T.S. Eliot,

O'Neill, Fitzgerald, Faulkner, Brecht, Hemingway, Or-
well, Beckett





Truckin

Introduction

Card game for 2-4+ players. Players are Truck Drivers. Set in the USA in the 1970's.
Heavy on CB Lingo. Players try to complete routes.

Winning

The first player to complete 5 Routes is the winner.

The Deck

Players share a common deck. There are 4 Suites:
1. Rig Cards
2. City cards
3. Haulin Cards
4. Smokey Cards

All cards have an assigned number from 1 to 6. These numbers limit the types of Melds you can make.

Route Markers

Use coins or dice to keep track of how many Routes you have completed.

Setup

Each player chooses a Handle (nickname). Shuffle the Deck. Flip a coin or roll a die or spit for distance to see who goes first.
Each player is dealt a hand of 5 cards.

Turn Sequence

Players take turns. Play proceeds clockwise. Each turn has 6 Phases:
1. Dispatch Phase
2. Truck Stop Phase
3. Truckin Phase
4. Smokey Sez Phase
5. Destination Phase
6. Truck Scales Phase

Dispatch Phase

Draw 1 card from the deck. If the Deck runs out, shuffle the discard and draw from it.

Common Deck Card List

Card Name:	Suite	#	Notes:
Big Apple	C	1	New York

Truck Stop Phase

You may discard 3 cards of the same Suite and Draw 3 replacement cards.

Truckin Phase

You may make a Meld. A meld must contain: 1 Rig Card, 1 Haulin Card, and 1 Destination Card Furthermore, the numbers on the cards must follow One of the following four Basic Patterns:
1. They must all be the same (examples: All 3's or all 4's)
2. They must be sequential (examples: 1-2-3 or 3-4-5)
3. They must all be Evens (2-4-6)
4. They must all be Odds (1-3-5)

Smokey Sez Phase

If you made a Meld last phase, the player to your left may Play a Smokey Card whose number matches one of the cards in your meld. The Smokey card and the targeted card are discarded. The other 2 cards of your Meld go back in your hand.

Destination Phase

If you played a Meld in Truckin Phase and it was not Disrupted in Smokey Sez phase, than you have completed 1 Route. Discard the Meld cards and record your completed Route.

Truck Scales Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

R Rig Cards
C City cards
H Haulin Cards
S Smokey Cards
* There are 2 Copies of this card in the Deck

Card Name:	Suite	#	Notes:
Windy City	C	1	Chicago
Shakey City	C	2	Los Angeles
Gay Bay	C	2	San Francisco
Margaritaville	C	3	Key West
Sin City	C	3	Los Vegas
The Big Peach	C	4	Atlanta
Bean Town	C	4	Boston
Music City	C	5	Nashville
The Big D	C	5	Dallas
City of Brotherly Love	C	6	Philadelphia
City of Dreams	C	6	Seattle
Tanker	R*	1	Liquids & Dry Bulk
Reefer	R*	2	Refrigerated Trailer
Auto Hauler	R*	3	Mobile Parking Lot
Dry Van	R*	4	Small Non-perishable Goods
Flat Bed	R*	5	Large Bulky Items
Eighteen Wheeler	R*	6	Semi-Truck
Keep on Truckin	H	1	Encouragement
Pedal to the Metal	H	1	Hit the Accelerator
Convoy	H	2	Group of Trucks
CB Report	H	2	Citizen's Band Radio
What's Your Twenty?	H	3	Where are you?
10-4 Good Buddy	H	3	Message Received
Running on Empty	H	4	Low on Gas
Drop the Hammer	H	4	Hit the Accelerator
Motion Lotion	H	5	Diesel Fuel
Interstate Haul	H	5	Long Trip
Super Slab	H	6	Multi-Lane Highway
Showoff Lane	H	6	Passing Lane
Bear in the Grass	S	1	Speed Trap
Bear in the Air	S	1	Police Helicopter
Blue Light Special	S	2	Police Lights
Mamma Bear	S	2	Female Cop
Chicken Coop	S	3	Weigh Station
Plain Wrapper	S	3	Unmarked Car
Countie Mountie	S	4	Sheriff's Deputy Car
Evel Knievel	S	4	Motorcycle Cop
Local Yokel	S	5	City Police
Camera	S	5	Police Radar
Spy in the Sky	S	6	Police Aircraft
Draggin Wagon	S	6	Tow Truck

Links

Wikipedia





Turtle Run

Introduction

Board & Dice game for 2 players. Each player controls a nest of newly hatched baby sea turtles Trying to make their way across the beach to the sea.

