

# PENNY ARCADE™

THE CARD GAME



*Rules of Play*

# ***WELCOME TO PENNY ARCADE: THE CARD GAME!***

In this game, two players take on the personas of Gabe or Tycho during their epic struggle for the Pac-Man watch and try to beat each other to a pulp using hilarious hijinks and thunderous attacks inspired by the *Penny Arcade* Webcomic. To the winner, the watch!

## ***WINNING THE GAME***

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The object of the game is to reduce the opponent's Life to 0 before being equally pummeled. This is usually done by successfully playing Attack Cards, while carefully blocking the opponent's attacks. If a character is reduced to 0 Life, his opponent immediately wins the game!

## ***COMPONENTS***

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- This Rulebook
- 2 Character Cards (1 Gabe, 1 Tycho)
- 18 Life Counters (four 10s, four 5s, and ten 1s)
- 1 Gabe Deck, consisting of:
  - 32 Attack Cards
  - 21 Hijinks Cards
  - 6 Stuff Cards
- 1 Tycho Deck, consisting of:
  - 25 Attack Cards
  - 27 Hijinks Cards
  - 7 Stuff Cards

## ***CARD TYPES***

There are four different card types in **Penny Arcade: The Card Game** – Character Cards, Attack Cards, Hijinks Cards, and Stuff Cards.

### ***CHARACTER CARDS***

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Each player starts the game with one Character Card depicting either Gabe or Tycho. This card represents which character the player is controlling and lists the character's Starting Life, Strength, and Intellect Values and his special ability.

### ***ATTACK CARDS***

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Attack cards are used to deal damage to an opponent's character, and ultimately win the game.

### ***HIJINKS CARDS***

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These cards give players an advantage by helping the player out or hindering his opponent. Unless otherwise specified on the card, Hijinks can only be used during the Action Phase of the player using the card.

### ***STUFF CARDS***

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These cards represent allies or objects in a player's arsenal that help the player or hinder his opponent. These cards permanently stay in play in front of a player.

### ***LIFE COUNTERS***

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These counters are used to track a character's current Life (see "Dealing Damage" on page 13).

## SETUP

Before starting the game, perform the following steps in order:

1. **Choose First Player:** Randomly choose a player to be the first player.
2. **Choose Characters:** The first player chooses the cooler of the two Character Cards (Gabe or Tycho) and places it in front of himself. The second player is stuck with the unchosen character and places that card in front of himself.
3. **Shuffle Decks:** Separate all Attack, Hijinks, and Stuff Cards into two piles according to the Gabe or Tycho symbol on the lower left corner of the cards. Then shuffle each of the two piles individually to form two draw decks and place them next to the appropriate Character Cards.
4. **Set Starting Life:** Each player takes Life Counters with a total value equal to his character's Life Value and places them near his Character Card. This is the amount of Life the character has, and he loses the game if he runs out of Life Counters.
5. **Draw Cards:** Each player draws a number of cards from his draw deck equal to his character's Intellect.
6. **Begin Game:** The first player begins the game by resolving his first turn (see "Playing the Game" on page 6).



## DIAGRAM OF PLAY AREA



1. Discard Pile
2. Draw Deck
3. Stuff Card (in play)
4. Attack and Hijinks Cards in the Spent Pool
5. Character Card

## CHARACTER CARDS

Each Character Card contains the following information:



1. **Character Ability:** Each character has an ability unique to that character. These abilities can be used once per attack.
2. **Life:** Each character starts the game with this much Life. A character cannot go above this amount of Life at any point in the game. If a character is reduced to 0 Life, he loses the game. (See “Dealing Damage” on page 13.)

3. **Strength:** Strength is used to play Attack Cards (see “Spent Pool” on page 7).
4. **Intellect:** Intellect indicates how many cards a player draws up to at the beginning of his turn. Intellect is also used to play Hijinks Cards (see “Spent Pool” on page 7).

## ***PLAYING THE GAME***

The game is played over a number of game turns. Starting with the first player, players take alternating turns. During a player’s turn, he performs all of the phases listed below in order.

### ***TURN ORDER***

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1. **Discard Phase:** The player may discard any number of cards from his hand. **Skip this phase on the first player’s first turn of the game.**
2. **Refresh Phase:** The player discards all cards in his Spent Pool (see “Spent Pool” on page 7). The player then draws cards from his draw deck until the number of cards in his hand is equal to his character’s Intellect.
3. **Action Phase:** The player may perform any number of actions during this phase, including playing Attack Cards, Hijinks Cards, and Stuff Cards.
4. **End Turn Phase:** When a player does not want to (or cannot) perform any more actions, his turn ends, and his opponent begins his turn starting with his Discard Phase.

