

# Games for Friends and Lovers Presents:

## Seasons: A 2 player Cooperative Adaptation



# Dragon Phoenix Games

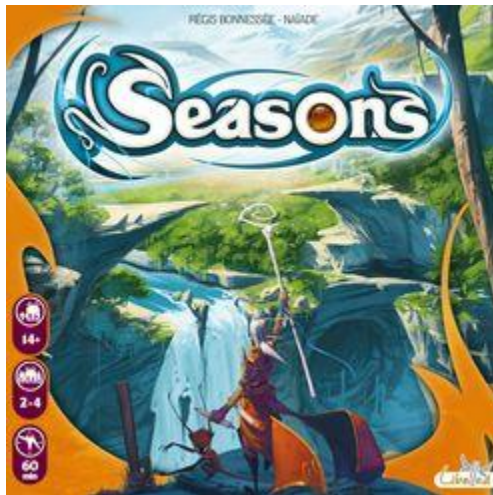


Game: [Seasons](#)

Designer: [Régis Bonnessée](#)

Publisher: [Libellud](#)

Year: 2012



Variant Developed by: Harvey and Carlie Cornell

Status: Released

Version: 1.1

Date: 7/19/2018

**Overview:** This coop can be played by two players only. The players work together to defeat a nemesis wizard. They do this by canceling out his cards and then having more points than him at the end of the game. Problem is, he gets quadruple points for cards you didn't cancel.

**What You Need:** You will only need your copy of the basic game.

**Setup:** Setup as per the standard rules with the following exceptions. Give the players ten cards each and the nemesis ten cards. You can decide how to select those ten cards. We chose to make sure there were no duplicates and then randomly created the decks. You decide what works for you, but DO NOT use the following cards:

Runic Cube of Eolis (card 22 of 50)

Lantern of Xidit (card 45 of 50)

Cursed Treatise of Arus (card 42 of 50)

Damned Soul of Onyx (card 50 of 50)

# **Games for Friends and Lovers Presents:**

## **Seasons: A 2 player Cooperative Adaptation**

It is recommended that you use cards 1-21 and 23-30 plus 32 for your first cooperative play. Use any cards you wish other than those four above for the draw pile.

Go through the normal drafting procedure, giving the nemesis a random card when he is supposed to draft a card. Once both players have nine cards, give all of the remaining cards to the nemesis, for a total of twelve. Mix them up and put four of them under his Library II token and four under his Library III token. Leave the other four cards for the first year of the game. Use cubes from a third player to track the nemesis player's crystal total.

**Course of Play:** Play according standard rules but use the following additional rules. The Nemesis gets the die not selected by the two players.

First player for each turn alternates between the two human players. Play for each round proceeds clockwise and so the nemesis player takes his turn based on this order.

On the nemesis player's turn, he gets rewards based on the die assigned to him. If the die indicates a card, he draws a card and puts it in his draw pile with his other cards. If the die indicated crystals, he gets four times that many crystals. If it indicates energy tokens, he gets the transmutation value for those energy tokens as shown for the current season. The nemesis gets nothing for the star or the transmute symbol.

When it is the nemesis' turn, reveal one card from his available cards (if he still has any). If it has a non-zero victory point value, just put it face up in his area. The nemesis does not take any action. The actions, costs, and rewards on the card are ignored during this step. If it has a zero VP value, then the nemesis will be attacking a player. Discard the card and also discard the most recently played card of this round's first player (not including cards used to attack the nemesis). This card is removed from the player's area. It no longer counts as being a card in play for the player and thus does not count against the cards in play limit.

When a player summons a card, they can either put it into play for the benefit it gives them (as per the regular game), or they can use it to attack the nemesis and cancel out one of his cards in play. To do so, the player's card must be worth at least as many victory points as the nemesis card they wish to cancel. If the nemesis card lists any crystals as a reward, then the player must also pay that many crystals to cancel the nemesis card. If the card lists crystals as a reward but the number is calculated, then try to evaluate that number according to the rules on the card. The player must pay the cost to put the card in play as shown on the card and the player must pay an additional energy cost to allow it to be used to cancel a nemesis card according to the year and season. The cost is two points value of energy tokens if done in the first year, three in the second, and four in the third year. Look at the transmutation values for the season you are in to determine the value of each energy token type. You can overpay, but cannot get change. Thus in year two, it takes three points of energy, but you can pay with whichever energy if you wish, but you get no change for overpaying. When a card is used to cancel a nemesis card in this way, it is placed face-down in the player's tableau. It counts as a card in play (for the summon card limits) but none of its benefits can be used, whether instant, continuous, or activated.

# Games for Friends and Lovers Presents:

## Seasons: A 2 player Cooperative Adaptation

At the end of each of the three years, calculate the total value of cards in play for the nemesis and give him four times that many points in crystals. At the end of the game total the two players final victory point total as per the regular rules, but DO NOT count any points from the cards used to cancel the nemesis cards. Then give the nemesis additional crystals for any cards he has that give crystals as a reward. He gets four times the points for any crystals listed as rewards on the cards. This is in addition to the points he got at the end of year three. His canceled cards should have been put in the discard and count for nothing.

Picture of Cooperative Seasons being played



[Link to Overview video for Seasons Cooperative Adaptation](#)

**Victory Conditions** The players win if they have more points than their nemesis at the end of the game.

**Difficulty Adjustment:** To make it easier or harder, give the nemesis some more randomly selected cards. If you give him one extra card, add it to his library III set. If you give him two extras, add the second extra to his library II set etc. To make the game easier, do not give the nemesis player points for the energy tokens shown on his die. To make it even easier, give him nothing if a card is shown on his die.

**Acknowledgements:** We would like to thank the following people for supporting the development of this game adaptation: Ashkai, Theo Clarke, Joshua Blaylock of Rukus Games, Brad Shankle of Doomsday Robot Games, Charles North, Vince Hawke, Alexander Dargatz, Robb Williams, Courtney Murdock, Andrew S Menner, Paul R. Rahn, Daniel Leonard, Amanda Zimmerman, Johnny Phan, Etienne Beureux, Steve Manser, Dave "CastleGames" Ferguson, Chantal Noordeloos, Scott Hansen, Cramanda, James Livermont, Jamieson Mockel, Morag Benson, and Martin Jungeblut.

---

# **Games for Friends and Lovers Presents:**

## **Seasons: A 2 player Cooperative Adaptation**

*Dragon Phoenix Games is based in Mansfield Texas. Dragon Phoenix Games is designing a wide variety of board and card games as well as providing free mods for popular existing games under the guise of our "Games for Friends and Lovers" label. Visit our [website](#) for more details. Sign up for our [email](#) list to get updated information about our products and schedules.*