

# WILDCARD

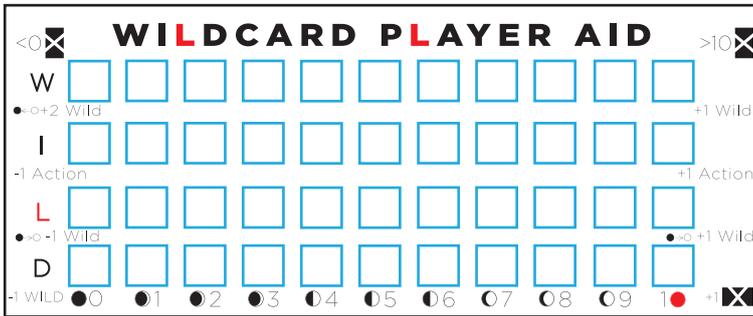
## Life-Balancing game

Game by Kampoong and Mii2

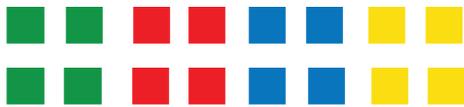
### Introduction

**WILDCARD** is the strategy board game that simulate the life balancing for success your life within the rule of destinies with another players. You can decide for improve yourself, improve another players or disrupt your opponents for victory. This game contain Tarot cards as components. This game for 1 - 4 players. Who get highest points from success your life is the winner or no one can win this game.

# Components (for Tabletopia version)



Player board x 4



Cube token x 16

Blue x 4 Green x 4

Red x 4 Yellow x 4



Tarot card x 78

SYMBOL	
PAST = Starting point	● = 0
	● = 1-3
	◐ = 4-6
	◑ = 7-9
	● = 10
PRESENT = Income in each round	●○ = All Players
	●○ = Give to another player
	●○ = +1 Wild 2 another players
	●○ = Steal from another player
FUTURE = Objective for winning	●○ = Swap with another player
	⊗ = Cancel adding or losing point
	⊗ = In this Round
	⊗ = Draw a card for adding new FUTURE

Player card x 4

( 2 - side )



First player token x 1

# Legend

**WILDCARD PLAYER AID**

<0	✘											>10	
W													+1 Wild
•<=0+2 Wild													+1 Action
I													•>=0 +1 Wild
-1 Action													+1 Wild
L													+1 ✘
•>=0 -1 Wild													
D													
-1 WILD	0	1	2	3	4	5	6	7	8	9	10		
	●	◐	◑	◒	◓	◔	◕	◖	◗	◘	◙	◚	

**Penalty**  
If your point less than 0  
(Just in **Present phase**  
or **Round phase** only.)

**Point 0 - 10**  
0 Symbol is ●  
1 - 3 Symbol is ◐  
4 - 6 Symbol is ◑  
7 - 9 Symbol is ◒  
10 Symbol is ◚

**Bonus**  
If your point more than 10  
(Just in **Present phase**  
or **Round phase** only.)

Vertical card (**Round card**) Name of card

Effect of the card  
when be flip **upright**.  
(just in **Round phase** only.)

3/5/3/5	+1 I and D		Knight of Swords
I or D = ●	-1 I and D		

Effect of the card  
when be flip **reverse**.  
(Just in **Round phase** only.)

Horizontal card (**Objective card**)

