Overview

Clash of Corgis Original is a card game where players aim to be the first player to get rid of all of their cards in their hand. Players will be challenged to keep a strong hand throughout the game, and must also consider how to best use their cards' special effects wisely in the path to victory.

Objective

Be the first player to get rid of all cards in their hand.

Setup

Shuffle the deck and deal 12 cards to each player's hand. Place aside the remaining cards in the deck face-down at the corner of the table. Randomly pick a player to go first. For consecutive games, the winner of the previous game goes first.

How to Play

Players play the game in rounds. For each round, starting with the first player and going clockwise around the table, each player takes a turn playing a card combination (known as a combo) until all but one player can no longer make a combo, or chooses not to. Then, the player of the unbeaten combo starts a new round. Play continues until one player gets rid of all cards in their hand.

Starting a Round

If you are the first player of a round, play any combo (known as the leading combo) from your hand face-up to the middle of the table. There are 5 types of combos:

Single
One card of any rank.

Double
Two cards of the same rank.

Triple
Three cards of the same rank.

4-of-a-Kind
Four cards of the same rank.

5-of-a-Kind
Five cards of the same rank.

Card Effect Activation

Once a player has played a combo, that player activates one card effect of the card(s) played, if possible (see Card Effects).

Continuing a Round

If there is a leading combo already on the table, you must Beat or Pass.

Beat

Play a combo from your hand that:
1. Matches the same type of combo as the leading combo, and
2. Has a higher card rank than the leading combo's card rank

Note: When a player chooses to beat the leading combo, they must play their card(s) on top of the leading combo. By doing so, the card(s) played become the new leading combo. This will create a face-up pile of cards in the middle of the table. (It is okay if the cards shift around on the table as long as all players can see and are aware of the leading combo.)

Pass

Announce 'Pass' and end your turn.

Ending a Round

A round ends when a player plays a leading combo in which afterwards, all other players, on their turn, 'Pass' in succession. The player of this unbeaten leading combo gathers the pile of cards from the middle of the table, sets them aside in a pile at the corner of the table, and starts a new round. Play continues, round after round, until a player gets rid of all cards in their hand. That player is the winner.
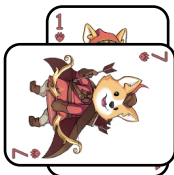
4 Player Example Round

P1 begins the round and plays a 1.

P2 beats the 1 with a 7.

P3 passes. P4 beats the 7 with a 9.
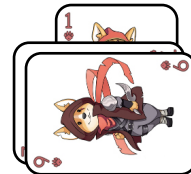
P1 beats the 9 with an A.

P2, P3 & P4 pass. P1 wins the round.

Card Effects

1 Oracle
Chance

Privately view the top card of the deck. If the suit of that card matches a suit from a card in this combo, discard it to win the round. Otherwise, return it to the top of the deck.

2 Bard
Sing

Play your turn again, but if you do, at least 1 card from your next play must match this card's suit.

3 Healer
Heal

Draw 1 card. Then, return 1 card from your hand to the bottom of the deck.

4 Monk
Mix-Up

Target the next player. Declare high or low. If you said low, the next play must be lower ranked to beat this play. If you said high, the next play must be higher ranked (as usual).

5 Fighter
Pierce

Target the next player. Force them to expose a card from their hand. That card can not be played this round. (see Expose in Important Terms)

6 Mage
Burn

Discard 1 card from your hand that matches this card's suit.

7 Archer
Deadeye

Target any player. Randomly select a card from the next player's hand and expose it. (see Expose in Important Terms)

8 Berserker
Panic

If a player chooses to pass on their turn while this card is part of a leading combo, that player must expose a card of their choosing. (see Expose in Important Terms)

9 Assassin
K.O.

Target the next player. Skip their turn.

Ace Samurai
Parry

During another player's turn, you may activate this card while in your hand to cancel a card's effect that targets you as a player. If played this way, you must expose this card. (see Expose in Important Terms)

Wild Illusionist
Illusion

This card can beat any rank. Once played, this card copies the rank and the effect of the previous leading combo. If played first in a round, the rank becomes 0 and has no effect.
The Wild can not be used in combination with other non-Wild cards.

Important Terms

Rank
The rank is the relative strength of a card and it is found at the top-left of a card. Cards rank from low-to-high: **1 2 3 4 5 6 7 8 9 A**

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.

Leading Combo
The leading combo is the combo in the middle of the table that players must attempt to beat in order to play cards from their hand. Once a player beats the leading combo, their combo becomes the new leading combo.

1. Hand
The hand is where players keep their cards private from all other players.

Bird's Eye View of the Table

2. Exposed Hand / Expose
When a card is exposed, it becomes visible to all players. Exposed cards are immediately placed face-up in that player's exposed hand area, which is directly in front of each player. The exposed hand is part of a player's hand. Therefore, players must get rid of all cards in their hand, including their exposed hand, to win. In addition, exposed cards can only be played as a Single combination.

3. Playing Area
The playing area (also referred to as the middle of the table) is an area where combinations are played to.

4. Deck
The deck is composed of the leftover cards that remain after the initial setup of the game. It is placed face-down at the corner of the table. Certain card effects will make use of the deck.

5. Discard Pile
The discard pile is where cards are sent to from the middle of the table after a round ends. Certain card effects will send cards directly to the discard pile. Cards in this pile remain face-up. It is placed to an edge or corner of the table.