



Game Overview

Countryball Cards is a **2 player, 1 versus 1** card game, but feel free to experiment by making your own rules with more players.

Setup

1. **Shuffle** the deck of countryball cards thoroughly.
 2. Each player **draws 5 cards** (kept hidden).
 3. New players should review their hand to understand each card's abilities before beginning.
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Reveal Phase

- Players take turns revealing **one** card from their hand.
 - Continue until **each player has 3 cards** face-up on the table.
 - Setup the **resource market** (more information about that later).
 - The player that revealed the cards first, starts the game.
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Turn Structure

Players act in alternating order. During their turn, players can:



1. Gain Coins and Trade

- At the **start** of your turn, gain **5 coins**  **for free**.
- Feel free to buy or sell resources at the current **market price**.

2. Activate Abilities

- You may activate **any number** of abilities, including the same ability multiple times, provided you can pay each ability's resource cost.

3. Combat (Attacking Abilities)

- Most attacks require a **D20**  roll against a **value** (X).
 - A roll of **X** or higher is a **hit**.
 - When you hit an enemy countryball:
 1. **Stun** it (rotate it sideways).
 2. Place **one skull** marker  above it.
 - A stunned card is **inactive** during its owner's next turn. It automatically re-activates at the end of that turn.
 - When a card accumulates **3 skulls**, it is **eliminated** and removed from play. Eliminated cards cannot be revived or healed.
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Abilities & Resources

There are four resource types in the game:

- **Grains** 
- **Horse** 
- **Oil** 
- **Iron** 

When a card refers to “resources” - these 4 are what it refers to (coins are not included in “resources”).

Paying for Abilities

- Every ability lists its cost in resource icons beside its name.
 - To use an ability, you must spend the required resources from your hand.
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Resource Market

To setup your resource market, place one of each resource card in the middle of the table. At the start of each **round** (not turn), the price of each resource card gets updated. To update the prices, take all your price cards, shuffle them and randomly assign price cards to the resources.

The price deck contains 20 cards, each showing a value from **2 to 5 coins** 🟡. Specifically, there are **2** cards worth 2 coins, **8** cards worth 3 coins, **8** cards worth 4 coins, and **2** cards worth 5 coins. So prices of 3 and 4 coins will come up most often.

You can buy and sell resources during your turn at the **market price**. The key to having a lot of coins and resources is buying and selling resources at the right time, thus growing your wealth.

How to Read an Ability

1. **Name & Cost**
 - The ability's name appears first, followed by the resource icons showing its cost.
2. **Description**
 - A brief summary of what the ability does.
3. **Success Roll (if applicable)**
 - A dice icon 🎲 indicates you must roll a 20-sided die.
 - The number next to the icon is the minimum roll needed to succeed (for example, "12" means you need **12 or higher**).
 - If the word "**each**" appears, you roll separately for every target (e.g., attacking two countryballs means two separate rolls).
 - **Note:** If you fail the roll, the resources are still spent but the ability has no effect.

Example



On the United States countryball card:

- **Ability:** *Military Operation*
- **Cost:** 🛢️ 🛢️ (2 oil)
- **Success Roll:** 🎲 12 (each)

This means you pay 2 oil, then roll a D20 for **each** target. Each roll must be 12 or higher to hit; failed rolls still consume your oil but do nothing.


Special Cards

- **Summoning & Placement**

Summon a Special Card by using a Countryball ability that spawns it, then place it exactly as the card describes (for example, in front of or beside another card).


- **Combat Effects**

During attacks or defenses, include any modifiers from your Special Cards.

- *Example:* British Navy adds an extra layer of defense. 

- **Ongoing Resources**

Some Special Cards generate resources at the start of each turn.

- *Example:* Chinese Factory produces resources (1 Steel) every round. 
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Winning the Game

- If your opponent (or opposing team) has **all** their cards **eliminated**, they are **defeated**.
 - The last player or team standing is the **winner**.
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Tips for New Players

- Take time during the Reveal Phase to note which cards synergize.
- Manage your resources carefully. Saving a costly ability for the perfect moment can turn the tide!