

Courtfall is a solo card game where you play as a lone warrior on a quest to defeat 12 evil monarchs or something.

Setting up

What you will need:

- A standard 52-card deck of playing cards
- Five 20-sided dice, preferably spindowns

How to set up:

1. Remove the monarch cards (jacks, queens, kings) from the deck and set them on the board as columns, in descending order and sorted by suit. These columns of cards will be the **enemies** you'll need to defeat.
2. Shuffle the rest of the deck and place it somewhere next to the enemy columns.
3. Take the top card of the deck and place it face-up above it. This card will signify your **trump suit**.
4. Draw five cards from the top of the deck. This will be your starting hand.
5. Place a 20-sided die above each enemy column with the number 20 facing up. Then place the final die similarly somewhere next to them. These dice will signify the **life** of you and each enemy.

How to play

The basic objective of the game is to defeat all of the enemies before they take you down. In order to do this, you play cards from your hand to both deal damage and defend yourself. The phases of a turn cycle are as follows:

1. Restock

A turn cycle starts with the **restock** phase. In this phase, you may discard all cards of a single suit from your hand and draw cards from your

deck until you have five cards in hand. You can do this only once per turn cycle.

2. Combat

The **combat** phase is where the main action happens. During this phase, you play cards from your hand in front of the enemies as **defenders**.

To play a defender, take a card from your hand and place it below an enemy column of the same suit. You can play as many defenders as you can in front of as many enemies as you can, with the limitation that the total value of defenders played in front of any one enemy has to be 12 or less. (Aces are treated as having a value of 12.)

Subtract the total value of defenders played in front of each enemy from their life totals. If an enemy **dies**, i.e. the total value of defenders played in front of it equals or exceeds its remaining life total, that enemy is removed from the game and the next card in the column becomes the next enemy you'll have to fight. In this case, set the die above the respective column at the number 20. The new enemy does not take any damage from the remainder of the values, so try to play strategically; if you can play a low-value defender against an enemy with low health, do it.

If you didn't play any defenders in front of an enemy, you take 2 damage from each undefended enemy.

If you defeat an enemy of your trump suit, you **heal** 2 life. Healing this way can't increase your life total above 20.

3. Discard

In the **discard** phase, all defenders are put into the **discard pile**.

4. Draw

In the **draw** phase, if you have less than five cards in hand, you draw cards from the deck until you have five cards in hand.

If the deck has less cards left in it than what you would draw to refill to five cards, simply draw whatever cards remain in it.

If the deck has no cards left in it, shuffle your hand and discard pile into a new deck and draw five new cards from it.

Rinse and repeat the above...

...until either all 12 monarchs or you are reduced to a life total of 0. Good luck.

Misc. rules

A column of enemies is treated as a single enemy at all times, regardless of how many enemies actually remain in that column. This mostly concerns damage taken from enemies; you will always take only 2 damage per undefended enemy column.