# OUBLIETTE

A solitaire card game
By
Julian "Legend" Jimenez

## Equipment needed:

A single deck of standard playing cards with 2-3 jokers.

Object of the game:
To escape the Oubliette before your time runs out. This is done by creating a **Path** of 9 cards from either 10 to 2 or 2 to 10.

## Setup:

Begin the game by shuffling the deck of cards with the jokers included. Next, deal 4 piles of 5 cards each in front of you with the last card of each pile face up. This is your **Inventory**. Next deal one last card face up to the side of your **Inventory**. This is your **Equipped** card. If a joker shows up as your **Equipped** card, shuffle it back into the deck and draw another card.

Place the remainder of the cards to the side.

If you have either a 10 or a 2, place it above your inventory to start your **Path** through the Oubliette. If you have both, it is your decision which to use. If you choose a 10, then your goal is to create a **Path** from 10 to 2 in consecutive order in order to win the game. If you start with a 2, then your goal is to create a **Path** from 2 to 10 in consecutive order.

If you do not have a 10 or 2 in your **Inventory** when you start the game, then you will use the first 10 or 2 that you turn over from the deck during gameplay to start your **Path**.

## Playing the game:

To play the game, turn over the first card of the deck. Several things can happen or different actions taken depending on what card is turned over. The following can happen:

- The card turned over is the next card you need to lay down to progress your **Path** through the Oubliette in which case, you may do so. For example, if you already have a 10 on your **Path**, the next card you need is a 9.
- The card you turn over is the same number as the current card in your **Path**. In which case, you must remove the card from your **Path** and put it in the **Graveyard** (discard pile) along with the card you drew. For example, you have progressed your **path** from 10 to 6 and the next card you drew was also a 6. You would then have to discard both 6's. This represents an unmovable or impassable obstacle in your **Path** and you must find another route.
- You encounter a face card. These represent the **Creatures** of the Oubliette who try to thwart your escape. When you encounter a **Creature**, you must engage them in

combat. If you win, the **Creature** is discarded to the **Graveyard** and you may continue play. If you lose, your progress has been set back and you must discard the most recent card on your **Path** that you have played. If you get set back while in the first room of your path (10 or 2), the game is lost.

- The card turned over is a red (suit of diamonds or hearts) odd numbered card. These represent minor **Traps** and **Hazards** found in the Oubliette. In order to proceed past them, you must discard an even numbered black card from your **Inventory**. If you cannot pass the **Trap/Hazard**, then you must discard the most recent card placed on your **Path**. If the **Trap** card that is turned over is the next card needed to progress in your **Path**, then it is used as a normal **Path** card instead of a **Trap**.
- The card drawn is a black Ace (spade or club). This represents a **Portcullis** that shuts behind the player. The card is then placed sideways under your most recently played **Path** card and on top of the card before that. If the player encounters a **Creature** or **Trap** while in a room with a **Portcullis** behind it and cannot overcome the situation, then the game is lost because the player cannot be set back past the point where a **Portcullis** is placed. If another **Portcullis** is drawn while the player is already in a room with a Portcullis behind them, then the second Portcullis shuts in front of the player's **Path** and they are trapped resulting in game over.
- The card drawn is a red (diamond or heart) Ace. This represents a **Chasm** in front of the player blocking their progress. The card is then placed sideways on top of the most recently played **Path** card. When a player has a **Chasm** in front of their **Path**, the only way to get past it is to discard a **Rope** (9 or 6) card from their **Inventory**. The **Rope** card must be discarded. If the player does not have a **Rope** card in their **Inventory**, the player may not pass until they find one. This means they cannot place the next card need in the sequence of their **Path**. Whether or not you have a rope to pass the **Chasm**, you must flip over the next card in the deck when you encounter a **Chasm**. If the card is black, nothing happens. If the card is red, you must discard your **Equipped Item** if you have one. The card that is flipped over is then placed in the **Graveyard**.
- The next card turned over is an 8. This represents the player getting **Lost** and losing time. When the player is lost, they must discard the top 3 cards of the deck into the **Graveyard**.
- The card turned over is a 6. This represents **Darkness**. If the player is stuck in the **Darkness**, then they must discard one **Inventory** cards of their choice. The only way to avoid this is if the player has a **Torch** (red 4) in their **Inventory**. In which case, the player does not have to discard a card and play continues as normal. **Torches** can only be used twice. When the **Torch** is used, turn it sideways. If it is used a second time, it is put into the **Graveyard**.
- One of the Joker cards is turned up. These are mischievous **Gremlins** that seek to steal from your **Inventory**. If you encounter a **Gremlin**, you must discard the highest rank card from your **Inventory**. If you wish, you may choose to discard all other cards from your **Inventory** besides your highest ranked card. 2 is lowest and ace is highest. Unless you have a Joker in your **Inventory**, then it is the highest. If you have an **Item** card in the **Equipped** slot of your **Inventory** that gives you a benefit, it is considered the highest ranked card of your **Inventory** that the **Gremlin** will steal.

