

Myre

a card game by zach gage

v 0.1.4

Myre tells the ancient story of the battle between the armies Red and Black. Equally matched in all respects, the war came down to the brilliance of their generals.

It is a game of lucky comebacks and masterful bluffs, played with a traditional deck of playing cards.

Each game of Myre plays out over a series of hands in which both players attempt to capture their opponents cards and defend their own. Unlike many traditional card games, the cards your opponent captures do not return to your deck, affecting your future draws.

To win Myre, you must be the first player to capture 70 points worth of your opponent's cards.

Game Setup

Split a standard deck of 52 cards in half. Hand all of the Black cards to one player and all of the Red cards to the other.

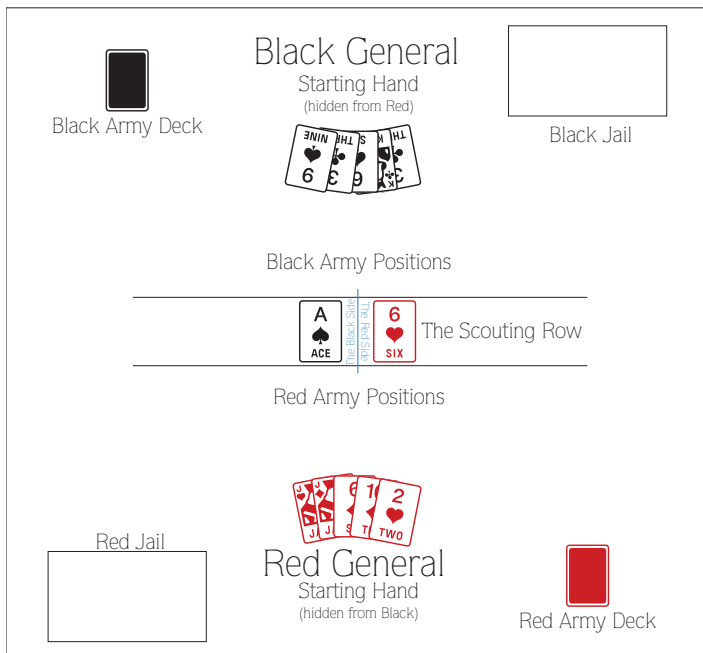
If you are playing with Jokers, each player also gets one Joker.

If this is your first game of Myre, it is recommended that you do not play with Jokers.

Hand Setup

Each hand of Myre starts with both players shuffling their decks, flipping a single card off the top and placing it face up in the Scouting row, and then drawing a hand of 5 cards. Each player may look at their own cards, but not the other player's.

At this point, whoever is closest to the box the cards came in hands it to the other player. That player receiving the box goes first. On subsequent hands, continue passing the box in this way to alternate starting play.



Player Turn Actions

On your turn, you must do one of two actions: Scouting or Positioning.

SCOUTING

To Scout, lay one card from your hand face-down onto your side of the Scouting Row in a single pile. Then draw one card from your deck into your hand. You may peek at your own scouted cards if your forget what they are.

POSITIONING

To Position, lay up to five cards face down on your side of the table behind any one card in the Scouting Row (you may not Position behind multiple cards in a single turn). While Positioned cards may never be moved, additional cards may be added to a Position in subsequent turns. You may peek at your own Positioned cards if your forget them.

It is important to note that when you Position, you don't draw cards, so each player will Position at most five cards within a single hand.

The End of a Hand: Battles

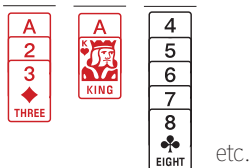
Once either player has Positioned all five of their cards (and thus has an empty hand) they declare themselves Out. The remaining player is given one more turn, and then any Battles are resolved.

Any card in the scouting row with cards behind it on either side is the subject of a Battle to see who captures both it and any additional cards Positioned behind it. Battles are won through Strength, and Strength comes from Formations.

There are two types of Formations that can generate Strength.

RUNS

Runs are made of two or more numerically ordered cards

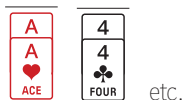


A Run is worth 1 Strength for each card it contains.