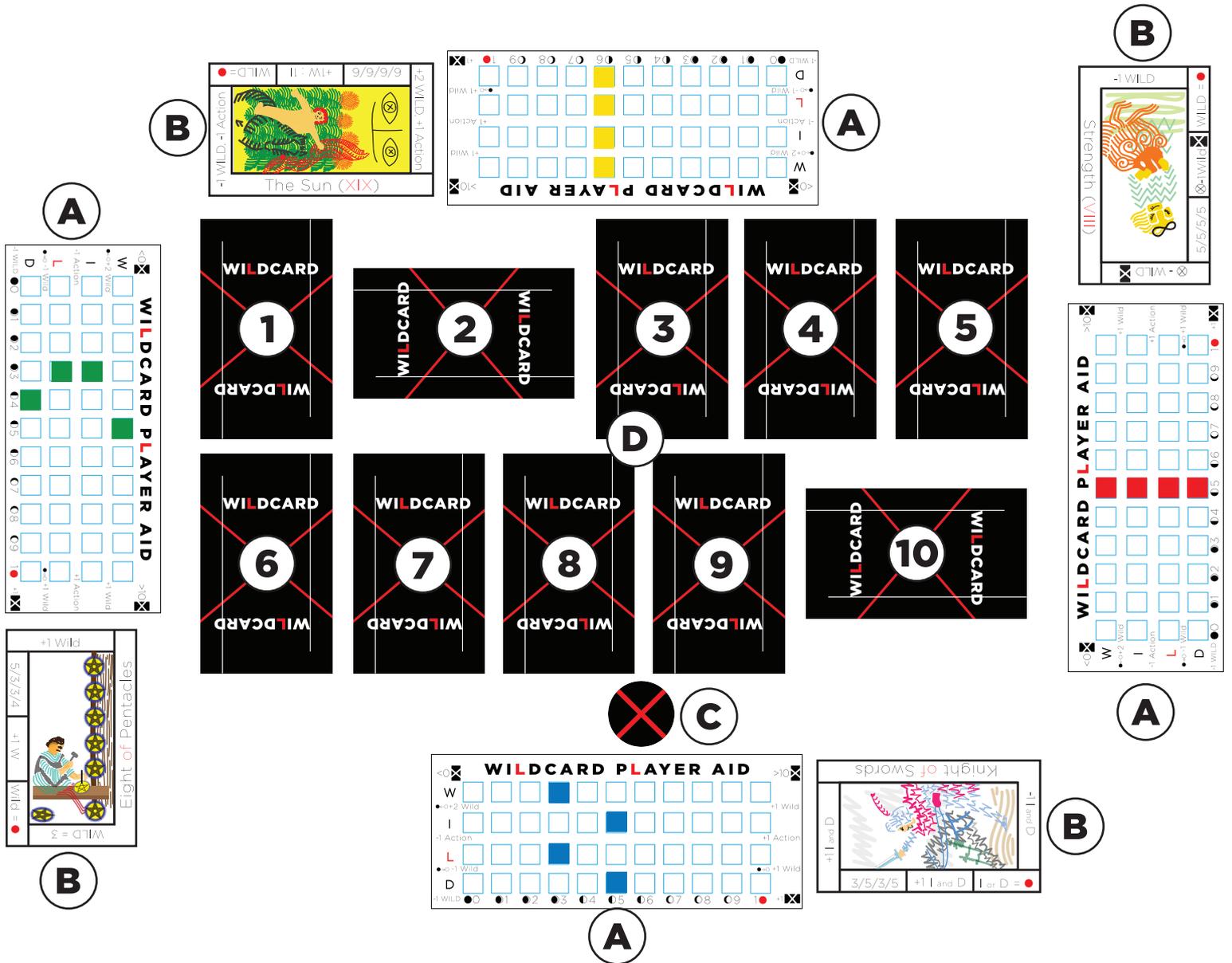
Knight of Swords		
+1 I and D		-1 I and D
3/5/3/5	+1 I and D	I or D = ●

**Past**  
Starting point for player.  
follow W/I/L/D

**Present**  
Income for player  
in every **Present phase**.

**Future**  
Objective that you  
have to success until  
the end of game.

# Setup



- A** Place the player board in front of the player. Put the cube tokens on your board.
- B** Each player draw a Tarot card horizontally. Put your cube tokens follow the **Past** point of card.  
Example : If your card have **Past** is 3/5/3/5. Then place the token at 3 of **W** and **L** row and place at 5 of **I** and **D** row.
- C** Place the First player token at first player
- D** Draw 10 Tarot cards Place follow the example. Just **2** and **10** position that place horizontal. These cards will be **Round card** for playing.

You can look the player card while you play.

# Game play

This game have 10 rounds. Each round have 3 phases.

1. **Present Phase** Get the effect follow the Present point of your starting card.
2. **Round Phase** Flip a Round card for each round and get the effect of that card.
3. **Action Phase** the player do the action clockwise.

when end of round. Put the first player token to left player and start the next round until the end of 10th round.

## Present Phase

Everyone get the effect follow the present of your starting card.

**You cannot stock for next round.**

**Note** : If you have 10 points in some row and get this point in this phase. You will **get the bonus** of that row. But if you have 0 point and lose the point in this phase. You will **get penalty** of that row. **Once per row and phase.**

## Round Phase

Flip a Round card for each round and everyone get the effect of that card.

**Note** : Just **2nd round** and **10th round** that not get the Round card's effect.

But you will get the **additional objective** from Future point of that card.

You can success this card including your starting card.

: If you have 10 points in some row and get this point in this phase. You will **get the bonus** of that row. But if you have 0 point and lose the point in this phase. You will **get penalty** of that row. **Once per row and phase.**

: **(For Tabletopia version)** 4th round **6th round** and 8th round's Round card will be reverse and get the reverse's effect immediately.

# Action Phase

You have 4 actions. You can do 3 times in each round. (You can do this action again in your turn.)

1. Add 1 point in any row on your board.
2. Lose 1 point in any row on your board.
3. Add 1 point in any row on another player board.
4. Lose 1 point in any row on another player board.

If you done your actions. End your turn and start the next player turn.

# Game end

When finish the 10th round. Count the success point from the objective. You get one success point for each acheive objectives. (From your starting card, 2nd and 10th round card, additional objective cards.)

Who get highest points is the winner.

**Note** : The success point will count at the end of game. If you achieve the objective before the end of game. You have to keep this objective until the end.

# Symbol

W means the point in W row.

| means the point in I row.

L means the point in L row.

D means the point in D row.

Wild means the point in any row.

WILD means the point in every row.

Wild<sub>min</sub> means the point in any row with minimum point.

Wild<sub>max</sub> means the point in any row with maximum point.

●○ means all players.

●→○ means do with another player.

●→○ means do with 2 another players.

●↗○ means together with another players.

●←○ means take the point from another players.

↔ means swap the point.

⊗ means prevent adding or losing the point.

⊠ means in each round.

⊠ means draw a tarot card and get additional objective for everyone.