

a Layman Kingsford game set



Pulled from the lore of Evorstrom (the fictional setting of Living Empires and Living Starship) and the oracular **Deck of Signs** that was part of life for the sign-marked denizens of that planet, comes a quick-paced, set of basic card games. The standard competitive game utilizes hand management and rummy-like set collection while the fully cooperative version - **Counterspell** - introduces the ever-changing aspect of Sign relationships.

Game Box Contents

126 cards

(11 “suits” of 11 cards each)
(5 Rules/Score cards)

80 Tokens

(7 of each of the eleven Signs)
(1 Scion, 1 First Player, 1 Blank)

If you want to use the circle board, you can download
it to print out from *cheekydingo.com*

Elementary Game

for 2 -7 players

SETUP

- Shuffle the full deck of Sign cards.
- Place 1 circle mat on the table.
- Deal 5 cards to each player.
- Shuffle 1 of each Sign token (11 total) and randomly place 1 token face-down on each of the 7 spaces of the circle.
- Deal 1 Sign card (face-up) to 3 random spaces on the circle (do **not** reveal the sign token at those spaces).
- Randomly choose a player to go first.

OBJECT

Be the player with the highest score at the end of a series of games (we suggest 7). A game ends when one player earns 77 or more points. Score points by collecting sets of 3 or more cards either of the same kind (number) or in sequential sets ("chains" such as 2-3-4).

TURNS

On your turn you do **ONE** of the following:

- **Play 1 card from hand** to a space with a face-down token, even if there is already a card there from setup. Reveal the token (earn 5 points if the card you played matches the sign of the revealed token)
- **Play any number of cards** from hand to a space already containing cards. They must all be of the same number of the showing cards OR continue a chain by adding lower and/or higher numbers in the series
- **IF you have no legal plays**, reveal all the cards in your hand and discard them. Then reveal 1 unused token. If it matches the top card you just discarded, gain 5 points. Draw 5 new cards and pass the turn to the player on your left.

If the cards you played complete a set (3 or more cards), immediately score the set for yourself, discard the cards, shuffle the space's token with the other unused tokens and replace it with a new face-down token.

At the **end of your turn**, draw cards from the deck until you have 5 cards in hand. If you have achieved 77 or more points at the end of your turn, every other player gets one more turn and the game ends. Total everyone's scores and set up a new game.

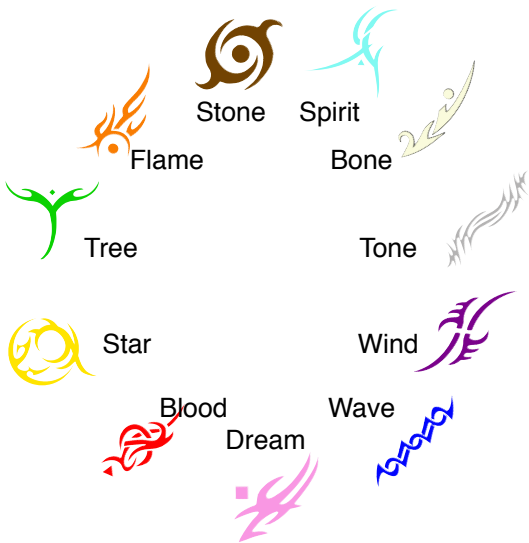
SPECIAL SITUATIONS

If the board has **no revealed tokens** and **no revealed cards**, before the next player takes their turn deal out 1 card to three random spaces (the same as you do at the beginning of a game)

