

Snowball Fight

Snowball Fight is a micro deckbuilding and deduction game for two players that only contains 18 cards (a 3+ player variant is possible with additional decks – see the end of the rules). In the game players go head-to-head with their arsenal of snowballs in an attempt to be the ruler of the Blizzard Realm!

In Snowball Fight each card has two possible actions, one on each half of the card (top and bottom). The action a player takes each turn depends on the direction

they play the card. The game is played in two phases, a quick Drafting phase where players build their initial arsenal and then the Snow Assault phase where there is all out war! Play is simultaneous and players try to attack each other with an arsenal of snowballs, slushballs, and the dreaded iceballs and snow covered rocks while also trying to dodge attacks and build up their weaponry!

Components:

There are three levels of cards in Snowball Fight: Basic, Advanced, and Extreme cards. There are six Basic cards that make up players' starting decks (three each). There are eight Advanced cards that will be used in a draft at the start of the game so that each player starts with two and the remaining four can be acquired during the game. There are four Extreme cards that can be acquired during the game.

- 6x Basic Cards
 - o 2 each of 3 different cards.
 - 4 different abilities distributed among the 6 sides
- 8x Advanced Cards
 - o 5 different cards, 2 each of 3 cards and 1 each of 2 cards.
 - 4 different abilities distributed among the 16 sides
- 4x Extreme Cards
 - o 1 each of 4 different cards.
 - 8 different abilities distributed among the 8 sides
- 3x Alternate Extreme Cards
 - o 1 each of 3 different cards.
 - 6 different abilities distributed among the 6 sides.
 - Use one or two of these at a time to replace one or two of the standard Extreme cards.
- 2x No Effect Cards – used in 3+ player variants

Each card has two sides. Most cards have one Attack side, designated by a pine tree and orange background behind the card title, and one Defense side, designated by a snow covered fence and green background behind the card title. Some cards have two Defense sides.



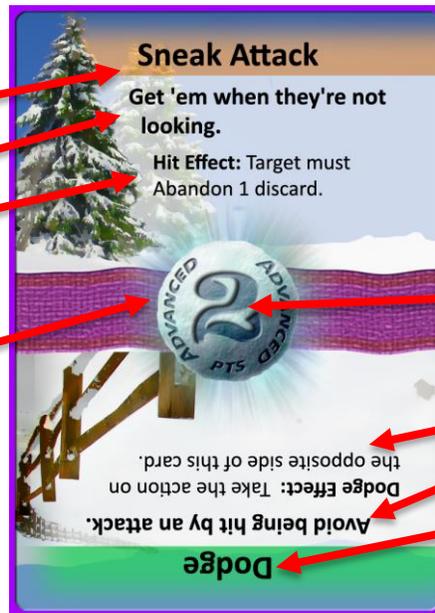
Card Anatomy:

Attack Title – Attacks cards have an orange background and green pine tree background.

Attack Flavor Text

Attack Effect

Type of Card – Basic, Advanced, or Extreme indicated by label and color of scarf and background.



Card Points – The number of points the card is worth at the end of the game.

Defense Effect

Defense Flavor Text

Defense Title – Defense cards have a green background and different background scenery.

Effect Types:

There are four types of effects on cards that occur during different situations:

- Hit Effect – This is an effect that takes place only if the attack was successful, i.e. not dodged or avoided.
- Dodge Effect – This is an effect that takes place only if an attack was successfully dodged. If the opponent did not attack then a Dodge Effect does not occur.
- Def. Effect – This is a defensive effect that can only happen if no attack occurred. If the opponent attacked then a Def. Effect does not occur.
- Effect – This is an effect that always occurs regardless of the situation.

Definitions:

- Abandon – some actions result in a player having to Abandon a card. This means the card is out of the game. Some cards can let Abandoned cards return to the game, but generally if the card is Abandoned it'll be gone for good.
- Arsenal – the two central piles are called the Arsenal. They will be used to upgrade each players' personal supply of cards.
- Attack – when you throw one of various types of snowballs at your opponent it is an Attack. Attacks usually result in the opponent drawing fewer cards or Abandoning cards if the Attack was not Dodged. Attack cards have an orange background behind the card title. Most defensive cards (like upgrades) can only be used if the player was not hit by an Attack.
- Dodge – Dodge is a defensive action. When taken, a Dodge avoids an Attack by the opponent. Standard Dodges allow players to use the ability on the opposite side of the card if the Dodge successfully avoided an Attack. Some Dodges on Extreme cards let the player Dodge while also completing another action.
- Hit – If an Attack is successful, i.e. not Dodged, it is called a Hit and the effects of the Attack take place. Some defensive cards have abilities that take place only if the player was not Hit by an attack.
- Upgrade – an upgrade lets players add to their personal supply of cards. Upgrades are usually from the central Arsenal piles, but can occasionally be from the Abandoned pile.

