

a Layman Kingsford game collection



Pulled from the lore of Evorstrom (the fictional setting of Living Empires and Living Starship) this oracular **Deck of Fey** was part of life for the signMarked denizens of that planet.

**Rummy, Trick-Taking, Blackjack with a fantasy twist!**

**Game Box Contents**

**88 circular cards**

8 “suits” of 11 cards each

**8 Circular SignMark Tokens**

**8 Square (Player) SignMark Tokens**

**1 Folding Play mat**

# The CIRCLE Board Terminology

## Sign Relationships

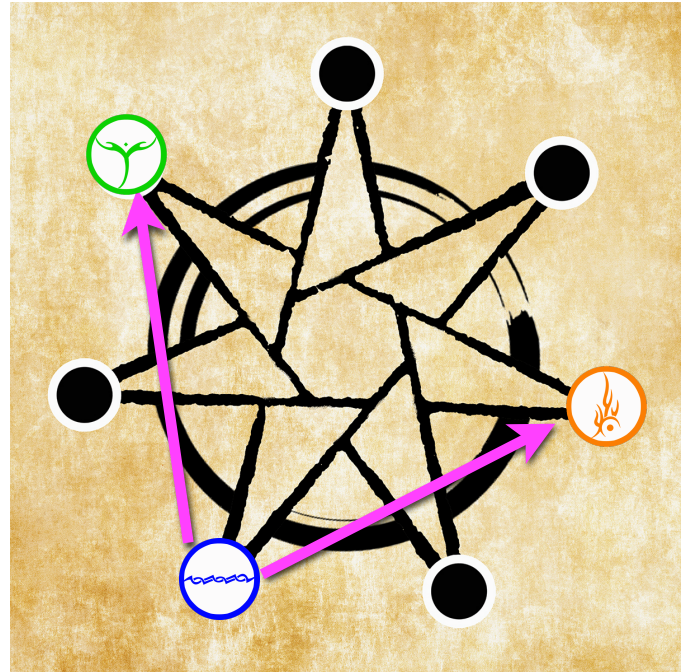
the 2 signs across the board are **OPPOSING**