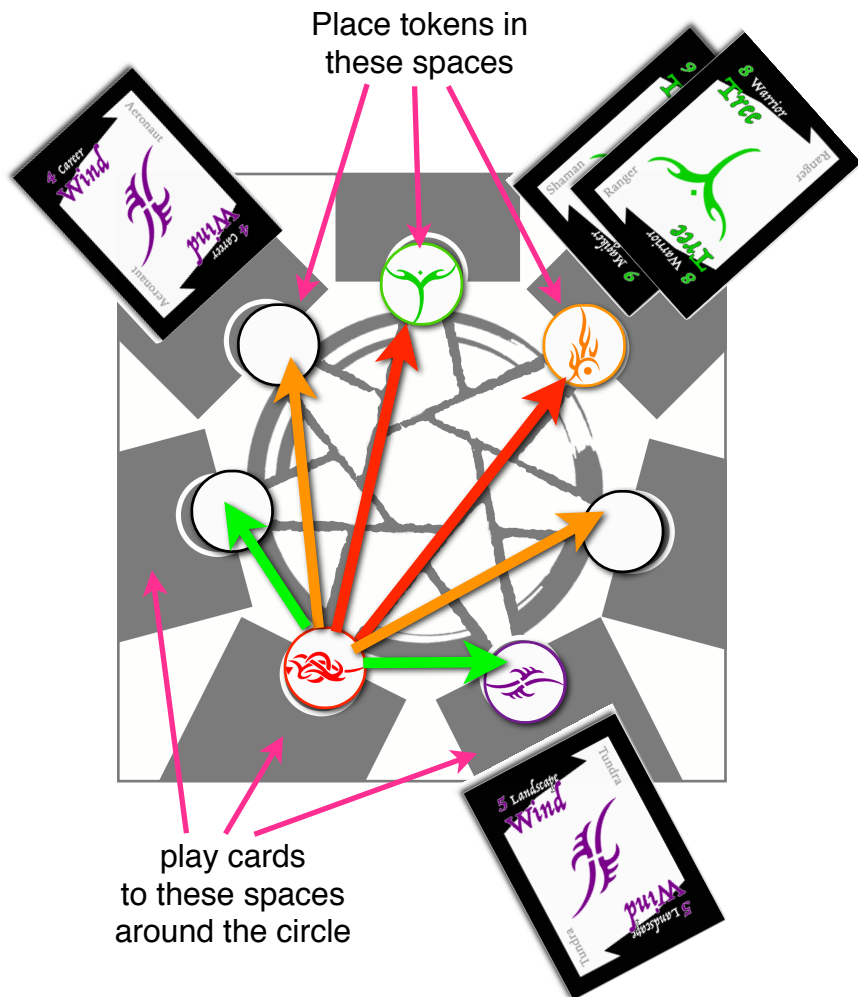
SCORING

- ★ **5 points** *per card* in the set that matches the sign of the space
- ★ **5 points** when you reveal a token that matches the sign of the card you played to reveal it (*whether from playing a card to the circle or by discarding*)
- ★ **2 points** for each additional card beyond 3 in a Chain or Pack
(Not for Cardinal Chains, Crusades & Kinfolk)
- ★ **Chain = 8 points**
- ★ **Pack (3 of a kind) = 10 points**
- ★ **Cardinal Chain (11-1-2) = 12 points**
- ★ **Crusade (Full House) = 15 points**
- ★ **Kinfolk (all 1 sign) = +10 points** to the set score

Card Types
11 Sovereign
10 Cleric
9 Magiker
8 Warrior
7 Structure
6 Event
5 Landscape
4 Career
3 Item
2 Dragon
1 Concept



The CIRCLE Board of Signs



Sign Relationships

In games that utilize *Sign* relationships, the 2 signs across the board are **OPPOSING**, the signs on either side are **HARMONIOUS** and the other 2 signs are **NEUTRAL**.

Counterspell Game

for 3 - 5 players (a cooperative variation)

Each player is part of a cadre of Spellweavers. They are facing an incursion from a Chaos Beast that is unleashing random magic into the world. You must work together to weave intricate spells to counter each discordant attack that the beast is projecting. Because of the beast's nature, it does not form well-crafted spells but simply unleashes magic in random combinations though each of it's spells is primarily aspected to one of the 11 signs. Spellweavers must carefully craft orderly spells to counteract each chaos projection. Damage to the chaos beast will result from utilizing magic aspected to the opposing signs of each chaos manifestation.

OBJECT

Remove all of the beast's Health by countering its spells with your own before the deck runs out of power (cards). Players lose if the deck is runs out of cards and need to discard one or more cards.

SETUP

- Place 5 Health tokens per player in the circle, (you can use the extra sign tokens, just keep them face-down). For easier games use 4 per player, for harder games use 6
- Shuffle and deal 1 random sign token (face-up) to each of the 7 circle spaces.
- Shuffle the deck and deal 5 cards to each player
- Deal 1 face-up card to each space on the circle (add 1 face-down card to each space for 4-5 player games).
If the face-up card matches the sign token, immediately discard 1 card from the deck for each player.
- Choose a player to go first

ROUNDS (Weaving Counter-spells)

Players must make chains (runs) at each space on the circle that are equal to or higher in total than the cards placed there by Chaos. **On your turn play as many cards from hand as you'd like with these conditions:**

- Player cards can only be added to a space if they continue the current chain (if a 3 is showing you can place a 2 or 4), but are not limited to how many they can place in that chain in one turn
- A player can start or add to any number of chains on their turn
- A card that starts a chain can be of any value
- When the player is done, the player draws back up to 5 cards and the turn passes to the left.

The round ends when each player has taken a turn.

END of ROUND (Candescence)

Start with spaces that have 3 chaos cards on them. Reveal the face-down card and check for sign matches to the revealed token of the space (discarding 1 card per player from the deck for each match)

- If the players have woven a counter-spell (created a chain) in that space, total up the player cards and the chaos cards. If the players' cards match or exceed the total of the chaos cards then the space is cleared, including the token.
- If the winning counterspell contains at least one card of an opposing sign to the token on that space, then remove 1 Health from the Chaos pool.
- If the winning counterspell's total is double (or more) than the chaos total in that space, remove 2 Health.
- If the winning counterspell contains only cards of ONE of the opposing signs (a flush) to the space, remove an additional Health.
- When there are 3 Chaos cards in a space with an incomplete counterspell, discard 1 card per player from the deck regardless of the totals.
- **SPECIAL scoring:** If the counterspell is a CARDINAL CHAIN (11-1-2) and contains at least one card of the opposing sign, it beats the chaos spell no matter what and 1 Health is removed. It can only have these 3 cards, there is no additional benefit and the face-down chaos cards don't cause discards from the deck in that space. A CARDINAL FLUSH removes 3 Health.
- If the Chaos set is a CARDINAL CHAIN, it automatically wins and discards double the normal number of cards from the deck.
- If both are Cardinal sequences, 3 Health are lost from chaos and double the cards are discarded from the deck.

