Twist of Fate
A Two Player Card Game
Ages 12+, lasting 10-15 minutes
www.ObsidianSerpent.com

General Concepts

The game has 18 cards. There are three main "suits" (colors) with cards numbered 1 to 5. These suits correspond to zones (locations on the table). There are also 3 "wild" cards. During the game, players take turns either playing a card from their hand or taking an action on a card already in play.

Players play cards into piles on their side of each zone, so that both players have a pile of cards in each zone. A card's color (suit) determines which zone it can be played in, but the card may later move to a new zone.

Each card has a Strength. A card's Strength normally changes if the card is Twisted. Therefore cards have an untwisted Strength value and a twisted Strength value.

At the end of the game, the players compare the total Strength of their cards at each of the zones. The player who wins two of the three zones wins the game.

Anatomy of a Card

Strength (untwisted)

Suit (color)

Tie-Break Order

Action Effect

Twisted Strength

Set-Up

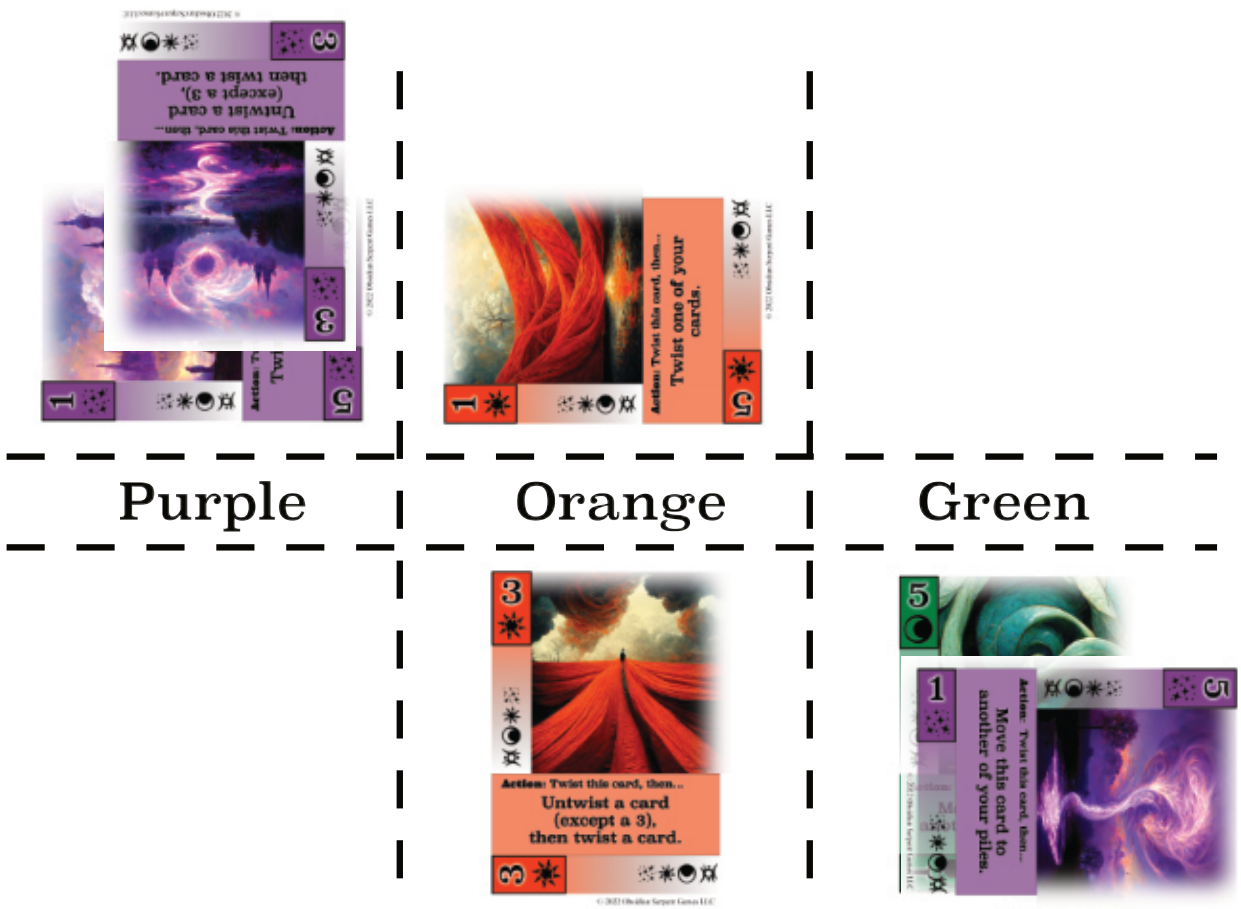
Shuffle the 18 cards then deal 7 cards to each player. Players may choose to discard (face-down) 0, 1, or 2 of these cards and draw replacements from the 4 remaining cards. After this there will still be 4 unused cards that remain out of play face-down for this game.

