CARD HUNTER (standard deck)

Card Hunter is a cooperative card game for 1 to 3 players (with a 4 players variant), which simulates a fight between a team of hunters and a giant monster, made of… cards.
The cards represent both the monster's life points and its attacks, and they will have to be all removed from the game to bring the hunters's brigade to victory.
The most important rules in this set will be written in **bold**. In *italics* you'll instead find information and tips, not necessary for setting up the game and learning how to play.

SETUP

1) Starting with a standard deck of cards, create 4 piles face down on the table in cross fashion. Each pile will represent a **Part** of the monster, and will contain the following cards:

TAIL (heading north – corresponding suit: diamonds)
1, 2, 6, 8, 9 of diamonds.
10 of hearts.
3, 6 of spades.
5, 8 of clubs.

CLAWS (heading west – corresponding suit: spades)
1, 4, 8, 9, 10 of spades.
4, 5 of diamonds.
4, 5 of hearts.
7 of clubs.

WINGS (heading east – corresponding suit: clubs)
1, 3, 4, 6, 10 of clubs.
2, 3 of hearts.
3, 7 of diamonds.
2 of spades.

HEAD (heading south – corresponding suit: hearts)
1, 6, 7, 8, 9 of hearts.
10 of diamonds.
7, 5 of spades.
2, 9 of clubs.

These piles will be called **Parts**.

Use a different deck of cards for each pile, if you can. Each Part will have a different back, and it will be easier to setup the game.

Reveal one card from each Part, creating four new piles called **Hit Piles**.

2) Take 4 figure cards (it doesn't matter which). Shuffle one in each Part, then remove one card per Part from the game, **without looking at it**.
The figure cards will represent the monster's rage (**Rage cards**). They will have different effects depending on when and how they will be drawn.

3) Take a Jack, a Queen and a King all of different suits. Each player will control one or more **Characters** according to the number of players.

With 3 players: each player will control 1 Character.
With 2 players: one player will control the Jack and the King, and the other one will control the Queen.
In solo play: the player will control all 3 Characters.
(*For 4 players, please consult the variant rulebook*.)

Each Character starts with 4 **Life Points** tokens and 3 **Potions** tokens.
If you are playing with two or more decks of cards, you could use numerical cards of the same suit of a Character for the Life Points, and cards of any kind with their backs up for the Potions. Put the Potions horizontaly under the Life Point sto sort them more easily.

4) Put 3 tokens at the Parts' center, to count the number of **Knockouts** that the team can stand before losing. Then create a small deck of 4 cards, one of each suit (value doesn't matter): this will be the **Random Deck**, and will be used in various situations.

5) In Jack – Queen – King order, draw a card from the Random Deck (shuffling it back in each time) to find out the the starting position of each Character.
These spaces (next to the Hit Piles) will be called **Positions**. Please note that each Position **can't host more than 2 Characters** at the same time.

GAME FLOW

The game is made up of rounds, during which each Character **will have** to perform **ONE (and one only)** action in J-Q-K order.
After the King's action, the monster will attack with the Part in whose Position, **at the start of the round**, the majority of the hunters was standing.
Monsters in Card Hunter are big but stupid, and can't focus on a single target. Two hunters can exploit this behaviour by luring the monster in a given direction, while a third one attacks from a safe spot.

Please remember that **Characters will alway act in Jack – Queen – King order** during the game.

CHARACTERS' ACTIONS

Each round starts with determining the monster attack's direction.
Put a token on the Part whose Position hosts the **majority** of the Characters: **at the end of turn**, you'll have to reveal a card from this deck, representing the monster attack.
This gives players time to react, and get out of the way!
If at the start of the round all the hunters are in different Positions, the attacking Part is the one that hosts the Character with **fewer Life Points**.
In case of a tie, between two or more than two Characters, the attacking Part is chosen at random with the **Random Deck**.
It's therefore possible in this case (and only in this case) to chose a part with no one next to it from the beginning.

Now it's time to fight!
During his turn a Character **must choose** and execute one of the following actions. **A Character can't remain idle and pass without doing anything**.

1) MOVING

The Character changes Position, making one step from a Hit Pile to another in clockwise or anticlockwise direction. It is possible to move next to an empty Hit Pile, but remember that each Position can't host more than 2 Characters at the same time.

