

Vanilla Gwent

A game for two players using regular playing cards (two jokers).

The game consists of up to three rounds. The first player to win two rounds wins the game. In each round the player with the highest power wins (both players win if tied). Players are only dealt cards once so they must manage their resources across the three rounds.

Each player has three rows: A row of clubs, a row of spades, and a row of diamonds. Units (cards) are played in the row of their given suit. Hearts are wild and can go in any row.

Each player starts with 12 cards in their hand and immediately discards 2 cards. Toss a coin to decide who goes first. Before the game begins, the second player declares their alignment, then the first player does. Alignments grant special abilities and effects (see below). Both players can choose the same alignment, if they wish.

Players take turn playing one card, either a unit card or a special card. Unit cards stay in the row they are placed and grants the player more power (see below). A player can also decide to pass. When a player chooses to pass, they cannot play more cards for that round, but the other player may keep playing as many cards as they want to. When both players have passed, the round ends and the player with the most power wins the round. A player's power is the sum of their units' power. After a round, all played cards go to the discard pile, but the players keep their hand for the next round. The winner of last round starts the next round.

It can be a good idea to use a paper or an app to keep track of player's current power.

Cards

Units (3s-kings):

- **3s:** Spy. Placed in the opponent's row and grants them power. But you draw a new card.
- **4s:** Militia. Grants $4*n$ power, where n is the number of 4s you have on the board.
- **5 of Hearts:** Hero. When played, you may destroy an enemy unit that grants more than 10 power.
- **6s:** Seer. When played, you may look at a random card in the opponent's hand.
- **7s:** Cavalry. Grants 9 power if it is your latest played unit. Otherwise, it grants 7 power.
- **8s:** Wizard. When played, you may move one of the opponent's units to a different row.
- **Jack:** General. Grants $3*n$ power, where n is the number of units in the same row (including the jack).
- **Queens:** Grants 10 power. There can only ever be one queen on the entire battlefield.
- **Kings:** Grants 10 power. Immune to Aces and 2s.

Unlisted units and units that does not have a power specified simply grant their numeric value as power.

Special (Aces, 2s, and jokers):

- **Aces:** Destroy the most powerful unit(s) in the rows of the given suit (ignoring kings).
- **Ace of Hearts:** Destroy the most powerful unit(s) on the entire battlefield (ignoring kings).
- **2s:** Weather effect. Stays next to the battlefield. All units in the row of the given suit grant 2 power instead of their normal power (kings are unaffected).
- **2 of Hearts:** Clear weather. Remove all other weather effects. Your seers now grant 8 power instead.
- **Jokers:** Empower. Attach to a unit. That unit's power is now doubled (this effect is applied last)

Alignment

- **Might:** Your picture cards grant an additional +2 power (applied after weather). Only you win tied rounds.
- **Magic:** Once during the game, spend your turn to remove all weather effects. When you win a round draw a card.
- **Mind:** At the start of each round, draw a card, then discard a card.