



Game Rules

An Introduction

Welcome, friend, to our quaint town. Nothing is amiss, don't worry. Don't believe me? Look Around! Oh, and remember: as we cross the bridge, look down.

See that there on the hill? That's Number 13 Prince's Way. Of coarse it is awfully still right now. But that doesn't affect you. Well... it may.

Just try not to go mad.

Components

◆ Cards

The most fundamental component of Thirteen is the card. Each player has their own deck of cards, which provides their spells, tools and units to use in game play. Each card has a number of elements (*in order from top to bottom, left to right*):

- ◆ *Faction*, which determines which decks it can go in (*the cards boarder color also matches the faction*)
- ◆ *Name*, which differentiates it from other cards
- ◆ *Cost*, which determines how expensive it is to play
- ◆ *Illustration*
- ◆ *Type*, which determines how it is used (*spell, being or object*)
- ◆ *Subtypes*, which describe what it represents (*on the same line as the type*)
- ◆ *Rules Text*, which describe its special abilities
- ◆ *Flavor Text* (*the italicized text beneath the rules next*)

Cards with the “Being” type also have:

- ◆ *Strength (STR)*, their power in a *confrontation*
- ◆ *Uncanny (UNC)*, their ability to *hunt* and *waylay*

listed beneath their cost.

◆ Zones of Play

The play space is divided into a number of distinct zones in which cards can exist. Each player has their own copy of each zone. They are:

- ◆ Deck, a face-down stack of cards (*neither player can look at cards in either deck*)
- ◆ Hand, cards you have available to play (*only you may look at your hand*)
- ◆ Play, where card exist after they have been played (*cards here visible to both players*)
- ◆ Lost Pile, you discard pile (*cards in a lost pile are face-up and visible to both players*)
- ◆ Madness Zone, where your *madness* is accumulated
- ◆ Soul Pool, where your unattached *Souls* exist

Core Concepts

◆ **Drawing**

To draw a card, move the top card of your deck into your hand.

◆ **Expending and Recovery**

Every *Being*, *Soul* or *Object* in play or in the *Soul Pool* is constantly in one of two states: *Expend*ed (represented by the card being turned sideways) or *Recovered* (represent by the card being oriented upright). A number of actions will *Expend* a card, (make it expended) or *Recover* a card (make it recovered).

Expending is also often used a cost to preform an action (such as *confront* or use an ability on a card). If this case, the card in question must be *recovered* when the cost is paid.

◆ **Souls**

Souls are the primary resource in Thirteen. They are represented by face down cards, and like *Beings* and *Objects*, they can be expended and recovered. While loose they exist in their owner's *Soul Pool*, though they can also exist on *Beings* and *Objects*.

◆ **Madness**

Like *Souls*, *Madness* is also represent by face down cards. Unlike *Souls*, *Madness* can not be expended or recovered, and only ever exists in its owner's *Madness Zone*. If a player has 13 or more *Madness*, they lose the game.

◆ **Collecting**

To *collect* a *Souls* or *Madness*, take the top of your deck and put it, face down, in the respective *Pool* or *Zone*. *Souls* are always collected recovered.

◆ **Killing and Destruction**

At various points in the game, *Beings* will be *killed* and *Objects* will be *destroyed*. Both work the same

way. The card being killed or destroyed is put in its owner's *Lost Zone*, and any Souls that were on it are moved (still expended) to their owner's *Soul Pool*.

Set Up

Set up on a flat surface with the two players facing each other. Each player will need their own deck of Thirteen cards in front of them. Determine which player will go first, then each player draws four cards and the game begins.

Beginning a Turn

At the start of each of your turns, do the following:

- ◆ Recover all of your expended cards
- ◆ Draw a card
- ◆ Collect a Soul

Actions

◆ *Hunt*

Confrontations are the primary combat mechanic in Thirteen. In order to start a confrontation, though, you must first *hunt* with a Being. Your turn, they may with as many or as few of their Beings as they like, in any order. Each confrontation follows the following steps:

◆ *1) Hunt (formerly known as “confront” or “declare”)*

Select a select one of your recovered Beings to hunt.

Select its target. Either:

- ◆ an enemy being with MCC less than or equal to the confronting Being's
- ◆ an enemy player

Expend the stalking being.

◆ *2) Waylay (formerly known as “ambush”)*

Your opponent may waylay the hunting Being with any of their Beings that:

- ◆ is recovered
- ◆ has MCC equal to or higher than the hunting Being's

Expend the waylaying Being.

The hunting being is now hunting the waylaying being instead of its original target.

◆ *3) Confront*

If the target is a *player*: that player collects madness equal to the stalking Being's STR .

If the target is a *Being*: whichever of the two Beings that has the lowest STR is killed. (*if it is a tie, they both are killed*)

Other Concepts

◆ **Consuming**

Many special abilities will require various cards to be *consumed*. To do this, simply put the card in question of the bottom of your deck.

◆ **Discard**

Cards in your hand and deck can be *discarded*. To do this, simply put the cards being discarded into your Lost Pile. You may select which cards in your hand to discard. Cards in the deck are always discarded from the top.

◆ **Corpses**

Beings cards in your Lost Pile are *Corpses*. Like Souls, some abilities will use them as a resource, though instead of expending and attaching them, you consume them when they are spent. Corpses and Souls are not interchangeable.

Decks

Each player is allowed to build their own custom deck, so long as it obeys the following criteria:

- ◆ It must have 40 cards.
- ◆ It must have a primary faction.
- ◆ It may have a supporting faction.
- ◆ It can only have cards from those two factions.
- ◆ It can have no more than 10 cards from its supporting faction. (*or, conversely, it must have 30 cards from its primary faction*)
- ◆ It can have no more than 3 copies of any one card. (*two cards are considered copies of the same card if they have the same name*)