

ContraPloy Card Game

A 2 player strategic card game that embodies a subtle collision of Elves, Lions, Ninjas and, of course, Tax Accountants.

The deck contains the following:

- 22 cards for one player (circles).
- 22 cards for the other player (stripes).
- 9 terrain cards.
- 1 turn track card.

Setup – Board

Arrange the 9 terrain cards on a table between the two players, according to the included diagram. Letters A, B, etc. are printed on one side of each card to help.

The cards delimit 14 positions, each denoted by an ×, arranged in rows A – E.

The row nearest each player is his “home” row.

The cards also assign terrain (colors) to each row of positions. For example, row C is both white and yellow.

Setup – Player

Each player takes a deck of 22 cards, either circles or stripes. He shuffles the deck and places it face down as a draw deck. He allows the other player to cut the deck.

Then each player draws a hand of *five* cards from his deck. Before either player looks at his cards, choose one player to go first.

The first player takes his first turn.

Player turn

Play alternates between the two players.

On his turn a player performs all of the following actions, in order:

1. “Employ” two different cards.

Exceptions

- The first player, on his first turn only, employs one card.
- If a player has only one card left, then he employs just that card.

2. Turn enough cards face up, so that no more than *three* of his cards on the board are face down.

3. Draw cards as necessary from his draw deck, in order to bring his hand back up to five cards.

Exception

When a player's draw deck is empty, he may draw no more cards.

Employ a card

To employ a card, a player performs *one* of the following actions:

- Place a card from his hand, face down on the board, into one of the two positions in his home row. If any opposing cards are in that position, he may attack *one* card with the placed card.
- Move one of his cards already on the board *forward* to an adjacent position in the next row. He may attack a card with the moved card.

Example

In the included diagram, player 1 may move a card in the circled position to either of the two positions indicated.

- Use one of his cards on the board to attack an opposing card already in its position. In this case the card does not move.

Attack

When a player's card attacks an opposing card, turn both cards face up. The higher value card is victorious. Remove the defeated card from play. If the cards are of equal value, remove both cards.

Card Value

A card has either a green/white color scheme, or a black/yellow color scheme.

A card's value is determined by the terrain of its position. (If moving, it is the position *to* which the card moves.)

A card typically has 0 – 4 dots on it. If the color of the dots matches the terrain, then the value of the card is the number of dots.

On the other hand, if the background color of the card matches the terrain, then the value of the card is ten minus the number of dots.

Example

The green card labeled “Elf Lord” has no white dots, so it is worth zero on white terrain. It is worth $10 - 0 = 10$ on green terrain.

Finally, there are a few cards that have two colors in equal parts. Their value is 5 regardless of terrain.

Winning

At the beginning of a player's turn, before he employs any cards:

- If he already has a card in the opposing player's home row, he wins.
- If he has no more cards to employ, he loses.

The Turn Track Card

This is an optional card that may be used to keep track of how many cards a player has employed on his turn.

At the beginning of his turn, he places the card beside the board so that “One” faces him. After he employs his first card, he swivels the card so that “two.” faces him. When his turn is done, he slides the card to the other player.

Odds & Ends

- Any number of cards, from both players, may occupy the same board position.
- A player may peek at his face down cards.
- A player may examine the defeated & removed cards of either player.
- Once a card is turned face up, it may not be turned face down again.
- No, a player may not employ the same card twice in the same turn.
- No, the defeated & removed cards are not returned to a player's draw deck.
- No, a player may not move a card from the board back into his hand.
- No, a card may not move sideways or backwards.