A Run of 2 cards is worth 2 Strength, a Run of 4 is worth 4, etc.

PAIRS

Pairs are made of two numerically matching cards



Any Pair is worth 3 Strength in total.

Suits are Irrelevant in Myre, but color (card ownership) is very important.

A single group of Positioned cards may contain both Runs and Pairs, adding their Strength together, with two exceptions:

- Each group of Positioned cards may use only one run. (A second run within a single group of is not worth any additional Strength.)



The positioned cards to the left are only worth 3 Strength, as only the 2, 3, 4 Run counts.

- A single card may not be counted within two Formations



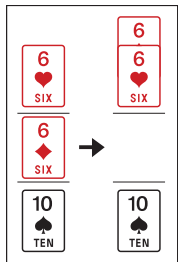
The positioned cards to the left are only worth 3 Strength, as only the Pair counts as a formation.

Once both sides have totaled the strength of their Formations, the player with the higher Strength wins all of their opposing cards (any in the Scouting Row, and any positioned on their opponent's side of this battle), placing the captured cards into their jail.

Remember, while the stronger player wins the battle, it is the more cunning player that wins the war.

DEFENDERS BONUS (AKA, THE RUB)

If the card in the Scouting Row is your color, and you are able to bring it into a Formation during a battle, you are allowed to.



In the example to the left, Red is able to bring the 6 from the Scouting Row into their Formation during the end-turn Battle resolution and claim the 3 Strength awarded to a Pair.

WHAT ABOUT HIGH CARDS? (AKA BREAKING STRENGTH TIES)

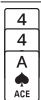
Occasionally, the strength totals of the Positioned cards will be equal for both players. In this case, victory goes to the player with the highest card value in that battle, regardless of if that card was part of a formation or not.



In the case to the left, both sides have 3 Strength, but the Black General wins because they have the highest card in the battle (the Ace) even though the Ace otherwise contributes no Strength to the battle.



Black captures the 10, Jack, and Queen of the Red General, in addition to the red 6 card in the Scouting Row.



Note: An ace is always high for the case of a tie-breaking, even if it is used as a low card in a run (Ace, 2, 3).

If both players share the highest card, compare the next highest cards.



In the situation on the left, the highest card is Queen vs.



Queen, and the next highest card is 4 vs the other Queen, so the Red General wins.



If both players are inextricably tied, return all cards to the players of their color, including the card in the Scouting Row.



In the example to the left, both player highest card is 10, and the next highest is 10, and there are no further cards, so the players are inextricably tied. Black gets their two 10s back, and Red gets their two 10s and their 6 back.

The tie breaking high-card rule also applies when the strength of Formations in a battle is 0.



In the example to the left, Red is defending with nothing, but Black is attacking with no formation, both players have 0 strength, but Black has the high-card (4 vs. nothing), and thus wins Red's 6 from the Scouting Row.

The End of a Hand: Resolution

After all battles have been resolved, players return all uncaptured cards (incl. any uncontested cards on the table, leftover cards in hands, etc) to their decks of origin, shuffle, and start the next hand.

THE NO CAPTURES EXCEPTION

If no cards are captured within a single hand by either player, the two initial face-up cards in the Scouting Row remain on the board, and two additional face-up cards are added in the following hand.

Winning the Game

To win Myre, you must capture 70 (or more) points worth of your opponents cards. Each card is worth the number printed on it, and all face cards (including the ace) are worth 10 points apiece. Wilds are worth no points and instead are added to your own deck if you capture them. If both players cross 70 points within a single game, the player with the higher total wins.

A Note on Jailed Cards

Jailed cards must be kept organized and face-up such that they are visible to all players. They needn't be kept paired, often it is easier to group them into 10s or 20s so that scoring is easier to reference, but every card's value must be visible to all players

Jokers and Double-Scouts

After completing your first game, it is recommended that you play with Jokers. To do so, simply give each player one Joker to shuffle into their deck.

