

Regicide

a game for 2 or 4 players
based on Gridcannon by Tom Francis
ver. 1

David Khachaturov
RadicalPi (Ideas)
Tom Francis and Chris Thursten (Original ver.)

April 4, 2020

Abstract

Gridcannon is a solitaire game that uses a traditional deck of cards with jokers. The game was made by Tom Francis and Chris Thursten in 2019. In the game you have a 3x3 grid of number cards and around it you have face cards. The face cards are called royals and the goal of the game is to assassinate all 12 of them. If you manage to do this you win the game. In order to kill a royal, you place a card opposite him which means you have pulled the trigger of your gun and you use the two cards between the trigger and the royal to do that much damage to him.

Description from Board Game Geek.



Setup

Game based on version 2 of Gridcannon, the rules for which can be found on Tom Francis' blog. Played with a standard deck of 54 cards. Play time is 20-30 minutes.

1. The number of players decides which royals each player should focus on killing.
 - In a two-player game, each picks a colour (black or red) before the game starts – this determines which royal family they are and hence which royals to attack (i.e. the other colour).
Optionally, two aces (one red, one black) and a joker are removed from the deck at this point. Hence, the number of ploys is proportional to the number of players.
 - In a four-player game, each player picks a suit – this determines which royal family they belong to; as long as they have a royal alive (in the field or deck), they keep playing.

The royals are shuffled together in a separate deck. The top card is repeatedly drawn until all players' royal families have had a royal out. If there is more than one royal family member drawn for a player, the first one drawn is chosen.

2. Starting with a shuffled deck – including jokers and aces but excluding royals (i.e. King, Queen, Jack) – with the deck face-down, all players take turns drawing cards from the top and lay them out face-up in a 3x3 grid (omitting the centre tile, but keeping in mind that this is still a valid slot for the rest of the game).

If a player draws any aces or jokers during this, they put them into their arsenal and do not draw another card. These are *Ploys* that can be played whenever the player likes.

3. The players then place their drawn (see step 1) royal in the same way they will when playing: outside the grid, adjacent to the grid card it's most similar to. 'Most similar' means:
 1. Highest value card of the same suit
 2. If none, highest value card of the same colour
 3. If none, highest value card
 4. If there's a tie, or most similar card is on a corner, you can choose between the equally valid positions
4. Shuffle all the remaining royals into the overall deck. Place it face-down – this is the draw pile.

The Goal

Protect your royal family and kill all of the opposing families' royals.

Playing

Draw the top card from the deck.

- If it's a royal: use placement rule above. The player in charge of the drawn card's family chooses the card placement.
- If it has value 2-10: you must place it on the grid. It can go on any card with the same or lower value, regardless of suit. The exception to this rule is when the top of a stack is a 10 and you are placing a 2 – in this case, you can place the 2 on top of the 10. This is to allow stacks to 'reset'.
- If it's an ace or joker: put it into your arsenal, see *Ploys*.

Killing royals

If you're able to place a card on the grid opposite a royal – *so there are two cards between* – those two cards *Attack* the royal, even if the royal belongs to the current player's family! The sum of their values must be at least as much as the health of the royal to kill them: if it's not, you can still place the card, but the royal is unaffected. A dead royal is turned face-down. The value of the card you just placed is not part of the *Attack*, only the two between. Each royal has special conditions for the Attacking cards to be valid, as well as different health points:

- Jacks: 11 health. The cards Attacking can be any suit (and hence, colour).
- Queens: 12 health. The cards Attacking must match the colour of the queen to count.
- Kings: 13 health. The cards Attacking must match the suit of the king to count.

Arsenal and Ploys

Players' arsenals are kept open for all to see. Drawn cards are immediately shown to all players. i.e. no hidden cards at all.

The use of a ploy can be declared at any time and needs to be declared before use. This halts the turn of the current player until after the ploy is played (or if the ploy is recalled). Players can announce the use of multiple ploys, by name. Other players can announce the use of their own ploys during the halt, entering a queue of use. Once the queue is resolved, the game continues normally.

- Aces are Reassignments

Move the top card of one stack on the grid to another position. The place you move it to must be a valid spot to play the card, and placing it can trigger an Attack the same way a normal play can. Mix the ace into the draw pile.

- Jokers are Switcheroos or Forced Attack

Jokers have two options of play:

- Switch places of any two royals (including not from your family and dead ones). The armour moves with the royal.
- Pick any valid stack to trigger an Attack. All Attack rules apply.

After using the card, mix it into the draw pile.

Armour

If you cannot place a card on the grid, you can add the card as *Armour* (or play a *Ploy*) to one of your royals if the card's colour/suit (depending on number of players) matches your royals'. It increases their health by the value of the card.

eg: King with a 3 as armour now has $13 + 3 = 16$ health.

You can add armour to a royal that already has armour — it stacks.

Armour is more susceptible than the royals. If there is an attempt at a shot at a royal, but the card values aren't enough to knock out the royal completely (with the added armour), you can potentially destroy some of the armour.

If the Attack card values sum up to more than or equal to the armour value, you have obliterated the armour and can remove the armour cards from the royal and mix them into the draw pile. You can penetrate multiple armour layers.

The restrictions on colour/suit of the Attack cards of the underlying card extend to the armour. If you cannot add a card as armour, mix it back into the deck.

Dead Royals

If all of your royals are dead, but there are still some family members left in the deck, keep drawing cards until you find a royal, placing the cards in a face-up pile as you go. Once you find a royal, place it, then add the cards you cycled through to the bottom of the draw pile.

Draw Pile

If the draw pile has 10 or less cards remaining, remove all but the top two cards from each stack on the table. Shuffle them and use this as the new draw pile.