

# Decreed Shenanigans rules

Compete for points in a malleable environment with many ways to win and many ways to lose.

## Setup

Place the terrain cards in the default 3x3 grid.

Place your puppet(s) on terrain card(s) closest to you.

Set your Motion and Will counters to 30.

Place all your cards face down in front of you in two different piles. One pile is your resource cards, the other pile is your command and Point cards.

## Win conditions

Earn 15 points

## Lose conditions

All of a player's puppets are disconnected.

All of a player's puppets are voided.

## Ways to earn a point

- Push an opposing puppet into raised terrain, off of terrain, or the puppet is voided. An additional point can be earned for every 5 height the puppets falls down.
- Disconnect an opposing puppet.
- Trading will for point(s) using an Upkeep Mark.
- Opponent's puppet has 0 Motion or Will.
- Launch an opponent's puppet.

## Ways to earn 3 points

- Striking a destabilized opponent's puppet.

## Ways to lose a point

- Push one of your puppet(s) into a raised terrain, off of terrain.
- An additional point can be lost for every 5 height the puppets falls down.
- One of your puppet(s) dashes off of raised terrain instead of jumping down or off of the board.
- Launch one of your puppets.
- One of your puppets dashes into a raised terrain.

## Ways to lose 3 points

- Striking one of your own destabilized puppets.

## Turns

### **Turn order**

1. Pick a command or decree card that you want to play.
2. Place the selected card face down in front of you.
  - a. Optional alternative: Instead place the selected card face up in front of you.
3. Indicate or hide how much of your resources(motion, will, points) you are going to spend on the selected card, by either saying it aloud or placing the resource cards face down in front of you.
  - a. Note: Bluffing is a valid option.
4. Ask if any of your opponent(s) will counter-play.
  - a. If any opponent(s) say yes, then proceed to the Counter-plays section of these rules.
  - b. If no one Counter-plays, then flip up the cards you placed face down.
5. Play the card(s) you flipped up.
6. Your turn ends.

## Counter-plays

1. If any of the opponent(s) say yes to counter-playing, then wait for them to choose the card(s) they want to counter-play with.
  - a. Note: counter-playing players can not bluff.
2. You and your counter-playing opponents reveal the amount of resources that they are spending, then play their commands simultaneously.
3. When comparing the cards played, the one(s) with more power out-prioritize the ones with less power. Power is the total amount of resources spent.
  - a. For example, if a power 10 Strike is competing with a power 9 Parry, then the Strike strikes and the parry doesn't parry the strike.
  - b. Exceptions to the power competition occur when the commands do not conflict with each other.
  - c. If a power 3 Raise Terrain competes with a power 1 Dash, then the Raise Terrain and the Dash would take effect. There is no conflict here because raising the terrain does not prevent the dash from happening, and the dash does not interrupt the terrain being raised.
  - d. If the example power 3 Raise Terrain raised the terrain that the dashing puppet started dashing on, then the dashing puppet would fall onto the terrain that they were dashing on to. The player commanding their puppet to dash in this instance would lose a point because their command caused their puppet to fall.
  - e. Or, if the example power 3 Raise Terrain raised the terrain that the puppet was dashing to instead, then the puppet would dash into raised terrain instead of onto the terrain. The player commanding the puppet to dash would still lose a point because their command caused their puppet to dash into a raised terrain.
4. Your turn ends after everyone has played their cards.

## **Commanding multiple puppets**

When commanding multiple puppets, each puppet can carry out a command or decree on the player's turn and on Counter-plays, but the player does not get any additional resources to work with. The player gets to play more cards per turn, but has to be more careful with how they spend their resources.

## **Counter-playing against multiple puppets**

When counter-playing against multiple puppets with a single puppet, the single puppet can only counter-play with one command or decree.

## Card types

### **Movement cards**

Command your puppet to move around the terrain by spending motion.

### **Melee cards**

Melee is a type of command card that can only target puppets that are on the same terrain.

### **Marks cards**

Marks a type of action where the puppet paints a mark on the terrain that they are on by spending energy.

Marks can not be removed. They stay on the terrain that they were painted on until the game is over.

All marks(except the Upkeep Mark) cannot reward Players with points. If a Push Mark that Player 1 placed pushes Player 2 off of a terrain, then Player 1 does not earn a point. The marks are neutral parties, they are not owned by players(except Upkeep Mark). Upkeep Mark has to be maintained by the player that placed it.

The Push and Pull marks are omni-directional. They push or pull every puppet within their range.

### **Terrain cards**

Terrain cards are for moving or changing terrain cards.

### **Decree cards**

Influence the game without commanding a puppet.

## Resources

### **Motion**

Motion is the resource that puppets expend to act out physical commands.

### **Will**

Will is the resource that puppets expend to act out spatial commands.

### **Points**

Points are a resource that are spent by the player to use special commands that the puppet can't act out.

Also, note that a player wins the game when they have earned 30 points.

Spend your points wisely.

# Terminology

## **Command**

The action that a puppet does via a played card.

## **Counter-play**

The reactive play a player makes in response to another player's decision.

## **Puppet**

The characters that the player controls by making them move and do commands.

## **Terrain**

The cards placed on the table that all the player's puppets move and act on.

## **Contest**

When multiple commands compete with each other it is called a contest.

## **Power**

The determined power of a command. The total amount of resources spent on a command is the power of a command.

## **Point**

A resource that players earn to claim victory and spend on unique cards.

## **Move**

Something the puppet's do to move them from around the terrain cards.

## **Immobile**

Puppet cannot move. Occurs when the puppet has 0 Motion to spend.

## **Absent mind**

Puppet cannot act. Occurs when the puppet has 0 Will to spend.

## **Disconnected**

A puppet state where the puppet can not carry out any commands. A puppet must have zero Motion or Will to be susceptible to becoming disconnected.

## **Uncontested**

The amount of power that the winning command has more of than the losing command. For example: 10 power Strike versus a 5 power Parry. The puppet who used Strike has 5 uncontested power for that competition.

## **Mark**

An effect placed on a terrain that affects anything that is on that terrain. A Mark can not be removed or replaced. **Physical** Commands where puppets use their bodies to enact. Physical commands cost Motion.

## **Spatial**

Commands that affect the terrain cards. Spatial commands cost Will.

## **Motion**

The resource used to play physical commands

## **Will**

The resource used to play spatial commands.

## **Voided**

A puppet is voided when they are pushed off of terrain and into the empty void of space beneath the terrain cards.

## **Destabilized**

A destabilized puppet cannot carry out any commands. Striking a destabilized puppet to earn points. Pushing a destabilized puppet to steal motion.

## **Launched**

When a puppet is on a terrain when it is raised by 4 height or more, then that puppet is launched.