In play, Jokers behave differently than other cards:

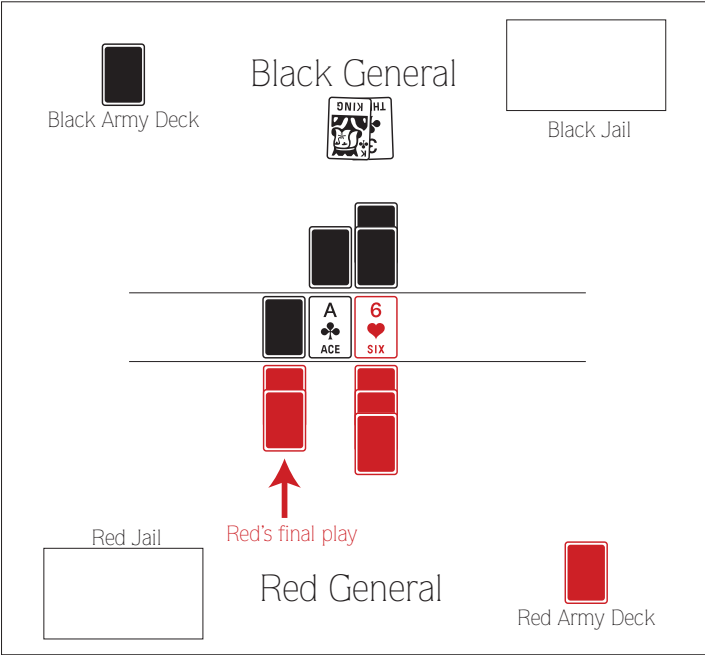
- Jokers cannot be a part of any formation, and are instead always worth 1 Strength apiece in battle.
- Jokers must be Positioned face-up (if a player forgets to Position their Joker face-up, it is worth 0 Strength in that Battle).
- A Joker in the Scouting Row may be brought into the the defenders army if they play any cards at all in it's defense.
- When captured, a Joker is worth no points, and is not placed in Jail. A captured Joker is instead shuffled into the capturing player's deck.

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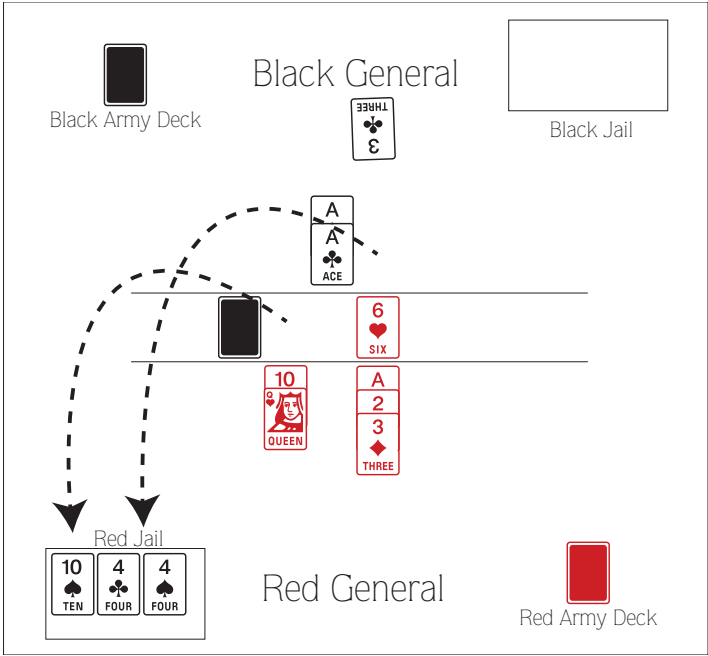
After a few more games, once you feel comfortable with all the rules and nuance, you should allow Double-Scouts:

Instead of always Scouting with a single card, you are allowed to Scout with 1 OR 2 cards. If you Scout with 2 cards, place them both in a single pile in the Scouting Row, and draw 2 new cards from your deck. When defending a Double-Scout, you may bring only 1 of the cards into a formation (not both).

Sample End of Hand Resolution



Red has just Positioned their final 2 cards behind Black's face-down scout on the left. Black has one move left to play. With only a 3 and a King, Black chooses not to risk the loss of either, and "folds" by Scouting with their last play (playing their King face down in the Scouting Row). The turn moves to the resolution phase.



