



RULEBOOK

CHEAT SHEET

DRAW PHASE :

DRAW 1 CARD, THEN CLEAR YOUR CAST ZONE. 

MAIN PHASE :

YOU CAN PLACE UP TO 3 CARDS ON YOUR SIDE OF THE PLAYING FIELD IN BOTH THE STACK ZONE AND THE CAST ZONE. YOU CAN PLACE AN ACE ON TOP OF A COMBINATION DURING THE MAIN PHASE OF YOUR TURN.

DRAW 1 CARD AS A RESULT OF LEVELING UP ONCE PER TURN. 

COMBAT PHASE :

SUPPORT (S) > GUARD (G) > ATTACK (A/D)

DRAW 1 CARD FOR EVERY CARD DISCARDED FROM YOUR STACK ZONE THIS TURN. 

END PHASE :

TAP THE CARDS OF LOWER VALUE IN YOUR CAST ZONE.

DRAW 1 CARD IF YOU ACTIVATED A COMBINATION. 

OUT OF CARDS :

SHOULD A PLAYER FINISH THE MAIN DECK, THAT PLAYER MUST IMMEDIATELY SHUFFLE THE DISCARD PILE AND PLACE IT ON THE DRAW PILE FACE DOWN.

EACH PLAYER THEN LOSES THE CARD SITUATED AT THE BOTTOM OF THEIR STACK ZONE PILE (AND THUS PROCEED TO DRAW 1 CARD).

PREVENT A/D, STUN AND OTHER EFFECTS :

BEFORE PLAYING A CRAD IN YOUR CAST ZONE, MAKE SURE TO CHECK YOUR OPPONENT'S SIDE OF THE FIELD. SOME EFFECTS MIGHT PREVENT YOU FROM ACTIVATING SOME OF THE ABILITIES YOU ARE ABOUT TO CAST.

IN THE SAME WAY, IF YOU HAVE PREVENTIVE EFFECTS ACTIVE IN YOUR CAST ZONE, MAKE SURE YOUR OPPONENT DOESN'T ACTIVATE ABILITIES YOU ARE SUPPOSED TO PREVENT.

SURROUNDED BY ENCOMPASSING WALLS, THE PRISON STANDS TALL AND THREATENING AT THE HEART OF THE CITY. GUARDED BY TURRETS, AND AN UNCOUNTABLE NUMBER OF COMBAT ANDROIDS, THE PRISON WAS BUILT TO CONTAIN CRIMINALS CLASSIFIED AS 'EXTREMELY DANGEROUS'. CRIMINALS THAT COULD SINGLE-HANDEDLY BRINGING DOWN A STANDARD AND UNFORTIFIED FACILITY.

THE MOST RECENTLY APPOINTED WARDEN OF THE PRISON, WARDEN ASAMI, ONE DAY EXAMINED THE CAPABILITIES OF HER SUBJECTS. WHAT OTHER AUTHORITIES SAW TO BE DESTRUCTIVE INDIVIDUALS; UNCONTROLLABLE AND DESERVING OF A DEATH SENTENCE, ASAMI SAW TO BE A MEANS OF SATISFYING THE THIRST FOR ACTION OF THOSE LIVING IN GORUDO CITY; AN INVESTMENT.

ON THAT DAY, THE WARDEN CREATED A GAME. ONE WHICH CONSISTED OF IN-HAULING TWO CRIMINALS ON THEIR DAY OF EXECUTION TO AN UNDERGROUND ARENA. A PLACE WHERE THE SELECTED CRIMINALS SENT WOULD HAVE TO FIGHT FOR THEIR LIVES. ONLY ONE COULD BE LEFT STANDING, AND THE VICTOR WOULD BE GRANTED IMMUNITY TO ANY AND ALL FORMS OF EXECUTION UNTIL A LATER DATE.

NAMING IT THE 'BEACON PROJECT', WARDEN ASAMI BECAME SET ON BUILDING AN UNDERGROUND ARENA ALONGSIDE A HEAVILY-GUARDED PASSAGEWAY FOR POSSIBLE SPECTATORS. SHE INSTRUCTED FOR HER SECRETARY, QUINN, TO PRINT OUT PAMPHLETS.

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AIM OF THE GAME

IN A GAME OF BACON PROJECT, YOU AND YOUR OPPONENT EACH EMBODY A PRISONER. ONE THAT IS CAPABLE OF CASTING SPELLS.

YOUR OBJECTIVE IS SIMPLE :

ELIMINATE YOUR OPPONENT !

SUCH AN OBJECTIVE IS ACHIEVED THROUGH THE EXHAUSTION OF YOUR OPPONENT'S RESOURCES.

INTRODUCTION

BACON PROJECT IS A **TURN-BASED** GAME ALLOWING PLAYERS TO PERFORM A SERIES OF ACTIONS DURING EACH OF THEIR TURNS. ACTIONS ARE DEFINED BY THE CARDS SITUATED IN A PLAYER'S HAND. RESOURCES THAT THE PLAYER MUST REVEAL TO ATTACK, BLOCK, LEVEL UP AND DRAW CARDS. EVERY IN-GAME STRATEGY RESIDES IN THE SPENDING OF THESE RESOURCES.

