# Rags and Riches, a medieval hierarchy-based card game

## Co-Creators

Taine Andrew and Jack Hosking

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# Core Concepts

## Cards

### Creatures

The aim of the games is to reduce your opponent’s life total to 0 by attacking them with cards known as creatures. They are only known as creatures once the players have played them onto the “battlefield”, they may only have 4 creatures on the battlefield at a time. Some creatures have battlefield abilities that are unique and varied such as “The Joker” which allows for an instant win if 2 are on your battlefield.

### Promoting

More powerful creatures require a promotion to play, to promote a card you must put an equal number of creatures into your discard pile from your battlefield and then you are allowed to play the creature.

### Number cards/Infantry

In the deck are number cards, up to the number ten, these primarily function to act as temporary creatures to hold a defence/promote and they can be played as a spell in your spellfield. When done this way you can use them to increase the power of a creature on the battlefield

### Named cards

As stated, named cards are any cards that have a name, for example “The Butcher” or “The King”. Named cards are essentially any card that is not a number card.

### Spells

You may play a creature behind your battlefield on your “spell field”, while in that zone the creatures are instead referred to as spells and have unique abilities, there are many spells and can change the outcome of many actions when revealed. You may use spells effects at any time on anyone’s turn.

### Single spells

A single spell is the most used spell, single spells are a card that influences the game, the effect varies greatly and can do a large number of different things, to see exactly what each spell is move onto the spell section of the rules.

### Double spells

Double spells are spells that are an upgraded version of a spell that requires two of the same spell to be used, they are an upgraded version of the single spell counterpart and are often very impactful. There is one creature variant to a double spell which is the joker who allows for an instant win. The only spell that cannot be used as a double spell is a number card.

### Card faces

You may play cards face down whether spell or creature, if you do play a card in this way, it cannot function or do anything until you turn it face up. The main draw to playing face down is essentially to hide the card from your opponent until it is needed.

### Graveyards

The players share the same deck made from 125 cards, after playing cards, players discard them to their own discard pile called the “Graveyard”. When the deck runs out, all graveyards are shuffled together to make a new deck

## Attacking

### Attack/Defence position creatures

Creatures may be played in one of two states, attack and defence, this is represented by the orientation of the card, portrait represents attack and landscape represents defence. If your card is in attack position you may attack your opponents’ creatures, if you attack an attack position creature and your creature kills it, you remove life from your opponent equal the excess remaining damage (Explained later), if the attack position creatures share the same power, they are both destroyed but only if both creatures are in attack position. If you attack a defence position creature and destroy it, no excess damage is sent to the owner of that creature.

### Reflect Damage

If your attack position creature attacks a higher-ranking creature, and is killed by the opposing creature, you instead take damage equal the excess damage from the opponent’s creature.

### Attacking your opponent to reduce life and win the game

To defeat your opponent as stated earlier you must reduce their life points to zero. This is done through attacking with creatures, your attack position creatures are used to attack your opponents’ creatures to push damage through them. Damage is defined on a creature with the number on the bottom of them called “Ranks” or “The Rank” of the card. If your opponent has no creatures to attack, your creatures are allowed to attack your opponent directly allowing for massive and often game winning damage. Only one creature may attack a single creature at a time.

### Buffing

You can “buff” creatures by using cards set in the spell field that can do so. All number cards can buff creatures. Buffing works by adding the rank of the card used onto any creature’s rank. Only one buff can be used on a single creature at a time and all buffs end straight after combat unless the buff is from a named card that specifies that it stays on the creature. Once a buff is used on a creature it can not be moved onto another creature.

# Your turn

## Starting the game

Players start with 7 cards in their hands and 20 life points. The first player does not draw a card or attack with creatures on their first turn. This is because of the way the game is structured and attacking first offers an incredible advantage over the opponent due to the fast-paced nature of the game. In games with more than 2 players, the first turn rules apply to **all players**.

## Things to keep note of in your turn

If you ever run out of cards in your hand, you **must** draw 3 new cards

## Phase 1 – setup phase

Draw a card

You may play a creature and/or a spell

You may change the position of your cards on the field

## Phase 2 – attack phase

Declare which creatures you are attacking with and what they are attacking

Use combat spells or combat tricks

Damage calculation

## Phase 3 – end phase

You may play a creature and/or spell card now if you did not in the setup phase

Pass to the next player

# Game modes/Formats

## 1V1

## 1V1V1

## 2V2

## Blitz

**Changes I suggested left unresolved**

The card – the baker should be required to be faced up.

The church enters with a shield counter and when damaged in any position as long as it has a shield counter, no damage is dealt to the controller and the counter is instead removed.

**Changes made due to suggestion**

Changed the double spell effect of “The prince” into a “constant effect” that allows for drawing 2 cards per turn

I suggest the sacrifice needed to play more powerful creatures be called promoting due to the theme of the game.

The baker effect only takes place if the card is played face up and only creates food counters on the owner’s phase 1