ALCAZAR

A solitaire tower defense game
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Equipment needed:
A single deck of standard poker cards with jokers optional.

Objective:
To survive the onslaught of your enemy until the morning light.

Setup:
First, draw 5 cards from the deck and place them in a pile in the center of the play area and turn the top card face up. This is your Tower. The tower may never have more than 5 cards in it at any time unless otherwise specified.

Next, place two cards face down to the right, left, and top of your Tower. These are the enemy armies who are attacking your tower. The cards adjacent to your tower are the front ranks and the cards behind those are the rear ranks.

Lastly, draw 5 cards from the deck into your hand and turn over the 3 enemy cards in the front ranks. The player may not ever have more than 5 cards in their hand unless otherwise specified.

Gameplay:
Each round of the game consists of 4 phases.

- Enemy Movement - During this phase, any face down cards in the enemies front ranks that are face down are turned over.
    - If any cards in the enemy front ranks are face up at the beginning of the round, then the card in the rear rank of that particular army is turned over.
        - If both the front and rear rank cards in a single army are face up at the beginning of a round, then the card in the front rank is discarded and the rear rank is moved to the front. A new card is placed face down in the rear rank of that army.
            - If there is no card in the front rank of an enemy army, the card in the rear rank is moved to the front rank and turned face up if it is not already. A new card is then placed face down in the rear rank.
- Player Action – At the beginning of the player's action phase, they draw 1 card into their hand if they have less than 5. If the player has less than 3 cards in their hand at this time, they draw enough cards to have at least 3 in their hand.
During the player's turn, they have 3 actions they may take.
    - Defend against the attacking enemies

    - Repair their tower
    - Play a special card
- Enemy Attack – If there are any enemies left in the front ranks after the player's turn, then they attack the player's tower.

Player actions:

Defend – To defend against attacking enemies, the player must discard a card or combination of cards from their hand that are of the same color as each other, but the opposite color of the attacking enemy card they are defending against. The total value of the cards discarded must equal or exceed the value of the attacking enemy card.

EXAMPLE: *If the player wants to defend against an attacking card which is an 8 of spades (black), they may use an 8 of diamonds (red), a 10 hearts (red), or a combination of a 5 of hearts and a 4 of hearts or diamonds.*

When defending against a card in the rear rank, you must add +1 to its value.

EXAMPLE: *If you are defending against a card in the rear rank that is a 4 of diamonds, you must discard a black card (clubs/spades) or a combination of black cards that equals 5 or more.*

Repair Tower – The player may choose to repair their tower by placing a card from their hand that is the same color as the top card of their tower and is 1 number value above or below that as the top card. The card used is placed at the bottom of the tower under the other cards. The player may not repair their tower if it already has 5 cards in it.

EXAMPLE: *if the top card of the player's tower is a 4 of hearts, the player may either play a 3 of hearts/diamonds, or a 5 of hearts/diamonds.*

Play Special Cards – If the player has any special cards in their hand, they may choose to play them. The special cards are the face cards and aces in the deck. Special cards may be played one of two ways with different effects for each. They are either played instantly, or placed on the play area as an Advantage.

To play a special card instantly, the player must discard a card from their hand that is the same color as the special card they wish to play.

To play a special card as an Advantage, the player must discard a card from their hand that is the same suit as the card they wish to play. The player may never have more than 2 special cards in play as Advantages at one time and they may not be the same kind.

Enemy Attack:

During the enemies attack phase, if any of the attacking enemy cards are the opposite color as the top card in your tower and their combined value is equal to or exceeds the

value as the top card in your tower, then the top tower card is placed at the bottom of the draw deck and the next one turned face up.

Any attacking cards which are face cards, always attack no matter what color they are. Whenever any face cards successfully attack the player's tower, the 2 top cards of the discard pile are placed at the bottom of the deck.

EXAMPLE: *The top card of your tower is a 7 of clubs and the surrounding 3 attacking enemy cards are a 5 of hearts, a 3 of diamonds, and a 10 of spades. The 5 of hearts and the 3 of diamonds equal a total of 8 which is more than 7 and they are both red cards which is the opposite of your tower card which is black so the top card of the tower is discarded. The 10 of spades has no effect since it is a spade and is the same color as your top tower card.*

If there are any cards in the rear ranks of a army that are turned face up, then the value of the card in the front rank in that same army then the cards value in the front rank is increased by the value of the card in the rear rank -1. A card in the rear rank does not affect the value of the card in the front rank when defending.