ADDITIONALLY, EVERY IN-GAME CHARACTER IS COMPOSED OF A **UNIQUE** SET OF ABILITIES ALLOWING PLAYERS TO ACCESS DIFFERENT PLAYING STYLES.

GAME ELEMENTS

BACON PROJECT IS A GAME COMPOSED OF ELEMENTS THAT MIGHT ALREADY BE WITHIN YOUR REACH !

◆ A STANDARD DECK OF 54 CARDS.

VERIFY THAT YOUR DECK IS COMPLETE WITH :
4 EXAMPLES OF CARDS NUMBERED FROM 2 TO 10 ALONGSIDE 4 EXAMPLES OF THE JACK, QUEEN AND KING, 4 ACES AND 2 JOKERS.



EACH SET OF CARDS MUST INCLUDE 2 DIFFERENT COLORS.

PLAYERS MAY CHOOSE TO REPLACE THE STANDARD DECK WITH OUR CUSTOMIZE DECK OF CARDS FOR AN EVEN GREATER EXPERIENCE !



◆ A CHARACTER PROFILE CARD

CHARACTER PROFILES CAN BE FOUND ON OUR OFFICIAL WEBSITE ; READY TO BE PRINTED OUT ON PAPER, OR SAVED TO A TABLET DEVICE !




CHARACTER PROFILES ARE OCCASIONALLY MODIFIED OVER TIME. SHOULD CHANGES EVER BE ANNOUNCED ONLINE, BE SURE TO SEE THE DETAILS ON OUR WEBSITE.



SET UP


NOW THAT YOU OWN A CHARACTER PROFILE AND A STANDARD DECK OF CARDS, IT IS TIME TO SET UP THE PLAYING FIELD.

A PLAYER'S SIDE OF THE FIELD IS COMPOSED OF A STACK ZONE AND A CAST ZONE.

◆ THE **CAST ZONE** IS SYMBOLIZED BY THE  ICON ; REFERRING TO THE ABILITIES THAT YOU CAN ACTIVATE DURING YOUR TURN.

◆ THE **STACK ZONE** IS SYMBOLIZED BY THE  ICON ; REFERRING TO YOUR LEVEL AND HEALTH TOTAL.

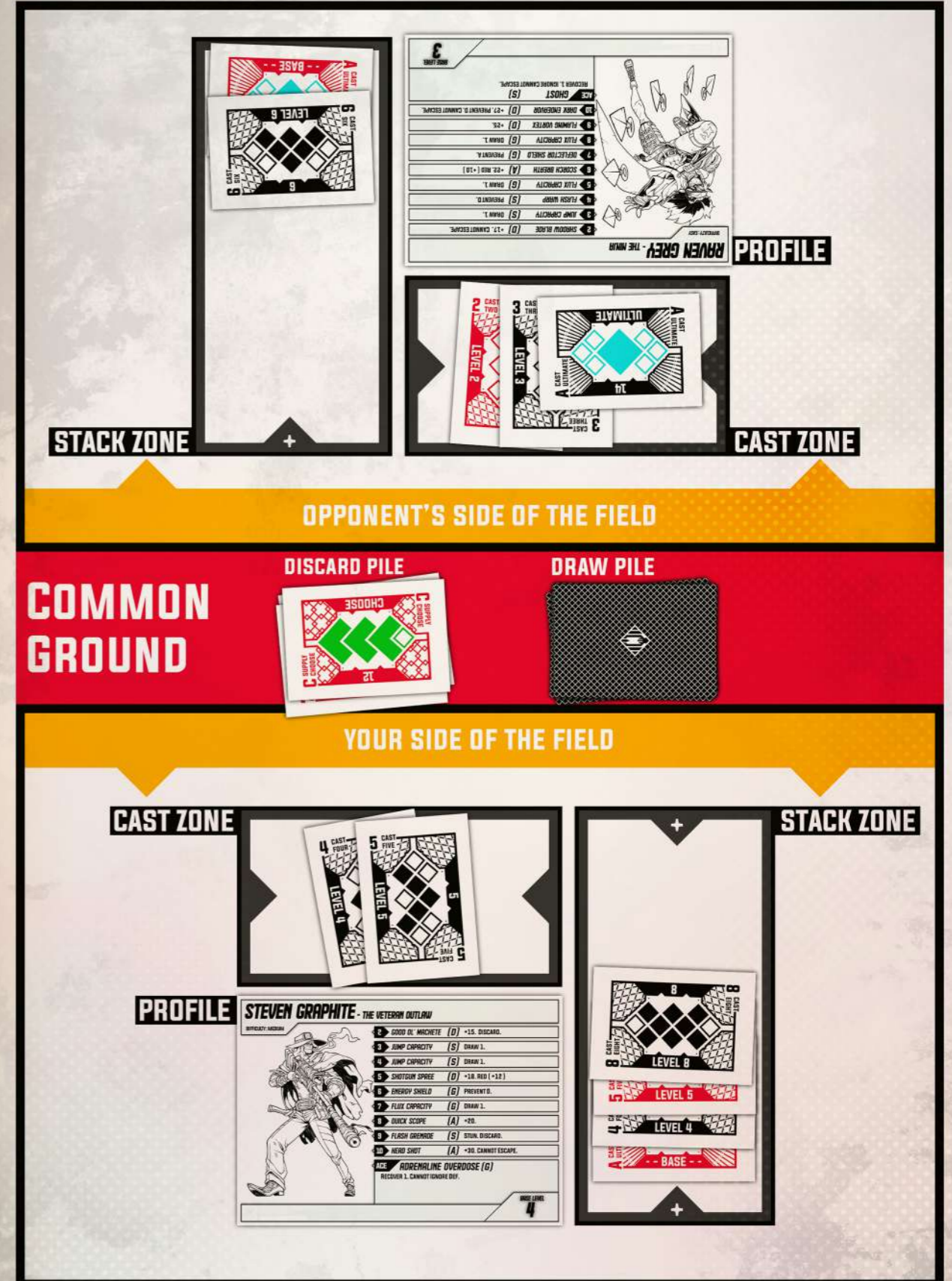
BEFORE PLAYERS TAKE TURNS SHUFFLING THE STANDARD DECK, THE TWO MUST BE IN THE POSSESSION OF AN RED ACE IN ADDITION TO A PREVIOUSLY SELECTED CHARACTER PROFILE. AFTER OBTAINING ONE OF THESE TWO CARDS, THE PLAYER IS EXPECTED TO POSITION THEIR ACE CARD IN THE STACK ZONE ON THEIR SIDE OF THE PLAYING FIELD.