the signs neighboring a space are **HARMONIOUS**

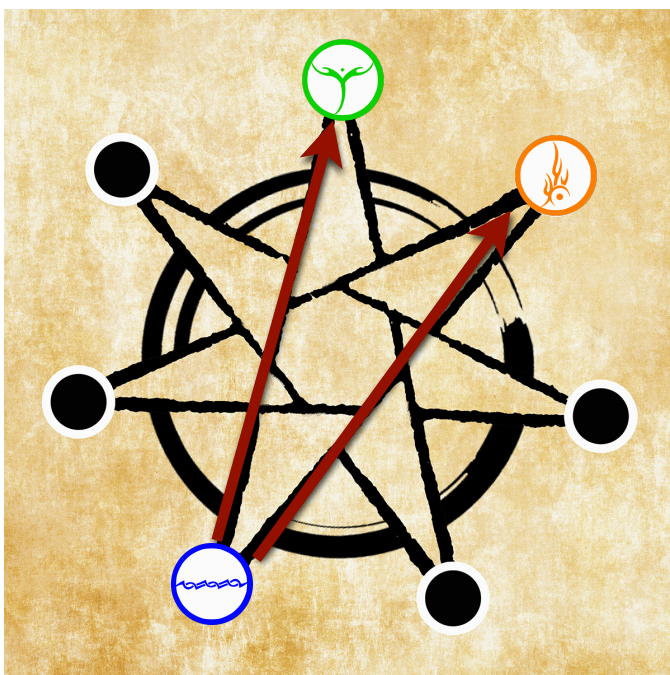
and the other 2 signs are **NEUTRAL**

Signs not currently in the board are **DEAD**. Signs on the board are **LIVE**

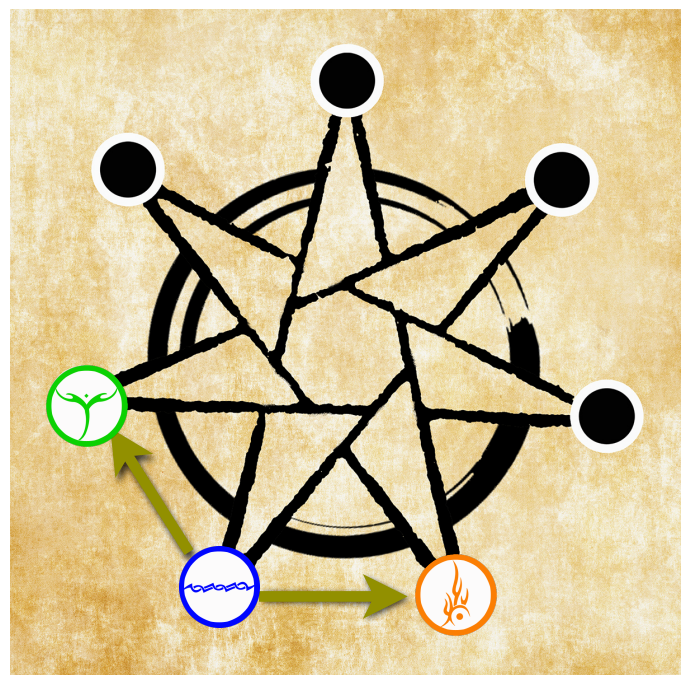
TREE & FLAME are **NEUTRAL** to WAVE  
(They are 2 spaces away)



TREE & FLAME are **OPPOSING** to WAVE  
(They are 3 spaces away)



TREE & FLAME are **HARMONIOUS** to WAVE  
(They are 1 space away)



# TROLL TRICKER a trick-taking game (3-7 players)

## SETUP

- Shuffle 1 of each of the 8 Sign tokens and place 7 around the mat
- The remaining 8th sign token is FEY (wild/trump) this game
- Deal 11 cards to each player
- Each player is dealt one of the square signMark token (cannot be the FEY sign); this is their SIGN for the game
- Choose a 1st Player to LEAD the first hand

## GAMEPLAY

Lead player plays 1 card from their hand. In turn order to the left of the lead player, all other players **MUST** play a card of the same sign **OR MAY** play a card of the FEY sign. If they CANNOT play in-sign and choose not to play a fey card, they may play any other card.

Whoever played the highest card in the LEAD sign immediately **scores** the trick. If one or more FEY signs was played, the highest FEY sign card wins the trick instead (3-5 points depending on player count). Whoever won the trick plays the next LEAD card.

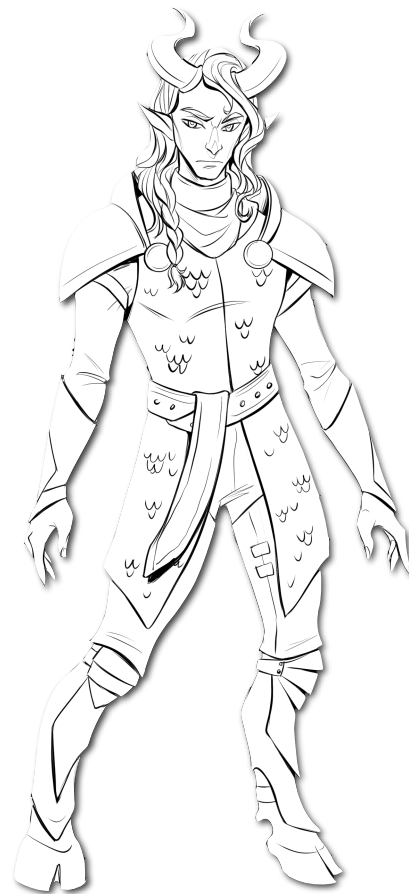
Continue until all cards in hand are played (11 rounds/tricks = 1 hand). Shuffle all the tokens (except the FEY one) on the circle mat and rearrange them before dealing out 11 new cards to each player to start a new HAND. When the deck has run out of cards, shuffle the discard pile and create a new draw deck.