Winning

The player who gets the most of his turtles off the map & into the Sea wins.

The Board

Use a chessboard (8 X 8 Grid). One edge of the board is the shore, where the sea meets the land. The row farthest away from the shore is the Nest Row.

On each corner of the Nest row is a nest. Each player controls one nest.

The Pieces

Each player starts with 6 Baby Sea Turtle Tokens in his nest. Players have tokens of different colors. There are 3 predator Tokens: The Crab, The Gull, and the Raccoon.

Dice

Six sided dice are needed.

Setup

Each player places his turtle tokens in his nest. Players roll high on 1D6 to see who goes first. The Predator Tokens are placed spaced out on the Shore-line row.

Turtle Tokens can stack. Predator Tokens cannot.

Turn Sequence

On your turn roll 2D6. If the rolls are different: Use each die to move 1 of your turtles that many spaces (move 2 turtles) Moves can be orthogonal or diagonal. Turtles cannot move into or through predators.

A roll does not have to be exact for a turtle to move off the map. Turtles can only move off the map if going into the sea. If the rolls are the same (for example: two 5's): Move one predator that many spaces (in the same example, move one predator 5 spaces) Moves can be orthogonal or diagonal.

Predators cannot move into or through other predators. A predator eats every turtle it moves through or lands on. (Hope one doesn't make it into your nest) Predators cannot move off the map.

If you have no turtles left on the map, you can continue playing (rolling dice on your turn) in order to try to move the predators.





Universal Hero

Introduction

Conversational game based on the ideas of Joseph Campbell. In his book "The Hero with a Thousand Faces" Campbell describes a pathway of steps common to the adventures of all heroes in all cultures:

Stage I: Departure

1. The Hero in the everyday world is called to adventure.
2. The Hero may at first refuse, but he eventually goes.
3. The Hero meets a protector & guide who offers supernatural aid.
4. The Hero encounters the first threshold to a new (magical) world.
5. The Hero may fight a guardian opposing him at the threshold.
6. The Hero plunges fully into the new world.

Stage II: Initiation

7. The Hero follows a road of trials.
8. The Hero may receive aid from companions & unseen forces.
9. The Hero is abducted, or must take a journey by night or sea.
10. The Hero fights a symbolic dragon
11. The Hero may suffer ritual death or dismemberment.
12. The Hero is recognized or reunited with his father (family, fiends).
13. The Hero becomes nearly divine, conquering ignorance & fear.
14. The Hero receives 'the ultimate boon' (damsel, elixir of life, etc.).

Stage III: Return

15. The Hero takes a 'magical flight' back to his origi-

nal world.

16. The Hero must readjust to his original life.
17. The Hero becomes master of two worlds (material & inner self).
18. The Hero has conquered the fears that keep him from living fully.

Setup

Players pick a book or story or movie that all players are familiar with. Randomly determine player turn order.

Turn Sequence

Play is divided into rounds. Within a round, each player gets a turn. (Each round starts with a different player - rotate clockwise) Each game has 18 rounds, corresponding to the 18 steps listed in the introduction.

On your turn you must explain how the story relates (or does not relate) to the particular Step you are on. Other players judge and reward you for your response (at the end of the round): * Complete (best) answer - Earn 2 tokens * Partial answer - Earn 1 token * Pass or bad answer or nothing else to add - Earn 0 tokens Note: Only the first player to go in the round can get a 2 token 'complete answer' unless the first player(s) pass or earn zero points. The player with the most tokens at the end of the game wins.

Suggested Tales

King Arthur, Star Wars, Harry Potter, Lord of the Rings, Greek Myths, etc.





University

Introduction

Card game for 2-4+ players. Each player represents a University.

Victory

The Player with the most Curriculum points at the end of the game wins.

Game End

The game ends the end of the turn when

1. Any one player makes a Graduate Liberal Arts Meld or
2. The Deck runs out.

Curriculum Points

Curriculum Points (CP) are awarded and totaled up at the end of the game.