A STANDARD DECK OF 54 CARDS, AND A ZONE FOR THE DISPOSAL OF CARDS  IS SHARED BETWEEN PLAYERS.

THE FOLLOWING PAGE (P.4) REVEALS THE STATE OF A GAME SHORTLY AFTER THE PROCESS OF SETTING UP THE PLAYING FIELD. WITH AN ACE SITUATED ON BOTH SIDES OF THE PLAYING FIELD, EVERY OTHER ZONE SHOULD BE EMPTY BEFORE A PLAYER'S FIRST TURN ON THE GAME.

PLAYERS MAY CONSULT EVERY VISIBLE ELEMENT SITUATED ON THE PLAYING FIELD AT ANY GIVEN TIME.

SET UP



OPPONENT'S SIDE OF THE FIELD

COMMON GROUND

DISCARD PILE

DRAW PILE

YOUR SIDE OF THE FIELD

CAST ZONE

STACK ZONE

PROFILE

STEVEN GRAPHITE - THE VETERAN OUTLAW

RECIPE: MEDIUM

- 1. GOOD OL' MACHETE (D) +15. DISCARD.
- 2. JUMP CAPACITY (S) DRAW 1.
- 3. JUMP CAPACITY (S) DRAW 1.
- 4. SHOTGUN SPREE (D) +10. RED (+12).
- 5. ENERGY SHIELD (G) PREVENT 0.
- 6. FLUX CAPACITY (G) DRAW 1.
- 7. BACK SCOPE (A) +20.
- 8. FLASH GRENADE (S) STUN. DISCARD.
- 9. HEAD SHOT (A) +30. CANNOT ESCAPE.
- ACE: ADRENALINE OVERDOSE (G)
RECOVER 1. CANNOT IGNORE DEF.

HEALTH LEVEL 4

CHARACTER PROFILE

THE PROFILE THAT YOU CHOOSE AT THE BEGINNING OF THE GAME WILL DETERMINE THE ACTIONS THAT YOU CAN PERFORM ALL THOROUGHOUT THE GAME.

RAVEN GREY THE NINJA
DIFFICULTY: EASY

2	SHADOW BLADE	[D]	+17. CANNOT ESCAPE.
3	JUMP CAPACITY	[S]	DRAW 1.
4	FLASH WARP	[S]	PREVENT 1.
5	FLUX CAPACITY	[G]	DRAW 1.
6	SCORCH BREATH	[A]	+22. RED (+10)
7	DEFLECTOR SHIELD	[G]	PREVENT 1.
8	FLUX CAPACITY	[G]	DRAW 1.
9	FLAMING VORTEX	[D]	+25.
10	DARK ENDEAVOR	[D]	+27. PREVENT 1. CANNOT ESCAPE.

ACE **GHOST** [S]
RECOVER 1. IGNORE CANNOT ESCAPE.

BASE LEVEL
3

CHARACTER'S NAME

LIST OF BASIC ABILITIES

ULTIMATE ABILITY !!!

BASE LEVEL
A CHARACTER'S STARTING LEVEL WHICH IS ALSO REPRESENTED BY THE ACE SITUATED IN THE STACK ZONE.

DIFFICULTY

EASY : THIS CHARACTER HAS A GOOD BALANCE BETWEEN ATTACK AND DEFENSE. PERFECT TO LEARN THE GAME.
MEDIUM : THIS CHARACTER REQUIRES GOOD GAME SENSE AND RESSOURCE MANAGEMENT TO BE HANDLED PROPERLY.
HARD : THIS CHARACTER WILL TAKE THE ADVANTAGE THROUGH UNUSUAL WAYS AND/OR WILL HAVE A RESSOURCE ECONOMY THAT IS HARD TO HANDLE.

34 OF THE CARDS INCLUDED IN A STANDARD 54 - CARD DECK ARE NUMBERED FROM 2 TO 10. A CHARACTER'S SET OF ABILITIES ARE DEFINED BY THOSE NUMBERS.