For every space that was cleared, return the sign tokens, shuffle them and randomly place 1 face-up in each space.

Then deal 1 card to each space (face-down if it's the 2nd card, face-up if it's the 1st or 3rd).

Start a new round.

END of GAME

Players lose if ever a discard need to discard cards from the deck due to chaos damage but the deck is empty. Players win if the final Chaos health token is removed.

Dealing when the deck is nearly empty: cards from the deck get played to the board first, then any cards remaining are dealt to the players. If there aren't enough to fill the board requirements, randomly decide how they get placed in the most even manner possible.

Resolution order at end of game is:

- 1) spaces that have full sets (3+ cards) starting with Chaos sets then player sets.
- 2) then resolve the sets of 2 cards (to be treated as sets of 3) of player pairs vs chaos pairs
- 3) then player singles vs. chaos pairs
- 4) then player singles vs. chaos singles
- 5) then chaos singles
- 6) then player singles.

Scion

for 3 - 5 players



You are each an apprentice magiker at the Academy. You are training in the arts of magic aspected to each of the 11 signs and are weaving spells in the circular yard. In order to graduate as the Prime Scion of your class you must prove mastery in at least two of the disciplines. Strategic use of oppositely-aspected magic can be useful in countering the other apprentice's efforts, but make sure to support your own spells with neighboring harmonious spells. The player who masters two of the signs will become the school's new Prime Scion.

OBJECT

Be the player with the most powerful collection of *Sign* trophies by the time two supply stacks of tokens are emptied.

SETUP

- Make a face-up stack of 6 tokens for each *sign*. Take the 7th token of each *sign* and place it face-down on the circle board.
- Shuffle the tokens on the board and turn one face-up at each of the 7 spaces. The 4 remaining tokens are “dead *signs*” for this round.
- Shuffle the entire deck of cards and deal 7 cards to each player.
- Every player will also need a unique set of 7 identical items (buttons, coins, nails, kittens...whatever).

GAMEPLAY

1. Each **turn** every player will simultaneously reveal 1 card from their hand. Cards that are revealed are **ONLY** compared to other revealed cards in the same turn, not to previously revealed ones. You will play cards in subsequent turns layered on top of your previous cards.
2. Starting with the highest revealed card, that player places 1 of their items on the circle next to the token of the same sign. Continue with the next highest card.
 - If a revealed card is higher than another revealed card that **opposes** its sign, the lower one(s) are **cancelled** and the cancelled cards are turned over. The players with cancelled cards discard one of their items in the center of the circle.
 - If a revealed card **ties** another and they are **Neutral** or **Harmonious**, both players put one of their items on the board next to the respective *sign* space.
 - If a revealed card **is tied** with an **opposing** card they are both cancelled.
 - If a revealed card is of a **DEAD** sign, that player discards 1 item to the center of the circle and **draws 1 card** from the deck and adds it to their hand.

3. Once all the revealed cards are resolved repeat steps 1 & 2 until 7 turns have transpired - meaning all items are either in the center of the circle (discarded) or next to a *sign* space on the circle.
4. Tabulate end of round scoring and award all earned *sign* trophies from the stacks of tokens.
5. Add the dead *sign* tokens to the active ones used this round and **shuffle** them face-down. Randomly place and turn face-up 7 new tokens for the next round. If one of the stacks has run out, remove the 7th copy of it from this process for the rest of the game.
6. Discard all cards in play from the previous round. Each player draws back up to 7 cards in hand.
7. When the 6th token is removed from a second stack, the game is over (though do finish out awarding all tokens for the round) and go to end of game tabulation.

SCORING

There is END of ROUND scoring and END of GAME tabulation.

END of ROUND

For each *sign* space that has player items next to it, do the following:

- ◆ Each player with items at the space adds together their face-up cards of that *sign*. They also get + 2 points for every item in the adjacent (**harmonious**) spaces. Highest score earns the token.

If there is a tie, whichever of the tied players has the most tokens of that *sign* already in their collection wins it.

If there is *still* a tie, it goes to whomever has the highest total face-up cards of that *sign* (not counting harmonious support points).

If there is still a tie then no one gets the token.

END of GAME

When 2 stacks of tokens (or 1 if you want a shorter game) are completely depleted, the game ends - though do finish out the current end of round token collection. Scoring works as follows:

- ◆ **3 points** for every token of the *sign* that was depleted 1st
- ◆ **2 points** for every token of the *sign* that was depleted 2nd
- ◆ **1 point** for every other token you collected

Additional (OPTIONAL) scoring elements:

- ◆ **6 points** for every set of 4 or more tokens of one *sign*
- ◆ **5 points** for every set of 3 tokens of one *sign*
- ◆ **4 points** for every set of 2 tokens of one *sign*