Setup:

Separate the cards into the Basic, Advanced, and Extreme sets. Give each player one of each of the three Basic cards. Set aside the No Effect cards – they will only be used with the 3+ player variant.

Shuffle the eight Advanced cards and deal four to each player. *Alternately, for a quicker start, deal three Advanced cards to each player, they keep two and return one, then skip to Step 2 of Phase 1, Create Arsenal Decks.*

Place the four Extreme cards face-down in the middle of the table. These will be used after the Drafting phase to create two Arsenal decks.

Keep a space available to the side for Abandoned cards. These cards are removed from the game by certain actions, although they may come back into the game occasionally.

Phase 1 – Deck Creation:

Step 1, Draft Advanced Cards: Snowball Fight begins with a very quick drafting phase where players get to choose two Advanced cards to start the game with. NOTE: See Setup for an alternate quicker setup that skips this drafting phase.

Each player takes the four Advanced cards they were dealt and selects one to keep. Then they pass the remaining three cards to the other player. They then select one card from those three and pass the remaining two cards back to the other player. From the final two cards the player can choose to swap one or both of the cards they kept for either or both of the two cards they were passed, i.e. they can keep two of the four Advanced cards they have after two rounds of drafting. Once they decide which two cards to keep they return the others to the middle of the table.

Step 2, Create Arsenal Decks: Once both players have returned the remaining Advanced cards to the middle of the table, shuffle all eight remaining cards (four remaining Advanced cards and four Extreme cards) and deal out two face-down piles of four cards to the center of the table, one nearer to each player. Flip the top card of the two small decks face-up. These are the Arsenal decks.

Players should shuffle their two chosen Advanced cards with their three starting Basic cards and place them face-down in a personal draw pile.

You are now ready to begin Phase 2 – Snow Assault!

Setup Diagram

Player 1 Draw Pile



Arsenal Decks



Player 2 Draw Pile



Abandon Pile Area

Phase 2 – Snow Assault!

This is the meat of the game, where winners are separated from losers in an all-out snow war! The Snow Assault phase is played in a series of simultaneous turns as players try to battle each other and become the rules of the Blizzard Realm!

- Each player draws the top two cards from their draw pile. If there are not enough cards in the draw pile players should shuffle their personal discard pile and it will become their new draw pile.
- Players take a moment to choose one card to play. That card may only have one side played. The side facing their opponent (with the text right-side-up and readable by themselves) is the active side.
- Once a player has decided on a card to play they should place the other card face-down in a personal discard pile.
- When both players have chosen a card to play they reveal them simultaneously and resolve the text on them.
- Discard the played card and repeat!

Game End:

The game ends when one of the following conditions is met:

- One player is unable to draw enough cards at the beginning of a turn. In this case the game ends immediately.
- Both Arsenal decks are depleted. In this case both players immediately shuffle their entire draw and discard piles. These become the new draw piles for each player and play continues until one player cannot draw enough cards to start a turn. Players do not shuffle their discard pile during this final round of turns.

Scoring:

Once the game ends players tally up the points they have earned on the cards remaining in their draw deck and discard pile. The winner is the player with the most points.

Notes:

A few details for specific scenarios:

- If both players choose to Upgrade, the higher level card chooses first (i.e. Advanced cards upgrade before Basic cards). If both cards are the same level, each player takes only the upgrade card from the Arsenal Pile nearest them. New cards are not revealed until after both players have resolved their upgrades.
- Ultra Upgrade may choose first, before any other cards. New Arsenal cards are not revealed until after both players have resolved their upgrades.
- Barrage takes effect before the opponent's attack is resolved. A successful Barrage may allow a player to use a Dodge on the second card to successfully avoid an opponent's attack.
- If both Offensive Dodge and Dodge are played Offensive Dodge is resolved first, then the Dodge. Thus the Dodge can avoid Offensive Dodge's snowball and then use the opposite side of the card. If the opposite side of the Dodge is an attack, that attack cannot be avoided since Offensive Dodge has already been resolved.
- The card just played is included in discards for all effects. If you have to Abandon the card you just played you may resolve it before Abandoning it, if applicable.