CARDS PLACED IN THE CAST ZONE ON YOUR SIDE OF THE PLAYING FIELD WILL TRIGGER THE CORRESPONDING ABILITIES THAT ARE LISTED ON YOUR SELECTED CHARACTER PROFILE.

THE EFFECTS OF THOSE ABILITIES WILL THEN ACTIVATE DURING THE COMBAT PHASE OF THAT TURN.

BACON PROJECT IS A GAME THAT PRIMARILY UTILIZES THE NUMERICAL VALUE OF CARDS. THE APPLICATIONS OF A CARD'S COLOR IS RARE .

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NOW THAT THE PLAYING FIELD IS READY, BOTH PLAYERS START BY DRAWING 6 CARDS FROM THE TOP OF THE STANDARD DECK.

TURN PHASES

A PLAYER'S TURN IS COMPOSED OF 4 PHASES :

- ◆ DRAW PHASE (P.6)
- ◆ MAIN PHASE (P.7)
- ◆ COMBAT PHASE (P.11)
DAMAGE IMPLICATION
- ◆ END PHASE (P.14)

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THE TURN PLAYER IS THE ONLY PLAYER THAT CAN DECLARE PHASES DURING THEIR TURN. THAT PLAYER IS THEREFORE DEEMED TO BE «ATTACKING» WHILE THE OTHER PLAYER IS «DEFENDING»

DRAW PHASE

AT THE BEGINNING OF YOUR TURN, DRAW 1 CARD FROM THE TOP OF THE STANDARD DECK. CARDS THAT YOU PREVIOUSLY PLACED IN THE CAST ZONE ARE SENT TO THE DISCARD PILE DURING THIS PHASE OF YOUR TURN.

IF YOU ARE ABOUT TO PERFORM YOUR FIRST PHASE OF THE GAME : REVEAL A NUMBER OF CARDS FROM THE TOP OF THE STANDARD DECK INSTEAD OF ONLY DRAWING 1 CARD. ADD ONE OF THOSE CARDS TO YOUR HAND. THEN, SEND THE OTHER CARDS OVER TO THE DISCARD PILE.

THE NUMBER OF CARDS REVEALED IS DETERMINED BY YOUR CHARACTER'S BASE LEVEL

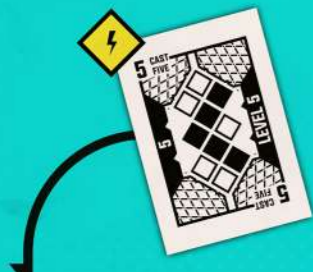
- A BASE LEVEL OF 2 WILL ALLOW YOU TO REVEAL 4 CARDS.
- A BASE LEVEL OF 3 WILL ALLOW YOU TO REVEAL 3 CARDS.
- A BASE LEVEL OF 4 WILL ALLOW YOU TO REVEAL 2 CARDS.

MAIN PHASE

CARDS CAN ONLY BE PLACED ON THE PLAYING FIELD, EITHER IN THE **STACK ZONE** OR THE **CAST ZONE**, DURING THIS PHASE OF A PLAYER'S TURN. NOTE THAT YOU CAN ONLY PLACE CARDS IN THE ZONES SITUATED ON YOUR SIDE OF THE PLAYING FIELD.

MAIN PHASE, CAST ZONE

CARDS PLACED IN THE CAST ZONE SITUATED ON YOUR SIDE OF THE PLAYING FIELD TRIGGER THE **CORRESPONDING ABILITIES** THAT ARE LISTED ON YOUR SELECTED CHARACTER PROFILE. THE EFFECTS OF THOSE ABILITIES WILL THEN ACTIVATE DURING THE COMBAT PHASE OF THAT TURN.



FOR EXAMPLE : THE NUMBER OF A CARD PLACED IN MY **CAST ZONE** IS 5.

MY ABILITY DEFINED BY THE NUMBER **5** IS **VOLTAIC ERUPTION**, WHICH IS THEREFORE ACTIVATED DURING THE COMBAT PHASE.

(IMAGE EXTRACTED FROM HECTOR'S PROFILE)

4) Jump Capacity	(R) Draw 1
5) Voltaic Eruption	(R) +21. Stun.
6) Flux Capacity	(R) Draw 1

YOU CAN ONLY PLACE A CARD IN THE CAST ZONE IF THE NUMERICAL VALUE OF THAT CARD IS **EQUAL OR BELOW** THE **LEVEL OF YOUR CHARACTER** !

MAIN PHASE, STACK ZONE

THE **STACK ZONE** REPRESENTS THE **LEVEL** AND **HEALTH POINTS** OF A CHARACTER. CARDS PLACED IN THE STACK ZONE **DO NOT TRIGGER** ANY OF THE ABILITIES LISTED ON A CHARACTER PROFILE.

YOUR CHARACTER'S **LEVEL** IS DEFINED BY THE CARD WITH THE **HIGHEST NUMERICAL VALUE** SITUATED IN THE **STACK ZONE** ON YOUR SIDE OF THE PLAYING FIELD.

YOUR CHARACTER'S **STARTING LEVEL** IS DEFINED BY YOUR CHARACTER'S **«BASE»**

A CHARACTER'S LEVEL CAN BE INCREASED BY EITHER **SEQUENTIAL STACKING** OR **JUMP STACKING**.

