

Rock-Paper-Scissors Card War (RPSCW) Tools for Playing English Version

じゃんけんカード大戦

遊戯用ツール

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

The illustrations etc. were painted by following tools and people:

Cards

- dosankosoft
 - Draw, Suction, Individual Suction, Invincible, Time Controller, Seal the Event, Challenge!, Super Draw, Super Suction, Hyper Draw, Herb, Vulnerary, Expensive Vulnerary, Cookie, Sandwich, Parfait, Hamburger, Steak, Times Card, Three Times Card, Event Filter, A Last-Ditch Battle, Time Bomb Card, Reserve Tank - Painted by Windows Vista Pre-Installed Paint Tool
 - Card Image Logo - Painted by GIMP
- Miho (KUsoft)
 - Rock, Scissors, Paper, Lucky Hand, Stand by Idly, Trade, Bomb, Super Trade, Hyper Trade, Ultimate Vulnerary, Brave, Brave of the Event, Poison - Painted by Windows 7 Pre-Installed Paint Tool

Chips

dosankosoft - Painted by Windows Vista Pre-Installed Paint Tool

Sheets, Chip Yard, Raffle, and Raffle Sack/Receipt Sack

dosankosoft configured




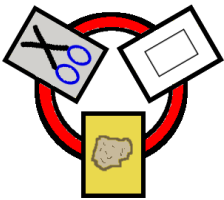






RPSCW Exclusive Use Battle Card (Regular Set)

Make them along the rule book.

Cards' illustrations are painted and multiplex people and tools, so each style of painting are different. Please acknowledge.



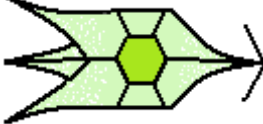







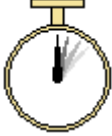





Normal Hand Card / Normal Card / Normal Special Card

Recommendation amount of cards: Each 3 cards

Rock	Scissors	Paper
		
<p>Normal Hand Card</p> <p>Rock of Rock-Paper-Scissors. Powerfully clenched obtained fist is like a hard stone that can withstand cutlery.</p>	<p>Normal Hand Card</p> <p>Scissors of Rock - Paper - Scissors. Two fingers that are ejected from the fist are like a sharp blade of scissors that can cut through the paper.</p>	<p>Normal Hand Card</p> <p>Paper of Rock - Paper - Scissors. Abandon open hand is like paper that can wrap the many things.</p>
		
Lucky Hand	Stand by Idly	
		
<p>Normal Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u> The user always wins in the turn that the card is used.</p>	<p>Normal Special Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u> The user won't take part in this turn. The user will see the other(s) player(s)' s battle to curiosity.</p>	
		



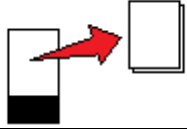
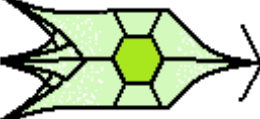





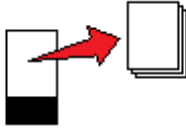






Event Card (1/2)

Recommendation amount of cards: Each 1 cards

Trade	Draw	Suction	Individual Suction
			
<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>Exchange is performed in a state the opponent's card invisible. First, the user nominates one player. Then, user and the nominated player select the opponent's card, and exchange them.</p>	<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>The user draws a card from the deck.</p>	<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>Players except for the user loss one point of HP. Then, the user gets HP(s) the other(s) player(s) lost.</p>	<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>First, the user selects the player from among the players except for the user by raffle. The subject losses 2 points of HP. Then, the user gets the HP that the subject lost.</p>
			
<p>Bomb</p> 	<p>Invincible</p> 	<p>Time Controller</p> 	<p>Seal the Event</p> 
<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>All players loss 3 points of HP.</p>	<p>Event Card [With pocket]</p> <p><u>When you use this card, put in 3 special chips in the pocket, and put this card on side the battle area. The user will be invincible from the turn next to the turn that the card is used, and reject things that are prejudicial for the user. In the end of turn except for the turn you used this card, put out 1 special chip, and if all special chips are exhausted, it's the end of the effect. Then, return it to the bottom of the deck.</u></p>	<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>In the next turn, you can do "Out rear (: you can put the card(s) after (the) other(s) player putted the card(s).)".</p>	<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>The user selects "subject" from among the players including the user by raffle. The subject can't use the event card in the next turn.</p>
			











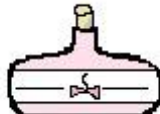



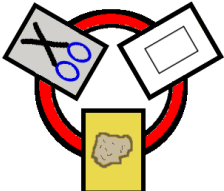
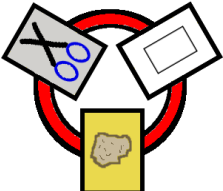
Event Card (2/2) / Item Card (1/2)

Recommendation amount of cards: Same to previous page

Challenge!	Super Trade	Super Draw	Super Suction
			
<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u> First, the user decides a subject by raffle. The subject chooses one of his/her cards, and show it to the user. If the user has the same card, the subject losses 2 points of HP. But if not, the user losses 2 points of HP. Showed card backs to the subject.</p>	<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u> First, the user nominates one player in a state the opponent's card invisible. Next, the user and the nominated player trade all of their cards.</p>	<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u> The user draws two cards from the deck.</p>	<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u> Players except for the user loss 3 points of HP. Then, the user gets HP(s) the other (s) player (s) lost.</p>
			
Hyper Trade	Hyper Draw	Herb	Vulnerary
			
<p>Event Card</p> <p><u>Prepare this card if you play the game with more than 3 players including you. You can use this card only once. After using, return it to the bottom of the deck.</u> You give the player his/her player number is one bigger than you all your cards. (If you have the biggest player number, give 1P all your cards).</p>	<p>Event Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u> The user draws three cards from the deck.</p>	<p>Item Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u> It recovers 1 point of the user's HP. Unique bitterness heals injured body.</p>	<p>Item Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u> It recovers 3 points of the user's HP. The mild taste bitterness is suppressed heals a mind and a body.</p>
			

















Item Card (2/2) / Combination Card (1/2)

Recommendation amount of cards: Same to previous page

Expensive Vulnerary	Cookie	Sandwich	Parfait
			
<p>Item Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>It recovers 5 points of the user' s HP. Exquisite healing that is proportional to price satisfies a mind and a body.</p>	<p>Item Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>It recovers 2 points of the user' s HP. How do you like it when you feel little hungry?</p>	<p>Item Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>It recovers 4 points of the user' s HP. Delicious egg sandwich.</p>	<p>Item Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>It recovers 5 points of the user' s HP. A chocolate parfait that liked to people who likes sweets.</p>
			
Hamburger	Steak	Ultimate Vulnerary	Brave
			
<p>Item Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>It recovers 8 points of the user' s HP. Eat well, and feed excellent talent.</p>	<p>Item Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>It recovers 10 points of the user' s HP. Standard of feast everyone likes.</p>	<p>Item Card</p> <p><u>You can use this card only once. After using, return it to the bottom of the deck.</u></p> <p>It recovers all points of the user' s HP. Timing to use it is very important.</p>	<p>Combination Card</p> <p><u>You can use this card with Normal Hand Card or Normal Card. If the user wins to RPS, the effect of attack doubles. If the user lose, he becomes a scapegoat (HP of the user isn' t lost). When you lose to the RPS, return it to the bottom of the deck.</u></p>
			

Combination Card (2/2) / Special Card

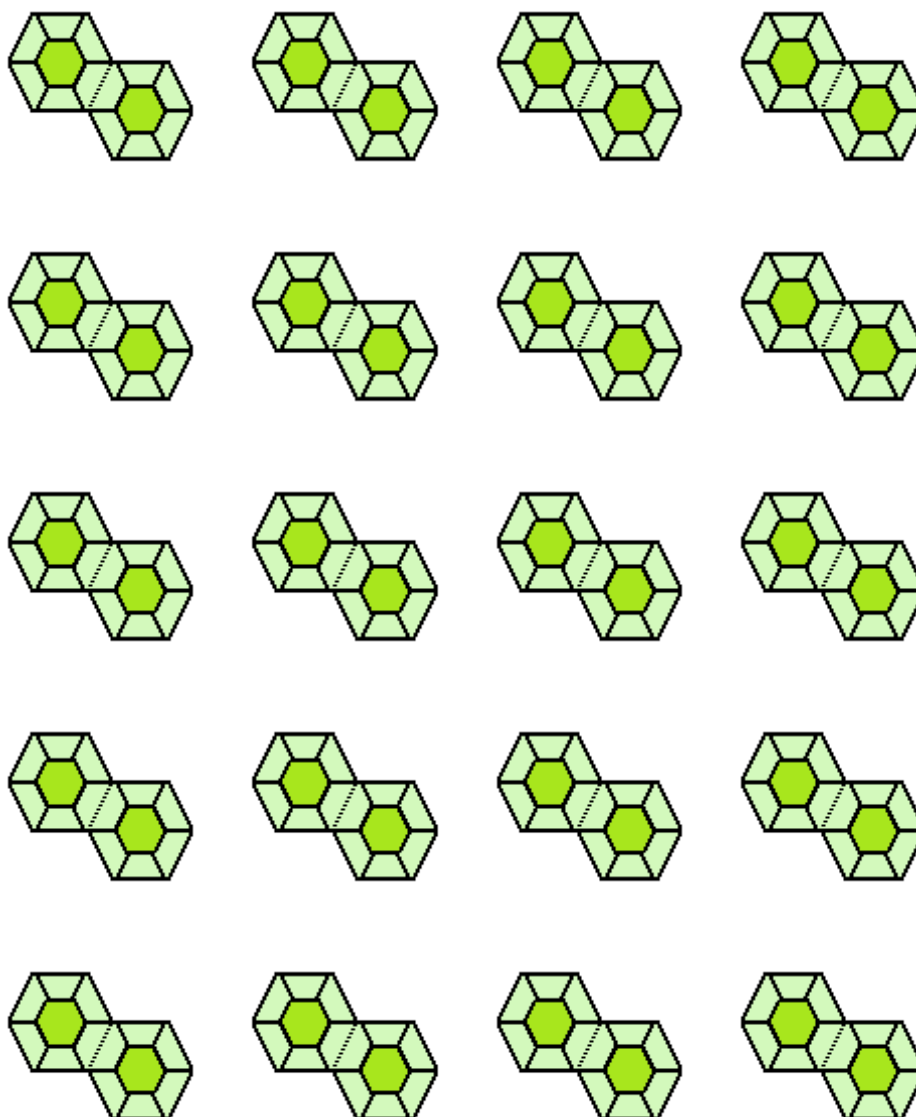
Recommendation amount of cards: Same to previous page

<p>Times Card</p>	<p>Three Times Card</p>	<p>Brave of the Event</p>	<p>Event Filter</p>
			
<p>Combination Card You can use this card with every card except for Combination Card, Special Card, and Normal Special Card. You can use this card only once. After using, return it to the bottom of the deck. Every effect that occurs for the user in the turn which you use this card are doubled.</p>	<p>Combination Card You can use this card with every card except for Combination Card, Special Card, and Normal Special Card. You can use this card only once. After using, return it to the bottom of the deck. Every effect that occurs for the user in the turn which you use this card are tripled.</p>	<p>Combination Card You can use this card with Event Card. The Event Card's effect(s) the user used is/are doubled. Also, When you have to undertake Event Card(s)' (s) effect(s) that are prejudicial for the user, you can use this card as a scapegoat optionally only once. If this card is used as a scapegoat, return it to the bottom of the deck.</p>	<p>Combination Card You can use this card with Normal Hand Card or Normal Card. You can use this card only once. After using, return it to the bottom of the deck. The Event Card(s)' (s) effect(s) the user have to undertake will be shutoff. Even if events don't occur, after using, you have to return it.</p>
			
<p>A Last-Ditch Battle</p>	<p>Time Bomb Card</p>	<p>Reserve Tank</p>	<p>Poison</p>
			
<p>Combination Card You can use this card with Normal Hand Card. You can use this card only once. After using, return it to the bottom of the deck. If the user wins to RPS in this turn, the user selects subject from among the lost player(s) by raffle. If the user lost, the user is the subject. The subject loses to this game!</p>	<p>Special Card [With Pocket] You can't use this card in the battle itself. When you get it, sentence the thing. When you get it from the deck, put in 3 special chips as "Card HP". If you lose to RPS, you lose 1 point of Card HP. If you lose all points of Card HP (Explosion), an owner of this card loss 3 points of HP (After explosion, return it to the bottom of the deck). But if you win to RPS, the owner selects subject from among the player(s) except for the owner by raffle, then you give it to the subject.</p>	<p>Special Card [With Pocket] When you get this card, sentence the thing. You can use this card only once. After using, return it to the bottom of the deck. While the user's HP is full, you can stock excess amount until limit of the user's HP in the pocket. When the user's HP is exhausted, or in the battle (treated as Event Card), you can use this card to recover HP by stocked HP.</p>	<p>Special Card You can't use this card in the battle itself. When you get it, sentence the thing. In the end of the turn, if you have this card, you loss 1 point of HP. But if you win to RPS, return it to the bottom of the deck (destruction).</p>
			

RPSCW Exclusive Chip

Make them along the rule book.

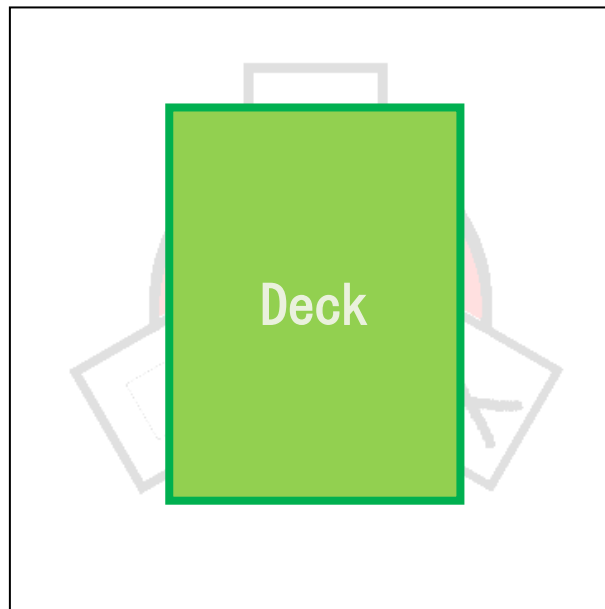
HP Chip (20 chips in one page)



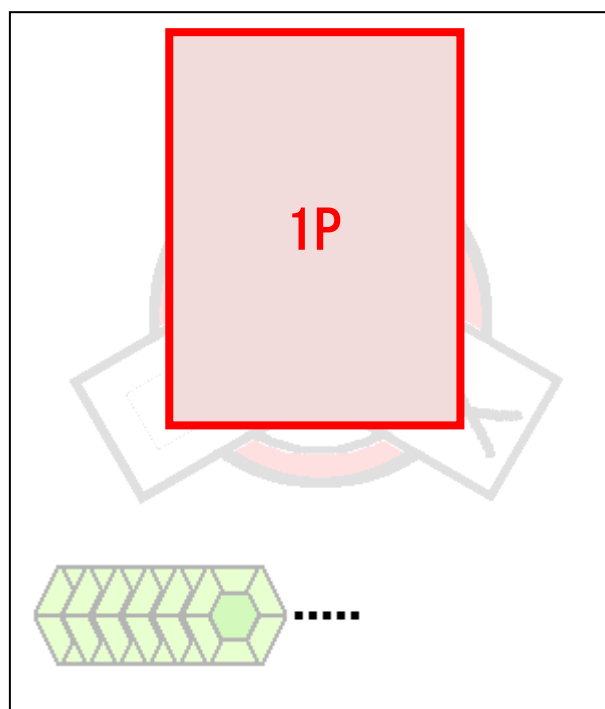
RPSCW Exclusive Battle Sheet

Make them along the rule book.

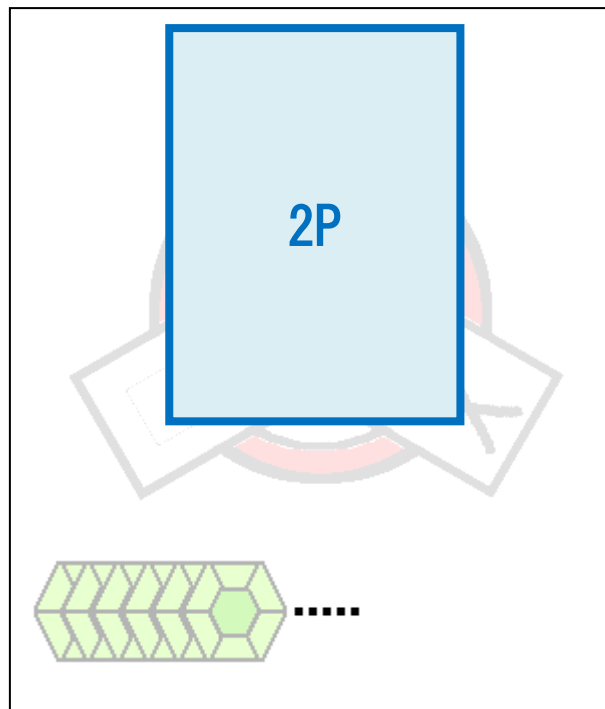
Center



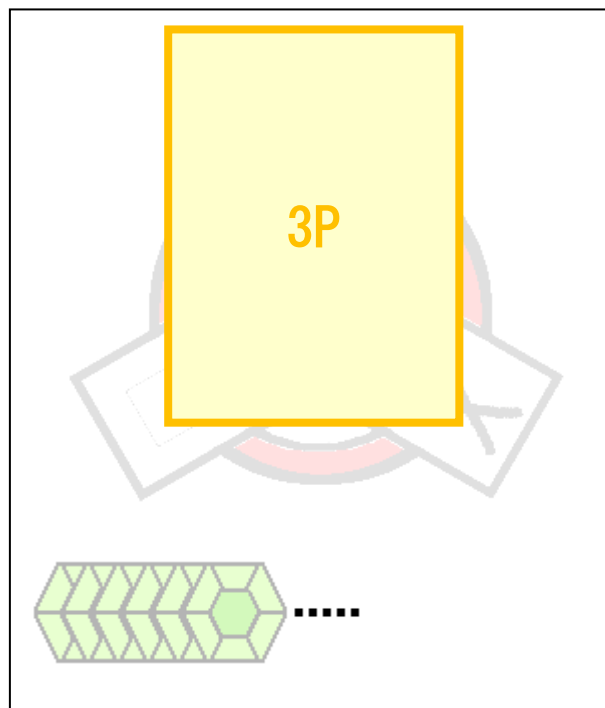
1P



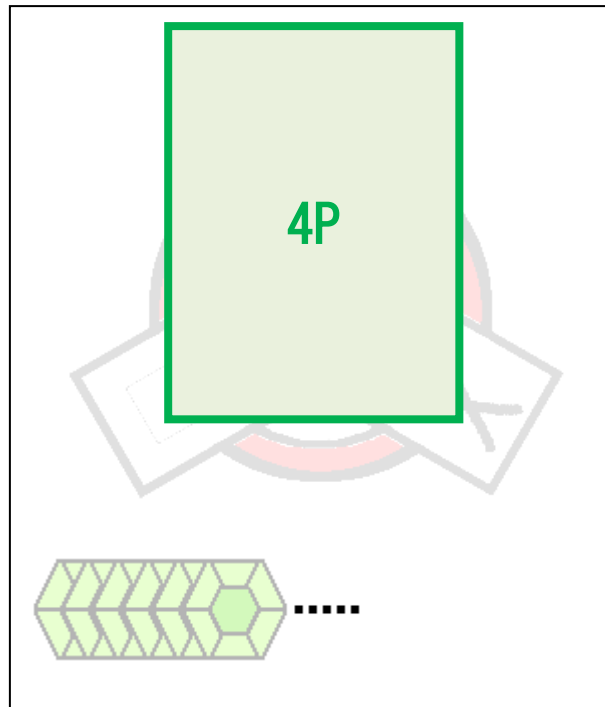
2P



3P

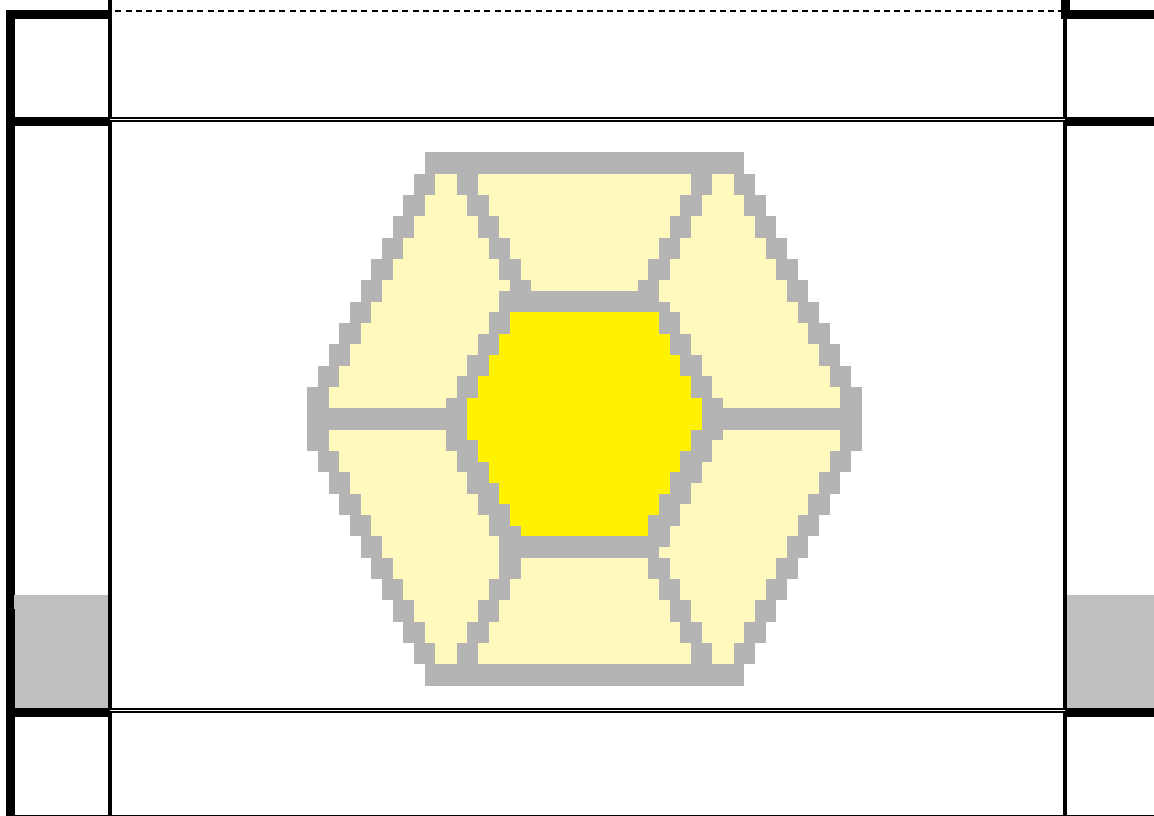
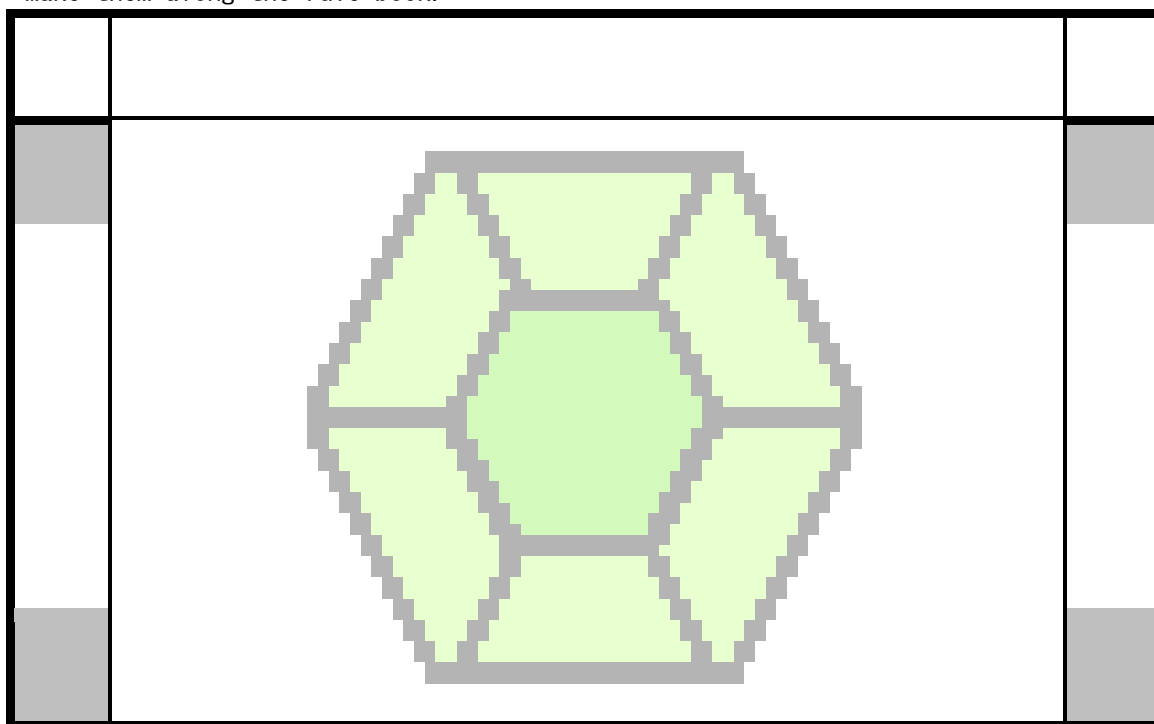


4P



RPSCW Exclusive Chip Yard

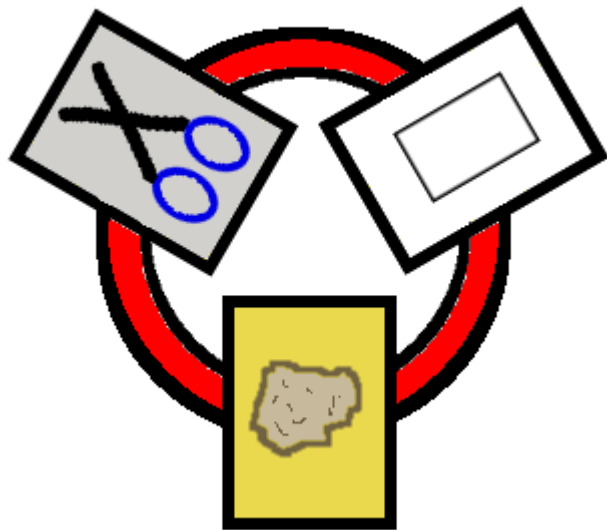
Make them along the rule book.



RPSCW Exclusive Raffle and Raffle Sack and Receipt Sack

Make them along the rule book.

Raffle Sack
And Receipt
Sack

An illustration featuring a red circular band. A yellow rectangular sack with a brown stain is positioned at the top. A white rectangular receipt with a black border is on the left, and a grey rectangular sack with blue circles and a black 'X' is on the right. The text 'Raffle Sack And Receipt Sack' is overlaid on the illustration.

Raffle

1P		2P		3P		4P	