

Stanley Schuster's
a GAME of

SWORD AND SHIELDS

**INCLUDED: COMPLETE
COMPENDIUM OF CARDS**

Game Rules

A GAME OF SWORDS AND SHIELDS

Stanley Schuster's „A Game of Swords and Shields“ is a competitive round-based deck building card game for **2 players age 12 and up**. One round lasts between **30 and 60 minutes**.

CONTENTS of The Game Box

The game box contains **88 cards**:

- 5 Health Point Cards (HPCs)
- 39 Sword Cards (**Swords**)
- 30 Shield Cards (**Shields**)
- 5 **Bufs**
- 6 **Duffs**
- 2 **Hintcards**
- 1 **Rules Card** with the QR-code for the rules

PREPARATION of Starter Decks

Distribute all cards with strength 1 in two identical decks with **6 Swords** and **6 Shields** in different colors each.

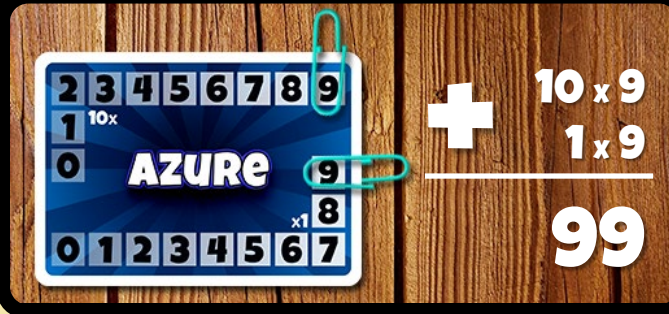


Your and your opponent's starter deck contain a dozen cards each.

Shuffle your starter deck and place it face down to your left side. Take a hintcard, if needed.

TAG HEALTH POINTS with The HPC

Choose one **HPC** and tag it with **99 Health Points (HP)** (50 HP for a quick game) with **2 paperclips**. Tens are counted at the top left and ones at the bottom right.



Put the remaining HPCs and the Rules Card aside. Always keep your HPC up to date – your opponent must be able to read your HP at any time as well.

OPEN SHOP and Free Refill

Shuffle the remaining 56 cards – this will be the **shop deck**. Place it face down between you and your opponent, leaving space for 5 cards to the left or right of the shop deck. Start the game and display the top 5 cards of the shop deck face up next to each other: This is the **shop**.

Once a card is taken from the shop, you need to refill the shop with a new card from the shop deck.

Discarded and destroyed cards are placed **face up on the shop discard pile** next to it. Bought Cards are placed face up on the discard pile of the buyer.

Exception: Duffs (page 4, Complete the Purchase)



If the shop deck is depleted, turn the shop discard pile face down, shuffle it and it will become the new shop deck.

GOAL and Winning

You win when your opponent's HP drops to 0.

HOW TO PLAY and Phases

You play in turns: Your turn!

Your turn consists of 2 phases:

Phase 1: Replenish your hand

Phase 2: Perform actions

Phase 1: Replenish your hand

At the beginning of your turn, draw cards from your deck until you have **5 cards** in your hand. If you don't have a deck, your discard pile becomes your deck. (**p. 6, Preparing a New Deck**)

Phase 2: Perform actions

The following actions can be performed in any order and frequency.

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DISCARD THE SHOP ACTION

You can exchange the shop cards for 5 new cards, if both of the following requirements are met:

1. You just replenished your hand or triggered a card effect with your last action that made you draw at least one card.
2. You have 5 cards of different color on your hand (**grey cards count as any color; buffs have no color**).

Show your opponent 5 different colored cards from your hand, then discard all shop cards to the shop discard pile and place 5 new shop cards from the shop deck. You keep your hand.

PLAY CARDS ACTION

You can play as many cards from your hand as you like – but **only 3 at the same time**.

Play field for up to 3 cards



This rule does not apply to buffs.

(p 6, Special Cards, Buffs)

You must place cards in your play field to buy new cards from the shop, attack your opponent, or defend against your opponent's attacks.