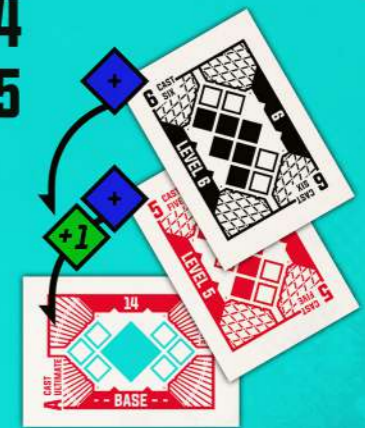
DRAW 1 CARD AS A RESULT OF EITHER **SEQUENTIAL STACKING** OR **JUMP STACKING** FOR THE FIRST TIME DURING EACH OF YOUR TURNS 



SEQUENTIAL STACKING CAN BE DONE BY PLACING A CARD IN YOUR STACK ZONE WHEREBY THE NUMERICAL VALUE OF THAT CARD IS 1 DIGIT HIGHER THAN THE CURRENT LEVEL OF YOUR CHARACTER.

FOR EXAMPLE, I AM CURRENTLY **LEVEL 4** (BASE LEVEL), AND I CHOOSE TO PLACE A **5** OVER MY ACE IN THE STACK ZONE. I DRAW A CARD AS A RESULT.

NOW THAT I AM **LEVEL 5**, I PROCEED TO LEVEL UP A SECOND TIME.



MAIN PHASE, STACK ZONE

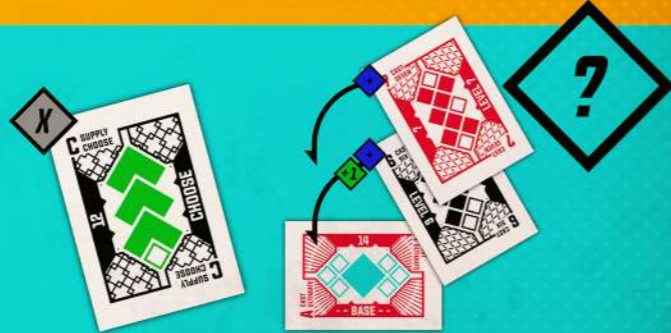
JUMP STACKING CAN BE DONE BY DISCARDING EITHER A **JACK, QUEEN** OR **KING** DURING THE MAIN PHASE. DOING SO WILL TEMPORARILY INCREASE YOUR CHARACTER'S LEVEL BY 1 UNTIL THE END OF YOUR TURN. YOU CAN AS A RESULT, PLACE A CARD ON TOP OF THE OTHERS IN YOUR STACK ZONE WHEREBY THE NUMERICAL VALUE OF THAT CARD IS 1 DIGIT HIGHER THAN THE TEMPORARY LEVEL OF YOUR CHARACTER.

EXAMPLE : I AM LEVEL 4 (BASE), AND I DISCARD A **JACK** TO LEVEL UP ! I THEN PLACE A **6** IN MY STACK ZONE. I WAS SUCCESSFULLY ABLE TO **JUMP** AS A RESULT.



YOU CAN ONLY PLACE UP TO 3 CARDS IN THE STACK ZONE DURING EACH OF YOUR TURNS.

EXAMPLE : I AM LEVEL 4 (BASE), AND DISCARD A **QUEEN** TO LEVEL UP ! I THEN PLACE A **6** IN MY STACK ZONE. SINCE I ALSO HAVE A **7** IN MY HAND, I DECIDE TO LEVEL UP A SECOND TIME.



DURING THE **MAIN PHASE** OF YOUR TURN, YOU CAN ALSO MOVE THE **TOP CARD** OF YOUR **STACK ZONE** TO THE **CAST ZONE**.

DURING THE **COMBAT PHASE**, THAT CARD WILL ACTIVATE THE EFFECTS OF THE CORRESPONDING ABILITY.

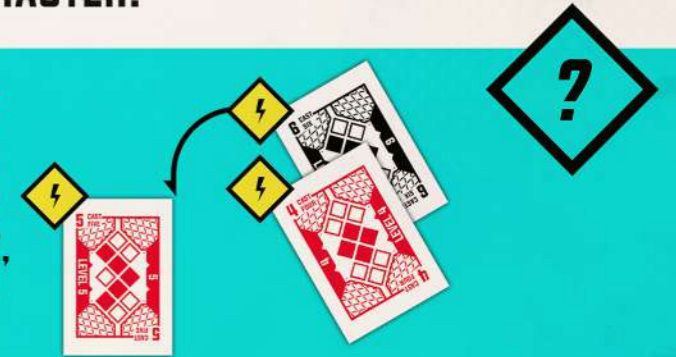
A PLAYER CAN ONLY PERFORM THIS ACTION **ONCE PER TURN**.

COMBINATIONS

YOU CAN PLACE **MULTIPLE CARDS** IN THE **CAST ZONE** ON YOUR SIDE OF THE PLAYING FIELD, BUT ONLY IF THE NUMERICAL DIFFERENCE BETWEEN EACH OF THOSE CARDS IS OF 1 DIGIT-

AND IF THE CARD WITH THE **LOWEST NUMERICAL VALUE** PRESENT IN THAT COMBINATION IS **EQUAL OR LESS** THAN THE **CURRENT LEVEL** OF YOUR CHARACTER.

