***Ód** "to tunnel"*
a single player card game designed by George Kemp
Strike the earth.

SETUP
Ód is played with a standard deck of 52 playing cards.
Remove jokers and rule cards.
Shuffle and deal out a 4x4 grid face down – this is the **mine**.
Place the remaining deck to your right and any discards into a space to your left.

RULES
Each turn begins with drawing 4 cards from the deck into your **hand**.

Card Values:
A: 3
KQJ: 2
10-2: 1

CARD TYPES
Hearts – Dwarfs
Playing a **dwarf** card from your hand allows you to pick up a *connected[i]* **mine** card and trigger its *Discovery[ii]* effect – placing the **dwarf** card in the now unoccupied space.

On Discovery:
The *discovered* **dwarf** card may be placed into an adjacent space.

*[i](a **mine** card is connected if it is in the first row – or it is adjacent to a face-up card)*
*[ii](Discovery effects happen the instant the selected **mine** card is revealed)*

Spades – Demons
At the start of your turn – or when a **demon** enters the hand it must be added to the **legion**, placed face-up in a row above the **mine**. If a **demon** enters the **legion** and it forms a straight (5 consecutive cards), *combat[iii]* is initiated between the 5 cards and the closest row to the **legion**.

On Discovery:
The discovered **demon** battles the **dwarf** card being placed onto it:
     If the **demon** is higher than the **dwarf** – the **dwarf** is discarded and the **demon** enters the **legion** – the space in the **mine** becomes *void[iv]*.
     If the **demon** is the same value as the **dwarf** – both are discarded and the space in the **mine** becomes *void.*
     If the **demon** is lower than the **dwarf** – the **demon** is discarded and the **dwarf** is placed into the unoccupied space.

[iii](combat is explained in more detail below)
*[iv](a void space remains empty until a new mine is created or the game ends – no **dwarf** cards can be placed in it)*

Diamonds – Ore
Ore cards are placed to the right hand side of a row to provide extra power in the event of *combat*.
On Discovery:
The *discovered* **ore** card is added to the right of the row it is discovered in.

Clubs – Fungus
Fungus cards are placed on the left hand side of a row and provide sustenance in the event of *combat*.

On Discovery:
The *discovered* **fungus** card is added to the left of the row it is discovered in.

COMBAT

When a straight is formed in the **legion** take every consecutive **demon** card (minimum 5) and place them in front of the **mine**, these are the **attacking** cards. The combat occurs between these **demon** cards and the **dwarf**, **ore** and **fungus** cards stored in the row closest to the top of the **mine**.

FIGHT?
For each **ore** card in the row, remove a **demon** card of equal or lower value from the **attacking** cards and discard them.

STARVE?
If **attacking** cards remain: count the total value of **fungus** cards, if this is less than the total value of **dwarf** cards remove and void spaces in the **mine** until the value is equal or greater.

PERISH?
For each remaining **dwarf** card in the row, remove a **demon** card of equal or lower value from the **attacking** cards and discard them, voiding the **mine** space until there are no more **attacking** cards or you have run out of **dwarf** cards.

If there are remaining **attacking** cards, the combat restarts with the next row below. If there are no remaining **attacking** cards, your turn resumes.

TURN

Each turn 4 cards are drawn.
If the draw deck is empty, shuffle the discard deck into the draw deck and draw from that.
After each card is played you may void a **mine** space with a **dwarf** card to either:
Move a **fungus** card to another row.
Discard an **ore** card and a **demon** card from the **legion** of equal or lower value.
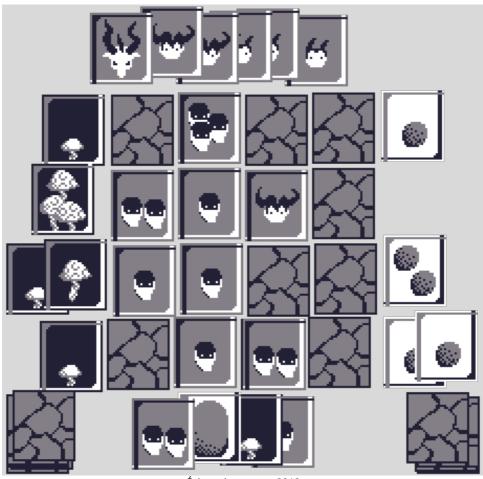
FAILURE

The game is over and you as a player are considered defeated when an entire row is voided and there are no **dwarf** cards left in higher rows.
For increased difficulty the game can also be considered lost if the player allows a *royal straight* to form in the **legion** (A-K-Q-J-10).

VICTORY?

There is no *victory* state in a game of **Ód**.
If there is a **dwarf** card occupying every **mine** space in the top row the board is completed. You may pick any 4 face-up cards to form your next hand and everything but the **legion** is discarded and a new 4x4 grid **mine** is placed face down. Referring to each new **mine** as a '*level*' and deriving a '*score*' from it is strictly forbidden.

Ód mockup – may 2018

Inspired by:
Zach Gage, Scoundrel
Tarn & Zach Adams, Dwarf Fortress
Unknown, Solitaire
Summer holidays, no internet