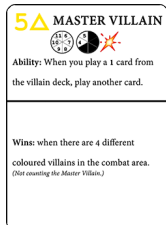


The Prodigals - Game Overview

The Prodigals is a hand construction game for 2 players, played in 10 minutes. Multi-use cards, are revealed from the games single deck, to a common combat area. Players take turns fighting the villains in the top part of the cards, in order to receive the rewards in the bottom part of the cards. These rewards make up their hand on the next turn. In this way, the players can choose what villains to fight themselves, and who should be left for their ally, in order to build the best hands each turn.



There are 8 games in the campaign, each with a different master villain, and a different combination of cards in the deck. The master villains have different abilities, and win conditions, and the villains will get tougher between games. But the rewards will also get better, and the players will increase their skill, and learn new abilities from their combat. They will have to strategise and fight as a team in order to prevail.

Game Setup

Each player chooses a player card and places it in front of them. They will use the same card for the entire campaign. The lowest number on the combat wheel is your base “attack”. Players start the campaign with a combat of 1. As your character develops, you colour in wedges of your combat wheel, increasing your combat. The coloured squares are part of the future development of your character, and will become important after game 1.

Starting over the page, you can read the specific instructions for each game of the campaign. Place the specific master villain for the game between the two players. The lowest number on the combat wheel is their “defence”, and indicates the amount of attack you need to generate on a single turn to defeat the master villain to win the game. Each master villain has an **Ability**, that occurs on a certain draw from the deck. Each master villain also has other game play notes, including their specific win condition.

Collect the cards needed for that master villains deck, shuffle them together and place them face down to the left of the master villain.

The Tableau

The cards in your tableau have 2 rewards on them, and you have to choose which one to use. The easy way to keep track on which reward you use, is to move a card down if you wish to use the bottom reward.



The cards in your tableau are only good for the current turn. You cannot keep "unused" cards for your next turn. After completing all the actions allowed on your cards, the cards in your tableau are discarded.

The Deck and the Discard

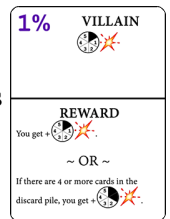
In a game with so few cards, the deck will be empty multiple times during a game. When you need to draw a card, but cannot, the discard will be flipped over, to make a new deck. You are allowed to do this exactly 3 times. To keep track of each flip of the discard, rotate the Master Villain card 1 quarter, clockwise when you do. If you ever complete a full rotation, so that the Master Villain is upright again, you have lost the game.

Effect Order

Very occasionally there will be card effects or abilities which will occur “simultaneously”. In these instances, the active player will choose which happens first.