The Deck

Players share a common deck. The deck has 5 types of cards: School cards Facility cards Title cards Specialty cards Event cards

Public Or Private

A Public University gets to draw 1 extra card on its first turn. A Private University may put 1 specialty card into play during the game.

Setup

The most educated player goes first. Each player declares whether they are a public or private institution. Each player is dealt 10 random cards

Cards	CP	Rank:
1	1	Associates Degree
2	3	Bachelors Degree
3	7	Masters Degree

For every card after 5 you earn an extra 10 CP. Advanced Schools (Medicine & Law) earn double CP. Liberal Arts Associates Meld: Earn 10 CP if you have 1 card of each of the 7 Basic Schools.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Exchange Phase
3. Play Phase
4. End Phase

Draw Phase

Draw 2 cards from the deck, or take The top card of the discard, but only if it is not an Event card.

Exchange Phase

Players may trade cards from their hands. The current player must approve all trades and has the Power to end this phase at any time.

Play Phase

Play 1 or more cards. Event cards produce an effect and are then discarded. You may play a max of 1 Event card on your turn.

All other card types are called permanents. When a permanent is played, it is placed face up in front of its owner. Permanents stay in play until some Event or rule causes them to be removed.

Keep all School cards of the same suite you have played together.

End Phase

You must discard one card!!! You must have a minimum of 3 cards remaining in your hand at the end of the turn. If you do not have the minimum, you must pick up cards you have in play and Put them in your hand, until you have at least 3 cards in your hand. Max hand is 7 cards. Discard excess cards.

End Of Game Scoring

Each of your Schools earns CP according to the number of cards you own of that suite:

Cards	CP	Rank:
4	13	Doctorate Degree
5	20	Research Institution
6+	+10	World Class Institution

Liberal Arts Bachelors Meld: Earn 20 CP if you have 2 cards of each of the 7 Basic Schools. Liberal Arts Graduate Meld: Earn 30 CP if you have 3 cards of each of the 7 Basic Schools. Each Facility card you have in

play earns 4 CP.

Amenities Bonus: Earn 10 CP if you have 1 of each of the 5 Facility cards. Having a Title card in play earns you 5 CP (1 Title Max) If you are a Private School, Having a Specialty card in play earns you 5 CP (1 Specialty Max) **Winning Team:** The player with the Highest ranked Athletic School earns 7 points. **Business Incubator:** The player with the Highest ranked Business School earns 7 points.

Teaching Hospital: The player with the Highest ranked Medical School earns 7 points. **Legal Eagle:** The player with the Highest ranked Law School earns 7 points. **Patron of the Arts:** The player with the Highest ranked Art School earns 7 points.

Mad Scientists: The player with the Highest ranked Natural Sciences School earns 7 points. **Humanists:** The player with the Highest ranked Humanities School earns 7 points. **Freudians:** The player with the Highest ranked Social Sciences School earns 7 points.

Erector Set: The player with the Highest ranked Engineering School earns 7 points. If ranks for a particular School are tied, no one gets the bonus. Cards in your hand do not count towards end of game scoring.

Advanced Studies

You may only play Law and Medicine cards if you have already fulfilled the requirement for a Liberal Arts Bachelors Meld. Advanced Schools (Medicine & Law) earn double CP.

Title Card

Each player may during the game put 1 Title card into play. A Title card is worth 5 CP.

Facilities

You may put 1 of each type of Facility card into play. Each Facility card you have in play earns 4 CP.

Card List Notation

- A** Advanced School cards
- B** Basic School cards
- F** Facility cards
- T** Title cards
- S** Specialty cards
- E** Event cards
- #** Copies of that card in the deck

Card List

Card Name:	Type:	#	Notes:
Law	A	8	
Medicine	A	8	
Business	B	10	
Engineering	B	10	
The Arts	B	10	
Natural Sciences	B	10	
Social Sciences	B	10	
Humanities	B	10	
Athletics	B	10	
University	T	1	
College	T	1	
Academy	T	1	
Union	T	1	
Conservatory	T	1	
School	T	1	
Institute	T	1	
Black	S	1	
Women's	S	1	
Religious	S	1	
Experimental	S	1	
Consortia	S	1	
Library	F	3	
Dorms	F	3	
Student Union	F	3	
Bookshop	F	3	
Greek Houses	F	3	
Scandal	E	1	Target player must discard 2 cards

