

Friendomancy: Rules

GAME SIZE, GAME DURATION, BASICS

2+ players plus one or more JUDGEs (optional; a JUDGE's role is to make interpretations of/decisions on all rules disputes/ambiguities in one or more of the following ways: 1. Fun, 2. Clear, 3. Funny, 4. Consistent and/or Fair).

A 2 player game lasts about n minutes - bigger games (3 - 5) last closer to k minutes.

Friendomancy is played competitively; each player wants to have the most Money at the end of the game. Players get Money by playing cards, which come in five categories:

Card Basics (read these first!)	More Info (come back to these later, when you have questions)
- Friends: Friend cards represent people, monsters, and other (usually) sentient things that want to help the player that controls them. - Friend cards are orange in color.	- By default, Friends can be played whenever the controlling player wants during their turn, all Friends (unless their card text says otherwise) can attack players to make the attacked player lose money, and all Friends can attack other Friends to try to remove the attacked friend from the Board. Some Friends also have special abilities that can provide other benefits to the player that controls them. - Friends have a Power level in the bottom-right corner; that number is the amount of money that a player loses when they are attacked by that Friend. - When Friend cards attack other Friend cards, they fight. Whichever Friend card has the lowest Power is put into the Discard Pile after the fight. (Both are put into the Discard Pile in Ties.) - Friends stay on the Board until they are removed by things such as: - being attacked by another Friend - being targeted by a Magic Spell or Curse - being Sacrificed by their controlling player - Friends have up to 2 different Tribes, which describe what kind of being they are. Some cards refer to specific Friends by using their Tribe - for example,

	any Friends with the Slime Tribe can be referred to as 'Slimes' by a card that only affects Slimes.
- Magic Spells: Magic Spell cards represent crazy stuff that players can do by using magical powers. - Magic Spell cards are teal in color.	- By default, Magic Spells can be cast whenever the controlling player wants during their turn. Magic Spells have a wide range of effects - removing Friend cards from the Board, drawing cards for the controlling player, adding cards to the controlling player's deck, et cetera. - Magic Spells generally have a discrete effect that occurs and then ends - so Magic Spells don't stay on the Board for long, and instead move from the player's Hand to the Board, and then immediately from the Board to the Discard pile.
- Curses: Curse cards represent long-lasting effects of weird rituals that players can do by using magical powers. - Curse cards are purple in color.	- By default, Curses can be cast whenever the controlling player wants during their turn. - Curses generally have a persistent effect, or have an effect that repeats, occurring on more than one turn - so Curses stay on the Board indefinitely.
- *Foes: Foe cards represent beings that are hostile to all player characters, but award useful loot when defeated. - Foe cards are red in color. - Foes are optional.	- Foes are optional. Players should decide amongst themselves if they want to include them in a given game. - Foe cards are shuffled into the pools (any or all, distributed randomly or at the whims of the Judge) after all players have drawn their decks. - Players can choose to play with any number of Foes, and any number of copies of each. - Whenever a Foe is drawn or revealed from a Pool or Deck, that Foe is placed face-up on top of that Pool or Deck at the end of the turn and remains there until they are removed as a result of a fight or other card effect. - Foes that are face-up on a Pool or Deck: - cause a player to lose money equal to the Foe's cost each time that player draws or adds to their deck cards from that Pool or Deck. - can be attacked by Friends belonging to any creature that could attack a Friend with the same cost, power, abilities, and Tribe

	combination. - Like Friends, Foes have a Power level and up to 2 different Tribes. Foes can be targeted by any card or effect that could target a Friend with the same cost, power, abilities, and Tribe combination. - Foes that survive fights have their Power level permanently reduced by the Power level of whatever Friend they are fighting. When a Foe's Power level is reduced to 0 or less, it is Defeated; the player that controls the card that caused the Defeat places the Foe next to their deck and gains the benefit of that Foe's 'Loot' effect. Defeated Foes are not on the board, lose all effects other than their 'Loot' effect, and cannot attack, be attacked, or be targeted.
- Whatevers: Whatever cards represent pretty much anything that the above categories don't cover. A Whatever could be a ham sandwich, a feeling, a place, the weather outside, et cetera. - Whatever cards are grey in color.	- Whatevers might or might not have a persistent effect but they generally stay on the Board indefinitely anyway.

Players play cards by using Things. A Thing is just an invisible resource that refills on each of a player's turns; the important thing to know is that by default, at the start of each turn, a player gets 4 Things that they can spend to play cards from their Hand.

- Displayed in their top-right corner, Cards each have a Thing cost of 0, 1, 2, 3, or 4. For example, on any given turn, a player could play up to:
 - 4 cards that each cost 1 Thing,
 - 2 cards that each cost 2 Things,
 - 1 card that costs 2 Things and 2 cards that each cost 1 Thing,
 - 1 card that costs 3 Things and another card that costs 1 Thing,
 - or 1 card that costs 4 Things.
 - In addition to any of the above combinations, they could play any number of cards that cost 0 Things.
- Things don't roll over between rounds and players always start their turn with 4 Things: if a player only spends 1 Thing on their turn (leaving them with 3 unspent Things from that turn), when their next turn comes in the following round they'll have 4 Things to spend - not 7, and not 3.
- Cards can't cost less than 0 Things.