Red takes their winnings (the 10 that they bluffed on, and the two 4s that Black had attacked with), and places them in the Red Jail, netting 18 Points in the process.

The remaining Red cards all return to the Red Army Deck, and the remaining Black cards all return to the Black Army Deck.

Those decks are then shuffled for the next hand. The 10, and two 4s remain in the Red Jail for the remainder of the game.

Strategy Tips

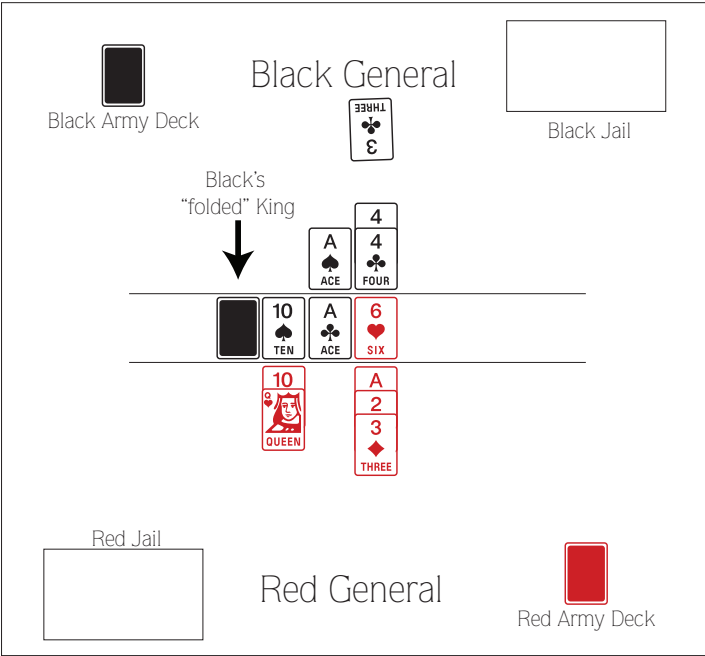
Remember that pairs give you the most Strength value per card, so a deck with a strong likelihood of drawing pairs, is a strong deck. Thus, a deck with many single jailed cards (Broken Soldiers) is weak and a deck with many jailed pairs, is strong. If you have to risk losing a card to your opponent, it is best to risk a card that will pair with a card they have already captured.

Preemptively defending a card in the Scouting Row, especially if it is a low card, is a sign of strength, and will not likely be attacked. This makes it a good opportunity to bluff and hide a high card you do not want being captured.

A medium hand can beat a strong hand if you can trick your opponent into split up their strong hand across a few battles.

If you do have a strong hand, pressure your opponent, and don't give them the time to scout and improve their hand.

Be careful with your high cards, even if they're Paired or part of a Run. Every move in Myre is both a strategy and a wager.



All contested cards are revealed. Red has bluffed, playing a 10 and Queen (Strength 0), but they win Black's formerly face-down 10. If Black had risked their King in defense, they would have won this Battle.

Black was hoping Red would play into their trap on the center row Ace, since they would have been able to bring it into their Pair formation, but Red did not bite.

The 6 is hotly contested. Red has 3 Strength due to their run of 3 cards (Ace, 2, 3), and Black has 3 Strength thanks to their Pair of 4s. This results in a tie, but Red has the highest card in the Battle (the Ace), and Wins it.

FAQ

For breaking ties, is the Ace high or low?

The Ace always counts as high when breaking ties, even when it has been played as part of a low (A,2,3,etc) run.

Can I wrap a run around with the Ace (Q, K, A, 2, 3)?

No. And for future reference when you play other card games, this is almost never allowed in any card game, unless explicitly stated.

What do you mean by 'sides' when playing a scouting card?

Check out the first diagram in these rules, there's a hard to see cyan line that denotes sides. Essentially you always want to play your face-down scout to the same right/left side of the table that your initial scout is on, so that both players remember whose scouts are whose.

Does the order that my cards are positioned in matter?
if I position a 8, J to a pile, and then a 9 (so my pile is now 8, J, 9), do I have a run?

You have a run. the order that you position your cards in does not matter.

How do I pronounce Myre?

My-er. Like Mire. Like being in a swamp.

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