Card Name:	Type:	#	Notes:
Benefactor	E	1	Search Discard for 1 card & keep it
Grants	E	1	Draw 3 cards
Protests	E	1	Target player misses his next turn
Awards	E	1	Treat as Permanent: Worth 5 CP
Tuition Hike	E	1	Search Deck for 1 card & keep it
Cutbacks	E	1	Discard 1 target Permanent in play
Excellence	E	1	Draw 4 cards and discard 2
Alumni	E	1	Look at Players hand: Steal 1 card
Rivalry	E	1	Steal 1 Permanent in Play
Update Curriculum	E	1	Wild card: Treat as any School card
Attract Faculty	E	1	Switch 1 permanent with opponent
Ivory Tower	E	1	Negate 1 card just played
Autonomy	E	1	Discard X cards: Draw X+1 cards

Links

Wikipedia





Xia Lin War

Introduction

Basic War Variant rules for an existing CCG: Xia Lin Showdown.

Rules

Your basic 2 player game of War. Use a common deck of Xia Lin Showdown cards, shuffled, and divided in half. High card wins. Cards of equal strength (Tie) result in a War.

Compare the values in the Hexagon, ignore the Circles. If the number in the hexagon has a plus after it, you may play an additional Card and add the values of

the cards together. For Villain cards use the topmost hexagon.

Master cards beat all other cards but tie with each other.

Designers Notes

My 4 year old is a big fan of the card game "War". He is also a big fan of the Xia Lin Showdown cartoon. However the CCG is too difficult for him and I personally Don't like the mechanics, so we use the cards to play this War version.

Plus I get to teach him some addition. This is one I've actually playtested.





Yellow Submarine

Introduction

Board & Dice game for 2-4+ players. Based on the Song/Movie by the Beatles.

Disclaimer

Yellow Submarine is a copyrighted, licensed property. This is merely a fan site.

Space #	Description:
1	Start (Liverpool) Magical Mystery Tour
2	-
3	Song
4	-
5	Sea of Monsters (Adventure)
6	-
7	Song
8	-
9	Suckophant (Adventure)
10	-
11	Song
12	-
13	Sea of Holes (Adventure)
14	-
15	Song
16	-
17	Pepperland (Adventure)
18	-
19	Song
20	-

The Pieces

Each player has a Pawn (Submarine) of a different color. A six sided die is needed.

Winning

Make it to the End Space & sing (Everybody now. . .) "All You Need is Love".

Setup

Players place their Pawns in the start space. Roll high on 1D6 to see who goes first.

Turn Sequence

Roll 1D6 and move that many spaces forward on the track. If you land on a Song space, draw a song

The Board

The Board is a psychedelic winding track of 39 spaces.

Space #	Description:
21	Apple Bonkers (Adventure)
22	-
23	Song
24	-
25	Snapping Turks (Adventure)
26	-
27	Song
28	-
29	Four-Headed Bulldogs (Adventure)
30	-
31	Song
32	-
33	The Dreadful Flying Glove (Adventure)
34	-
35	Song
36	-
37	Blue Meanies (Adventure)
38	-
39	Song (End): All You Need is Love

card & sing the song. If the song deck runs out, pick another Beatles song you know to sing.

After singing roll 1D6 & move again. If you land on an Adventure space, you must move backwards 1D6 spaces. If you land on a Blank space your turn ends.

Song Deck Card List

Card Name: We All Live in a Yellow Submarine
Sergeant Pepper's Lonely Heart Club Band Help! I Need Somebody Love Me Do With a Little Help from my Friends A Ticket to Ride Nowhere Man Paperback Writer All Together Now

Game Designers Notes

Play some Beatles Music before, during, and after.





Zoo

Introduction

Card game for 2 + players. Players are Zookeepers competing to build up the best Zoo.

Winning

At the end of the game, the player with the most Victory points wins. The game ends when a player goes to draw a card and there are no cards left in the deck.