Players get cards in their hand by drawing from their deck; players get cards in their deck by drawing 24 cards according to some specific instructions at the start of the game (see SETUP steps 3 - 5, below).

Players each begin play with 20 money and can gain money by drawing and playing cards from their decks. When a player runs out of cards in their deck, the next round is the final round of the game (see ENDING THE GAME, below). After the final round, the player with the most Money is the Winner.

SETUP

1. Figure out how many people are playing.
2. If you want, pick someone to be the JUDGE. The JUDGE won't be "playing," exactly, so it's okay if they don't know the rules.
 - a. optional; a JUDGE's role is to make interpretations of/decisions on all rules disputes/ambiguities in one or more of the following ways:
 - i. Fun
 - ii. Clear
 - iii. Funny
 - iv. Consistent and/or Fair.
3. From the entire library of Friendomancy cards, each player chooses 100 according to one of the following {methods/formats}, as chosen by the judge (each player uses the same method):
 - a. For each card type, choose 9 zero-cost cards, 7 one-cost cards, 5 two-cost cards, 3 three-cost cards, and one 4-cost card. You can have up to 9 duplicates of a single card.
 - b. For each card type, choose 25 cards. You can have up to 5 duplicates of a single card.
 - c. Choose any 100 cards. You can have up to 10 duplicates of a single card.
4. Sort all of the cards chosen by color/type into face-down piles. These are the 'Pools;' don't worry about why they're called Pools, just keep in mind that the pile of Friend cards is the Friend Pool, the pile of Magic cards is the Magic Pool, and so on.
5. Figure out who's drawing first: the JUDGE can either just pick someone arbitrarily, or they can ask a question ("Who's oldest?" / "Who's got the most siblings?" / et cetera) and pick a draw order based on the players' answers.
6. Starting with the person picked to go first by the JUDGE, the players take turns doing the following one-at-a-time:
 - a. draw 6 from the friend pile,
 - b. then pick one:
 - i. draw 6 from the magic pool

- ii. draw 6 from the curse pool
 - iii. draw 6 from the whatever pool
 - iv. draw 6 more from the friend pool
 - c. then pick one:
 - i. draw 6 from any one pool
 - ii. draw 4 from any one pool and 2 from another
 - iii. draw 3 from any one pool and 3 from another
 - d. then draw 6 cards from among any of the pools.
 - e. Look at all the drawn cards, shuffle them all together, and place them face-down.
That pile of 24 cards is that player's deck.
7. The other players each go through this process in an order determined by the JUDGE; clockwise, counterclockwise, whatever the JUDGE wants, really.
8. If you're playing with Foe cards, shuffle them into the pools now. If you're not, don't worry about this step.
9. Once all players have a deck, they draw 4 cards from their respective decks and gameplay begins; once again, the JUDGE determines turn order (however they darn well please).
 - a. Keep the Pools nearby where every player can reach! They're still part of the game.

GAMEPLAY / TURN STEPS

The following steps comprise a single Turn. When each player has taken one Turn, that's a single Round.

1. The **Draw Step**. The beginning of your turn; choose one:
 - a. Draw a card from the top of your deck.
 - b. Draw a card from any pool.
 - c. Shuffle up to 3 cards from the top of any one pool into your deck.
2. The **Main Step**. Play cards and/or attack with your Friends in whatever order you choose.
3. The **End Step**. The end of your turn; at the end of this step, your turn is over. If you want, Discard one card from your hand. If you do, Draw one card from your deck - your turn is over, so you can play it starting on your next turn.

GAMEPLAY / HOW TO DO STUFF?

(if you don't have any specific questions right now, just go ahead and skip to the next section)

What is...

- ...my Deck?
 - Your deck is the stack of cards you drew from the Pools at the start of the game. Initially, it has 24 cards in it, but the rules and the effects of some cards let you add more from the Pools during the game. You play with your deck face down.

