

Battle for Alotine

In Battle For Alotine, you will write the story of a rebellion. Each cards changes the course of the story, every flip alters the course of the history of Alotine. To begin, pull the 2 of clubs from the deck and place it on the table shuffle the rest of the cards into a single draw deck.

Clubs

- Clubs are where battles between the empire and the rebels happen.
- The first location on the map is the 2 of Clubs, a small bridge outside some backwater town.
- When a Club is pulled from the draw pile, place it on the table as a new location.
- The 2 is a small, seemingly boring place. The 6 could be a small town. The Jack could be a major city. The King is the heart of the Empire.

Hearts

- Hearts are your people.
- When you draw a Heart, place it where it makes sense for your ability to win the location.
- For the story, think of who this card represents. A 2 may be a small group of warriors with news from another front. A 10 could be a major army or a particular experienced regiment.

Diamonds

- Diamonds are the Empire.
- When you draw a diamond, move the card to a random location, the club with the highest value, or where the highest value of hearts is present; depending on what sort of challenge you want.
- For the story, think of what these diamond cards represent and how the Hearts react.

Spades

- Spades represent the random and unforeseen.
- When a Numbered Spade is drawn, it cancels out a card of the same number - heart or diamond- on the table. The matching values are moved to the discard pile.
- Face cards are detailed below.
- For the story, what happened to cause the card to be removed from the location?

There's always hope. That was the last thing the general said before capture. Now it is up to you lead the forces of the fragile cause against the ever growing threat of the emperor's forces.

Face Cards

Face cards alter the game in various ways. Diamond face cards will be quite detrimental to the Heart cause. Heart face cards will boost the cause. Spade face cards will change the field in a few ways. And club face cards represent high value locations when placed on the table.

Hearts

Jack - Reinforcements - Add a Heart card from the discard pile to a location.
Queen - Inspire - Double the value of a Heart card at any location.
King - Rallying Cry - Move 1 Diamond out of a location
Ace - Pay Off - Instantly Score 1 location.

Spades

Jack - Ambush - Remove 1 diamond from a location.
Queen - Protector - Shields 1 Heart card (after scoring, move the Heart card to another location)
King - Orders - Move 1 Diamond to another location.
Ace - Assassin - The next face card drawn is discarded.

Diamonds

Jack - Sabotage - Remove 1 Heart card from the table.
Queen - Corrupt - The highest value Heart card on the table is now a Diamond
King - Overwhelm - One location is granted +10 to Diamond value until scored.
Ace - Annihilation - Remove all Hearts at one location.

Scoring

When a location has 4 cards present, it scores. The side with the highest value wins the location. The side with the most locations after 7 locations have been claimed declares victory.

Story Mode

As you play, draw the world map. Each location is of varying importance to the Hearts, each card represents a different group and things change drastically when a Face card shows up. Write out what happens by each location and how victory or defeat is achieved!