

# Rock-Paper-Scissors Card War (RPSCW) Rule Book English Version

じゃんけんカード大戦  
ルールブック  
英語版

本文書およびゲーム・アイデアの無断転用を禁ずる

I forbid the unauthorized use of this document and the game idea.

dosankosoft

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## 0. Beginning

Rock-Paper-Scissors Card War (From it, it will be called “this game”) is the game that is rock-paper-scissors is the motif.

Win to the rock-paper-scissors, and cut back the HP of opponents. You may be able to change the situation by Event Card. Luck is important, but you have to be strategic. Though it is familiar, you can have fresh feelings by the game. ...We suggest such new style card game.

By the way, if there is (are) the “Posted Card(s)” by the user, you can also add it (them). May be, some posted cards will make the game exciting. It is also combines compatibility.

We also will carry out the contest that deals with the posted cards. Post the card(s) along the theme, and aim for the more height.

We will bring fun to both player and maker.

### 0-1. Analog Version and Digital Version

This rule book introduces about analog version. Digital version that will be available until fiscal 2016 has following features:

- Win/Lose, damage, etc. will be judged automatically, and you can play the game comfortably.
- It is including the elements only in the digital version such as “attribute” .
- In the story mode, you can play field battle that characteristic rules are the main.

It doesn't correspond to the posted card. I'm sorry.

Digital version will be available as the program of SMILE BASIC.

### 0-2. Definition of Words

- Player Number: It means before P of 1P, 2P, 3P, ... For the sake of convenience, players are often administrated by the Player Number.
- Take the damage(s): It means decrease of the HP chip(s). “Take  $n$  damage(s)” means “Remove  $n$  HP chip(s)” .

## 1. Things You Have to Prepare

You have to prepare following things to play the game. You can download them in the dosankosoft official site:

- Exclusive Battle Card (If you prepare the cards according to the recommended amount, amount of the cards is 46. You have to prepare 7 A4 copy paper (thick paper if you can) to print templates of them. You can add the posted card(s) depending on taste.)
- HP Chips (Discuss about amount of HP chips with players, and then prepare necessary amount. Indication of the limit of the HP: if you want to finish the game quickly, between 5 and 7; if you want to play in modestly volume, about 10; if you want to play the game carefully, 20 or more. To provide for the effect of the card(s), I recommend preparing large amount. You can print templates 20 chips in each A4 copy paper (thick paper if you can).)
- Special Chip (If you prepare the cards according to the recommended amount, amount of the chips is 18. If the posted card(s) need(s) the special chip(s), or you prepare the cards non-according to the recommended amount, research by yourself (yourselves) the amount of special chips you have to prepare in view of the contents of the cards. You can print templates 18 chips in each A4 copy paper (thick paper if you can).)
- RPSCW Battle Seat (For administrate battles and HP. You have to prepare 3 A4 copy paper to print templates of the seats for 4 players.)
- Chip Yard (It is as its name suggests. You have to prepare an A4 copy paper to print templates of it.)
- Raffle and Raffle Sack (For lottery the player(s). Raffle sack is also a receipt sack. You have to prepare 2 A4 copy paper to print templates of them.)

## 2. Make Tools

If you play the game for the first time, make tools.

From the second time, you don't have to do following things.

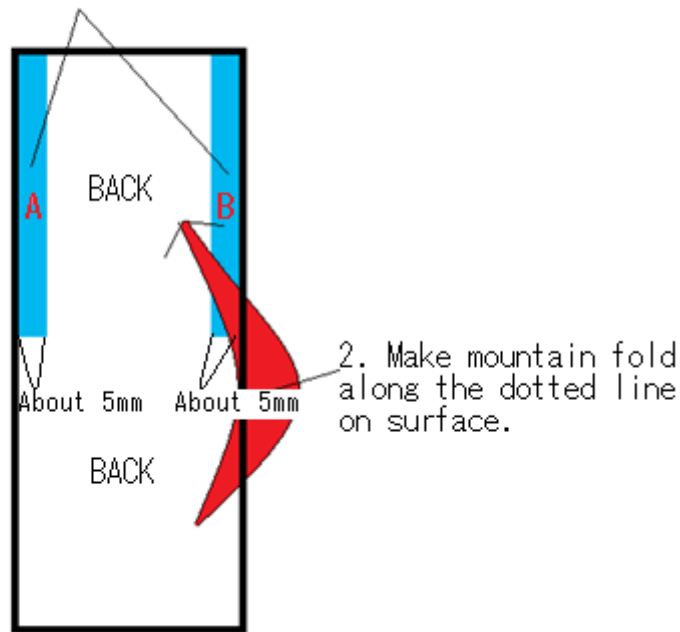
### 2-1. Make Cards

This task is common to regular set and posted card(s).

1. Print the card(s) by the printer you have.
2. Cut out the card(s) along the bold line.
3. Do following things:

3-1. When you make cards with pocket, do things written in the figure:

1. Put glue or double-sided tape in the A area or B area.



- 3-2. When you make cards without pocket, make mountain fold along the dotted line on surface, and then adhere opposite mug by glue or double sided tape (if you think the task is trouble, you also can cut off the back along the dotted line, but I recommend to adhere).

#### 2-2. Make Chips

1. Print the chips by the printer you have. Read 1. Things You Have to Prepare to check amount.
2. Cut out the chips along outer frame.
3. Make mountain fold along the dotted line, and then adhere opposite mug by glue or double sided tape.

#### 2-3. Make Sheets

1. Print the sheets by the printer you have.
2. Cut out the sheets along outer frame.

#### 2-4. Make Chip Yard

1. Cut along the bolding line.
2. Make valley fold along the doubled line.
3. Put glue in the hatching area, and then adhere the square mugs along the hatching area. Now it is box-shaped.
4. Make mountain fold along the dotted line, and you can make partition.

#### 2-5. Make Raffle and Raffle Sack

1. Print the sets by the printer you have.
2. Cut out the sets along the bolded line.
3. When you make a sack, do following things:
  - 3-1. Make mountain fold along the dotted line, and then it is the rectangle.
  - 3-2. Adhere one shorter edge and one longer edge of the rectangle for about 5mm to 10mm by glue or double-sided tape.
4. When you use, make quarto of the raffle of the subject player along the dotted line to hide the character, and then put them in the sack, and hold the opened side of the sack, and then shake the sack. And take out the necessary number of raffle.
5. When you don' t use the game' s set, put away them in the sack.

Now, the tools were ready.

### 3. Prepare for the Game

1. Decide Player Number (1P, 2P, 3P, ...). How to decide wasn't designated.
2. Joint the battle seats. You don't have to adhere. Put the 1P to 4P seat in clockwise rotation around the center seat.
3. Put chips in the chip yard, and put it on the appropriate place.
4. Put raffle and raffle sack on the appropriate place.
5. Put the limit amount of HP chips to overlap on the HP chip yard in each player's seat.
6. Pick up only normal hand cards, and turn over them and shuffle (how to shuffle hasn't been designated). Now, each player draws a card from them in order of the player number smallest. Don't make the drawn card seen by the player(s) except for you.
7. After that, add the others all cards, and turn over them and shuffle (how to shuffle hasn't been designated). Now, each player draws decided amount of cards from them in order of the player number smallest (discuss about how many cards to draw with players. Recommended amount is 5 cards). Don't make the drawn cards seen by the player(s) except for you.
8. Keep remaining cards turned, and stack on the deck yard of the center seat.

Now all are ready! Let's begin the game!

#### 4. Game Process

1. Decide the card(s) to battle.
2. If all are ready, put the card(s) on the battle area (square area with the player number of each players' seat) with the shout "Rock, Scissors, Paper, One Two Three!" like the usual rock-paper-scissors (if you use combination card, put combination card and card used in combination at the same time).
3. Effect of combination card (yellow cards) will be invoked in order depending on the effect. Also, the player that lost all HP in these processes has to do task in 5. The Task of the Loser.
4. First, check the normal hand card and normal card (orange cards except for the normal special card). In this item, others cards are called exempt cards.
  - A) If only one player submit the normal hand card or normal card, go to step 5 (in this case, the card will be returned even if the card has using limit).
  - B) Judge the win or lose just like the rock-paper-scissors. If it is draw, "one two three!" again within the player that put exempt cards! (In this case, the card will be returned even if the card has using limit. Also, if the all of players except for the player(s) that put exempt cards put lucky hand, it is also draw.)
  - C) The loser(s) except for the player(s) that put exempt cards take(s) damage(s) of amount of the winner(s).
5. Next, check normal special card (orange cards except for the normal hand card and normal card). Invoke the cards' effect(s) in order of the player number smallest.
6. Next, check item card and event card (green or light blue cards). Invoke the cards' effect(s) in order of the player number smallest.
7. Finally, do "a HP to a card". You can exchange a HP to a card. You can do it as many as you want, but can do only one time at a time, so you have to wait for your turn to do it 2 times or more. If you don't have a card to put in the next turn, you have to do it until you draw a card to put in the next turn even if your HP is tightened. Do it in order of the player number smallest. Now, one turn was finished.
8. Go back to step 1.
9. Ranking will be decided in order of win.

## 5. The Task of the Loser

- A) The worst ranking will be decided in order of lose.
- B) Return your all card(s) to the bottom of the deck. Put out everything in the pocket.
- C) Retire the game.