BUY CARDS ACTION

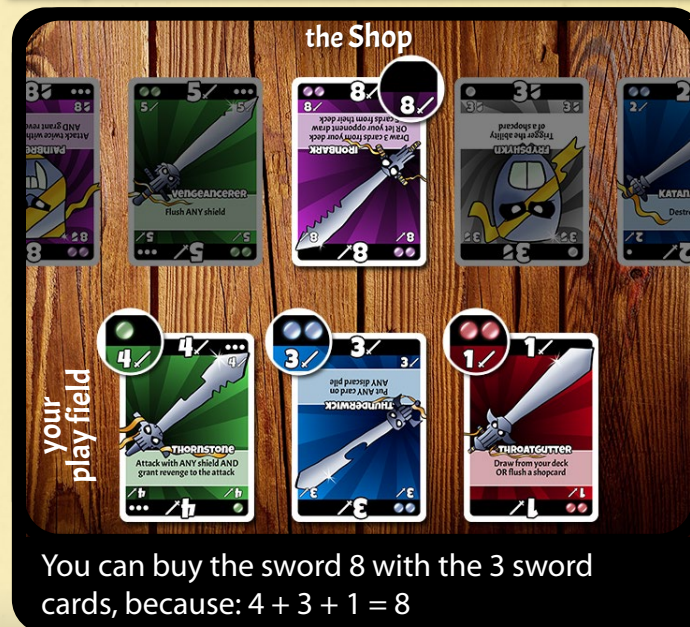
Buy a shop card by paying with no more than 3 of your cards in play matching its price. You can see the price of each card in two different currencies: stones and/or swords or shields.

Value (top left): 1 Stone OR 4 Shields
Price (top right): 3 Stones OR 4 Shields



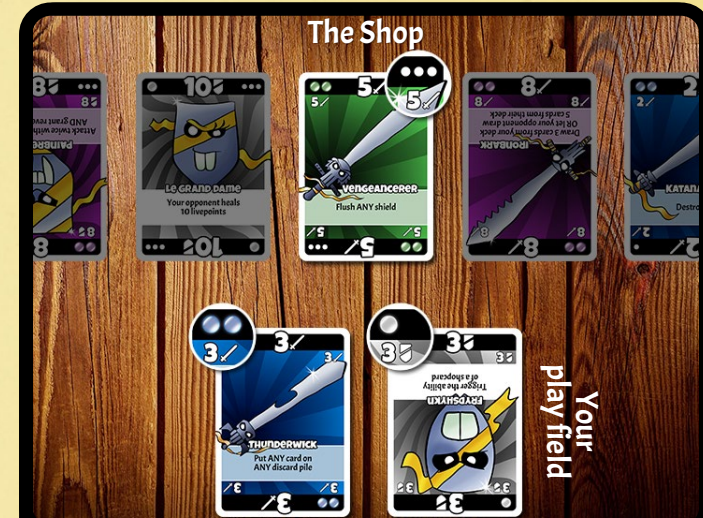
You only pay with one of the shown currencies.

Pay with Swords/Shields



Pay with Stones

You will need the given number of stones of the same color. **Grey stones count as any color**. Shop cards can cost either 1, 2 or 3 stones.



Buy the sword 5 with the sword 3 and the shield 3: Together they equal 3 stones, because you can use the grey stone as a blue stone.

Pay the Price

The amount of swords/shields or stones needs to match the exact price of the card you want to buy; **it cannot be above or below that amount**.


Not every card has a value or a price; you cannot use cards without a value to pay and you cannot buy cards without a price. For example, you cannot buy the cards in the starter deck.


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Buy a Buff

In order to buy a buff, you need one of the following combinations of stones:

 2 stones of different color

 2 stones of the same color AND
1 stone of a different color

 3 stones of different color

You can also use grey stones to pay or add to this combination. **Grey stones count as any color.** Grey stones on the same card have the same color.