FOR EXAMPLE, I AM **LEVEL 5**, AND I DECIDE TO PLACE A **5** IN MY **CAST ZONE**. I CAN THEN PLACE A **4** AND A **6** ALONGSIDE THAT CARD FROM MY HAND. DURING THE **COMBAT PHASE**, I PROCEED TO ACTIVATE THE **CORRESPONDING ABILITIES**.



A **MAXIMUM OF 3 CARDS** CAN BE PLACED IN THE **STACK ZONE**, AND A **MAXIMUM OF 3 CARDS** CAN BE PLACED IN THE **CAST ZONE** (EXCLUDING THE ACE) DURING EACH OF YOUR TURNS.

THE **ACE** IS A CARD THAT CAN ONLY BE PLACED IN THE **CAST ZONE** **ON TOP** OF ANY **CARD COMBINATION**.

FOR EXAMPLE, I AM **LEVEL 5**, AND I DECIDE TO PLACE A **5** IN MY **CAST ZONE**. I CAN THEN PLACE A **4**, **6** AND AN **ACE**. DURING THE **COMBAT PHASE**, I PROCEED TO ACTIVATE THE **CORRESPONDING ABILITIES**.



ABILITY TYPES

DEFENSE : THESE TYPES OF ABILITIES ENABLE THE USER TO OBTAIN CARDS OUTSIDE OF THE DRAW PHASE, AND PREVENT DAMAGE FROM THEIR ADVERSARY.

GUARD (G) TYPE ABILITIES SERVE TO **FORTIFY** A PLAYER'S DEFENSES.

SUPPORT (S) TYPE ABILITIES SERVE TO **RESTORE** A PLAYER'S HAND WITH AN ABUNDANCE OF CARDS FROM THE MAIN DECK.

OFFENSE : THESE TYPES OF ABILITIES ALLOW THE USER TO DEAL DAMAGE POINTS TO AN OPPONENT'S CHARACTER.

DIRECT (D) AND AIR (A) TYPE ABILITIES SERVE TO **WEAKEN** A TARGET PLAYER'S DEFENSES AND RESOURCES. IT IS BY ACTIVATING THESE ABILITIES THAT ONE CAN HOPE TO DEFEAT THEIR OPPONENT AND WIN A GAME OF BACON PROJECT.

IF YOU EVER CAST A COMBO THAT TRIGGERS MULTIPLE OFFENSIVE TYPE ABILITIES, THE DAMAGE VALUE OF THOSE ABILITIES COMBINE TO FORM A SINGLE OFFENSIVE TYPE ABILITY. THIS IS ALSO TRUE FOR THEIR EFFECTS. IF A DIRECT (D) AND AIR (A) ARE PRESENT IN ONE COMBO, THEY COMBINE TO FORM A SINGLE AIR TYPE ABILITY.

COMBAT PHASE

EFFECTS OF ABILITIES ACTIVATE DURING THE COMBAT PHASE OF THE USER'S TURN AND IN A SPECIFIC ORDER.

SUPPORT (S) > GUARD (G) > OFFENSE (A/D)

CARDS REMAIN ACTIVE AS LONG AS THEY ARE SITUATED IN THE CAST ZONE.

COMBAT PHASE, DAMAGE CALCULATIONS

IN RESPONSE TO AN OFFENSIVE TYPE ABILITY, SEND A NUMBER OF CARDS FROM YOUR HAND TO THE **DISCARD PILE** WHEREBY THE COMBINED NUMERICAL VALUE OF THOSE CARDS IS **EQUAL OR GREATER** THAN THE COMBINED VALUE OF DAMAGE POINTS.

THE VALUE OF THESE CARDS ARE TREATED AS A PLAYER'S **DEFENSE POINTS**.

YOUR CHARACTER'S LEVEL, AND THE CARD WITH THE **HIGHEST NUMERICAL VALUE** SITUATED IN THE **CAST ZONE** OF A PLAYER TARGETED BY THE OFFENSIVE TYPE ABILITY **REDUCES** THE AMOUNT OF DAMAGE POINTS DEALT TO THAT PLAYER.

THE VALUE OF THESE CARDS ARE A PLAYER'S **STANDARD DEFENSE**.

THE FOLLOWING CARDS CAN ALSO PROVIDE DEFENSE POINTS TO THE USER :

VALLET = 11 DAME = 12 ROI = 13 AS = 14 JOKER = 0

MY OPPONENT IS DEALING **20 DAMAGE POINTS** TO MY CHARACTER. MY LEVEL REDUCES THAT VALUE, WHILE MY **CAST ZONE** IS EMPTY.

I NEED TO DISCARD A NUMBER OF CARDS UNTIL I GAIN ANOTHER **15 DEFENSE POINTS**. I CHOOSE TO DISCARD A **KING (13)** AND A **4** TO ACCUMULATE A TOTAL OF **22 DEFENSE POINTS** ; ENOUGH TO SUCCESSFULLY BLOCK THE ATTACK.

20

22

TOTAL



STANDARD DEFENSE



DEFENSE POINTS

COMBAT PHASE, DAMAGE CALCULATIONS

YOU CAN ALSO SEND CARDS THAT ARE PRESENT IN YOUR **STACK ZONE** TO THE DISCARD PILE IN RESPONSE TO AN OFFENSIVE TYPE ABILITY.