### ***DISCARD PHASE***

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The player discards as many cards as he wishes from his hand. He may discard none, some, or all of his cards. **This phase is skipped on the first player’s first turn of the game.**

## ***REFRESH PHASE***

The player takes the cards in his Spent Pool and places them in his discard pile (see “Spent Pool” below).

He then refills his hand by drawing cards until his number of cards in hand equals his character’s Intellect.

If at any time a player’s deck of cards runs out, he simply shuffles his discard pile to create a new draw deck.

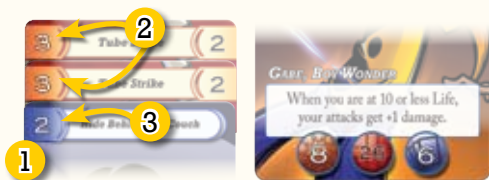
### ***SPENT POOL***

Many cards have a Strength or Intellect Cost listed in the upper left corner of the card. In order to play a card, the player’s character must have at least the required Strength or Intellect.

After an Attack Card or Hijinks Card has been resolved, it is placed faceup adjacent to the player’s Character Card, forming his Spent Pool. Each card in a player’s Spent Pool reduces his character’s Strength (orange) or Intellect (blue) by the card’s cost.

At the beginning of a player’s Refresh Phase, he takes all cards from his Spent Pool and places them on top of his discard pile.

### ***SPENT POOL EXAMPLE***



1. There are three cards in Gabe’s Spent Pool.
2. The two Attack Cards each reduce his Strength Value by 3, leaving him a total of 2 Strength.
3. The Hijinks Card reduces his Intellect by 2, leaving him with a total of 4 Intellect.

## ***ACTION PHASE***

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During a player's Action Phase, he may take any number of actions. An action can be one of the following:

1. Play a Stuff Card or use a Stuff Card that the player already has in play
2. Play a Hijinks Card that does not have special timing
3. Play an Attack Card

In order to play a card, the player must have at least the required amount of Strength or Intellect indicated on the card (see "Spent Pool" on page 7).

### ***PLAY/USE A STUFF CARD***

Stuff Cards have a green border and generally represent gear or allies that provide the character with a persistent benefit. The card's special ability or effect is presented in a text box in the bottom center of the card.



A player may only play a Stuff Card during his own turn and not during an attack. When a player plays a Stuff Card, he places it faceup in front of himself. These cards do not have a Strength or Intellect Cost and remain in play to provide, for the most part, a constant advantage. Multiple copies of the same Stuff Card can be in play at the same time.

Each player may have a maximum of two Stuff Cards in play at any one time. If a player with two Stuff Cards in play places an additional Stuff Card into play, he must immediately discard one of his Stuff Cards already in play.

If a Stuff Card has an ability that is not persistent, a player may only activate this ability during his own Action Phase, outside of combat.

### ***PLAY A HIJINKS CARD***

Hijinks Cards have a blue border and represent character traits and techniques that help the player defeat his opponent. Depending on the card, Hijinks Cards are either played during combat or outside of combat during a player's Action Phase to provide the player with an advantage or to hinder his opponent. Unless otherwise specified on the card, players may only play Hijinks Cards on their own turns.



Hijinks Cards have a few points of interest:

1. **Intellect Cost:** A character must have this much Intellect in order to play this card.
2. **Special Ability:** This text box shows what effect the card has. If the card must be played at a special time, it will have bolded instructions here. Otherwise, the card may only be played as an action during the player's Action Phase.

## PLAY AN ATTACK CARD

Attack Cards have an orange border and are used to beat down the opponent and win the game. A player may play Attack Cards during his Action Phase.



Attack Cards have a variety of elements:

1. **Strength Cost:** A character must have this much Strength in order to play this card.
2. **Block Value:** If the card may be discarded as a *block*, it has a number here representing how likely it is to prevent an opponent's attack (see page 12).
3. **Special Ability:** This text box shows whatever special effect the attack has. The effect is usually resolved during the "2. Resolve Special Ability" step of combat.
4. **Damage:** If this attack is not successfully blocked, it deals this much damage.
5. **Character Symbol:** This symbol indicates which character's deck this card belongs to.
6. **Success Icon:** This icon is used to determine if a block is successful or not and may be used by some card abilities.

## COMBAT

When a player plays an Attack Card, he resolves the following steps.

1. **Play Attack Card:** The player reveals one Attack Card from his hand that has a Strength Cost equal to or less than his character's current Strength, and he places it in front of himself.
2. **Resolve Special Ability:** The attacker **may** then resolve the special ability of his Attack Card. These abilities provide a wide range of different bonuses, some of which depend upon certain conditions.

