

# Deck Defence

1 player, 5~10 min

## ◆ Introduction

"Deck Defence" is a solitaire card game that uses a deck mixed with monsters and heroes. Let's defeat all monsters with as little damage as possible.

## ◆ Components

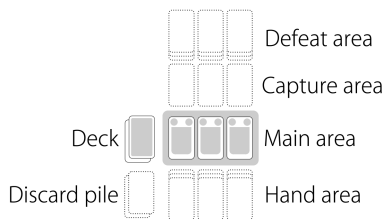
In this game, you use cards with **attribute (symbol)**, **rank (value)**, and picture.

There are cards with rank **1 to 4** for each of the **3 attributes** "sword", "fire", "forest". In other words, there are 12 types of cards in all. In this game, you use 3 cards of the same type, so the total number of cards is 36.



Cards with a bright background are called "**Friendly cards**". Every card with a **rank of 1 to 3** is a Friendly card. There are 27 Friendly cards in all. Cards with a dark background are called "**Enemy cards**". Every card with a **rank of 4** is an Enemy card. There are 9 Enemy cards in all.

## ◆ Setup



First, shuffle randomly all cards face down, stack and place them on the left side facing you. Hereafter this is called "**Deck**".

Then draw **3** cards from the top of the Deck, face up and line up next to the Deck. This row is called the "**Main area**".

During the game, the Main area is occasionally supplemented with cards from the Deck, keeping the 3 cards side by side at all times.

Below I will explain the other areas.

"**Hand area**": It is under the Main area. Active Friendly cards are placed here.

"**Capture area**": It is above the Main area. You can store Enemy cards here.

**Up to 3 cards can be placed side by side** in each of the 3 areas of the **Main area, Hand area, and Capture area**. (You can also stack cards further in the Hand area.)

"**Defeat area**": It is even above the Capture area. The Enemy card you defeat is placed here. How to place the card is free.

Cards are placed face up in all areas introduced above.

The space in front of the Deck is a "**Discard pile**". You place Friendly cards you used here face down. **Do not check cards in the Discard pile**.

## ◆ Objective

The objective of this game is to **place all 9 Enemy cards in the Defeat area**.

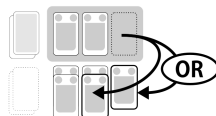
## ◆ Game flow

The game progresses as you execute the action. There are 4 types of actions you can choose from: "**Conscript**", "**Defeat**", "**Explore**", "**Capture**".

When the action is over, if there are **fewer than 3** cards in the Main area, draw a card from the top of the Deck and replenish it face-up to line up 3 cards. At this time, if there is no Deck, replenishment will not be done.

The contents of each action are as follows.

### Action A) Conscript



In this action, select **1 Friendly card in the Main area** and place it in the **Hand area**.

Place the selected card in the empty space or **stack it on the card already placed**.

When placing the card in a stack, **at least one of Attribute and Rank must be common with the card that overlap directly below**.

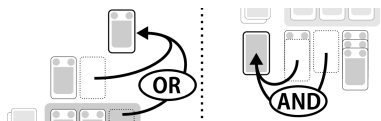
Also at this time, **it can not be put on the pile which contains the same kind of card as the selected card**. Cards of the same kind means cards that have the same attribute and rank (and name).

You can put as many cards as you can on each pile in the Main area. However, since there are only 9 kinds of Friendly cards, the maximum number of cards stacked on each pile is 9.

When stacking cards, please move them gradually towards you and make sure the rank and attributes of the underlying card are visible. **You can check these information at any time.**

**\* This action can not be executed if there is no place to put the selected card.**

### Action B) Defeat



In this action, select **1 Enemy card** in the **Main area** or the **Capture area** and place it in the **Defeat area**.

At this time, you have to discard the card in the Hand area according to the contents of the Enemy card chosen. Specifically, pick cards **placed at the top of the pile in the Hand area** so that they satisfy the following conditions and make them discards. (Friendly cards underlying other cards at the beginning of the action can not be used at this time.)

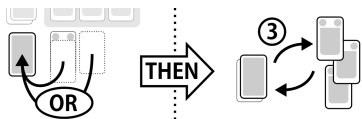
- All discarded cards must have **the same attributes** as the Enemy card chosen.
- Also, the sum of the rank of the discarded cards must be **larger** than the rank of the enemy card chosen.

Since all ranks of Enemy cards are "4", in order to defeat them, it is necessary to discard Friendly cards with a combination in which **the sum of ranks is 5 or more with the same attribute**.

When putting an enemy card in the Defeat area, you can put it as you like. For ease of viewing, I recommend arranging them by attribute and gradually stacking them while shifting towards the upper side.

**\* If you can not discard the Friendly card in the Hand area to match the condition against the selected Enemy card, this action can not be executed.**

### Action C) Exprole

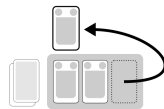


First, in this action, you must select 1 card on the top of the pile in the Hand area and discard it. After that, **draw 3 cards** from the top of the Deck, check the contents, **rearrange them in the order**

**you like**, then turn them face down and put them on top of the Deck.

**\* This action can not be executed two or more consecutive times.**

### Action D) Capture



In this action, **pick 1 Enemy card** in the **Main area** and put it in the **Capture area**.

**\* This action can not be executed when the Capture area is full.**

### ◆ Winning condition

**When you put all 9 enemy cards in the Defeat area, you win the game.**

**When there are no action you can execute, you lose the game.**

Also, you can throw the game at any time.

Even if Deck runs out, you can continue the game if you have actions you can execute. This also applies to cases where Capture area are all filled.

### ◆ Score

When winning the game, the total of rank of Friendly cards in **places other than the Discard pile** is the score of this game. Let's check the cards in the Deck if it remains. The target score required for the restoration of the fort is **5**.

### ◆ Variation rule

**Classic mode:** It becomes a game of astringent play feeling.

- discards are stacked face up. Only the top discard can check the contents.
- Also, in the "Exprole" action, instead of rearranging the cards, draw a card from the Deck and put it face up near the Deck. This repeats until 3 cards are placed.
- If there are already 3 disclosed cards near the Deck, you can not do "Exprole" action.
- As long as there is a disclosed card, replenishment of the card to the Main area is done with one arbitrarily selected from the disclosed cards.

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