Cards:

Basic Cards (1pt):

Abilities:

- Snowball Attack – Throw a snowball at your opponent. If you hit them they may only draw one card on their next turn.
- Dodge – Avoid being hit by an attack. If you successfully dodge an attack you may take the action on the opposite side of this card.
- Upgrade – If you were not hit by a snowball, take the face-up card from one of the Arsenal piles. Flip the next card in that pile face-up.
- Restock – Shuffle *Restock* and one other discard into your draw pile if you were not hit by a snowball.

Cards:

- Snowball Attack / Dodge
- Dodge / Restock
- Snowball Attack / Upgrade

Advanced Cards (2pts):

Abilities:

- Slushball Attack – Throw a slushball at your opponent. If you hit them you may steal one random card from their discard pile.
- Sneak Attack – Unless a Dodge is played, the opponent must choose a card from their discard pile to Abandon (remove from the game).
- Dodge – Avoid being hit by an attack. If you successfully dodge an attack you may take the action on the opposite side of this card.
- Upgrade – If you were not hit by a snowball, take the face-up card from one of the Arsenal piles.

Cards:

- 1x Slushball Attack / Dodge
- 2x Slushball Attack / Upgrade
- 2x Sneak Attack / Dodge
- 1x Sneak Attack / Upgrade
- 2x Dodge / Upgrade

Extreme Cards (3pts):

Abilities:

- Iceball Attack - Throw an iceball at your opponent. If you hit them they must immediately choose a card from their discard pile to Abandon. They may only draw one card on the next turn.
- Snow Fort – Whatever card your opponent played this turn is entirely ineffective. This cancels any Effect, Hit Effect, or Def. Effect on the opponent's card.
- Offensive Dodge – Dodge an attack while also throwing a snowball. You avoid being hit and if you hit your opponent they may only draw one card on the next turn. If you successfully avoid an attack from your opponent you may also use the Ultra Upgrade side of this card.
- Ultra Upgrade – If you are not hit by an Attack you may choose one card from the Arsenal decks or Abandoned pile. Ultra Upgrade has priority over other upgrades.

- Barrage – Throw a snowball at your opponent. If you hit them they may only draw one card next turn and you may play your second card also, if you have one. Barrage has Attack priority and is resolved before an opponent's attack.
- Snatch and Run – Avoid any attack and exchange one card from your discard pile with one already Abandoned card.
- Throwing Rocks – You're throwing snow-covered rocks. If you hit your opponent they must Abandon the card they played this turn, however you may only draw one card on your next turn.
- Whitewash – Can't be dodged! On your opponent's next turn they must show you the cards they draw before you each decide what to play.

Cards:

- Iceball Attack / Snow Fort
- Offensive Dodge / Ultra Upgrade
- Barrage / Snatch and Run
- Throwing Rocks / Whitewash

Alternate Extreme Cards:

There are three alternate Extreme cards. These may be used to replace one of the standard Extreme cards during play. It is not recommended to replace more than two of the standard Extreme cards.

- Alternate Extreme Card 1
 - Upgrade Dodge – Dodge any attack and choose an upgrade from the Arsenal. If you successfully dodge an attack you may choose to upgrade from the Abandoned cards instead of the Arsenal.
 - Dud – The attack your opponent played is ineffective and the card must be Abandoned this turn.
- Alternate Extreme Card 2
 - Weapons Cache – If you are not hit, you may place one card from your Discard pile into a Weapons Cache. You do not have to shuffle these back into a new draw deck the next time your draw deck is depleted. Weapons Cache cards may be used as a third card option during any hand, after which it is returned to the normal discard pile.
 - Backfire – If your opponent played an attack, the attack affects your opponent instead of you.
- Alternate Extreme Card 3
 - Raid – If you are not hit, steal either the card your opponent played this turn or an Abandoned card.
 - Refined Upgrade – Choose one of the Arsenal piles and choose an Upgrade from the top two cards. Return the other card to the top of the Arsenal pile it came from.

3+ Player Variant:

Snowball Fight can be played with more than two players with additional decks. Each deck supports an additional two players and games can be as large as you desire!

Additional Components:

- 1x No Effect card per player (two are included with each deck).

Additional Setup:

Give each player one *No Effect* card. This will sit to the side and will not be part of their regular draw deck.

Use one complete deck of cards for every one or two additional players. In a 3 or 4 player game, use two decks. In a 5 or 6 player game, use three decks, etc.

If an odd number of people are playing set aside one set of three Basic cards.

Shuffle the Advanced cards from all decks together. If you choose to use the drafting phase, deal out four Advanced cards to each player and set any remainders (if there is an odd number of players) aside. When drafting cards, each player will select one card and pass the rest to the left. Continue this until each player has selected four cards (three chosen cards plus the last card from the person to their right). Each player chooses two of these drafted cards and returns the other two to be used in the creation of the Arsenal Decks.