CARDS MUST BE SENT TO THE DISCARD PILE IN A SPECIFIC ORDER: **RISING** FROM THE ONE SITUATED AT THE **BOTTOM** OF THE **STACK ZONE** PILE (I.E. STARTING WITH THE ACE) **DRAW 1 CARD** FOR **EVERY CARD** SENT FROM YOUR **STACK ZONE** TO THE DISCARD PILE.

EVEN IN THE **STACK ZONE**, THE ACE IS WORTH **14 DEFENCE POINTS**.

END PHASE

SHOULD A PLAYER FINISH THE MAIN DECK, THAT PLAYER MUST IMMEDIATELY **REPLACE IT** WITH THE CARDS SITUATED IN THE DISCARD PILE.

EACH PLAYER THEN LOSES THE CARD SITUATED AT THE **BOTTOM** OF THEIR **STACK ZONE** PILE, AND PROCEED TO DRAW 1 CARD.

SHOULD THE TWO PLAYERS EMPTY THEIR STACK ZONES AT THE SAME TIME, THE GAME ENDS IN A DRAW.

END PHASE

IF A COMBINATION IS PRESENT IN YOUR CAST ZONE DURING THE END PHASE OF YOUR TURN, DRAW 1 CARD.

PLAYERS CAN «TAP» THE CARDS IN A COMBINATION. THIS ACTION CONSISTS OF TURNING ALL BUT THE CARD WITH THE HIGHEST NUMERICAL VALUE TO ONE SIDE. DOING SO WILL HELP THE PLAYER CALCULATE STANDARD DEFENSE.

THIS PHASE ENDS YOUR TURN.

MULLIGAN

AT THE START OF A GAME OF BACON PROJECT, PLAYERS ARE GIVEN THE OPTION TO MULLIGAN.

IF YOU ARE UNSATISFIED WITH THE CARDS IN YOUR STARTING HAND, YOU CAN SHUFFLE YOUR CARDS BACK INTO THE MAIN DECK. AS A RESULT OF A MULLIGAN, DRAW ANOTHER HAND OF CARDS - 1 CARD.

TO COMPENSATE FOR THE LOSS OF CARD, REVEAL 1 EXTRA CARD DURING THE FIRST PHASE OF YOUR TURN.

THIS PROCESS CAN BE REPEATED.

PAIRS

DURING THE MAIN PHASE OF YOUR TURN, YOU CAN PLACE TWO CARDS IN THE CAST ZONE THAT SHARE THE SAME NUMERICAL VALUE ; EQUAL OR BELOW THAT OF THE BASE LEVEL OF YOUR CHARACTER.

THESE TWO CARDS COMBINE TO FORM A SINGLE NUMERICAL VALUE DECIDED BY THE USER ; A VALUE THAT IS EQUAL OR BELOW THE SUM OF THE TWO CARDS.

A PAIR IS TREATED AS A SINGLE COLORLESS CARD IN EVERY SITUATION .

DURING MY MAIN PHASE, I PLACE A PAIR OF 3'S, A 6 AND A 7 IN THE CAST ZONE.



I ANNOUNCE THAT MY PAIR OF 3'S BECOME A 5 AND ACTIVE THE ABILITIES LABELED BY THE NUMBER 5, 6 AND 7 DURING THE COMBAT PHASE.

UTILITIES

JACK (NUMERICAL VALUE = 11) : YOU CAN DISCARD THIS CARD IN RESPONSE TO AN OFFENSIVE TYPE ABILITY.

QUEEN (NUMERICAL VALUE = 12) : YOU CAN DISCARD THIS CARD DURING YOUR MAIN PHASE. REVEAL 3 CARDS FROM THE TOP OF THE MAIN DECK. ADD ONE OF THOSE CARDS TO YOUR HAND. THEN, SEND THE OTHER CARDS TO THE DISCARD PILE. THIS EFFECT CANNOT BE ACTIVATED IF THE QUEEN IS DISCARDED IN RESPONSE TO AN OFFENSIVE TYPE ABILITY.

KING (NUMERICAL VALUE = 13) : YOU CAN DISCARD THIS CARD DURING YOUR MAIN PHASE. SELECT 1 CARD IN THE DISCARD PILE. REVEAL IT, THEN ADD THAT CARD TO YOUR HAND. THIS EFFECT CANNOT BE ACTIVATED IF THE KING IS DISCARDED IN RESPONSE TO AN OFFENSIVE TYPE ABILITY.

JOKER (NUMERICAL VALUE = 0) : THIS CARD CAN HAVE ANY NUMERICAL VALUE, BUT IT CANNOT BE DISCARDED. YOU CAN PLACE THIS CARD IN EITHER THE STACK ZONE OR THE CAST ZONE DURING YOU MAIN PHASE. THE USER IS MUST ANNOUNCE THE NUMERICAL VALUE OF THE CARD BEFORE PLACING IT ON THE PLAYING FIELD. AS LONG AS THIS CARD IS SITUATED ON THE PLAYING FIELD, TREAT IT AS THE CARD THAT WAS ANNOUNCED BY THE USER.

LEXICON

TRANSLATION OF THE BASIC EFFECTS IN BACON PROJECT :

DRAW : ADD A NUMBER OF CARDS FROM THE TOP OF THE MAIN DECK TO YOU HAND.