- The card turned over is any other card in the deck besides those specifically mentioned above. In this case, the card turned over is either discarded into the **Graveyard** or may be placed into your **Inventory** if the proper conditions are met. The player may then take a turn by using one of the **Item** cards in their Inventory or playing a **Path** card from their **Inventory** if possible.

# Combat:

When the player encounters a **Creature** card, they must engage it in combat. In order to defeat the **Creature**, the player must discard a number of cards from their **Inventory** whose values equal or exceed the value of the **Creature** card. If this cannot be done, the player must remove the most recently played card from their **Path** and place it into the **Graveyard**. If the player is in a room that is blocked from behind by a **Portcullis**, a **Chasm**, or is the first card played in the **Path**, then the game is over. For example, if the **Creature** is a **Fiend** (12), the player must discard a queen (value of 12), a king, (value of 13), a 7 and 5 (combined value of 12), or a 3, 7, and a 4 (combined value of 14).

**The Creatures:**
**Wraith (King)** – Value = 13
**Fiend (Queen)** – Value = 12
**Shambler (Jack)** – Value = 11

# Inventory:

Your **Inventory** consists of the top cards showing in each of the 4 piles you dealt at the beginning of the game and the single 5th turned over card at the end. This single 5th card is considered your **Equipped** card. Certain cards can be used as special **Items** that will give the player some sort of gameplay advantage when in the **Equipped** slot. The other four slots may never contain more than 5 cards in each slot. Cards may be added to your one of your **Inventory** slots as long as the card being added is either one number value above or below the currently showing **Inventory** card and there is not already 5 cards in that slot. No cards may be added to the **Equipped** slot unless it is empty. Any card may be added to the other slots if they are completely empty. For example, if you have an **Inventory** slot w a 7 as the top card and there only 3 cards total in that slot, you may either add a 6, or an 8. You may place a card from one of the other 4 **Inventory** slots into the **Equipped** slot as long as the **Equipped** slot is empty. When a card is used from an **Inventory** slot is used, the next card in that slot is turned face up. If your **Inventory** ever becomes completely empty, the game is over.

# Items:

There are two types of **Items**. **Inventory Items** which are used directly from your **Inventory** and usually discarded after use and **Equipped** Items which only take effect when in the **Equipped** slot of your **Inventory**.

**Inventory Items-**

***Advantage (Ace):*** May be used any time during the game. Even during encounters. When **Advantage** is used, the player may draw 2 cards from the deck and pick one to use. If the player plays the **Advantage** card to place a card in their **inventory**, it goes on top of the slot that the **Advantage** card was originally placed instead of turning over the next card in that slot.
***Grave Dig (Jack):*** The player may take any card from the **Graveyard** and place it into their **Inventory**. The chosen card goes into the **Inventory** slot that the **Grave Dig** card was originally.
***Hourglass (Queen):*** May be used to shuffle 3 cards from the **Graveyard** back into the deck. May alternately be used to avoid getting **Lost**.
***Ward (King):*** Can defeat a **Gremlin** (Joker) without losing any **Inventory** cards.
***Rope (9 or 6):*** May be used to get passed a **Chasm**.
***Torch (Red 4):*** May be used to get through the **Darkness**. Does not get discarded after the first use.
***Chaos (Joker):*** The **Chaos** card has several possible uses but also comes at the price of a **Curse**.