Shuffle all the remaining Advanced cards and the Extreme cards together and create a number of Arsenal Decks equal to the number of players, dealing one deck out in front of each player. The Arsenal Decks should be created with 4 cards each. If there is an odd number of players any remaining Advanced or Extreme cards will create a separate Arsenal Deck in the middle of the playing area (this will be a deck of 6 cards in all games except 3 and 5 player games – 3 player games will not have a central Arsenal Deck and 5 player games will only have a single remaining card).

Gameplay Changes:

Gameplay is nearly the same. Players will simultaneously draw two cards from their draw piles. However, instead of playing only one card, they will play both cards. One card toward the player on their left, and one card toward the player on their right.

NOTE: Effects are resolved simultaneously, although for simplicity individual battles may be resolved sequentially to avoid confusion. Both cards played still count as available discards, however their effects still happen, even if stolen or abandoned as the result of another battle.

No Effect Cards:

When a player is attacked and forced to draw only one card on their next turn they will still only draw one card. However they will also add a *No Effect* card to their hand. The drawn card can be played either to the left or right and will be resolved normally. The *No Effect* card is played to the opposite side and has no effect at all. This means it does not block any attacks and does not prevent a player from upgrading, however it does not allow an opponent to trigger any Dodge effects.

No Effect cards are not discarded into a discard pile, they are just set aside. *No Effect* cards cannot be abandoned.

Players always get to draw at least one card. If both opponents play cards that cause a player to draw only one card, these effects are not cumulative and the player will still get to draw one card and use one *No Effect* card.

Game End:

A multiplayer game ends immediately when either one player is eliminated or when all Arsenal piles are depleted. There is no final round in a multiplayer game except to break ties.

The winner is the player with the most points in cards. If there is a tie all tied players shuffle their entire deck and discard pile and play one final round until one player can no longer draw cards. Discard piles are not shuffled back into draw decks unless a Restock card is played. If there is still a tie after this final round players may choose to play another final round with just the tied players, or decide to share the victory.

Other Cards:

A few other cards are affected by multiple players also.

Barrage – If you successfully hit your opponent when playing Barrage you may also use one side of the card you played against your other opponent.

Throwing Rocks – If Throwing Rocks is played against a player that played a *No Effect* card no card is Abandoned. The player who used Throwing Rocks must still only draw one card on their next turn.

Team Play Variant:

There is also the possibility of playing Snowball Fight in teams of two or more players. This works best with an even number of players. Split up into two even teams with each team on opposite sides of a table. Each team should designate a team leader that will be responsible for managing the team's draw deck. Each player should pair off with an opponent from the other team sitting across from them.

Setup & Component Changes:

Setup for Team Play is the same as setup for 3+ Players with the following adjustments:

Drafting is completed by passing to a player on the opposing team and receiving from another opponent.

There will be multiple Arsenal Decks, set up as in a 3+ Player game

Gameplay Changes:

Each player will begin the game with a personal draw deck. Turns are again simultaneous, however each player on a team must target the opponent across the table from them. Each team member will initially draw two cards from their personal draw deck, choosing one to play and one to discard, however each team has a common discard pile. Once a player's initial draw deck is empty the common discard pile should be shuffled and used to create a common draw deck for the team. A designated team leader will draw one card per player, plus two. Players may then discuss amongst their team who should get each card, with two cards being discarded to a team discard pile. Players then play one side of their card against their designated opponent. Effects are resolved simultaneously, as usual.

NOTE: If a player still has cards remaining in their personal draw deck when the team discard pile is shuffled and converted to a team draw deck that player will draw one card from the personal draw deck in addition to the cards drawn by the team leader. This will continue until all personal draw decks are depleted.

No Effect Cards:

For each player that can only draw one card on their turn, a *No Effect* card is used instead of drawing from the team draw deck. *No Effect* cards have the same attributes as in the 3+ Player game.

Game End:

The game ends as soon as all Arsenal Decks are depleted or when one team cannot draw enough cards to continue. Scores are then totaled for each team. No final round is played in team play.

Other Cards:

Team play affects how a few other cards are resolved.

Barrage – If you successfully hit your opponent when playing Barrage you may also use one side of one of the cards your team discarded.

Throwing Rocks – If Throwing Rocks is played against a player that played a *No Effect* card, no card is Abandoned. The player who used Throwing Rocks must still only draw one card on their next turn.

Credits:

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George J Jaros Games

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