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

2 turns per card cost level
Formula: card_cost x 2 + 1

Turns 1-2: Cost 1 cards = 3 PO (Turn 1 = 4 PO)
Turns 3-4: Cost 2 cards = 5 PO
Turns 5-6: Cost 3 cards = 7 PO
Turns 7-8: Cost 4 cards = 9 PO
Turns 9-10: Cost 5 cards = 11 PO

Evolution Mechanic

- Requirement: 3 cards with the exact same name

- Cards are DOUBLE-SIDED (Level 1 front / Level 2 back)
- Can happen on the board OR in hand
- 2 cards go to discard pile (recyclable)
- 1 card STAYS and is FLIPPED to Level 2 side (verso)

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!