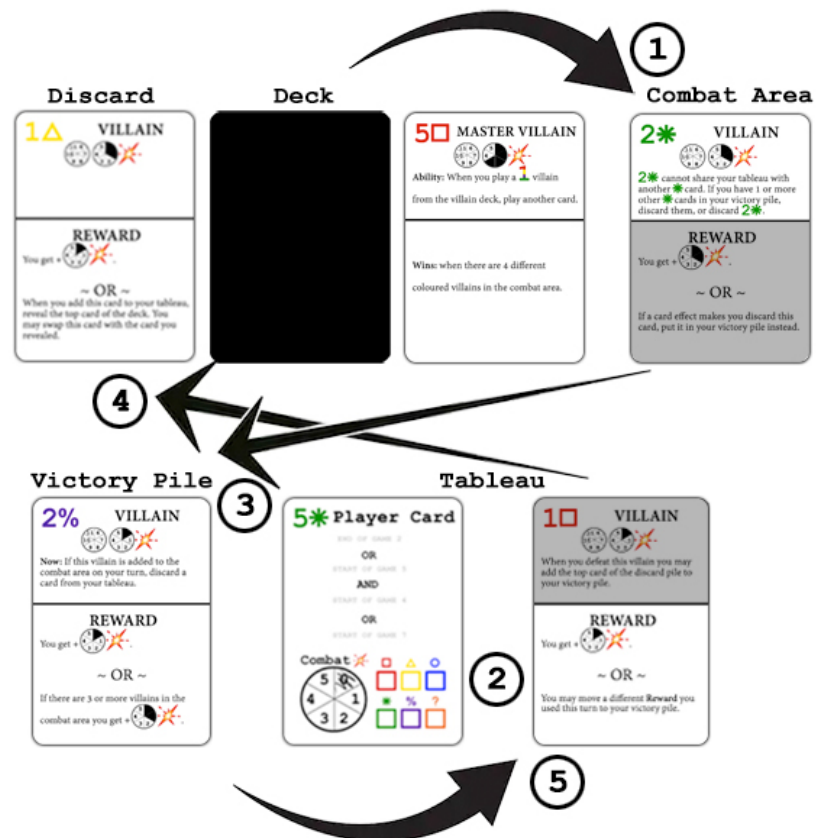
First Player

If you cannot decide on a first player reveal the top card of the deck. If it is an odd card, the person who revealed it goes first. If it is even, the other player goes first.



A Turn

1. Reveal a card from the deck, and place it in the **Combat Area**, to the master villains right. Read any villain text (in the top half of the card) and action it as needed. Check the master villain effect. Check for the master villain **Wins:** condition.



2. The active player adds up the available combat in their **Tableau**. This includes their player card and either of the two rewards (bottom half of the card) found on each reward card, which are kept to the right of their player card. If they have enough combat to defeat the master villain they **WIN**, and read the "**End of Game ...**" instructions.
3. Otherwise, they fight villains in the **Combat Area**. Defeated villains are moved to their **Victory Pile**, to the left of their player card, whilst following the instructions of any villain text. Any villains not defeated on a turn remain in play, and are joined by a new villain at the start of the next turn.
4. After combat is complete, the player discards **all** the cards (whether they were used or not) from their **Tableau**, in any order they choose.
5. Finally, the player adds the cards from their **Victory Pile** to their **Tableau**. Then it is the other players turn.

DON'T READ PAST THE HEADINGS, until you are ready to play that game of the campaign.

Game 1

One player takes the **6□** as their player card, and the other takes the **5***.

Master Villain is **5△**.

Deck consists of 8 single sides. 1&2 of **□, *, △ & %**.

If you lose the first game, fight **5△** again.

After Game 1

Both players fill in another wedge of their combat circle.





If you won your first game, colour in a wedge in the villain half of **2%** & **2***

If you won your second game, colour in a wedge in the villain and the reward halves of **2***

If you lost both games, colour in a wedge in the reward half of **1□**

Game 2

Master Villain is 6*

Deck consists of 12 single sides. 1-4 of  & , 1&2 of  & .


[Story text here about the players learning to control red (push) and green (pull) energy in their Qi.]

Looking through the new card sides added to this game, you will see rewards that are contingent on red or green energy. This can be triggered in one of two ways. The first way is by immediately discarding a card of the required suit. The second is by using the energy on your player card, that you will gain right now. Player 1 should reveal the first card of the deck. If it is an odd number, player 1 will fill in the red square of their Qi, and player 2 will fill in the green. If it is an even number, player 1 will be green, and player 2 will be red. Each filled square can be used once per turn to trigger a reward effect.

If you lose your first game, fight 6* again, but do not fill in another square of your Qi.

After Game 2

If you won your first game, colour in a wedge in the villain and reward half of 1* & 2

If you won your second game, colour in a wedge in the villain and the reward halves of 1 & 3* and 2





If you lost both games, colour in a wedge in the reward half of 1 and 4

[Story text here about players learning specialised abilities.]

Each Player chooses an Ability 1 from Sticker 1, from the section titled “End of Game 2”. Use a pair of scissors to trim your ability to size, and affix it to your Player Card. If both players want the same sticker, then the player who had the last turn in Game 2 gets to choose first.


Game 3



Master Villain is 5

Deck consists of 12 single sides. 2-4 &  and 1-3 of  & .

If you lose the first game, fight 5 again.

After Game 3

If you won the first game, colour in a wedge on the villain and both rewards of 2

If you won your second game, colour in a wedge on the villain and both rewards of 2 and the reward of 1

If you lost both games, colour in a wedge on the villain and both rewards of 3 and the reward of 1.

[Story text here about the players learning to control purple (create) and yellow(destroy) energy in their Qi.]

One player will fill in the first yellow square of their Qi, and the other will fill in the first purple. If both players want the same Qi, then the player who took the last turn in game 3, gets to choose first.

