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Feinting Couch

Alpha Name

Quick and Dirty alpha module rules!

- Each player gets a deck of the duelist cards (the ones numbered -2 to 7 in a black circle). Shuffle them up and draw four.
- Shuffle the court cards and deal out three, face down.

Starting with the player who most recently handled a sword, each player can look at one of the face-down court cards.

Then, play happens simultaneously. Players choose a card in hand to play face-down to a court. Repeat this process until all courts have something on them. You can play multiple cards onto the same court.

Reveal the player cards and total their values.

- The player in each territory who scored the highest number caused a RUCKUS and gets expelled from that court
- If any players tied their values, then those players were DUELING and don't get to score that court.
- Then the player with the highest remaining value can score that court. Take that court card. You don't have to reveal its value.

Deal courts until there are three courts, puts their duelist cards in a discard pile, and each player draws up to four cards. When your deck runs out of cards, you shuffle the discard pile and make a new deck out of it, then draw off that.

Play until you can't refill the Courts up to 3, and then players reveal their court cards' values and who scored the highest. The winner is the player with the most points, unless they tied, in which case they and the tied player were in CAHOOTS and win together.