

CartesSociete

Official Game Rules

Terminology

- PO = Points d'Or (Cost/Gold Points)
- PV = Points de Vie (Health Points)

Game Setup

- 2-5 players
- Each player starts with 400 PV
- Each player starts with 0 cards in hand
- Each card exists in 5 copies in the game
- Shared market - all players buy from same cards

Card Acquisition Rules

- No draw phase - cards only acquired through market
- You can ONLY buy Level 1 cards (never Level 2)
- Level 2 cards only come from evolution
- When discard pile is empty, shuffle it for new draw pile

Market Rules

- Buy as many cards as you can afford within PO limit
- Turn order rotates every 2 turns (who buys first)
- Unbought cards stay until next deck mixing

PO Progression

Turn 1: 4 PO (fixed)

Turn 2+: $\text{turn} \times 2 + 1$

Turn 1: 4 PO | Turn 2: 5 PO | Turn 3: 7 PO

Turn 4: 9 PO | Turn 5: 11 PO | Turn 6: 13 PO

Turn 7: 15 PO | Turn 8: 17 PO | Turn 9: 19 PO

Evolution Mechanic

- Requirement: 3 cards with the exact same name
- Result: 1 Level 2 card of the same name
- Can happen on the board OR in hand

- 2 cards go to discard pile (recyclable)
- 1 card is removed from game (exile)

Deck Mixing (after every even turn)

After Turn 2: Mix remaining into Cost-2 pile

After Turn 4: Mix remaining into Cost-3 pile

After Turn 6: Mix remaining into Cost-4 pile

After Turn 8: Mix remaining into Cost-5 pile

Mixing Process:

- 1. Take remaining cards from current pile
- 2. Shuffle and split randomly (not symmetric)
- 3. Mix one half with next cost pile
- 4. Discard the other half

Board Limits

- Maximum 8 cards on board at any time
- Play 1 card OR replace 1 card per turn (not both)
- Exception: Lapin family can exceed 8-card limit

Combat Resolution

- Simultaneous - all players resolve at same time
- Attack ALL opponents - hits every other player
- Cards never die - stay on board permanently
- Defense = HP (health stat on card)

Combat Calculation (for each opponent):

- 1. Calculate total attack of your board
- 2. Calculate opponent's total HP (their defense)
- 3. Damage = Your Attack - Their Total HP
- 4. Opponent loses that much PV (if positive)

Win Condition

- When a player's PV reaches 0 or below: eliminated
- Game continues until only 1 player remains
- Last player standing wins!