

# The Joker's Labyrinth (Advanced)

## At a Glance

This version is slightly longer and more complicated, with more actions and card abilities. Requires two decks of standard playing cards. *It should be noted that this version is not extensively playtested.*

## Description:

The ultimate goal of the game is to guide your Jack through a Dungeon composed of a 7x7 grid of cards and find two Jokers. Some cards are Equipment, some cards are Hazards, and some are even NPCs that may or may not help you. Of course, if up to 3 of your frenemies are also in the labyrinth, you may have to fight them for the Jokers.

## Setup:

1. Setting up the Main Deck:
  - Separate the four Jacks, one Joker, and the two of Clubs from the deck. Shuffle the remaining cards.
  - Place the Joker face up in the center of the table.
  - With the Joker as the center, arrange the deck face down in a 7x7 grid. This is the Dungeon.
  - Place the two of Clubs face up next to the board; this is the start of the Main Discard Pile.
2. Setting up the Resource Deck:
  - Creating the Guardian Deck:
    - From the second deck of playing cards, pull out
      - Both black 7's
      - Both black 8's
      - Both black 9's
      - And the 10 of Clubs.
    - Shuffle these together and set aside face-down. This is the Guardian Deck.

- Creating the Scavenger Deck:
  - From the second deck of playing cards, pull out the following:
    - Empty (null) cards, making up 10/26 or ~38% of the stack:
      - All black (Clubs and Spades) 2s, 3s, 4s, 5s, and 6s.
    - Low-value cards, making up 10/26 or ~38% of the stack:
      - All red (Hearts and Diamonds) 2s, 3s, 4s, 5s, and 6s.
    - Mid-Value cards, making up 4/26 or ~15% of the stack:
      - One 7, 8, 9, and 10 of Hearts.
    - High-Value cards, making up 2/26 or ~8% of the stack
      - King of Hearts
      - Queen of Hearts
  - Shuffle these cards together and set aside face-down. This is the Scavenger Deck.

### 3. Player Setup:

- Roll dice to determine the first player. Highest roll goes first.
  - Each player chooses a Jack in turn order.
  - Optional Starting Gear: Remove the 7-10 of Diamonds from the second deck Deal the 7 to the first player, 8 to the second, and so on.
  - Starting with the first player, place your Jack next to any of the four corner-most cards of the dungeon
4. Roll the dice to determine the first player. Allow players to pick a Jack as their character.
  5. IF You want starting gear, take out the 7-10 of diamonds from the secondary deck and deal out the 7 to the first player, 8 to the second, and so on.
  6. Starting with the first player, place your Jack next to any of the corner-most cards of the Dungeon.
  7. You may walk around outside the dungeon *before entering it*. Once you enter the 7x7 grid, you may not travel outside of it.
  8. Link to setup diagram

## On Your Turn:

You have 2 Actions. You may use these Actions to perform any of the following in any combination (you can perform the same Action twice, except where noted):

- Reveal:
  - Turn an adjacent (non diagonal) face-down card face-up.
- Move:
  - Move your jack to an adjacent empty space or revealed card (and interact with anything there).
- Fight:
  - Initiate a combat with an adjacent Hazard, Hostile NPC, or player. If you win, move to that space.
- Use NPC Ability:
  - Discard a Friendly NPC from your hand to use its special ability.
- Boost:
  - As a free action once per turn, you may discard any card from your hand to move one space.
- Scavenge (Second Action Only):
  - If your Jack is on an empty space and this is your second action, you may draw a card from the Scavenger Deck.
  - If it's an Equipment or NPC, you may put it into your hand; otherwise discard it into the Scavenger Discard pile.
  - Loot Table:
    - All black 2-6's: 10/26 ~ 38%
    - All red 2-6's: 10/26 ~ 38%
    - 7-10 of Hearts: 4/26 ~ 15%
    - Queen of Hearts: 1/4 ~ 4%
    - King of Hearts: 1/4 ~ 4%
- Portal (Second Action Only):
  - If your first action was a Reveal Action, as your second action you may discard an Equipment card or Friendly NPC card from your hand to flip over and interact with an adjacent unrevealed card.

- If the revealed card is Equipment or a Friendly NPC, add it to your hand and return the discarded card to your hand.
- If the revealed card is a hazard, Hostile NPC, or Joker, you must Fight it.

### Movement Rules:

- Diagonals are not adjacent!
- If you move onto a space with Equipment, a Joker, or a Friendly NPC, add that card to your hand.

### Card Glossary:

#### **Jacks:**

- These are you, the player! Be sure to keep your Jack's suite in mind.

#### **Jokers (Value 14):**

- Find and defeat two Jokers to win the game!
- You must fight a Joker immediately upon revealing it.
- Joker's Possession:
  - If you are holding a Joker, you gain +1 to all dice rolls in Player Combat and roll one less die in regular combat checks
- If you lose to a Joker, you must discard two Equipment cards or Friendly NPCs from your hand.
  - If you cannot or do not wish to, you are "In Debt" (tracked by anything you have around)
    - While In Debt, roll one additional die during standard combats and gain -1 in player combats for each pair of cards you owe.
    - To remove the In Debt status, discard any combination of two Equipment/Friendly NPCs from your hand at any time.
    - Example: If you owe 4 cards, you roll 2 extra dice and have a -2 in PvP, but if you pay one set off to owe 2 cards, you only roll 1 extra die in combat checks and have a -1 to PvP rolls.

