

Snowball Fight

Snowball Fight is a micro deckbuilding and deduction game for two players that only contains 18 cards. In the game players go head-to-head with their arsenal of snowballs in an attempt to be the ruler of the Blizzard Realm!

In Snowball Fight each card has two possible actions, one on each half of the card (top and bottom). The action a player takes each turn depends on the direction they play the card. The game is played in two phases, a quick Drafting phase where players build their initial arsenal and then the Snow Assault phase where there is all out war! Play is simultaneous and players try to attack each other with an arsenal of snowballs, slushballs, and the dreaded iceballs and snow covered rocks while also trying to dodge attacks and build up their weaponry!



Components:

There are three levels of cards in Snowball Fight: Basic, Advanced, and Extreme cards. There are six Basic cards that make up players' starting decks (three each). There are eight Advanced cards that will be used in a draft at the start of the game so that each player starts with two and the remaining four can be acquired during the game. There are four Extreme cards that can be acquired during the game.

- 6x Basic Cards
 - o 2 each of 3 different cards.
 - 4 different abilities distributed among the 6 sides
- 8x Advanced Cards
 - o 5 different cards, 2 each of 3 cards and 1 each of 2 cards.
 - 4 different abilities distributed among the 16 sides
- 4x Extreme Cards
 - o 1 each of 4 different cards.
 - 8 different abilities distributed among the 8 sides
- 3x Alternate Extreme Cards
 - o 1 each of 3 different cards.
 - 6 different abilities distributed among the 6 sides.
 - Use one or two of these at a time to replace one or two of the standard Extreme cards.

Each card has two sides. Most cards have one Attack side, designated by a pine tree and orange background behind the card title, and one Defense side, designated by a snow covered fence and green background behind the card title. Some cards have two Defense sides.

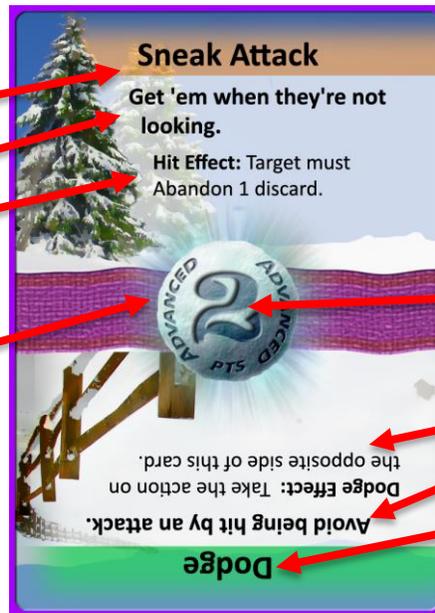
Card Anatomy:

Attack Title – Attacks cards have an orange background and green pine tree background.

Attack Flavor Text

Attack Effect

Type of Card – Basic, Advanced, or Extreme indicated by label and color of scarf and background.



Card Points – The number of points the card is worth at the end of the game.

Defense Effect

Defense Flavor Text

Defense Title – Defense cards have a green background and different background scenery.

Effect Types:

There are four types of effects on cards that occur during different situations:

- Hit Effect – This is an effect that takes place only if the attack was successful, i.e. not dodged or avoided.
- Dodge Effect – This is an effect that takes place only if an attack was successfully dodged. If the opponent did not attack then a Dodge Effect does not occur.
- Def. Effect – This is a defensive effect that can only happen if no attack occurred. If the opponent attacked then a Def. Effect does not occur.
- Effect – This is an effect that always occurs regardless of the situation.

Definitions:

- Abandon – some actions result in a player having to Abandon a card. This means the card is out of the game. Some cards can let Abandoned cards return to the game, but generally if the card is Abandoned it'll be gone for good.
- Arsenal – the two central piles are called the Arsenal. They will be used to upgrade each players' personal supply of cards.
- Attack – when you throw one of various types of snowballs at your opponent it is an Attack. Attacks usually result in the opponent drawing fewer cards or Abandoning cards if the Attack was not Dodged. Attack cards have an orange background behind the card title. Most defensive cards (like upgrades) can only be used if the player was not hit by an Attack.
- Dodge – Dodge is a defensive action. When taken, a Dodge avoids an Attack by the opponent. Standard Dodges allow players to use the ability on the opposite side of the card if the Dodge successfully avoided an Attack. Some Dodges on Extreme cards let the player Dodge while also completing another action.
- Hit – If an Attack is successful, i.e. not Dodged, it is called a Hit and the effects of the Attack take place. Some defensive cards have abilities that take place only if the player was not Hit by an attack.
- Upgrade – an upgrade lets players add to their personal supply of cards. Upgrades are usually from the central Arsenal piles, but can occasionally be from the Abandoned pile.

