THE MOUNTAIN

A tactical solitaire card game about survival, and overcoming adversity

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COMPONENTS- A playing card deck (jokers removed), table space, and 5-15 minutes of time.

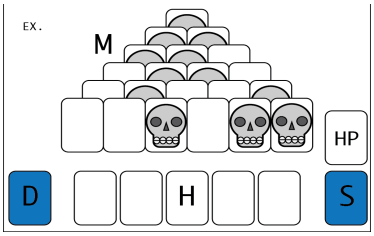
SETUP-

You will construct a **threat deck**, for building the **mountain**. You will also construct a **health deck.**

- The **threat deck** is made of all **threats**(face cards J,Q,K), and 9 random cards. Shuffle.
- The **mountain** is a card layout made from the threat deck. It's your primary objective and opposition.
- The **health deck** is a 10 card deck dealt from the remaining non-threats.
- The remaining cards are your **stockpile**. Which you will draw hands from to perform actions.

LAYOUT-

Using the **threat deck**, you will deal a face up 'card pyramid'. There are 6 rows of increasing width, laid on top of each other, as in the diagram below.



All card locations-

- **The Mountain (M)-** Objective and opposition.
- **Stockpile (S)**- Primary draw source for your hand.
- **Hand (H)-** Cards drawn to use on actions.
- **Discard Pile (D)**- For spent actions, and removed cards.
- **Health (HP)**- Second draw source, and target of threats.
    - This face up pile is inspectable, but never shuffled.

GAMEPLAY-

- Each turn the player **discards cards**, **draws** to a full hand, and then takes **actions** to destroy threats.
- Then the **threats attack**, and you discard cards from the health pile for damage taken.

OBJECTIVE-

Win by destroying every threat.
Lose when you are unable to discard a health for a threat attack.

TURN ORDER-

- **Discard** any cards from your hand that you don't want.
- **Draw cards** until you have 5 cards.
    - At any point you may either draw from the stockpile *OR* the face-up health pile.
    - When the stockpile is empty, you do not have to draw to 5.
- **Take actions** by choosing, and discarding, 2 or 3 cards from your hand that share the same suit.
    - The suit determines which action is performed, detailed in ***Player Actions***.
    - If you have 2 sets of different suits, you can perform both actions.
    - Discarding to perform actions is optional, but a default/skip action must then be performed.
- **The threats attack**, doing 1 damage for each threat that is **exposed**, or **half exposed.**
    - **Exposed** cards have nothing covering them.
    - **Half-Exposed** cards have only one card covering them, showing half the card.
    - Each of these threats does 1 damage.

PLAYER ACTIONS-
After drawing, you can spend a **set** sharing the same suit to perform that suit's action.

- **A pair** performs the action **once.**
- **A triple** will perform the action **twice.**
- If you choose to not do any pair/triple actions, perform the **SKIP** action.

- **CLUBS** perform **Chain Removal:** Remove any 3 neighboring **exposed** cards.

- **SPADES** perform **Same Suit/Rank Removal:** Remove **exposed** cards of a chosen suit **OR** rank.

- **DIAMONDS** perform **Dual Removal:** Remove any 2 **exposed** cards.

- **HEARTS** perform **Heal:** Remove 2 **exposed non threat** cards, and add them to the bottom of the health deck.
  - If there are too few options on the mountain, heal with the action cards instead, one for each unfulfilled health pt.

- **SKIP** perform **Single Removal**: Remove any single **exposed card**.

CARD REMOVAL-

- Removals are always performed on exposed cards, and almost always multiple at a time.
- When removing multiple cards, each one is removed sequentially, and newly exposed cards become available for removal (when fulfilling the actions criteria). Some examples:
  - A dual removal can remove the card above a half exposed card, which exposes it. That newly exposed card can be removed to finish the action.
  - A chain removal can remove 2 neighbors, and then the newly exposed card underneath.
  - A same suit/rank removal can clear the chosen suit/rank on one level, and any subsequent exposed matching cards, continually until no exposed cards match the chosen suit/rank.

SCORING-

- Survival is 15 Pts. Add 1 Pt for each remaining health.
- If you didn't survive, you get 1 Pt for each threat defeated.

END OF REGULAR GAME RULES-

- Enjoy your first game, and good luck!
- This is an early version of the rules, and I would **really appreciate** any feedback you might have. Reach out by emailing **josh@joshuajumbles.com**.

NIGHTMARE MODE-

- To increase the difficulty substantially, reduce the hand size to 4.
- When no suit pairs are available in hand, perform the **skip** action.
- Add 5 points to your score.

The Mountain is a game by Joshua J. Jumbles. 4/29/17 -- Rules v0.6 Alpha