CARD HUNTER

VARIANTS (more playtesting needed)

In the Variant PNP files you will find:
- **52 additional Monster cards** (48 Parts and 4 Rage cards) for custom monsters;
- the **Jolly Juggler Character** card, with his **Life and Potion trackers**;
- **4 Dart cards** for the Queen of Quivers.

You can use these additional files together with the following rules to play variants of the base game.

1) 4 PLAYERS MODE

Add the Jolly Juggler to the team of Characters. This Character can act each round **before the Jack OR after the King**, at his choice.
The player who controls the Juggler must declare at the start of each round if he wants to act as the first Character; if he doesn't do it, he becomes automatically the last.
Each player will control 1 Character.
For balancing reasons, each Character will start with 1 less Starting Potion, the number of which depends, as always, on the difficulty level.

2) EXPERT MODE

For a MUCH harder game, shuffle 2 Rage cards instead of 1 in each Part at the beginning of the game, then remove 2 cards from each Part without looking at them.

3) DEDUCTION MODE

If you don't like knowing in advance the distribution of the cards in each deck, try out this variant.
Put in each Part only the cards whose upper icon and suit are identical – i.e. Tail cards with a small Tail icon, and so on.
Then shuffle the remaining cards and distribuite them equally between the four parts, and proceed with the standard Setup.
Now you'll have to deduce how the Parts are actually made during the game, making it much harder to predict where the monster will attack.

4) CHARACTERS' POWERS

In this mode each Character will get a **Special Action**, to be used during the round instead of the basic ones, and a small handicap to counterbalance it.

As usual, each action will have to be carried out completely if chosen.

JACK OF ALL TRADES:

He's got a keen eye, and can predict the monster's moves. Sometimes though he makes mistakes…

Special Action: the Jack can **Study** the first card of two Parts at his choice, looking at them e then putting them back on top of their deck.

Handicap: if doing this the Jack reveals one (or two!) Rage card, the monster enters Rage Mode. The Rage cards are removed from the game, while the standard cards are put back on top of their Parts.

It's not possible to select this action if the Jack can't actually reveal one cards from two different Parts.

QUEEN OF QUIVERS:

Equipped with poison darts, this Character can slow the enemy down, giving her comrades time to reorganize. Some monsters, however, are allergic to her mixtures…

The player who controls the Queen gets the 4 **Dart cards** in addition to his Life and Potion trackers.

Special Action: the Queen can shoot a **Dart**, shuffling in a Part at her choice (even an empty one) a Dart card. When the Dart card is revealed **as an Attack card**, the attack misses entirely.

Handicap: if the Dart card is revealed as a result of a Light Attack, the monster enters Rage Mode.

In both cases, remove the Dart card from the game.

It's not possible to select this action if the Queen is out of Darts, but it's possible to hit the same Part more than one time, if wanted.

KING OF KNIGHTS:

A real hero, always ready for sacrifice. Even when it's useless.

Special Action: the King can **Protect** another Character in the same Position from the following attack, which will target only the King himself, who will lose Life as normal but won't suffer additional damage.

Handicap: if the Position of the King and the Protected Character isn't attacked at the end of the round (either by an Attack card or by Rage Mode) the King immediately loses 1 Life Point.

Special rules with 4 players: if the King protects the Juggler, and the Juggler moves **after** him changing Position, the King loses 1 Life Point and the Protection loses its effects.

JOLLY JUGGLER:

A former circus employer, now he slays monsters for a living.

Special Action: the Juggler can **Jump** on top of the monster (put the Juggler Character card at the Parts' center). From this spot in each following turn the Juggler can: a) get down to a Position of his choice, **OR** b) land a Light Attack on a Part at his choice.

The Juggler can't drink Potions when he's on top of a monster**.**

If a monster has a Juggler on top at the beginning of a round, his attack direction is determined with the Random Deck, as it's struggling to free itself and can't control its moves.

A Jumping Juggler isn't affected by Attack cards, and can get damaged only by Rage Mode, which will also make him fall down.

Handicap: if the monster enters Rage Mode with the Juggler on top, the Character **falls** in the Position whose Part has started the Rage reaction. The Juggler can't Move (and Jump) in the following round.

You can turn the Juggler card on its back as a reminder.

5) CUSTOM MONSTERS.

The monster described in the base game is the "Rattler", a a fire breathing dragon with a rattling tail, massive wings and two birdy claws.

By changing the distribution of cards in the various Parts, it is possible to create completely different monsters.

It's also possible to give each new monster some personal features, like a special effect when the monster enters Rage Mode, or a positive effect that the players get when they destroy a specific Part.

SPECIAL FEATURES FOR THE RATTLER:

The Rattler is a fearsome beast. Its tail and fiery breath can take down even the strongest hunter in a matter of seconds. Lookout: standing in front and behind it can be very dangerous.

Card distribution: see the base ruleset.

Rage cards: 1 per Part (2 for the most dangerous specimens).

Rage Mode: shuffle each Hit Pile back inside its Part. Each Character loses 1 Life Point.

Attack without cards: the monster enters Rage Mode.

Destruction Bonus: players get a small bonus after removing from the game the last card from a Part:

Head: the monster is stunned. The following Attack card will miss the target. This doesn't prevent the monster from entering Rage Mode.

Tail: the tail has been cut. All the following Tail cards will inflict half damage, rounded up.

Wings: the monster can't fly anymore. All the following Wing Attack cards will miss the target.

Claws: the monster falls down. In the following round, the Characters that decide to Move (not to Jump) will get and additional movement in the same direction (they won't be able to use the additional movement to get back to the starting Position).

6) SCORE SYSTEM.

Take a pen and some paper (or more tokens), and assing points to the players each time a Character they control does one of the following:

Light Attack: 1 point, if it doesn't reveal a Rage card.

Heavy Attack: 1 point, but only if it removes at least 2 cards.

Healing another Character (or letting another player use a potion): 1 point.

Studying: 1 point, if it doesn't reveal a Rage card.

Dart: 1 point when the card is revealed (unless it's because of a Light Attack).

Protecting: 1 point when the Protected Character would have been hit.

Knockout: - 3 points.

At the end of the game Characters get 1 point for each Life and Potion they have left.

If the monster is slain the team wins, but who gets the most points is more victorious then the others.

(With 2 players, the player controlling the Jack and the Queen must use as a parameter the Character who got the **least** points between the two.)

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