#	Trait:	Abbreviation:
1	Africa	F
2	Australia	U
3	Asia	A
4	Herbivore	H
5	Carnivore	C
6	Omnivore/Insectivore	O

Setup

Each player starts with 2 cards. The youngest player goes first.

Turn Sequence

Players take turns. After each player has had a turn there is a Scoring round. Each turn has 3 phases:

1. Draw Phase
2. Meld Phase
3. Discard Phase

Draw Phase

Draw 2 cards from the deck.

Meld Phase

You may put one or more cards into play (In Play: face-up on the table in front of you) All cards played

Cardlist

Card Name:	Traits:
Chimpanzee	FPOE
African Elephant	FMHE
Mountain Gorilla	FPOE
Bongo	FMH
Thompson Gazelle	FMHE
Ostrich	FBO
Black Rhinoceros	FMH
Lion	FMC

The Deck

Players share a common deck. The deck has 1 of each card described in the card list. Cards represent animals in captivity for viewing as well as other facilities.

Card Traits

Each card has 1 or more traits. There are 12 traits:

#	Trait:	Abbreviation:
7	Bird	B
8	Mammal	M
9	Reptile	R
10	Primate	P
11	Special	S
12	Endangered	E

(the Meld) must share 1 trait in common. Cards put into play stay in play for the rest of the game.

Discard Phase

Max hand size is 5 cards. Discard excess cards. The current player may make card trades with other players.

(Both players must agree to the trade)

Scoring Round

This occurs after every player has had a turn. For each of the 12 traits, count the number of cards you have with that trait. That is your score for that trait.

The player with the highest score in a trait gets 1 Victory point. Award 1 Victory Point for each of the 12 traits.

Card Name:	Traits:
Bactrian Camel	AMHE
Giant Panda	AMHE
Red Crowned Crane	ABO
Red Panda	AMOE
Snow Leopard	AMCE
Musk Ox	AMH
Orangutan	APO
Peacock	ABO

Card Name:	Traits:
Impala	FMH
Red-Billed Oxpecker	FBO
African Rock Python	FRC
African Wild Dog	FMCE
Cheetah	FMCE
Hyena	FMC
Wildebeest	FMH
Madagascar Lemur	FPOE
African Gray Parrot	FBH
Meerkat	FMC
Mandrill	FPO
Hippopotamus	FMH
Gnu	FMH
Crocodile	FRC
Ploughshare Tortoise	FRHE
Great Egret	FBCE
Zebra	FMHE
Asian Elephant	AMHE
Himalayan Black Bear	AMO
Komodo Dragon	ARC
White Bengal Tiger	AMCE
Siberian Tiger	AMCE
Veiled Chameleon	ARO
King Cobra	ARC
Dhole (Wild Dog)	AMCE
Arabian Oryx	AMHE

Cardset Available[Click Here](#)

Card Name:	Traits:
Yak	AMHE
Siamang Gibbon	APHE
Bandicoot	UMO
Duck-billed Platypus	UMC
Koala	UMHE
Wallaby	UMHE
Tuatara	URCE
Numbat	UMOE
Emu	UBO
Kangaroo	UMH
Kookaburra	UBC
Frilled Lizard	URC
Kiwi	UBOE
Tasmanian Devil	UMCE
Wombat	UMH
Monorail	S
Tram Tours	S
Gift Shop	S
Walking Tour	S
Wildlife Show	S
Breeding Program	SE
International Program	SE
Zoological Society	S
Keeper Talks	S
Education Program	S

Links[Africa Asia](#)

Warpspawn Cast

Lloyd Krassner Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

Gottardo Zancani (Zak)

Janne Thorne

Jason Newell Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

Peter Cobcroft (Curufea)

Markus Salo Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

Mike Marinos

Ian Milnes

Tom Higgins Tom features Warpspawn games in his zine Countermoves. tomwhore@wsmf.org
Warpspawn Rules

Rabbidgerbal

David Ashton

Michael Callahan

Peter Schutze

Brian Train

Peter L. de Rosa

Frederic Moll

Ronald Pehr

Jörg Hansen

Mike Murgatroyd

Emmanuel Delva

Geo Gibson

Dragyn

Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

Steven Cranmer

Tryvor J. Phillips

Dave Stattler

Patrick Bunch

C Gerard Luft

Alexander Herklotz

Patrick H. Lewis

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawn