

Snowball Fight

Snowball Fight is a micro deckbuilding and deduction game for two players that only contains 18 cards. 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 1 each of 8 different cards.
 - 6 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

Setup:

Separate the cards into the Basic, Advanced, and Extreme sets. Give each player one of each of the three Basic cards.

Shuffle the eight Advanced cards and deal four to each player.

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 – Drafting:

Snowball Fight begins with a very quick drafting phase where players get to choose two Advanced cards to start the game with.

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. Once they decide which two cards to keep they return the others to the middle of the table.

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 the 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!

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.

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 your discard pile 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 they must immediately discard the top card from their draw pile and may only draw one card next turn.
- 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:

- Slushball Attack / Dodge
- Slushball Attack / Upgrade
- Slushball Attack / Upgrade
- Sneak Attack / Dodge
- Sneak Attack / Dodge
- Sneak Attack / Upgrade
- Dodge / Upgrade
- 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 (remove from the game). They may only draw one card on the next turn.
- Offensive Dodge – Dodge an attack while also throwing a snowball. You avoid being hit and if you hit your opponent they must immediately discard the top card from their draw pile.
- Barrage – Throw a snowball at your opponent. If you hit them they must discard the top card from their draw pile and you may play your second card also, if you have one.
- 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.
- Snow Fort – Whatever card your opponent played this turn is entirely ineffective.
- Ultra Upgrade – If you are not hit by a snowball you may choose one card from the Arsenal decks or Abandoned pile.
- Snatch and Run – Dodge an attack and exchange one card from your discard pile with one already Abandoned card.
- 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

Notes:

A few details for specific scenarios:

- If both players choose to Upgrade, each player takes only the upgrade card nearest them.
- Ultra Upgrade may choose first, before Upgrade. New cards are not revealed until after both players have Upgraded.
- When having to discard or Abandon a card from your discard pile the card you just played is not included, however the card you did not play this turn is included in the discards.
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Other Abilities:

Ideas for abilities on other cards for expansions, bonuses, etc.

- Raid – Steal the card your opponent did not play this turn.
- Refined Upgrade – If you are not hit by a snowball you may pick the top two cards from one of the middle draw decks, choose one of the three visible cards (including the central deck you did not take two cards from) and replace the other two cards face-up to the tops of the center decks.
- Upgrade Dodge – Dodge any attack and choose an upgrade from the Arsenal.

Credits:

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