Buy a Duff

You can buy a duff only with an even number of shields.

Complete the Purchase

After the purchase, discard **all** cards **face up to your discard pile**: Both the cards you used as payment, and the card you bought. **Place the card you bought on the top.**

Place a duff face down onto your opponent's deck after its purchase.

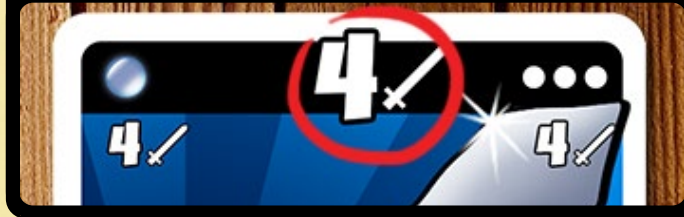
ATTACK ACTION

You can only attack with one card at a time. This card must be in play. Activate it by pushing it a little towards your opponent.

Card Strength

During an attack, note the strength of the activated card: The number on the top middle. This is the amount of damage it will deal to your opponent.

Right next to the card strength is the symbol of the card type: a sword.



Defense

Before you can deal damage to your opponent, you must break through their defense. **Shields** in play in front of your opponent **reduce the damage of your attack by their strength value.**

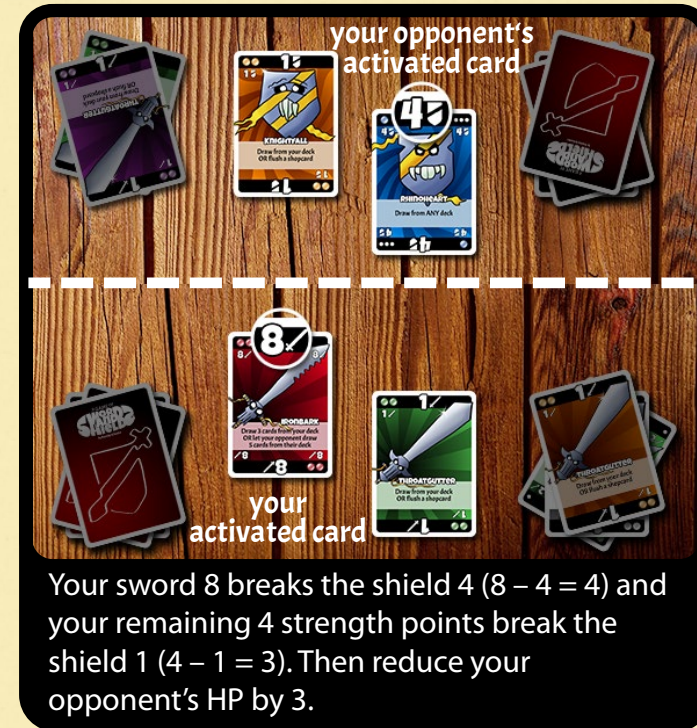
Choose the opponent's shield card you wish to attack and drag it a little bit towards you. It is now your opponent's activated card.

The strength of your attack must be equal to or higher than the strength of the opponent's shield in order to break it. Place broken shields on your opponent's discard pile.

Deduct the strength of your opponent's shield from your attack strength. You can try to break other shields with the remaining strength. If you can't break any other shields, the remaining strength of your activated card is forfeited.

Once you have broken all of your opponent's shields, the remaining attack strength will reduce

opponent's HP.



Your attack is successful when your opponent loses HP or your break at least one of your opponent's shields.