Players should specify a location on the table for each color zone: green, orange, and purple.

Game in Progress

There is a zone (location on the table) for each color, purple, orange and green.

Note that a purple card is in the green zone. This can happen during play because some effects move cards.



Playing Your First Card

To start play, each player chooses a card from their hand and reveals it simultaneously (players cannot pick a wild card).

Players place their card on their side of the table in the appropriate zone (determined by card color). The player who played the highest Strength card takes the next turn. In the event of a tie, break the tie with the suit order sequence listed on the side of the cards (Purple, Orange, Green, Wild).

Game Play

The game is played in alternating turns. On your turn you have three choices:

1) Play a card from your hand (onto your side of the appropriate color zone. Wild cards can go in any zone). Place the card on top of your pile in that zone, or start a new pile if it is your first card in that zone.

2) Take an action on one of your untwisted cards on the top of a pile (twist it and resolve its action effect).

3) Pass (and pass all of your turns for the rest of the game).

When you play a card from your hand, you ignore its action and just place it on the appropriate color pile in a upright (straightened, untwisted) orientation on top of any cards already in the pile. Offset the cards so you can see the Strength of all previously played cards in the pile. In a later turn, you may use option 2 above to take the action on any visible, upright cards you have played in a previous turn. Cards are considered "visible" if they are on the top of a pile (not covered by any other cards).

A card's color determines the zone where it can be played, but the card may later move (due to an action on a card).

Cards have a Strength value. When they are twisted (by taking its action or because of the effects of another card), their Strength normally changes. Cards should be placed in piles slightly overlapping so you can see the Strength total of all cards in the pile.

Cards that are overlapped by other cards are considered "covered". Once a card is covered by another card, the covered card still provides its Strength, but covered cards cannot be targeted by action effects of other cards. Covered cards cannot be twisted, moved, nor affected in any way. You cannot take the action of one of your covered cards. You can only take an action on a card if it is untwisted, on the top of its pile, and you can fully resolve its effect. For example, a card says, "Untwist a card then twist a card." You cannot take this action if there are no cards to untwist (you must be able to both untwist a card and twist a card).

Your total Strength at a pile is the sum of the Strength of your cards there. Twisted cards contribute their twisted Strength value. Remember cards still contribute to the total Strength in a pile regardless of their color (i.e. even if they are in the "wrong" color zone because they were moved). If both players have equal total Strength in a zone, the tie is broken by comparing the Strength of the top cards. If this is still tied, use the suit sequence listed on the side of the card to break the tie (Purple, Orange, Green, Wild). If this is still tied, the untwisted card wins the tie (over the twisted card).

You may pass as your action in a turn, but then you must pass all your remaining actions in the game. You *must* pass if you have no more cards in your hand and cannot twist any more cards to take actions. The game ends when both players pass.

Winning the Game

Whoever has the highest Strength in 2 or more zones wins the game. In the rare situation where each player wins one zone, but neither player has any cards in the third zone, the game ends in a draw.

Notes

Some card actions can only affect your own cards and some actions can only affect your opponent's cards. If this is not specified, then the card action can affect yours or your opponent's cards.

Many card actions cause other cards to become twisted or untwisted. When this happens, this does NOT trigger any effects. It only changes the state of the effected card(s). If a card changes zones, its state does not change. The card's Strength counts in its current zone.

Playing a Match (Multiple Games)

If you want to play multiple games, players should keep score in the following way. After a game, the winner gains victory points equal to their Strength in their lowest Strength pile. Note that this means it is possible for the player to gain zero victory points if they have no cards in a pile. First player to 10 victory points wins the match.

Credits

Game Design: Chad Davidson

Play-testing: Juan Velasco, Liam Davidson, Kevin Haus, Michael Haus

Icons:
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