Velvet Rules v 1.00

Every player begins with 5 “Velvet” animals and 8 “Denim” animals, a “Threads of Destiny” card, and 3 “Event” cards. Denims have better defensive abilities but start out slower and are more limited.

Objective

To find the Threads of Destiny card in your opponent’s hand and capture it.

Setup

Arrange your 17 cards in any way you wish in your hand. Your hand is your “kingdom”.

You may *never* reorder the cards in your kingdom during the game unless a card allows you to.

All cards begin in your kingdom “hidden” (that is, with the card face facing you, and the card back facing your opponent; a card facing your opponent is “revealed”).

The player to take the first turn is the player who last picked up a stuffed animal (if this is not your first game, the winner of the previous game goes second).

Turn Order

You may take one action on your turn:

- **Invade:** Take any **hidden** Velvet or Denim in your kingdom, and place it at the front of your opponent’s kingdom (if the cards in their hand were to be stacked in order in a deck, the top of that deck would be the front of their kingdom). This is considered an “invading” card.
- **Return:** Take any Velvet or Denim that is invading your opponent’s kingdom, and return it hidden to any place in your own Kingdom.
- **Scout:** Choose a card in your opponent’s kingdom within one of your invading cards’ Speed. (That is, counting cards from that invading card into their kingdom.) Ask your opponent what that card’s Strength, Stuffing or Speed is. They must tell you the truth. If it is an Event card, they must say so.
- **Move:** Choose any number from 0 up to one of your invading cards’ Speed away. “Cycle” that many cards by taking them from the front of your opponent’s kingdom and moving them to the back. Then your active invading card **encounters** the card at the front of your opponent’s kingdom (see below).

When a card affects your “invading” card, it only affects the one that is currently Scouting or Moving (your “active” invading card). Note that when moving, your other invading cards move together with your active card.

Events may be used *at any time* by revealing and discarding them.

You may at any time look at any revealed cards in your kingdom.

Encountering Cards

After an invading card uses the Move action, it encounters the front card in its opponent’s kingdom.

- Reveal the card at the front of your opponent's kingdom. This is the "encountered" card.
- If the encountered card's Strength is *higher* than the invading card's Stuffing, the encountered card activates any "Win (home)" abilities.
- If the invading card's Strength is *higher* than the encountered card's Stuffing, the invading card activates any "Win (invade)" abilities, and *also* discards the encountered card.
- Keep the encountered card revealed. It can still be encountered again in future.
- Note that these two comparisons happen *simultaneously* and so it is possible for both cards to impact on each other (eg discard each other).

Encountering Events

- If your invading card ever reveals an Event card by encountering it, your opponent may choose to either:
    - keep the Event by moving it to the back of their kingdom and allowing you to encounter the next card in their hand; or
    - discard the Event to cancel the encounter.

Encountering Threads of Destiny

- If your invading card ever encounters an opponent's "Threads of Destiny", you win.

Ending your turn

After you have taken one action on your turn, the next player takes an action.

Card Stats

NAME	TYPE	STR	STU	SPD	ABILITY
Fox	Velvet	2	2	1	
Bear	Velvet	1	3	1	
Snake	Velvet	3	1	1	
Horse	Velvet	1	2	2	
Rabbit	Velvet	1	1	3	
Dragon	Denim	2	2	1	Win (home): Hide two cards in your kingdom.
Dragon	Denim	2	2	1	Win (home): Hide two cards in your kingdom.
Rhino	Denim	3	1	1	Win (home): Discard the invading card.
Rhino	Denim	3	1	1	Win (home): Discard the invading card.
Dinosaur	Denim	2	3	1	Win (home): Opponent may not move or scout next turn.
Dinosaur	Denim	2	3	1	Win (home): Opponent may not move or scout next turn.
Octopus	Denim	1	1	1	Reveal as an Event. While revealed, add this card's STR, STU and SPD to adjacent non-invading cards.
Octopus	Denim	1	1	1	Reveal as an Event. While revealed, add this card's STR, STU and SPD to adjacent non-invading cards.
Cave in	Event				Move one card in your kingdom up to two spaces forward or backward.
Pin-cushion Pit	Event				Discard an invading card.
Reinforce	Event				Hide all Denims in your kingdom.

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Threads of Destiny	Treasure	When you encounter this card, you win.

Cards for printing are on the next pages

FOX *Velvet* **STR** **STU** **SPD** **2** **2** **1**	**BEAR** *Velvet* **STR** **STU** **SPD** **1** **3** **1**	**SNAKE** *Velvet* **STR** **STU** **SPD** **3** **1** **1**
HORSE *Velvet* **STR** **STU** **SPD** **1** **2** **2**	**RABBIT** *Velvet* **STR** **STU** **SPD** **1** **1** **3**	**DRAGON** *Denim* **STR** **STU** **SPD** **2** **2** **1** Win (home): Hide two cards in your kingdom.
DRAGON *Denim* **STR** **STU** **SPD** **2** **2** **1** Win (home): Hide two cards in your kingdom.	**RHINOCEROS** *Denim* **STR** **STU** **SPD** **3** **1** **1** Win (home): Discard the invading card.	**RHINOCEROS** *Denim* **STR** **STU** **SPD** **3** **1** **1** Win (home): Discard the invading card.

DINOSAUR *Denim* **STR STU SPD** **2 3 1** Win (home): Opponent may not move or scout next turn.	**DINOSAUR** *Denim* **STR STU SPD** **2 3 1** Win (home): Opponent may not move or scout next turn.	**OCTOPUS** *Denim* **STR STU SPD** **1 1 1** Reveal as an Event. While revealed, add this card's STR, STU and SPD to adjacent non-invading cards.
OCTOPUS *Denim* **STR STU SPD** **1 1 1** Reveal as an Event. While revealed, add this card's STR, STU and SPD to adjacent non-invading cards.	**CAVE-IN** *Event* Move one card in your kingdom up to two spaces forward or backward.	**PIN-CUSHION PIT** *Event* Discard an invading card.
REINFORCEMENTS *Event* Hide all Denims in your kingdom.	**THREADS OF DESTINY** *Treasure* **STR STU SPD** **4 4 4** When you encounter this card, you win.	