EXAMPLE: *If the front rank of a army has a 9 of diamonds and the card in the rear rank is a 6 of clubs, then the total attacking value of the card in the front rank is 14 (9+6-1=14).*

If there is only a card face up in the rear rank of an army when the enemy attacks, its value is -1.

EXAMPLE: *if there is no card in the front rank of an army and there is a 10 of diamonds face up in the rear rank, its value is considered 9 when it attacks.*

The Special cards:

The face cards and Aces in the deck are special cards. They each have different effects according to which situation they appear or are used in the game. There are 4 different situations in which they have an effect. They are played by the player instantly, they are played as an Advantage, they appear as the top card of the player's tower, or they appear as an enemy attacking.

- Instantly:
  - **Ace (Missile):** The player may use the Ace to remove any face up attacking card no matter what the value or color.
  - **King (Swap):** The player may swap the positions of any two café up attacking cards.
  - **Queen (Fortify):** The player may take the top card of their tower and place it at the base (bottom) of their tower and turn over the next card on the tower face up.

- **Jack (Reinforcement):** The player may take a card from the discard pile to use this turn. The player may still choose to defend or play another special card.

- Advantage:
  - **Ace (Power):** The player does not need to make sure that the cards they discard when defending are the opposite color of the attacking enemy card they are defending against. They only need to match or exceed the value.
  - **King (Shield):** The value of each card the player uses to defend against attacking enemy cards is increased by +1.
  - **Queen (Revive):** The player may repair their tower using the same rule about being the same color, but the card used may have a value of 2 above or below that of the top tower card instead of 1. The player may also have a maximum of 6 cards in their tower as long as the Queen is in play. If the Queen is removed and the player has 6 cards in their tower, the top card is removed.
  - **Jack (Trade):** The player may choose to discard a card from their hand and draw a new one from the deck.

- In Tower:
  - **Ace (Wizard):** If there is an Ace (Necromancer) in one of the attacking armies of enemy cards, it cancels out the enemy Necromancers effects.
  - **King (Knight):** The value of all attacking enemy cards are – 1.
  - **Queen (Bard):** The player is allowed to hold a maximum of 7 cards in their hand and may draw two cards each turn.
  - **Jack (The Traitor):** The player may not defend against the card with the highest value and opposite color of the jack in the front ranks of the attacking enemy armies.

- Enemy Attacking:
  - **Ace (Necromancer):** Removes all special cards the player has played as Advantages and prevents the player from using any special cards. This does not prevent the benefits from special cards in the tower. The player must place the top card of the discard pile at the bottom of the deck each time a Necromancer is on the play area at the end of a round.
  - **King (Warlord):** The value of all attacking enemy cards are +2 while the Warlord is on the play area.
  - **Queen (Banshee):** The value of all face up cards in the rear ranks are + 1.
  - **Jack (Thief):** The player may only hold a total of 4 cards in their hand. If the player has more than 4 cards in their hand when the Thief appears, they must discard cards from their hand until they have only 4. The Thief negates the effects of the Bard while the he is on the play area, but the Bard still remains in play.

The value of the Special cards:

When special cards appear in the enemy ranks, they have a sequential value equal to their order in the deck.

- Jack = 11
- Queen = 12
- King = 13
- Ace = 14

When the special cards are in the tower, they all have a value of 9

When special cards are used for defending against attacking enemies, they all have a value of 9 except the Ace, which has no value when defending against attacking enemies and cannot be used.

Winning the Game:

To win the game, the player must survive all waves of attacking enemies until the deck runs out of cards.

The player loses the game if all the cards in their tower are removed before the deck runs out.

Optional Rules:

The player may choose to play while using any one or combination of the following rules to make the game more challenging.

Havoc: Playing with Jokers – When playing with the Jokers in the deck, they have instant negative effects against the player and are automatically removed from the deck. They have different effects depending on how they appear in the game.

- Attacking: When a Joker appears as an attacking enemy, it is removed from the game and the top card of the players tower is placed at the bottom of the deck.
- In the Tower: When the Joker appears in the players Tower, the Joker is removed from the game and the next card on top of the Tower is placed at the bottom of the deck.
- In the players hand: If the player draws the Joker card from the deck into their hand, the Joker is removed from the game and the entire discard pile is reshuffled into the deck.

Endless Night: Longer Game – Instead of drawing one card each turn, the player draws enough cards until their hand is completely full each time. But, the player does not win until the deck has been gone through a total of 2 times.

Total Victory: Harder win – In order to win the game, the player must survive until the deck had been completely gone through and there must be no attacking enemy cards left face up.

Example of Play Area:

