

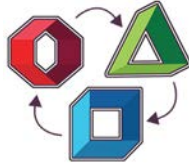
GotchaCards Written Rules

a game by Pat & Pablo

Summary

GotchaCards is a two-player game based on the concept of rock-scissors-paper. Each player builds a hand of five cards and uses them to play a three-turn round.

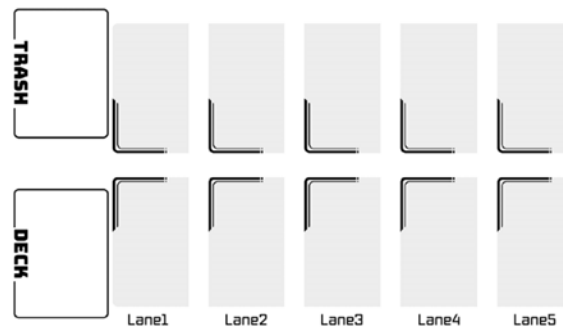
Rock beats Scissors | Scissors beats Paper | Paper beats Rock



Competitive Play (2 players)

Setting Up

Shuffle the cards and place them on your left or right. This is the **Deck**. Below the deck is the **Trash**. Cards are placed in the trash face-up after ties, when discarded, or when cleaning up between rounds.



During turns, cards must be played in lanes outwards from the deck. The lane closest to the deck is Lane1, the next one is Lane2, and so on.

Start by deciding turn order. The obvious choice is by deferring to the classic rock-scissors-paper, but you may choose turn order however you like. Once you determine who is Player1 and Player2, Player1 starts by drawing 9 cards from the deck.

Player1 chooses one card to keep and add to their hand, then places the rest of the cards face-up. Player2 chooses a card from the face-up pile, then players alternate choosing cards. Once all of the face-up cards are chosen, Player1 should have five cards and Player2 should have four.

Player2 draws one card from the deck, completing the hand of five cards.

Earning Points

If both players play the same type of card (ex. Rock VS Rock) that results in a **tie**.

Points are earned by collecting cards that are played in lanes. Each card in your victory pile is worth 1 point.

- + If your card defeats your opponent's card, you take both cards (2 points)
- + If your card is played in an empty lane or unopposed, you take 1 card (1 point)
- + If both cards are tied, they are placed in the trash (0 points)

Win Conditions

Whoever has the most points at the end of a round wins that round.

The first player to win two rounds wins the game.

Game Flow

Players will then play through three turns. Each player *must* play at least one card each turn. If a player is unable to play at least one card, or does not already have a card on the field, the other player wins the round automatically.

If both players run out of cards before the start of a turn, the round ends and the player with more points wins the round.

Cards *must* be played from the deck outwards. This means that a player cannot place a card in Lane2 without placing one in Lane1.

Turn One: Player1 places at least one card face-down, and Player2 responds by placing cards.

Turn Two: Player2 places at least one card face-down, and Player1 responds by placing cards.

Turn Three: Both players must play all their cards face-down

Once both players are done placing cards for the turn, both players flip over their cards and resolve the match-ups in each lane in order. The effects of the player who started the turn have priority:

- + On Turn One, Player1's effects must be resolved first.
- + On Turn Two, Player2's effects must be resolved first.
- + On Turn Three, Player1's effects must be resolved first.

Whoever has the most points at the end of three turns wins that round. If a round results in a tie, you enter **Overtime Turns**.

Overtime Turns

Players begin each **Overtime Turn** by determining turn order. Whoever becomes Player1 starts by drawing two cards, then Player2 draws two cards. Both players play their cards immediately, then resolve the card match-ups. If one player has more points than the other, that player wins the round.

If an Overtime Turn results in a tie, start another Overtime Turn. For additional Overtime Turns, each player draws one additional card per additional turn. For example, on the second Overtime Turn, both players get three cards. On the third Overtime Turn, both players get four cards, and so on.

Continue Overtime Turns until one player is the clear winner for the round.

Continuing the Game

After a round ends, the player that lost must choose whether to become Player1 or Player2 for the next round. Take all the cards that were played in the previous round and place them into the trash.

Do **not** shuffle the deck between rounds. At any point in the game, players may look through the trash. Player1 draws 9 cards from the deck, and continues play.

Let's Gotcha!!!

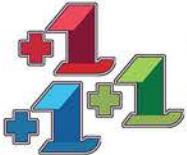
GOTCHACARDS LEGEND

STARTER TIER



COMMON CARD

BASIC ROCK, SCISSORS, AND PAPER. (X9)



DRAW CARD

DRAW 1 CARD IF YOUR CARD WINS THE LANE. (X9)



MIGHTY CARD

CAN ALSO DEFEAT CARDS THEY'RE NORMALLY WEAK TO. (X6)



SUPER CARDS

SUPER PAPER CAN DEFEAT ANY OTHER CARD. (X1)



SUPER SCISSORS RESOLVES FIRST. TRASH 1 CARD ON THE FIELD, THEN RESOLVE LIKE BASIC SCISSORS (X1)



SUPER ROCK PREVENTS SUPER SCISSORS FROM CUTTING. STAYS IN ITS LANE FOR 1 ADDITIONAL TURN AFTER BEING PLAYED. (X1)



GOTCHA CARD

TRASH THIS CARD FROM THE FIELD WHEN STARTING TO RESOLVE LANE, PLAY A CARD OUT OF YOUR HAND IN ITS PLACE. (X2)

ADVANCED TIER



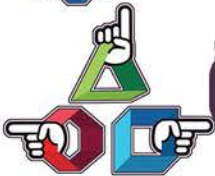
RISKY DRAW CARD

DRAW 2 CARDS IF YOUR CARD LOSES OR TIES. (X6)



SWEET CARD

LOSES IN A TIE. WHOEVER TAKES SWEET CARD INTO VICTORY PILE MUST PLAY THEIR NEXT CARD FACE-UP BEFORE ANY OTHER CARDS ARE PLAYED. (X3)



SWAP CARD

WHEN RESOLVING LANE, SWAPS PLACES WITH CARD IN THE DIRECTION OF THE POINTING FINGER. (X12)



DOUBLE-EDGED CARD

IF YOUR CARD WINS, OPPONENT DISCARDS 1 CARD. IF YOUR CARD LOSES OR TIES, YOU DISCARD 1 CARD. (X3)



RISKY GOTCHA CARD

WHEN RESOLVING LANE, DRAW A CARD AND PLAY IT ON TOP OF THIS CARD. LANE WINNER TAKES ALL POINTS. (X2)



CURSE CARD

LOSES AGAINST ANY CARD. WORTH -2 IN VICTORY PILE. (X2)

GOTCHACARDS CREDITS

Game Design & Production

Pat Casao

Art Design & Direction

Pablo K. Morillo

Card Artist Credits

Common Rock

Pat Casao

Common Scissors

Pablo & Pat

Common Paper

Pablo K. Morillo

Draw Rock

heyitscorinth

Draw Scissors

Mocobandit

Draw Paper

Jon-Erik Garcia

Risky Draw Rock

GhostGribht

Risky Draw Scissors

PanDecca

Risky Draw Paper

Darren Vogt

Sweet Rock

Cupcakelagic

Sweet Scissors

bemmpo

Sweet Paper

mysillycomics

Mighty Rock

Pablo K. Morillo

Mighty Scissors

miski

Mighty Paper

blakcatte

Swap Rock

Dandy

Swap Scissors

Casey Hammond

Swap Paper

deegadraws

Super Rock

CASUALRAD

Super Scissors

Kevin Fagaragan

Super Paper

dunesand

Double-Edge Rock

sumplysilly

Double-Edge Scissors

ARQ

Double-Edge Paper

skullvolver

Gotcha, Risky Gotcha, Curse

Pat Casao

