

CAPTURE THE ILLUSIONIST

Overview

Clash of Corgis Capture the Illusionist is a 2-player card game where players take alternative turns in this luck, memory, and deductive game, revealing opponent's cards in attempts to capture the opponent's Illusionist.

Objective

Capture the opponent's Wild (Illusionist) card two times.



Setup

Each player takes 11 cards of the same suit from the deck, places the remaining cards aside, and shuffles their 11 cards face-down. Take 8 cards from the deck and without looking at the face of the cards, re-arrange them on your side of the table so that you have 2 rows of 4 (evenly-spaced) face-down cards each. Then take the remaining 3 cards and add them to your hand. You may look at your hand.

Randomly pick a player to go first. For consecutive games, the loser of the previous game goes first.



Front Row

Back Row

Exposed Hand Row

Important Things to Note

Players are not allowed to look at face-down cards or re-arrange cards on the table at any time, unless a card effect or ruling says otherwise. Please note the 3 unique card positions: Hidden, Revealed, and Rested.



Hidden

A card that is hidden to a player. A hidden card can refer to both a face-down card on the table and also a card that is in a player's hand. A card in the Exposed Hand Row that changes to Hidden, is moved to the player's hand.



Revealed

A card that is face-up and vertical on the table. When a card from a player's hand is activated or revealed by an opponent's card effect, the card is placed face-up (revealed) to that player's Exposed Hand Row.



Rested

A card that is face-up and horizontal on the table. When you have activated a card, change that card's position to this position. Cards in this position can not be activated unless a ruling says otherwise.

How to Play

Starting with the first player, each player takes a turn. A turn consists of three phases in the following order: Insight, Activate a Card, and Cooldown.

Insight

You may privately look at a hidden card on the table belonging to you. Then, return that card face-down to its original hidden position.

Activate a Card

Select a card (that you wish to activate) from your hand or table that is not rested. If that card is from your hand, place it face-up (revealed) into your Exposed Hand Row. If that card is a hidden card on the table, flip it face-up (revealed) in its same location on the table. Then, activate that card's effect, if possible (see Card Effects), and change the position of that card to rested.

Cooldown

Change the position of all of your rested cards to revealed, except for the card(s) you activated this turn.

Capturing an Illusionist

To capture your opponent's Illusionist, you must reveal your opponent's Illusionist from the ability of one of your card effects, and the opponent does not save their Illusionist (see Saving an Illusionist). Then, your opponent must immediately take all 11 of their original starting cards and follow the same steps in the initial setup of the game. After ending your turn, play continues to your opponent.

Saving an Illusionist

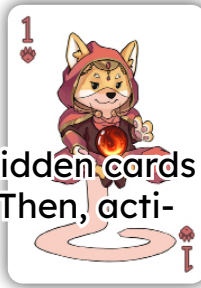
If your opponent reveals your Illusionist from the ability of one of their card effects, you may discard your Ace from your hand or the table (regardless of its position) (and place it somewhere outside of the main playing area) to save your Illusionist from being captured.

If you do not know where your Ace is (in the event that it is hidden), you may make one attempt to select one of your hidden cards, and without peeking at the face of the card, discard it. If the card discarded was your Ace, return your Illusionist back to its original hidden position. Otherwise, you must immediately take all 11 of your original starting cards (including your Ace) and follow the same steps in the initial setup of the game. Afterwards, your opponent continues their turn.

Card Effects

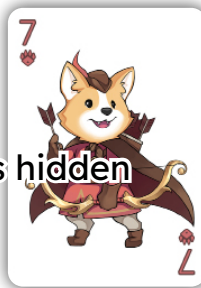
1 Oracle Future Insight

Privately look at one of your hidden cards in your front row or back row. Then, activate another card.



7 Archer Piercing Arrow

Reveal one of your opponent's hidden cards in their **hand**.