2) LIGHT ATTACK.

The Character attacks the Part connected to his Position, revealing the first card from the deck and discarding it in the corresponding Hit Pile.

This action can't be selected if the target Part is empty (because all the cards are in the Hit Pile, or removed from the game).
The revealed card has no effect, **unless it's a Rage Card**. In that case, the monster enters **Rage Mode.**

RAGE MODE:
If a Light Attack reveals a Rage Card, the monster enters **Rage Mode**. Shuffle each Hit Pile back inside its Part (even the one that has been hit!), and **remove 1 Life Point** from each Character.
When a monster is raged, there's no safe spot to hide.
Remove the Rage Card from the game. Then the round continues as normal.
Provoking monsters with light attacks can be useful to wear them, but it can turn out to be dangerous in the long run.

3) HEAVY ATTACK.
The Character attacks the Hit Pile connected to his Position, and **removes all the cards in that Pile from the game**.
This action can't be selected if the targeted Hit Pile is empty.
A heavy attack is never followed by a rage reaction: the monster is too stunned to get angry! But it will only be effective against an already wounded or exposed part.

4) DRINKING A POTION
The Character loses one of his Potions and:
- gets **back to full health**
OR
- cures **another Character** in the same Position.
Instead of his own, a Character can use a Potion from **another Character** in the same Position to get the same effects, but only if both players **agree** to do so.
This action can't be selected without effectively consuming a Potion.

MONSTER'S ATTACK

After each Characters' actions, it's time for the monster to land its blow.
Reveal the card from the Attacking Part chosen at the beginning of the round: cards revealed this way are called **Attack cards**.

The attack will target the Position shown by the card's suit – **the Part that's actually attacking doesn't matter**.

Hearts (head): attacks south.
Diamonds (tail): attacks north.
Clubs (wings): attacks east.
Spades (claws): attacks west.

The attack will also be weak, medium or strong according to the card's value.

From 1 (ace) to 4: Weak (1 Life Point).
From 5 to 8: Medium (2 Life Points).
From 9 to 10: Strong (3 Life Points).

If the Attack Card is a Rage Card, **Rage Mode does NOT kick in.**
You'll still have to shuffle the Hit Piles back inside the Parts, and the Rage Card will **still be removed** from the game, but the Characters **won't suffer** 1 point of damage each.
On the other hand, the monster will attack again with a second Attack Card from the same Part.

If there are no cards left in a Part when it has to attack, maybe because they're all in the Hit Pile or all removed from the game, **the monster will enter Rage Mode** instead of attacking.
You could think that concentrating on one or two Parts at a time could be a good way to kill a monster, but that's not always true. In fact, there's nothing more dangerous than a seriously wounded beast.

The Characters in the Position hit by the Attack Card lose Life Points according to the above value chart.
If at anytime a Character reaches 0 or lower Life Points, the team loses a Knockout token.
If it was the last one, the hunters lose. Otherwise, the Character gets back on his feet with all his Life Points back, and can restart fighting immediately.
Yes, the hunters in Card Hunter are more resilent than they look.

VICTORY

As soon as the last card from the last Hit Pile is removed from the game, **the players immediately win**.

TIPS FROM THE ANCIENT HUNTER

Dear fellows, the beast you're about to fight may look like a simple deck of cards, but it's much more dangerous than that! That's a living creature, my boys, with its own personality, and you'll have to understand it if you don't want to fail.

We call it the "Rattler": it's got a big long tail ending with a rattle, hence the name, two large wings, sharp claws and, most of all, a deadly fiery breath that can incinerate anything on its path.

Don't look at a Rattler directly in the eyes, if you don't want to provoke it. Try to circle around it, dodging its attacks, until it's safe enought to stop and land a blow.

But remember: a wounded Rattler will get enraged much more often. At that point you'll have to guide its attacks, control your movements and never count on the Random Deck, to avoid it entering Rage Mode.

Only with tight teamwork you'll be able to win and slay the monster.

Please download the variant rulebook for:

1) 4 players mode.
2) Expert mode.
3) Deduction mode.
3) Characters' powers.
4) Custom monsters.
5) Score system.

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