

✂ Regicide Duel ✂

A competitive variant of Regicide for two players.

Aim of the game

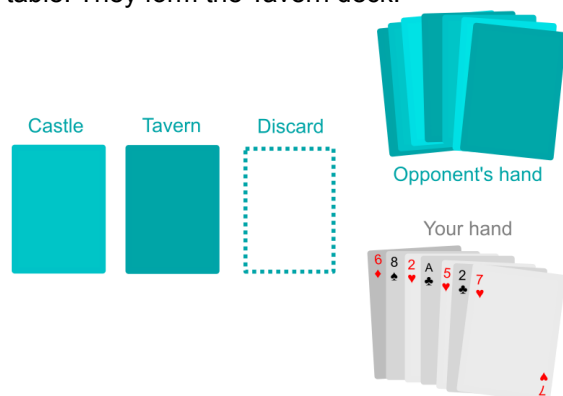
The aim of the game is to defeat the other player.

Setup

Prepare the Castle deck similarly to a standard game of Regicide:

- Shuffle the 4 Kings and put them facedown on the table.
- Shuffle the 4 Queens and add them facedown on top of the Kings.
- Shuffle the 4 Jacks and add them facedown on top of the Queens. Do not reveal the first card.

The Jester cards are not used. Shuffle the remaining cards and set them facedown on the table. They form the Tavern deck.



Deal **7 cards** to each player from the Tavern deck.

The player who lost the last game of Regicide Duel is the challenger, and he goes first.

How to play

On your turn, you play a card (or multiple cards) and deal damage to your opponent according to the value of the cards you have played.

In addition, every suit has a special power that is the same or similar as in standard Regicide.

♥ Hearts heal the deck

When you play a Heart, refill the Tavern deck.

♦ Diamonds draw cards

When you play a Diamond, draw (hire) new cards from the Tavern deck.

♣ Clubs double the attack

When you play a Club, your attack value is doubled.

♠ Spades shield you

When you play a Spade, it is added to the shield against your opponent's attacks.

Steps to perform on your turn

1. Play a card (or a combo)

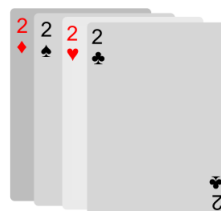
On your turn, you must play one or multiple cards from your hand.

Multiple cards (a combo) can be played if the cards have the same number, but their total value must not exceed 10.



Played value is the total value of the cards you have played.

If you play a pair of threes, the played value is 6. Both suit powers are applied.



If you play four twos, the played value is 8. All suit powers are applied.

2. Refill the Discard deck ♥

If you played a Heart, shuffle the Discard deck and add a number of cards equal to the played value to the bottom of the Tavern deck (same as you would do in standard Regicide).

3. Draw cards from the Tavern deck ♦

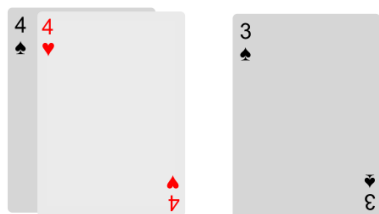
If you played a Diamond, draw a number of cards up to the played value from the Tavern deck. Stop drawing when you have 7 cards in your hand, or when the Tavern deck is empty.

Then, your opponent draws one card from the Castle deck (provided they don't have 7 cards).

4. Deal damage to your opponent

Your **attack value** is normally equal to the played value. If you played a Club, your attack value is double the played value.

Your opponent's **shield value** is the total value of all cards in their play area. (These will be only Spades or combos that include a Spade.)



On one of their earlier turns, your opponent has played a pair of fours (one of them a Spade). On their last turn, they played the Three of Spades. Their shield value is $4+4+3 = 11$.

- If your attack value is lesser than your opponent's shield value, the shield stands and your opponent suffers no damage.
- If your attack value is equal to your opponent's shield value, the shield is destroyed, but they suffer no damage.
- If your attack value is greater than your opponent's shield value, the shield is destroyed and they suffer damage equal to the difference between your attack value and their shield value.
- If your opponent has no shield, they must suffer damage equal to your entire attack value.



If you played a Seven of Clubs, your attack value is 14. If the opponent's shield value is 11, their shield is destroyed and they suffer 3 damage.

If your opponent's shield was destroyed, they must discard the cards that formed the shield.

If your opponent suffered damage, they must discard cards from their hand with a total value at least equal to the damage.

5. Cleanup

At the end of your turn, discard the cards you have played, unless you have played a Spade. A played Spade (or a combo that includes a Spade) is added to your shield and stays in your play area until the shield is destroyed by your opponent.

Playing animal companions

Aces, or animal companions, are the same as in standard Regicide.

Ace has a value of 1. It can be played alone, or it can be played together with any one card to form a combo. This type of combo can be played even if the played value exceeds 10.



The Ace of Spades played together with the Ten of Clubs gives you a shield of 11 and an attack of 22.

Playing Royals

The Jacks have a value of 10, the Queens have a value of 15, and the Kings have a value of 20.

End of the game

The game ends when a player does not have enough cards to satisfy the damage, or cannot play a card on his turn. The other player is the winner.