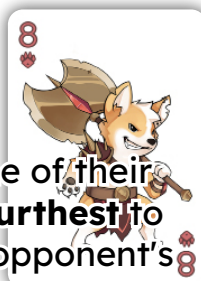
2 Bard Divine Music

Select one of your opponent's revealed cards and change it to rested. Then, activate another card.



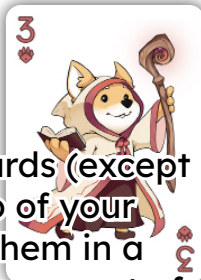
8 Berserker Shattering Roar

Your opponent must reveal one of their hidden cards in a row that is **furthest** to you. Then, change all of your opponent's revealed card(s) to rested.



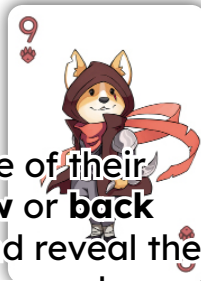
3 Healer Graceful Heal

Shuffle one of your face-up cards (except this card) along with up to two of your hidden cards and re-arrange them in a hidden position, so that the placement of cards are the same as before. Then, activate another card.



9 Assassin Targeted Strike

Your opponent must select one of their hidden cards in their **front row** or **back row**. Declare any card rank and reveal the selected card. If the card rank you declared is the revealed card, activate this card's effect again.



4 Monk Furious Fist

Reveal one of your opponent's hidden cards in their **front row**.



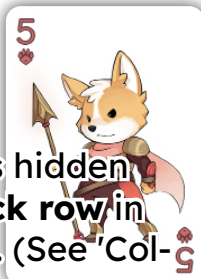
Ace Samurai Honorable Strike

Your opponent must reveal one of their hidden cards of their choice.



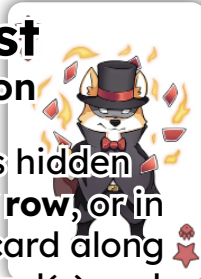
5 Fighter Piercing Lance

Reveal one of your opponent's hidden cards in their **front row** or **back row** in the **same column** as this card. (See 'Column' in Glossary)



Wild Illusionist Grand Illusion

Reveal one of your opponent's hidden cards in their **front row**, **back row**, or in their **hand**. Then, shuffle this card along with up to two other hidden card(s) and rearrange them in a hidden position, so that the placement of cards are the same as before.



6 Mage Magic Attack

Reveal one of your opponent's hidden cards in their **back row**.



Note: When a card's effect can not be resolved, its position remains Revealed, instead of changing to Rested.

Fair Gameplay Tips

When shuffling and re-arranging your cards, arrange them so that the 'Clash of Corgis' logo is facing the same way for all of your cards. Have your opponent cut the deck after shuffling and return the deck to you. You may not shuffle the deck any further afterwards.

When a player activates a card effect that targets your hand, you may shuffle your hand before the opponent makes their selection.

Glossary

Rank

Cards rank from low-to-high: **1 2 3 4 5 6 7 8 9 A (Ace) and Wild.**

Suit

The suit represents the clan that a card belongs to and is located below the rank of a card. There are 5 different suits. From left-to-right they are: Earth, Water, Fire, Wind, and Void.



Discard Pile

The discard pile is the pile where cards are sent to when discarded. It can be anywhere outside of the main playing area. There is only one card, the Ace (Samurai), that utilizes the discard pile.

Front Row

The front row is the row of your cards on the table that is furthest from you.

Back Row

The back row is the row of your cards on the table that is closer to you than your front row.

Exposed Hand Row

The exposed hand row is the row of your cards that is closest to you. When a card is placed into this row, the player that is doing the revealing gets to choose which column to place the card into. (See 'Column')

Column

A column refers to an area on a player's table. The area is highlighted on the right:



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Revealed

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Rested

A card that is face-up and horizontal on the table. When you have activated a card, change that card's position to this position. Cards in this position can not be activated unless a ruling says otherwise.

CREDITS

Art by Lushie

GAME DESIGN

Corgi Crafters

clashofcorgis.com

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