PREVENT : NEGATE THE EFFECTS OF ALL OFFENSIVE ABILITIES THAT SHARE A SPECIFIED TYPE DURING YOUR OPPONENT'S TURN.

CHOOSE : REVEAL THE NUMBER OF CARDS FROM THE TOP OF THE MAIN DECK. ADD A NUMBER OF THOSE CARDS TO YOUR HAND.

RECOVER : REVEAL A NUMBER OF CARDS FROM THE DISCARD PILE. ADD A NUMBER OF THOSE CARDS TO YOUR HAND.

ESCAPE : NEGATE THE EFFECTS OF ALL OFFENSIVE TYPE ABILITIES. BRING THE COMBAT PHASE TO AN END.

ALTERNATIVE CARDS

CARDS USED TO DEMONSTRATE THE EXAMPLES COME FROM OUR CUSTOMIZED DECK OF CARDS.

A GAME OF BACON PROJECT HAS NO USE FOR THE SYMBOLS IN A STANDARD 54-CARD DECK.



EFFECTS

HERE IS THE LIST OF ALL THE EFFECTS THAT CAN BE FOUND IN THE GAME !

CANNOT ESCAPE : TARGET PLAYER CANNOT ACTIVATE THE EFFECT OF THE JACK IN RESPONSE TO AN ABILITY OR COMBO WHERE CANNOT ESCAPE IS PRESENT.

CANNOT IGNORE DEF : THE USER IS UNAFFECTED BY THE IGNORE DEF EFFECT UNTIL THAT PLAYER'S DRAW PHASE.

CHANGE : REPLACE THE TYPES AND EFFECTS OF ABILITIES AFFECTED BY THIS EFFECT WITH THE ONES LISTED UNDERNEATH THIS EFFECT THIS TURN.

COPY : DUPLICATE THE TYPE AND EFFECTS OF AN ABILITY PRESENT IN THE CAST ZONE ON EITHER PLAYER'S SIDE OF THE FIELD.

DISABLE : TARGET ABILITY ON TARGET CHARACTER PROFILE CANNOT BE ACTIVATED UNTIL THE END OF THE FOLLOWING PLAYER'S TURN.

SPRING : THE ABILITIES CAN BE ACTIVATED IN RESPONSE TO AN OFFENSIVE TYPE ABILITY.

SUPPLY : THE ABILITY CAN BE ACTIVATED DURING THE MAIN PHASE OF YOUR TURN.

FLASH : THE EFFECTS OF THE ABILITY CAN BE ACTIVATED DURING THE COMBAT PHASE OF EITHER PLAYER'S TURN BY SENDING IT TO THE DISCARD PILE.

SHOULD A PLAYER WISH TO ACTIVATE THE "SPRING", "SUPPLY" OU "FLASH" EFFECT OF AN ABILITY, THE CARD IS PUT TO THE SIDE INSTEAD OF THE CAST ZONE UNTIL THE END PHASE.

IGNORE CANNOT ESCAPE : THE USER IS UNAFFECTED BY THE CANNOT ESCAPE EFFECT UNTIL THAT PLAYER'S DRAW PHASE.

IGNORE DEF : TARGET PLAYER'S CHARACTER LEVEL, AND THE CARD WITH THE HIGHEST NUMERICAL VALUE PRESENT IN THAT PLAYER'S CAST ZONE DO NOT REDUCE ANY AMOUNT OF DAMAGE POINTS INFLICTED THIS TURN.

RED : IF THE COLOR OF THE CARD IS RED, THE ABILITY GAINS AN ADDITIONAL EFFECT.

REFLECT : IF THE USER IS ATTACKED WHILE THIS EFFECT IS ACTIVE, THAT PLAYER WILL AUTOMATICALLY BLOCK A SPECIFIED NUMBER OF DAMAGE POINTS. AFTER DAMAGE CALCULATIONS, THAT PLAYER INFLICTS A SPECIFIED NUMBER OF DAMAGE POINTS TO TARGET PLAYER. THESE DAMAGE POINTED APPLY 'IGNORE DEF' AND CANNOT ESCAPE.

STUN : THE EFFECTS OF A TARGET PLAYER'S SUPPORT (S) TYPE ABILITES ARE NEGATED UNTIL THE END OF THE FOLLOWING PLAYER'S TURN.

TREAT : CARDS WITH THIS EFFECT HAVE ALL THE PROPERTIES OF ANOTHER CARD. ONE THAT IS NAMED BY THIS EFFECT. THIS INCLUDES THAT CARD'S NUMBER AND COLOR.

CREDITS

JAN PIERRE KOS : CREATOR, GAME DESIGNER, MANAGER

LUCJAN PAKULSKI : ILLUSTRATOR

DOWINSON NGUYEN : BETA-TESTER, GRAPHIC DESIGNER

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DENX : 2D ANIMATOR AND CREATOR OF THE ANIMATED SHORT FOR BACON PROJECT.

CHECKU : ILLUSTRATOR PARTICIPATED OF THE DEVELOPMENT OF VICTORIA STEEL AND KATANA COVERFIELD.

KELLZ : ILLUSTRATOR PARTICIPATED IN THE DEVELOPMENT OF HECTOR HUNT AND SYLVESTER FOX.

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