Setup:

Separate the cards into the Basic, Advanced, and Extreme sets. Give each player one of each of the three Basic cards.

Shuffle the eight Advanced cards and deal four to each player. *Alternately, for a quicker start, deal two Advanced cards to each player and skip to Step 2 of Phase 1, Create Arsenal Decks.*

Place the four Extreme cards face-down in the middle of the table. These will be used after the Drafting phase to create two Arsenal decks.

Keep a space available to the side for Abandoned cards. These cards are removed from the game by certain actions, although they may come back into the game occasionally.

Phase 1 – Drafting:

Step 1, Draft Advanced Cards: Snowball Fight begins with a very quick drafting phase where players get to choose two Advanced cards to start the game with.

Each player takes the four Advanced cards they were dealt and selects one to keep. Then they pass the remaining three cards to the other player. They then select one card from those three and pass the remaining two cards back to the other player. From the final two cards the player can choose to swap one or both of the cards they kept for either or both of the two cards they were passed, i.e. they can keep two of the four Advanced cards they have after two rounds of drafting. Once they decide which two cards to keep they return the others to the middle of the table.

Step 2, Create Arsenal Decks: Once both players have returned the remaining Advanced cards to the middle of the table, shuffle all eight remaining cards (four remaining Advanced cards and four Extreme cards) and deal out two face-down piles of four cards to the center of the table, one nearer to each player. Flip the top card of the two small decks face-up. These are the Arsenal decks.

Players should shuffle their two chosen Advanced cards with their three starting Basic cards and place them face-down in a personal draw pile.

You are now ready to begin Phase 2 – Snow Assault!

Setup Diagram

Player 1 Draw Pile



Arsenal Decks



Player 2 Draw Pile



Abandon Pile Area

Phase 2 – Snow Assault!

This is the meat of the game, where winners are separated from losers in an all-out snow war! The Snow Assault phase is played in a series of simultaneous turns as players try to battle each other and become the rules of the Blizzard Realm!

- Each player draws the top two cards from their draw pile. If there are not enough cards in the draw pile players should shuffle their personal discard pile and it will become their new draw pile.
- Players take a moment to choose one card to play. That card may only have one side played. The side facing their opponent (with the text right-side-up and readable by themselves) is the active side.
- Once a player has decided on a card to play they should place the other card face-down in a personal discard pile.
- When both players have chosen a card to play they reveal them simultaneously and resolve the text on them.
- Discard the played card and repeat!

Game End:

The game ends when one of the following conditions is met:

- One player is unable to draw enough cards at the beginning of a turn. In this case the game ends immediately.
- Both Arsenal decks are depleted. In this case both players immediately shuffle their entire draw and discard piles. These become the new draw piles for each player and play continues until one player cannot draw enough cards to start a turn. Players do not shuffle their discard pile during this final round of turns.

Scoring:

Once the game ends players tally up the points they have earned on the cards remaining in their draw deck and discard pile. The winner is the player with the most points.

Notes:

A few details for specific scenarios:

- If both players choose to Upgrade, the higher level card chooses first (i.e. Advanced cards upgrade before Basic cards). If both cards are the same level, each player takes only the upgrade card from the Arsenal Pile nearest them. New cards are not revealed until after both players have resolved their upgrades.
- Ultra Upgrade may choose first, before any other cards. New Arsenal cards are not revealed until after both players have resolved their upgrades.
- Barrage takes effect before the opponent's attack is resolved. A successful Barrage may allow a player to use a Dodge on the second card to successfully avoid an opponent's attack.
- If both Offensive Dodge and Dodge are played Offensive Dodge is resolved first, then the Dodge. Thus the Dodge can avoid Offensive Dodge's snowball and then use the opposite side of the card. If the opposite side of the Dodge is an attack, that attack cannot be avoided since Offensive Dodge has already been resolved.
- The card just played is included in discards for all effects. If you have to Abandon the card you just played you may resolve it before Abandoning it, if applicable.

