

# Sam's Battle Game V1 Rules

## Overview

This is a 2-player dueling card game that uses a standard deck of playing cards (plus jokers). You can think of it like a battle - the playfield consists of 5 lanes and players will take turns placing cards (fighters) on those lanes to fight their opponent. Players can optionally "power up" their fighters by placing additional cards on top of them. Red cards are attacking cards, and black cards are defending cards, the total attack power and defense power of a fighter is the total of that color of cards stacked on them (including the base card). Fighters get placed and/or buffed for four turns, then the "battle" takes place and winners are decided - this entire process is one round. Each lane is a separate battle, whoever wins the majority of the lanes is given 1 Victory Point.

## Goal of the game

To be the first to 5 Victory Points.

## Game Setup

Set aside the two Jokers, these will be your player scorekeeping cards (start with them face up, rotate 90 degrees to denote a point).

Separate the face cards (including aces) from the numbered cards. Place 10 face cards face down on the table between the players, creating a 5x2 grid (horizontal) - these are the 5 lanes that make up the playfield.

Shuffle the numbered cards and set the deck face down, this is the draw pile.

You can use the card box to denote which turn of the round you are currently on, using the same method as point tracking with the Jokers.

## Gameplay

Each player draws 5 cards from the draw pile. One player then plays a card face up in any of their 5 lanes. The second player does the same. Once each player has at least one fighter on the field, they can choose to either add additional fighters (by placing them face up in an open lane on their side) OR buff up an already existing fighter by playing the card face down on top of an existing fighter. You can buff up fighters indefinitely, however you must alternate every other card face up on the fighter (i.e. the base fighter is face up, the first power up on top of them is face down, the second power up is face up, the 3rd power up is face down, ect). Each player will play 3 cards per turn, then the turn number advances.

At the start of each subsequent turn, each player draws 3 additional cards. Continue this process until all 4 turns have passed, at this point resolve the battles and award Victory Points. This is one round, repeat this process until a player reaches 5 Victory Points and wins the game.

## **Resolving Battles**

At the end of the 4th turn, flip all “buff” cards face up for both players to see. Going lane by lane, determine which player wins each lane’s battle. Each player’s attack power and defense power per lane are the total of their red/black cards in that lane. The player that wins the majority of the battles gains 1 Victory Point (see Additional Rules below in the event of a tie).

One additional thing of note - if a player’s lane has no attack power (either by being empty or just having defensive cards) it is given one attack power.

Battles follow simple rules:

1. The fighter with the highest attack power attacks first. If that attack power is greater than or equal to the opponent’s defense power, they win the battle.
2. If their attack power is NOT high enough to win the battle, the opposing player gets a chance to retaliate with their attack power. The same rules apply, if their attack power is higher than the opponent’s defense, they win the battle.
3. If the fighters have the same attack power, they attack simultaneously (in this scenario it is possible to result in a draw, if both players have high enough defense, or a tie if both players are killed).

## **Unusual Battle Scenario**

Suppose one player plays a black 4, and the opposing player doesn’t play anything. Because of the one base attack power given to lanes with no red cards, both lanes would attack simultaneously - the black 4 would block the attack, but the empty lane would not, resulting in a win for the black 4.

Suppose both players play a black card but no red cards - both lanes would attack with the one base attack power, but both lanes would defend against it resulting in a tie.

## **Game End**

The game ends when one player gets 5 Victory Points.

## **Additional Rules**

At the start of any turn, if a player is unhappy with their hand of 5 they may discard it into a separate pile and re-draw 3 cards. This reduced hand stays through the rest of the round (until after the next battle takes place). The benefit of this is the opportunity to get rid of lots of low cards, but the detriment is the loss of choice.

If a battle results in a tie, both players gain a Victory Point (unless a player is at 4 Victory Points - they cannot win through a tie. If the other player has less than 4 Victory Points they do still get a point for the tie, however).