Game 4

Master Villain is 6

Deck consists of 12 single sides. 4 & , 1-4 of  &  and 1 of  & .



[Story text about the players learning specialised Qi abilities.]

Players choose a Qi Ability from Sticker 1, from the section titled “Start of Game 4”. Use a pair of scissors to trim your ability to size, and affix it to your Player Card. If both players want the same Qi ability, then player

1 should reveal the first card of the deck. If it is odd, then player 1 chooses first. If it is even, then player 2 chooses first.

If you lose your first game, fight 6% again.

After Game 4

Players now choose which cards, of the cards they played with, get upgraded at the end of each game. When they are given the choice, the players may upgrade a card of a suit, that they have filled in on their player card. So in this game, if you have the boxes filled in for  and % then you may upgrade 4 or 1-4 of %. From this point on you will **Adjust the Deck** in the same way, at the end of each game

If you won the first game, player 1 fills in a wedge on the villain and all rewards of a card, and player 2 fills in a wedge on the villain of one of their cards.

If you won your second game, both players fill in a wedge on the villain and all rewards of one of their cards. If you lost both games, player 1 fills in a wedge on the villain and all rewards of a card, and player 2 fills in all the rewards of one of their cards.

Both players get to choose between filling in a wedge on their combat circle OR filling in a square of the first 4 colours of Qi.

Game 5


Master Villain is 6

Deck consists of 8 double sided cards. 1-4 & , 3&4 of  & % and 1&2 of ? & .

Now that we are using both sides of the cards, we no longer turn the cards over when the discard becomes the new deck. We move them into position, and turn over the top card. You still rotate the master villain a quarter turn, every time you do this.

[More story text here about players learning specialised abilities.]

Each Player chooses an Ability 2 sticker from the section titled “Start of Game 5”. Use a pair of scissors to trim your ability to size, and affix it to your player card. If both players want the same ability, then player 1 should reveal the first card of the deck. If it is odd, then player 1 chooses first. If it is even, then player 2 chooses first.

If you lose your first game, fight 6 again.

After Game 5

Adjust the Deck, according to the rules put in place at the end of Game 4.


Game 6

Master Villain is 5

Deck consists of 10 double sided cards. 1-4 & , 2-4 of  & % and 1-3 of ? & .

[Story text here about the players learning to control blue (space) and orange (time) energy in their Qi.]

One player will fill in the blue square of their Qi, and the other will fill in the orange. If both players want the same Qi, then player 1 should reveal the first card of the deck. If it is odd, then player 1 chooses first. If it is even, then player 2 chooses first.







If you lose your first game, fight 5 again, but do not fill in another square of Qi.

After Game 6

Adjust the Deck, according to the rules put in place at the end of Game 4.

Game 7

Master Villain is **6?**

Deck consists of 12 double sided cards. 1-4 of , , , ,  & .

[Story text about 6? creating a time rift between the 2 players. They are cut off from each other. After all these battles, working together, they will now have to fight on their own.]

Each player will have their own deck and combat area. Shuffle the cards then deal 2 even piles, placing 1 of them above each player card. Each player, on their turn, will play a card from their own deck into their own combat area, which is now directly above their tableau. Players can only fight villains in their own combat area. When a player has to discard a card, it goes into their *allies* discard pile, to the left of their allies deck. Each time one of the players has to turn their discard into a new deck, rotate the master villain 1/8 of a turn, instead of a quarter.

[Story text about players harnessing the power of the last 2 types of Qi.]

Players choose a Qi Ability from Sticker 2, from the section titled “Start of Game 7”. Use a pair of scissors to trim your ability to size, and affix it to your Player Card. If both players want the same Qi ability, then player 1 should reveal the first card of their deck. If it is odd, then player 1 chooses first. If it is even, then player 2 chooses first.







If you lose your first game, fight **6?** again.

After Game 7

Adjust the Deck, according to the rules put in place at the end of Game 4.

Game 8

Master Villain is **5%**

Deck consists of 12 double sided cards. 1-4 of , , , ,  & .

Both players get to choose between filling in a wedge on their combat circle OR filling in a square of their Qi.

If you lose your first game, fight **5%** again, but do not fill in another combat wedge or square of Qi.