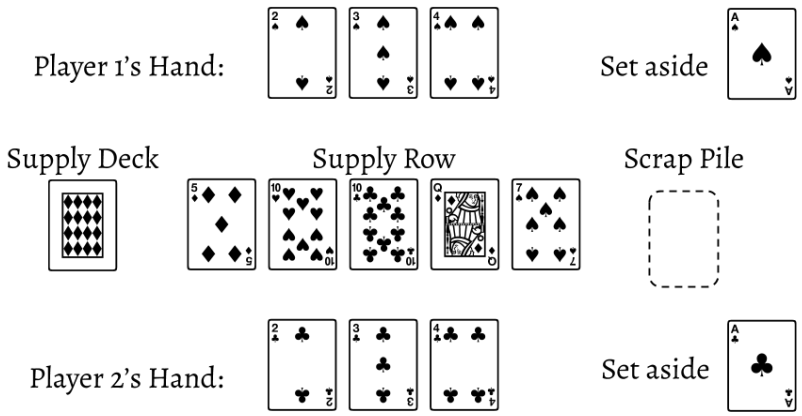
Supply

A game by Ross Kelso and Gavin Lamb

Setup

- Each player's starting hand is the 2, 3 and 4 of money (♠/♣)
- Each player has a deck, hand and discard pile
  - ➢ Initially the decks and discard piles will be empty
- Set aside the Aces of money (♠/♣)
- Each player starts with 30 health
- Shuffle the remaining deck, deal the first 5 cards from the top of the deck to form the supply row

The game should look like this:



Aim of the Game

The aim of the game is to reduce your opponent's health to zero

Playing a Turn

- Play 3 cards from your hand
- Resolve the resulting actions
- Draw back up to 5 cards

If no cards remain in your deck shuffle your discard pile to form a new deck

If there are 3 or more money cards or 3 or more special cards you may scrap and replace the supply row, but only once per turn

Standard Card Abilities

- Playing defence cards (♥) creates a defensive barrier that stays in play
  - The strength of the defensive barrier is the total of the value of the defence cards played
- Playing attack cards (♦) contribute to a pool of attack points worth the sum of the cards' values
  - If your opponent has a barrier in play then they cannot be attacked directly
  - A barrier can be destroyed by removing attack points totalling the strength of the barrier from the pool
  - If your opponent has no barriers in play then the remaining attack points in the pool is subtracted from their health
- Playing money cards (♠/♣) contribute to a pool of money points worth the sum of the cards' values
  - Any card in the supply row can be bought by spending money points from the pool equalling that cards cost
    - That card is then added to the to player's discard pile
    - Refill the supply row by drawing from the supply deck
  - Face cards, aces and jokers cost 15 points
  - All other cards have cost corresponding to their value

Special Card Abilities

- Ace (Suit ability value: 1)
  - Optionally scrap a card from your hand
    - The card moves to the scrap pile
- Jack (Suit ability value: 1)
  - Your opponent must discard one card and play one less card on their next turn
- Queen (Suit ability value: 10)
  - Draw another card, then play an extra card
- King (Suit ability value: 10)
  - Gain 5 health points