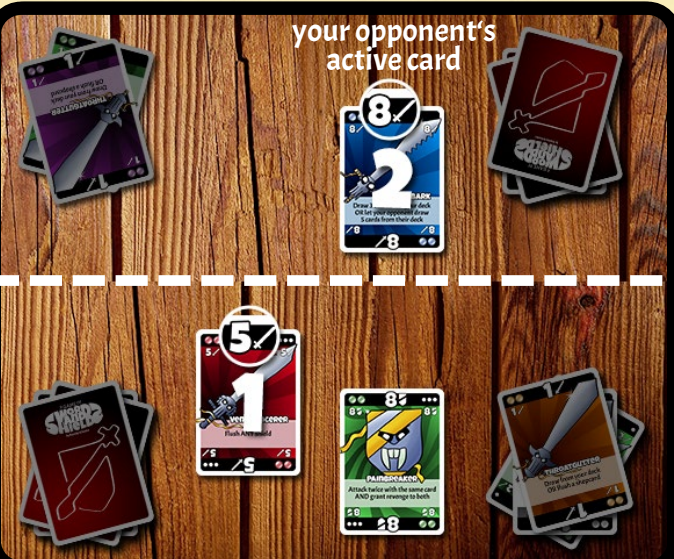
Place your attack card face up on your discard pile, but only after a successful attack.

Revenge

Your opponent counters your first successful attack, if they have swords in play. Thus, your opponent chooses the sword card they want to use to counter and pushes it a bit towards you – it will become an activated card.

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Counterattacks use revenge. Shields are ineffective against revenge. This means that you deduct the full strength of your opponent's counterattack from your HP.



You attack your opponent with a sword 5 (1). After losing 5 HP, your opponent uses his sword 8 (2) for revenge; your shield 8 has no effect. You lose 8 HP.

You can only continue your attack, or your turn, once your opponent has finished all counterattacks with all their swords in play.

Your shields stay in play after a counterattack, but all swords your opponent used for the counterattack are placed face up on their discard pile.

Your opponent's revenge does not entice revenge on your part.

Boost

An **activated card** can receive a **boost** from other cards in play and the respective player's HPC.

Color Boost

Every card with the same color as the activated card and every grey card adds +1 strength to the activated card.

If the activated card is the same color as the respective HPC, it gets +2 strength more.

If the active card is grey, its color matches the HPC. The strength changes as described above.

The sword 5 gets a boost from the shield 8, as well as from the grey shield 3, which takes on the color of the activated card.



Name Boost

Add +1 strength to the activated card for every card with the same name as the activated card.

Color Boost and Name Boost

Card color and name boosts stack.

The shield 4 receives a boost from the green shield with the same name and from the grey shield, which takes the color of the active card.



Boosts are applied for swords and shields. Boosts influence attacks, as well as defense and revenge.

TRIGGER EFFECTS ACTION

To trigger the effect of a card, you need to destroy it. You can destroy cards in your play field or cards in your hand. Place it on the shop discard pile and then act according to the text on the destroyed card.



A card's effect can be found below the card name.

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If the effect causes another card to be destroyed, place that card on the shop discard pile first and then trigger its effect.



Use your sword 2 to destroy the sword 2 on your opponent's discard pile ①, so that your opponent's shield 3 ②, which triggers the effect of the sword 4 in the shop ③, so that you can attack your opponent with their own shield ④. Since it gets a boost (page 5) from your opponent's HPC and revenge (page 4) because of the effect, your opponent loses 12 HP.*

*Used card effects:

- Sword 2: "Destroy ANY card"
- Shield 3: "Trigger the effect of a shop card"
- Shield 4: "Attack with ANY shield AND add revenge to the attack"

You can use most card effects on face up cards only:

- all cards in play (even the ones in your opponent's)
- shop cards
- the card on top of any discard pile

You can not use card effects on cards in either hand or HPCs. Each card can only be affected by one effect at the same time.

You must fully resolve a card's effect, otherwise, it cannot be destroyed.

(„There is no MAY in card effect!“)

PREPARING a New Deck

If you have to draw cards, but your deck is depleted, shuffle your discard pile and place it face down to your left. This is your new deck.

Draw more

Only triggering a card effect can cause you to overdraw. If this happens, lose **4 HP** once for every card that exceeds your hand limit of 5 cards.

Draw less

If you cannot draw as many cards as required, because you don't have enough cards in your deck and discard pile all in all, lose **4 HP** for every card you were unable to draw.