Cards:

Basic Cards (1pt):

Abilities:

- Snowball Attack – Throw a snowball at your opponent. If you hit them they may only draw one card on their next turn.
- Dodge – Avoid being hit by an attack. If you successfully dodge an attack you may take the action on the opposite side of this card.
- Upgrade – If you were not hit by a snowball, take the face-up card from one of the Arsenal piles. Flip the next card in that pile face-up.
- Restock – Shuffle your discard pile into your draw pile if you were not hit by a snowball.

Cards:

- Snowball Attack / Dodge
- Dodge / Restock
- Snowball Attack / Upgrade

Advanced Cards (2pts):

Abilities:

- Slushball Attack – Throw a slushball at your opponent. If you hit them you may steal one random card from their discard pile.
- Sneak Attack – Unless a Dodge is played, the opponent must choose a card from their discard pile to Abandon (remove from the game).
- Dodge – Avoid being hit by an attack. If you successfully dodge an attack you may take the action on the opposite side of this card.
- Upgrade – If you were not hit by a snowball, take the face-up card from one of the Arsenal piles.

Cards:

- 1x Slushball Attack / Dodge
- 2x Slushball Attack / Upgrade
- 2x Sneak Attack / Dodge
- 1x Sneak Attack / Upgrade
- 2x Dodge / Upgrade

Extreme Cards (3pts):

Abilities:

- Iceball Attack - Throw an iceball at your opponent. If you hit them they must immediately choose a card from their discard pile to Abandon. They may only draw one card on the next turn.
- Snow Fort – Whatever card your opponent played this turn is entirely ineffective.
- Offensive Dodge – Dodge an attack while also throwing a snowball. You avoid being hit and if you hit your opponent they may only draw one card on the next turn. If you successfully avoid an attack from your opponent you may also use the Ultra Upgrade side of this card.
- Ultra Upgrade – If you are not hit by an Attack you may choose one card from the Arsenal decks or Abandoned pile. Ultra Upgrade has priority over other upgrades.
- Barrage – Throw a snowball at your opponent. If you hit them they may only draw one card next turn and you may play your second card also, if you have one. Barrage has Attack priority and is resolved before an opponent's attack.

- Snatch and Run – Avoid any attack and exchange one card from your discard pile with one already Abandoned card.
- Throwing Rocks – You’re throwing snow-covered rocks. If you hit your opponent they must Abandon the card they played this turn, however you may only draw one card on your next turn.
- Whitewash – Can’t be dodged! On your opponent’s next turn they must show you the cards they draw before you each decide what to play.

Cards:

- Iceball Attack / Snow Fort
- Offensive Dodge / Ultra Upgrade
- Barrage / Snatch and Run
- Throwing Rocks / Whitewash

Alternate Extreme Cards:

There are three alternate Extreme cards. These may be used to replace one of the standard Extreme cards during play. It is not recommended to replace more than two of the standard Extreme cards.

- Alternate Extreme Card 1
 - Upgrade Dodge – Dodge any attack and choose an upgrade from the Arsenal.
 - Dud – The card your opponent played is ineffective and must be Abandoned this turn.
- Alternate Extreme Card 2
 - Weapons Cache – If you are not hit, you may place one card from your Discard pile into a Weapons Cache. You do not have to shuffle these back into a new draw deck the next time your draw deck is depleted. Weapons Cache cards may be used as a third card option during any hand, after which it is returned to the normal discard pile.
 - Backfire – If your opponent played an attack, the attack affects your opponent instead of you.
- Alternate Extreme Card 3
 - Raid – If you are not hit, steal either the card your opponent played this turn or an Abandoned card.
 - Refined Upgrade – Choose one of the Arsenal piles and choose an Upgrade from the top two cards. Return the other card to the top of the Arsenal pile it came from.

Credits:

Game design by: George Jaros – <http://georgejaros.com/GJGames>

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

Artwork by: George Jaros

Playtesting by: Julie Zaborac, Mike Jaros, Tony Kafka, Andrew Hanson, Pawel Kowalczyk, Heather Newton, Will Newton, Gary Dickson, Vicki Dickson, Rick Ford, Tim Blackburn.

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George J Jaros Games