

SCOUNDREL

A Single Player Rogue-like Card Game by Zach Gage and Kurt Bieg
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SETUP

Scoundrel is played with a standard deck of playing cards.

Search through the deck and remove all Jokers, Red Face Cards and Red Aces. Place them off to the side, they are not used in this game. Shuffle the remaining cards and place the pile face down on your left. This deck is called the **Dungeon**.

Take out a piece of paper and pen or a d20 (or use your memory). Mark down 20 on the piece of paper, this is your starting Health.

RULES

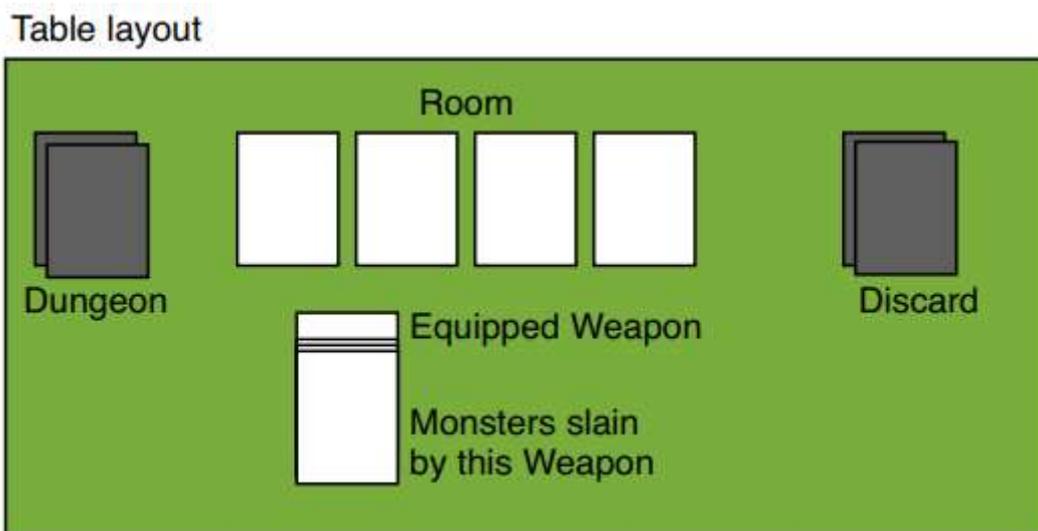
The 26 **Clubs** ♣ and **Spades** ♠ in the deck are **Monsters**. Their damage is equal to their ordered value. (e.g.10 is 10, Jack is 11, Queen is 12, King is 13, and Ace is 14)

The 9 **Diamonds** ♦ in the deck are **Weapons**. Each weapon does as much damage as its value. All weapons in Scoundrel are binding, meaning if you pick one up, you must equip it, and discard your previous weapon.

The 9 **Hearts** ♥ in the deck are **Health Potions**. You may only use one health potion each turn, even if you pull two. The second potion you pull is simply discarded. You may not restore your life beyond your starting 20 health.

You may locate the discard deck (any discarded cards) anywhere you wish, though I recommend to the right of the **Room**. Cards are discarded face down.

The Game ends when either your life reaches 0 or you make your way through the entire **Dungeon**.



GAMEPLAY

On your first and every turn, flip over cards off the top of the deck, one by one, until you have 4 cards face up in front of you to make a **Room**. You may avoid the **Room** if you wish. If you chose to do so, scoop up all four cards in one motion and place them at the bottom of the **Dungeon**. While you may avoid as many **Rooms** as you want, you may not avoid two **Rooms** in a row.

If you choose not to avoid the **Room**, one by one, you must face 3 of the four cards it contains. Take them one at a time.

- If you chose a **Weapon**

You must equip it. Do this by placing it face up between you and the remaining **Room** cards. If you had a previous **Weapon** equipped, move it and any **Monsters** on it to the discard deck.

- If you chose a **Health Potion**

Add its number to your health, and then discard it. Your health may not exceed 20, and you may not use more than one **Health Potion** per turn. If you take two **Health Potions** on a single turn, the second is simply discarded, adding nothing to your health.

- If you chose a **Monster**

You may either fight it barehanded or with an equipped **Weapon**.

to fight the **Monster** barehanded, subtract its full value from your Health, and move the **Monster** to the discard deck. To fight the **Monster** with your equipped **Weapon**, place the monster face up on top of the weapon (and on top of any other **Monsters** on the **Weapon**. Be sure to stagger the placement of the **Monster** so that the **Weapon's** number is still showing. subtract the **Weapon's** value from the **Monster's** value and subtract any remaining value from your health. For example, if your **Weapon** is a 5, and you place a 3 **Monster** on it, you take no damage. ($3-5 \leq 0$) If your **Weapon** is a 5 and you place a Jack **Monster** on it, you take 6 damage. ($11-5=6$)

It is important to note that although you retain your weapons until they are replaced, once a **Weapon** is used on a monster, the **Weapon** can then only be used to slay **Monsters** of a lower value (less than equal) than the previous **Monster** it had slain. For example, if your 5 **Weapon** has killed a Queen **Monster** and you then choose a 6 **Monster**, you may use your **Weapon** on the 6 **Monster**, as 6 is less than 12. But, if you have used your 5 **Weapon** on a 6 **Monster**, and you then choose a Queen **Monster**, you must fight the Queen barehanded as Queen, 12, is greater than 6. Despite this, the **Weapon** is not discarded, as it could still be used against **Monsters** weaker than a 6.

Once you have chosen 3 cards (such that only one remains), your turn is complete. Leave the fourth card face up in front of you as part of the next **Room**.

ADDITIONAL RULES

Equal value monsters: Instead of just slaying monster of lesser value of the current one, weapons may slay monster of equal or lesser value.

Extra Flee: at the beginning of the game, put a Joker aside. If you just fled a room but wants to flee again, discard the Joker and do so. After the Joker is discarded, you can't flee rooms two times in a row, as usual.

Extra Potion: at the beginning of the game, put a Joker aside. If you just drunk a potion but wants to drink one more, discard the Joker and do so, accumulating the points of both potions. After the Joker is discarded, your second potion in a turn won't have any effect, as usual.

Extra Moves: combination of the two rules above. At the beginning of the game put aside one or two Jokers. Discard it at any moment to get an extra potion or an extra flee, as you choose.