END OF TURN and Finish Actions

You can end the second phase at any time, even without taking an action.

You can have any amount of cards in your hand. However, you can only have 3 cards in play: You can use those for defense or revenge.

SPECIAL CARDS and How To Use Them

BUFFs

Buff's have no strength, no card value and no other effect. They cannot be used for attacks nor to buy cards. A buff adds to the strength and value of the card it is attached to.

You can place any single card onto a buff: A sword, a shield or a duff.

Buff's add to a card's strength and value. This influences attacks and the possibility to buy cards.



The effects of some cards can be played on buff's, for example in order to destroy buff's.

A buff can only be removed from a player's play field with a card effect and remains face up until then.

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DUFFS

Duffs have a strength of 0 and no card effect. Every time you play a duff, you lose an amount of HP shown on the duff. This also happens if the duff is in play at the beginning of your first play phase.

Duffs reduce your HP, whether you use them to attack, to defend, for revenge or to buy cards.



Since duffs are grey, their strength is at least 2 (see page 5: "Boost"). Duffs have a card value, so you can buy cards with them. Most card effects can also be played on duffs.

Swords & Shields (Starting Deck)



Draw the first card on your deck *

OR

Place a shop card on the shop discard pile, without triggering its effect.



Draw the first card on your discard pile *

OR

Sword: Place all your opponent's cards in play on your opponent's discard pile.

Shield: Add revenge to an attack.



Attack with a shield as if it were a sword. It can be in the shop, in play or on any discard pile.

If the shield is in the shop, the other shop cards can provide a boost; if the shield is grey, you decide on its color.

If the shield is in your opponent's play field, the other cards in your opponent's play and the HPC can provide a boost.

If the shield is on a discard pile, it doesn't receive any boost.

Opponent's shields are being ignored and this will not trigger revenge.

After the attack, the shield will not be placed on the discard pile but stays in play.

This effect can also target the -3 duff.

Swords



Destroy a card on you or your opponent's play field, a shop card, or the first card on any discard pile, and trigger its effect. You can also destroy a buff, even if it has a card attached to it. If a duff is attached to a buff, you cannot destroy either card.



Place a shield on the shop discard pile. This does not trigger its effect.

This effect can also target the -3 duff.



Place a face up card in you or your opponent's play field, the top card of your discard pile, or a shop card on your, or your opponent's, or the shop's discard pile.



Draw the first three cards of your deck
OR
Your opponent must draw the first five cards of their deck. *

THE COMPENDIUM of Card Effects

When a card is destroyed, its effect must be triggered! Otherwise it cannot be destroyed.

Each effect can only affect one card. Each card can only be affected by one effect.

The effect lasts until the respective player's next action.

* Every time you have to draw cards, you're in danger of drawing more or drawing less (see page 6).

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Swords (Continued)



Heal 20 HP
OR
Deal 10 damage.

Shields



Draw all cards from your deck one by one and place them on your discard pile. In addition to your current hand, keep either all grey cards (including duffs)

OR

all cards in a color that matches your HPC. Place the other cards on your discard pile.*



Trigger the effect of a shop card. The shop card is not destroyed or discarded.

This effect does not affect buffs and duffs.



Draw from your own, your opponent's or the shop deck. If one of these decks is not available, you cannot draw from that deck.*



This card's effect enables you to attack twice in a row with one of your swords in play

OR

You can attack with any sword. It can be in the shop, in play or on any discard pile.

If the sword is in the shop, the other shop cards can provide a boost; if the sword is grey, you decide on its color.

If the sword is in your opponent's play field, the other cards in your opponent's play and the HPC can provide a boost.

If the sword is on a discard pile, it doesn't receive any boost.

After a successful attack, the sword is placed on its respective discard pile. If it's already there, it remains in place.

In either case, add revenge and buffs to your attack; ignore your opponent's shields and don't trigger your opponent's revenge.



If your opponent triggers this effect, you gain 10 HP.

"There is no *may* in card effect!"
Stanley Schuster



IMPRINT

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