- ...my Hand?
 - Your hand is the set of cards you're holding in your hands right now. You play cards from your Hand by spending 'Things,' and you add cards to your Hand by drawing from your Deck or the Pools.
- ...a 'Thing?' Like, what?
 - A Thing is an invisible, abstract resource that you use to play cards. It refills on each of a player's turns; the important thing to know is that by default, at the start of each turn, a player gets 4 Things that they can spend to play cards from their Hand.
 - Displayed in their top-right corner, Cards each have a Thing cost of 0, 1, 2, 3, or 4. For example, on any given turn, a player could play:
 - 4 cards that each cost 1 Thing,
 - 2 cards that each cost 2 Things,
 - 1 card that costs 2 Things and 2 cards that each cost 1 Thing,
 - 1 card that costs 3 Things and another card that costs 1 Thing,
 - or 1 card that costs 4 Things.
 - In addition to any of the above combinations, they could play any number of cards that cost 0 Things.
 - Things don't roll over between rounds and players always start their turn with 4 Things: if a player only spends 1 Thing on their turn (leaving them with 3 unspent Things from that turn), when their next turn comes in the following round they'll have 4 Things to spend - not 7, and not 3.
- ...the Board?
 - The Board is where all of the cards currently in play are. It's probably a table in front of you, or perhaps the carpet in your living room. The board is not your Hand, Deck, Discard pile, or any of the Pools - it's just the cards that players played that have not yet moved anywhere else. Friends, Curses, and Whatever's typically stay on the board indefinitely, and Magic Spells move to the board briefly, take their effect, and then move to the Discard Pile.
- ...my Discard Pile?
 - Your Discard Pile is a face- up collection of cards that (in most cases) started in your hand or deck and are no longer accessible by drawing; you can think of it like a junkyard or graveyard. Friends that lose fights (or are removed from the Board by the effects of Magic Spells, Curses, or Whatever's), Magic Spells whose effects are finished, and Curses/Whatever's that were removed from the Board are all put into the Discard Pile. When a card causes you to discard cards from your hand or from the top/bottom of your Deck, those cards are put into the Discard Pile too.
- ...a 'Pool?' / ...the (Friend/Magic/Curse/Whatever) Pool?

- The Pools are the four stacks comprised of all of the Friend, all of the Magic, all of the Curse, and all of the Whatever cards that players brought into the game.
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How do I...

- ...keep track of my Money?
 - Write it down with a pen and paper, or use some dice, or use the calculator on your phone. Whatever's cool. Keep in mind that you can have negative - less than 0 - money.
- ...draw a card?
 - You draw a card by picking up a card from the top of your Deck or from the top of one of the Pools and putting it into your hand.
- ...discard something?
 - You Discard a card by moving it from your Hand, Deck, or Board to the Discard Pile.
- ...put a card under another card?
 - You physically place it underneath, face-up unless otherwise indicated, then proceed according to the relevant card text on both cards - some cards care about how many and what kind of cards are underneath, others specify something that changes on cards that they are placed underneath. You can only put cards under one another when a card's effect tells you to.
 - Unless a card says otherwise, when a card with other cards underneath it leaves the board, the cards underneath go into that card's owner's discard pile.
- ...play/use Friend cards?
 - You play a Friend card by paying its Thing cost (0 - 4, in the upper right corner of the card) and moving it from your Hand to the Board. Some Friend cards have effects that occur immediately when you play them, others don't.
 - You use Friend cards to attack other players or other players' Friend cards to keep them from getting Money. Some Friend cards will also generate Money for you themselves - their effects are listed on the cards themselves.
- ...use Friend cards to attack?
 - You attack with a Friend card by picking a player or another Friend card and saying that you're attacking your target with the Friend card you want to attack with.
 - Friends have a Power level in the bottom-right corner; that number is the amount of money that a player loses when they are attacked by that Friend.
 - When Friend cards attack other Friend cards, they fight. Whichever Friend card has the lowest Power is put into the Discard Pile after the fight. (Unless one of the Friends in that Fight has an ability that says otherwise, in case of a tie, both are put into the Discard Pile)

- By default, a Friend card can attack other Friend cards and players other than their controlling player starting the turn after they are played; a Friend card can't attack the same turn that it's played unless the card has an effect that says otherwise.
- ...play/use Magic Spell cards?
 - You play (or 'cast') a Magic Spell card by paying its Thing cost (0 - 4, in the upper right corner of the card) and moving it from your Hand to the Board. Then, you just do the stuff that the card's effect says - for example, a Magic Spell that says you pick a Friend card and put it back into its controlling player's hand would mean that you pick one of the Friend cards currently on the board and then put it back into the hand of whoever controlled it. Then, once you've done all of the stuff on the Magic Spell card, you put it in your Discard Pile.
- ...play/use Curse cards?
 - You play (or 'cast') a Curse card by paying its Thing cost (0 - 4, in the upper right corner of the card) and moving it from your Hand to the Board. Then, the Curse card stays there indefinitely, causing some effect to happen one or more times - for example, if you cast a Curse that says that when any player draws a card, you get 1 Money, you would keep track of any time that any player (including you) draws a card and add 1 to your Money total each time. Unless another card says that your Curse card is moved from the Board to the Discard Pile, it will stay on the board.
- ...play/use Whatever cards?
 - You play a Whatever card by paying its Thing cost (0 - 4, in the upper right corner of the card) and moving it from your Hand to the Board. Then, you do all the stuff on the Whatever card. Whatever cards do all kinds of stuff, and generally stay on the Board afterwards.
- ...sacrifice something?
 - You sacrifice a card by moving it from the board to your discard pile.
 - You can only sacrifice a card you control.

What's the deal with...

- ...Foe Cards?
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ENDING THE GAME

- When any player draws the last card from their deck, the next round is the last round of the game. Players finish the current round (everyone that has not had one turn in the current round does so according to the same turn order as normal) and then play one final round.
- The player with the most Money at the end of the final round wins the game.