**GAME ENDS** after THREE full hands have been played. **Winner** is the player with the highest score.

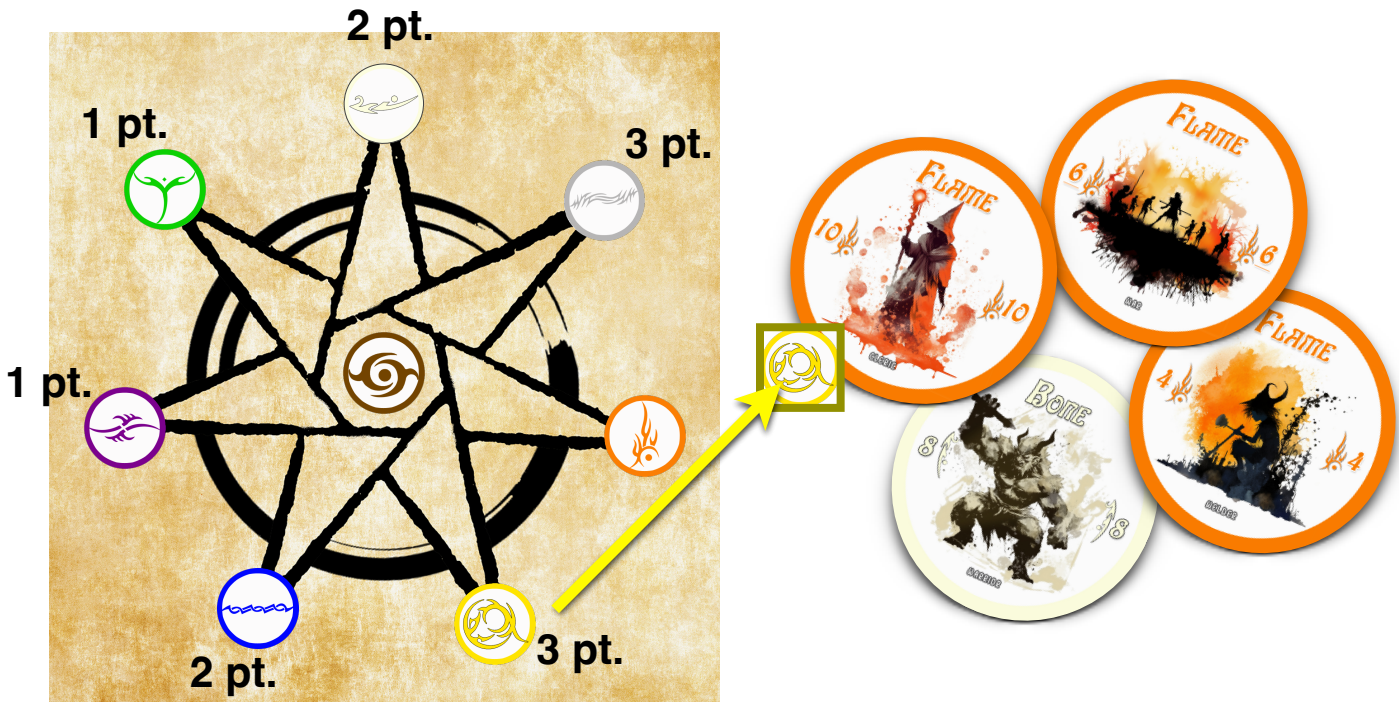
## SCORING

Is based upon the player who WON the trick and the relationship of that player's SIGN to the sign of the card that won the trick.

- ONE (1) **point** if the trick's lead card was of an **OPPOSING** sign
- TWO (2) **points** if the trick's lead card was of a **NEUTRAL** sign
- THREE (3) **points** if the trick's lead card was of an **HARMONIOUS** sign
- FOUR (4) **points** if the trick's lead card was of the **SAME** sign
- THREE (3) **points** if the trick was won by *sloughing* a **FEY** sign
- ONE (1) **point** if the trick was won by *leading* a **FEY** sign
- IF you take **ZERO** tricks by the end of a round of 11 hands you earn: **5 points** (in a 3 player game); **4 points** (4 players); **3 points** (5+ players)



## TROLL TRICKER scoring example



**Flame 6** was the LEAD card. The trick was won with the **Flame 10** card by the player holding the **STAR** token.

The **STAR** player earns **3 points** since the trick was won with **Flame** and **Star** sign is **Harmonious** (next to) the **Flame** sign for this hand *Similarly, if the winning player were TONE signed they would score 3 points.*

### BASIC CONCEPTS to know about Trick-Taking games

Trick-taking games have been around for ages, originating in Late Imperial China and developing in various ways across the world. The basic conceit is simple, but let's break it into terms for ease of use.