- Time Shift – The player may shuffle all cards from the **Graveyard** into the deck.
- Passage – The player may use the Chaos card as a wild card of sorts to create the next card they need for their **Path**. The **Chaos** card then counts as that card. For example, if the most recently played card in your **Path** is a 5 (and you are going from 10 to 2) then the **Chaos** card would count as a 4.
- Destroy - May be used to defeat any 2 **Creatures**. When the first **Creature** is defeated, turn the Chaos card sideways. After the second **Creature** is defeated, remove it from your **Inventory** and the Curse takes effect. After the first **Creature** has been defeated, the **Chaos** card cannot be used for any of its other purposes.
- Restock – The player may draw cards from the deck to refill their **Inventory** to maximum capacity (21 cards).

The **Curse** – When the **Chaos** card is used, the player becomes inflicted by a **Curse**. When the first Chaos card is used, the card is placed above the **Path** (unless the Passage action is used) and the player receives a permanent -2 modifier during all combat with enemy **Creatures**. This basically means that all **Creatures** now have +2 added to their value. For example, a **Fiend** (12) would now have a value of 14.
If the player uses a second **Chaos** card, they must discard any card they have in their **Equipped** slot and place the Chaos card in its place. The **Chaos** card cannot be removed and makes it so the player may no longer have any cards **Equipped**. (If playing with 3 jokers in the deck, the 3rd joker has no negative consequences, but is removed from the game.)

**Equipped Items-**
**Power (King):** When the **Power** card is **Equipped**, the player receives a +1 bonus to the value of each card played during combat. For example, a 6 becomes a 7 a King becomes 14, a 5 and a 7 becomes a combined total of 14, etc.
**Map (Ace):** The **Map** card lets the player combine the value of **Path** cards to create the needed value to progress on their **Path**. How this is done depends on what color the **Map** card is.

Black (spades or clubs) **Map** - allows the player to add the value of **Path** cards together. For example, if the player's most recent **Path** card on the board is a 6, then the player may combine a 2 and a 3 to make 5 (assuming the player is going from 10 to 2).

*Red (diamonds or hearts)* ***Map*** - Red cards are subtracted from black cards to get the desired total. For example, if the player's most recent **Path** card on the board is a 6, the player may use a black 8 and a red 3 to equal 5. (assuming the player is going from 10 to 2).

**Grave Inventory (Jack):** Allows the player to use the top card of the **Graveyard** as an **Inventory** card. A card used in this manner, is placed at the bottom of the **Graveyard** after it is used.

**Resourceful (Queen):** Allows the player to add cards to their **Inventory** slots as long as they are the same color as the previous card in that slot instead of having to be one number value above or below. The player may still not have more than 5 cards in each **Inventory** slot.

**Searching (10):** The player may choose to search each room after an event by flipping over the next card in the deck. Whatever that card is, the player may choose keep that card and put it into their **Inventory** as long as the normal conditions are met. Alternately, the player may choose to **Equip** the card that is drawn by discarding the **Searching** card and placing the new card in it's place.

## Winning the game:

The player wins the game by completing their Path through the Oubliette. This is done by placing the Path cards in consecutive numerical value from 10 to 2 or 2 to 10 according to the rules above.

## Losing the Game:

The game is lost if any of the following occur:

- The player loses in combat while only the first Path card is on the board.
- The player loses in combat while there is a Portcullis or a Chasm placed directly behind their current Path card.
- The player has no cards left in their Inventory.
- There are no more cards left in the deck.

# Example of game layout