**Aces:**

*"Aces are whispers of forgotten magic, granting glimpses of the unseen and the power to reshape the labyrinth itself."*

- Aces are acquired by defeating an Ace Guardian:

- Ace Guardians:

- When an Ace is revealed, immediately draw the top card from the Guardian Deck and place it face up on top of the Ace
- This Guardian card acts as a standard Hazard and must be defeated in combat before the Ace can be collected.
- If the guardian is defeated, return it to the Guardian Deck and reshuffle the deck.
  - *Exception:* if the revealed Ace matches the player's suit, the Guardian immediately returns to the Guardian Deck (reshuffled) without a fight when interacted with.
- If a revealed ace is the target of a Reality Shuffle, put the Guardian aside before shuffling the cards and replace it once the Ace is revealed.
- Guardian Deck Probability Table (I'll make a linkie)

- Using an Ace:

- To use an Ace, discard it, then choose one of the following Abilities:

- Reality Shuffle:
  - Target any 3x3 area on the board
  - Turn all cards within that area face down except player Jacks, which remain face up.
  - If there are fewer than nine cards in the area, shuffle the main discard pile and draw cards from it face-down until nine cards are present.
  - Shuffle the 9 cards together (including any face-up player Jacks).
  - Deal the shuffled cards face-down into the 3x3 area, filling spaces from left to right and top to bottom.
- Recon:
  - Reveal a 3x3 area centered on your player Jack
- Advanced Recon:
  - Choose up to three unrevealed cards anywhere on the board. Look at them secretly. Then return them face down to the same positions.
- Hazard Shift:
  - Choose a face-up Hazard card anywhere on the board. You may move that Hazard one space orthogonally (up, down, left, or right)
  - The Hazard cannot be moved onto a space occupied by a player
  - It can be moved onto an empty space or another face-up card, in which case the selected card and the hazard switch places.

- Jokers and Face cards are NOT Hazards.
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### **Queens (Value 12):**

*"Queens are the embodiment of the Labyrinth's capricious will. A Queen of your suit is a powerful ally, but one of a rival suit is a dangerous and manipulative foe."*

- When you encounter a Queen, if the revealed Queen's suit matches your Jack's suit, then it is a Friendly NPC! You may add it to your hand for later use.
- If the revealed Queen's suit does not match your Jack's suit, it is a Hostile NPC.
- If you choose to Fight it:
  - **Lose:** Discard all cards from your hand into their respective discard piles. You may not pass the Queen.
  - **Win:** You may add the Queen to your hand as a friendly NPC for later use.
- Queen Abilities (Choose ONE and discard the Queen)
  - During combat:
    - Use the Queen during combat as a Value card (Value 12)
    - Bolster:
      - Until the start of your next turn, roll one fewer die in combat checks (minimum 1) and gain +1 in PvP.
    - Hinder:
      - Choose a player. Until the start of their next turn, roll one additional die in all combats (minimum 1) and gain -1 in PvP.
  - Out of combat:
    - Player Relocation
      - Swap the positions of any two players on the board.

### **Kings:**

*"Kings are pillars of strength within the Labyrinth. A King aligned with your suit offers unwavering protection, while one of an opposing suit is a ruthless adversary."*

- When you encounter a King, if the revealed King's suit matches your Jack's suit, then it is a Friendly NPC! You may add it to your hand for later use.
- If the revealed King's suit does not match your Jack's suit, it is a Hostile NPC.
- If you choose to Fight it:

- **Lose:** Lose your next turn. You may not pass the King.
- **Win:** You may add the King to your hand as a friendly NPC for later use.
- King Abilities
  - During combat:
    - Discard the King during combat as a Value card (Value 13)
    - Reroll:
      - You may reroll any set of dice in any combat once per combat (This is a passive ability as long as you hold a King).
      - Upon use, you must reveal your king to all other players.
  - Out of combat:
    - Gain Action
      - At any point during your turn, you may discard the King to immediately gain an action point.

### **Red Numbers:**

- These are Equipment! Discard them to use their card value during a Fight.

### **Black Numbers:**

- These are Hazards! Beat their value to discard them from the Dungeon, or find a way around them.

## Fights:

When Fighting Hazards/NPCs:

1. Decide whether or not to use a piece of Equipment or Face card from your hand as a value card. Only a single value card may be used per Fight.
2. Find the difference between the Attacker's total and the Defender's total, and roll the number of dice equivalent to it:
  - 0-1: 2 dice
  - 2-3: 3 dice
  - 4-6: 4 dice

- 7-8: 5 dice
  - 9-10: 6 dice
  - 11+: 7 dice
3. Roll another die. If it matches any of the shown dice, you lose the combat.
- Example: Fighting a 13 with an 8
    - There's an absolute difference of 5, so roll 4 dice
    - *Rolls* a 3, 4, 6, 3 show up
    - Roll one more time; if you roll a 1, 2, or 5, you win. Otherwise you lose.
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- Winning the Combat: If your final roll doesn't match any of the rolled numbers, you win! Discard any card used, as well as the hazard or NPC. Move your jack to the resulting empty space
  - Losing the Combat: If your final roll matches one of the rolled numbers, you lose... Discard any cards used. You cannot move past the Hazard or NPC. If you lost to an NPC, resolve its card effects.

### When Fighting another player:

1. Both players decide whether or not to use a piece of Equipment or friendly NPC from their hand. Only one value card may be used per Fight.
  2. Both players reveal the card they decide to use, if any, at the same time.
  3. Starting with the player that started the Fight, both players roll a die. Any players with an unused King in their hand may choose to reroll the dice.
  4. Both players add the value of the die roll to their card, then compare their results.
  5. Discard any cards used. The losing player leaves any Joker (no more than 1) they have on their spot. The winning player may move the losing player's Jack to any corner of the Dungeon's 7x7 grid.
- In the case of a tie, any cards used are still discarded, but both players continue fighting by choosing to use new cards and rolling until there is a winner.