

Eurydice Rule's Document

Overview

You are Orpheus guiding Eurydice out from the depths of Hades back to life. Along the way, you have to try and keep her safe all while not being able to look back. This is simulated by your deck, which contains her current health (hearts) and injuries (clubs) which are evaluated at the end of the game, along with several cards which have no effect other than punishing you for looking back (spades). Throughout the game, you try to manage the cards remaining in your deck to contain more health than injuries with the constant risk of uncovering the wrong card.

Components

- Deck of Playing Cards
- D6 Dice
- 6+ Tokens / Counters
- 9x Special Effect Cards*
- 3x Stage Maps*
- Reference & Planning Sheet*

*Printed Components

Objective

The main point of the game is to make your way through the three boards and end up with more heart suit cards than club suit cards. Additionally, you must avoid seeing spade suit cards throughout the game.

Setup

To begin setting up the game, place 9 heart cards, 8 club cards, and 3 spade cards within a pile and shuffle this pile face down, called the deck. Place the board labeled #1 (found in the top left corner) before you. Place the reference sheet nearby with the three Special decks in their corresponding places. Place 1 white token on the start space and draw a card from the first special effect deck and place it in the Current Card space. Additionally, you may want to sort some of the remaining cards, specifically heart, diamond, and spade cards, as they may be needed later in play.

Turn Structure

Each turn you will move 1 space upward on the board and then follow the instructions corresponding to the symbols on that space (you can do these symbols in any order if there are multiple symbols on that space). If you have reached the end of the current board you go to the next numbered board. Additionally, follow the rules regarding discarding your current card and drawing a new card from the **Special Decks** in that section. If you were on board 3 follow the directions in **Ending the Game**.

Terminology

- Deck - Container of currently in-play cards which will be scored at the end of the game. Stays face down and is only shuffled when stated. If the deck runs out of cards, disregard any effects involving cards in the deck and continue play.
- Discard Area - Separate area of cards that are in play but are not scored at the end of the game. You can sort cards or order these cards in any way you wish. Cards placed here may be turned face up through other effects.
- *Discard X cards* - place X many cards from the top of the Deck in the Discard Area face down.
- *Remove X cards* - place X many cards into Removed
- Removed - Separate face-down cards which have been removed from the game. You cannot look at these cards.
- *Return X Cards* - Place that many cards from the Discard Area into the Deck.

Basic Rules

The core mechanic of the game is hidden information, via the Deck, Discard Area, and Removed. You are not allowed to look within these unless otherwise stated by a card or space. Additionally, there are spade cards. Spade cards have negative effects detailed in the section below. Each board has a corresponding Special Card Deck (labeled 1 - 3) detailed in that section.

Spade Cards

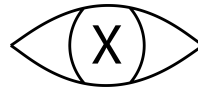
The spade cards have unique effects compared to the other cards. Whenever you see a spade card you must immediately remove the bottom 3 cards of the deck and add 3 club cards to the deck and shuffle. (If you run out of club cards you can substitute them with jokers.) You then remove that spade card from the game and place a token in the spot on the corresponding spot on the reference board. If you see multiple spade cards at the same time you should follow these directions once and then shuffle the remaining spade cards into the deck. If you see and remove all three Spade cards you lose the game.

Special Deck

The Special Card Decks are 3 custom card decks that add unique effects. Each deck corresponds with one board, which is written on the back and top left of the card. When you start the game or enter a new board you draw a new card from that board's deck and place it in the Current Card space. Whenever you complete a board you also replace the current card with the new card.

Ending the Game

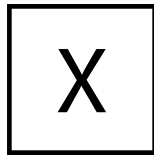
If you have reached the end space on the third board: the game has ended. Look into the Deck and count the heart and club cards, disregarding any spades or diamond cards. If you have more heart cards than club cards, you win, otherwise, you have lost.



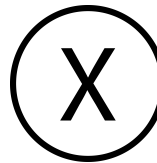
- Look at exactly X cards in the Discard Area, Deck, and Removed. These cards may not be already face up.

These cards remain face up and be sorted as you like while they are in the Discard Area. If you looked at cards within the Deck you may place them on either the top or bottom if you choose.

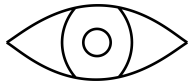
Symbol Reference



- Choose to either: *discard* 1 card or can try to roll above X on a d6, if you succeed discard no cards, otherwise *discard* 2 cards.



- *Return* up to X cards of your choice from anywhere in the Discard Area to the Deck face down. Shuffle the Deck.



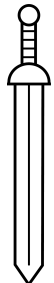
- Look at any number of cards in the Discard Area, these cards remain face up and may be sorted as you like while they are in the Discard Area.



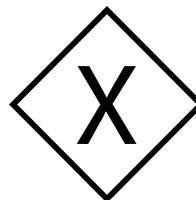
- Gain 1 blue token, which can be spent to ignore all effects of one space on the board, this may affect multiple symbols. Once applied, remove the token.



- *Remove* X cards from the Deck or Discard Area. This means to move these cards to the Removed.




- Return the current special board card to its corresponding deck. Do not draw a replacement card.



- Place up to X diamond cards into the Deck. Shuffle the Deck. Diamond suit cards do nothing on their own, but may interact with other effects.



- The effect of , but *discard* 1 extra card if you discard a card.

Special Symbols



- *Look* at any number of cards in either the Discard Area **OR** Deck. Any diamond cards seen are *removed* and add that number of heart cards from the Discard Area into the Deck. Shuffle the Deck. If there are no remaining heart cards you may choose to either remove those diamond cards or leave those cards where they were.



- You may *discard* up to X cards, then *return* the same number of cards to the Deck. Shuffle the Deck.