

CROWN RIVALS

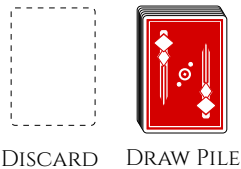
A DECK-BUILDING GAME FOR TWO

by Mike Berg

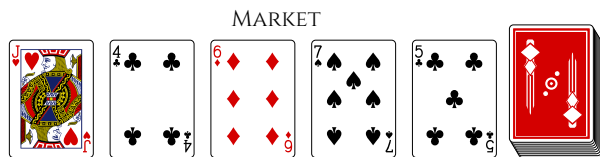
Crown Rivals is a deckbuilding game of palace intrigue, using standard playing cards.

SETUP

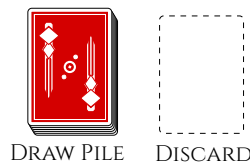
1. Remove the jokers, king & queen of diamonds, and king & queen of spades from the game.
2. Separate the aces, 2s, and 3s from the deck. Shuffle the aces and deal two to each player. Shuffle the 2s and deal two to each player. Shuffle the 3s and deal two to each player. Each player shuffles their cards and places them face-down in front of them to form their **draw pile**. Leave room for a face-up **discard pile** to the right of your draw pile.
3. Shuffle the remaining cards and deal five cards in a row, face-up in the middle of the table. This is the **market**. Place the remaining cards face-down beside them. This is the **market deck**.
4. Each player draws five cards from their **draw pile** into their hand. Whoever has the lowest spade in hand goes first (ace is lowest).



PLAYER 2
PLAY AREA



PLAYER 1
PLAY AREA



Each player starts with 50 **Influence**. Use a pen and paper or cribbage board to keep track of your scores.

TURN SEQUENCE

PLAY CARDS

Place any or all of your cards in front of you to use their **suit abilities**, shown on the next page.

Aces are worth 1, and count as "odd" cards.

Jacks count as 11. When played, you may **Trash** any face-up card in the market (remove it from the game).

Kings and queens count as 40.

DISCARD CARDS FOR CURRENCY

Discard cards from your hand to use them as **currency**. Currency can be used to buy one or more cards from the market. The amount of currency gained is equal to the total value of the discarded card(s).

If a **jack** is discarded for currency **along with an ace**, the ace changes its value to 11 (jack + ace = 21 currency).

PURCHASE CARDS FROM THE MARKET

The cost of each card in the market is the value of the card. Purchased cards go directly into your discard pile.

When a card in the market is purchased, immediately replace it with a card from the market deck.

Cards discarded for currency do not count as "played" cards, and go directly to your discard pile.

CROWDED HOUSE

If there is ever a total of 3 kings and/or queens in the market (for example: 2K + 1Q, 3Q, etc), immediately shuffle the market into the market deck and draw 5 cards to create a new market.

END OF TURN

Unused currency does not carry over to the next turn.

If you have clubs cards with leftover damage, but it's not enough to clear a spade card still in play, that leftover damage does not carry over to the next turn.


Any cards you don't use are discarded.


When finished, put all played cards (except any spades still in play) in your discard pile and draw five new cards.


If your draw pile is empty and you need to draw another card, shuffle your discard pile and turn it over to create your new draw pile. If you still don't have enough cards to draw a full hand of five cards, you must make do with the cards you have.




SUIT ABILITIES

 **Damage.** *You have revealed some shady truth about your opponent.* Reduce their Influence by the amount on the card.

 **Heal.** *You are gaining popularity with the masses.* Increase your Influence by the amount on the card.

 **Supporters.** *A distraction that must be dealt with!* Place the card sideways in front of you. Your opponent must play clubs equal to or greater than the value of the spade to remove it **before** clubs can be used to reduce your Influence. If they play clubs greater than the value of the spade, leftover damage is applied to your Influence. When removed, spades go into their owner's Discard Pile. You may have multiple spades in play.

 **Boost.** *New information has made your efforts pay off.* Play **with** a heart, club, or spade to boost it:

- If the diamond is **lower**, boost the card by +3.
- If the value of the two cards **match**, boost it by that value (ie, double the value of the card).
- If the diamond is **higher**, boost the card to the value of the diamond.

When played with a spade, the diamond stays in play until the spade is removed; place it just under the spade so that both players can see it.

A jack of diamonds counts as an 11.

Only **one** diamond can be played with each card, but you can choose to play a diamond on its own (boosting nothing) to get an Odd/Even Bonus.


ODD/EVEN BONUSES

If cards played for abilities have the same suit, you get an additional bonus if they're also **both odd** or **both even**:

 Your **opponent must discard** a card from their hand.

 You may **draw a card**.

 You may **remove 1 spade card** of any value from your opponent's play area.

 **Trash a card** in your hand or discard pile (remove it from the game).

It is possible to get multiple Odd/Even Bonuses in one turn.

A card that has been boosted by a diamond uses its boosted value for the odd/even bonus.

Cards can only be used for **one** Odd/Even Bonus. For example: a 3, 5 and 7 provide one bonus, not two.

GAME END

Lower your opponent's Influence to 0, or increase your Influence to 100 to win.

QUESTIONS?

Chat about the game on Discord:

<https://discord.gg/Ds8EFFVsBS>

THANKS

This game is the answer to the question, "Could I make a game like [Star Realms](#), with regular playing cards?"

If you like Crown Rivals, check out Star Realms; the digital version is free.

Card art by [Chris Aguilar](#).





v1.0.4





CROWN RIVALS

QUICK REFERENCE CARDS

SUIT ABILITIES

 **Damage**
 **Supporters**
 **Heal**
 **Boost**





 **Boosts:** Lower: +3
 Equal: x2
 Higher: value of 



ODD/EVEN BONUSES

 **Opponent Discards**
 **Remove Supporters**
 **Draw a card**
 **Trash a card**

Jacks = 10; trash a card in the market
Jack + Ace = 21 currency
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