Each special ability can only be used **once** during an attack.

3. **Block:** The defender may discard one card from his hand with a Block Value (for example "2") to attempt to block the attack (see page 12).
4. **Deal Damage:** If the attack was not successfully blocked, then the defending character is dealt damage equal to the Attack Card's damage, plus any modifications due to abilities (for example from Hijinks Cards). If the Attack Card was successfully blocked, it deals 0 damage.
5. **Spent Pool:** All cards with a Strength or Intellect Cost that were played are now placed in the appropriate player's Spent Pool. This does not include cards that were discarded to block or discarded as part of a success check. Those cards are never added to the Spent Pool (see page 7).

## ***BLOCKING***

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During the Block step, the defending player may attempt to prevent all damage from an attack by discarding any card with a Block Value in its upper right corner. The higher the number, the more likely the card will be able to prevent an opponent's attack.



*Block Values on Different Card Types*

When a card is discarded to attempt a block, any special abilities on the card are ignored (unless indicated otherwise on the card).

After discarding the Block Card, the defender then discards a number of cards from the top of his deck equal to the Block Value. If at least one of these cards has a success icon on the bottom right corner (see below), then the defender successfully blocks the attack, and the attack does not deal any damage.



*A Success Icon*

A player must always discard the required number of cards during a success check, even if he has drawn a success. For example, if the player discarded a card with a Block Value of 3, he would be required to discard all three cards, even if the first card drawn was a success.

If the defender does not draw at least one card with a success icon, the attack deals full damage during the Deal Damage step.

The defender does not have to attempt to block an attack if he doesn't want to.

Unless a card or an ability indicates otherwise, the defender may only attempt to block each attack **once**.

For more information on blocking, see “Example of Combat” on page 15.

### ***DEALING DAMAGE***

When a character suffers damage, he discards Life Counters equal in value to the damage dealt (making change as necessary).

### ***TIMING***

If both players wish to play a card at the same time (for example, two Hijinks cards that are resolved at the same time), the attacker resolves his ability first.

### ***DISCARDING CARDS***

Many card abilities require a player to discard cards. In this situation, the player discards the required number of cards **of his choice** from his hand (unless another location is indicated, such as “from play”).



## ***END TURN PHASE***

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Once the player has taken all the actions he can or wishes to take, his turn ends and his opponent's turn begins.

## ***VARIANTS***

This section describes two optional ways to play the game. In order to use one or both of these variants, both players must agree to use them at the start of the game.

### ***DRAFT PLAY***

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Instead of separating the cards into the Gabe and Tycho decks during setup, this variant allows each player to construct his deck from cards from both Gabe's and Tycho's decks.

In this variant, after players have chosen their characters, they combine both decks into one draft deck and shuffle it. Both players then draw "packs" of eight cards from this deck. Each player chooses four cards to keep and passes the rest of the "pack" to his opponent. Both players continue this process until they each have 56-card decks. The remaining six cards are not used.

### ***BATTLE FOR THE WATCH***

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In this variant, the players start out with the watch in play and battle for control of it from the first turn!

Players remove "The Watch" from Tycho's deck and place it aside. When the game begins, "The Watch" starts off in play but is not considered to be controlled by either player. When a player causes his opponent to lose four or more Life in a turn, he immediately takes control of "The Watch" and it is treated as normal for the rest of the game.

## EXAMPLE OF COMBAT



1. During his Action phase, Gabe plays a "The Fleshreaper" Attack Card.
2. He chooses to resolve the ability on the card. He discards two cards from his hand to give his attack +4 damage, increasing his attack from 3 damage to 7 damage.
3. Tycho then chooses to try to block the attack. He discards a card from his hand with a 2 Block Value.
4. Tycho discards the top two cards of his deck, revealing one success icon. Since he discarded at least one success icon, the attack does not deal any damage.
5. Gabe then places his Attack Card into his Spent Pool.

# CREDITS

**Game Design:** James Hata

**Additional Design:** Corey Konieczka

**Editing:** Mark O'Connor and Sam Stewart

**Graphic Design:** Andrew Navaro

**Flavor Text, Art, and Inspiration:** Mike “Gabe” Krahulik and Jerry “Tycho” Holkins

**Playtesters:** Ryann Collins, Nick Glover, JR Godwin, John Goodenough, Sally Karkula, Rick Nauertz, Mark Pollard, Sam Stewart, Jeremy Stomberg, Amy Tucker, and Kevin Wilson

**Production Manager:** Gabriel Laulunen

**Executive Producer:** Steve Horvath

**Publisher:** Christian T. Petersen

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