- **Trick/Hand/Round:** A round of play, during which one or more cards are played. One player will lead. Other players will follow. A player will win a trick. It may continue until each player has played a card, or it may continue until every all but one player has passed on the opportunity to play a card.
- **Lead:** The first card played in a trick. In many games, the player leading will have free choice over what can be selected.
- **Follow:** Subsequent cards played in a trick. The rules of the game will dictate what cards are eligible to be played, but in typical trick-taking games, subsequent cards must follow the suit of the lead.
- **Win:** One player wins the trick. This may be because they played the highest in-suit card in a trick, because they were able to play the last card in the trick, because they played a card in a trump suit, or for some other reason.
- **Trump/Fey:** In many trick-taking games, the trump suit or a trump card is a play that will defeat other cards of a non-trump suit without exception.

# REBEL RUNS a rummy-style game (2-7 players)

## SETUP

- Shuffle one of each Sign token then place 7 around the mat
- The remaining 8th sign token is FEY (wild) this game
- Deal 7 cards to each player and 1 to the side to start a discard pile
- Each player is dealt a square signMark token (cannot be the FEY sign), this is their SIGN for the game
- Choose a 1st Player



## GAMEPLAY

The **Objective** of each hand is to get rid of all your cards in order to score **sets** and **runs**.

**SET** = 3 or more cards of the same printed NUMBER

**RUN** = 4 or more cards in sequential numerical value (like 1,2,3,4 or 12, 11, 10, 9). 1 & 12 do NOT loop around to each other and are not part of a sequence (11, 12, 1, 2 is NOT valid).

**FEY** = a card of the current FEY sign can be used as ANY number **OR** ANY sign, not both.

First player **DRAWS 1 Card then DISCARDS 1 card**. If they also have a complete set or run they **may** then play it (or multiple ones) out to the table in front of them. The player to their left then takes a turn doing the same and continues until the hand ends.

A HAND ENDS when one player has played out all seven of their cards. All players score the sets and runs they have played to the table. Shuffle all the tokens (except the FEY token) on the circle mat and rearrange them. Shuffle the deck and deal 7 new cards to each player.

GAME ENDS after a number of hands have been completed equal to the number of players (meaning each player has been the First Player once). **Winner** is the player with the highest score.

## SCORING

All players are awarded points based on EACH CARD in your set/run played to the table and those card's sign relationship to your own SignMark for the game.

- ONE (1) **point** for each card of an **OPPOSING** sign
- TWO (2) **points** for each card of a **NEUTRAL** sign
- THREE (3) **points** for each card of an **HARMONIOUS** sign
- FOUR (4) **points** for each card of the **SAME** sign
- TWO (2) **points** for each card of the **FEY** sign
- FIVE (5) **points** for each card in a **RUN** of the **SAME** sign

# HOLY MATRIMONY a blackjack-style game (2-7 players)

## SETUP

- Shuffle one of each of the 8 Sign tokens and place 7 around the mat
- The remaining 8th sign token is FEY (wild) this game
- Deal 7 cards to each player
- Each player is dealt one of the square signMark tokens (cannot be the FEY sign); this is their SIGN for the game
- Deal 1 card to the center of the circle mat to be used as the **CHURCH** card from which all players will calculate their score



## GAMEPLAY

The **Objective** of the GAME is to be the first to earn **55 points** or more over a series of hands.

Each player's **goal** during a hand is to play cards that **add up EXACTLY to 21** (but do not go over or under). Each player will lay out any number of cards they want from their hand (face down) in front of them, keeping them separate from everyone else's cards. Reveal all played cards simultaneously.

The cards each player reveals are **added to the center CHURCH card's** face value giving each player their own separate total. The Church card is considered to be part of each players' hand for scoring purposes.

All players then score the cards they played and then draw back up to have 7 cards in hand. A new card is dealt as the Church card and repeat the process above.

**GAME ENDS** when someone's score reaches 55 or higher. You can, of course, play to any score you wish.

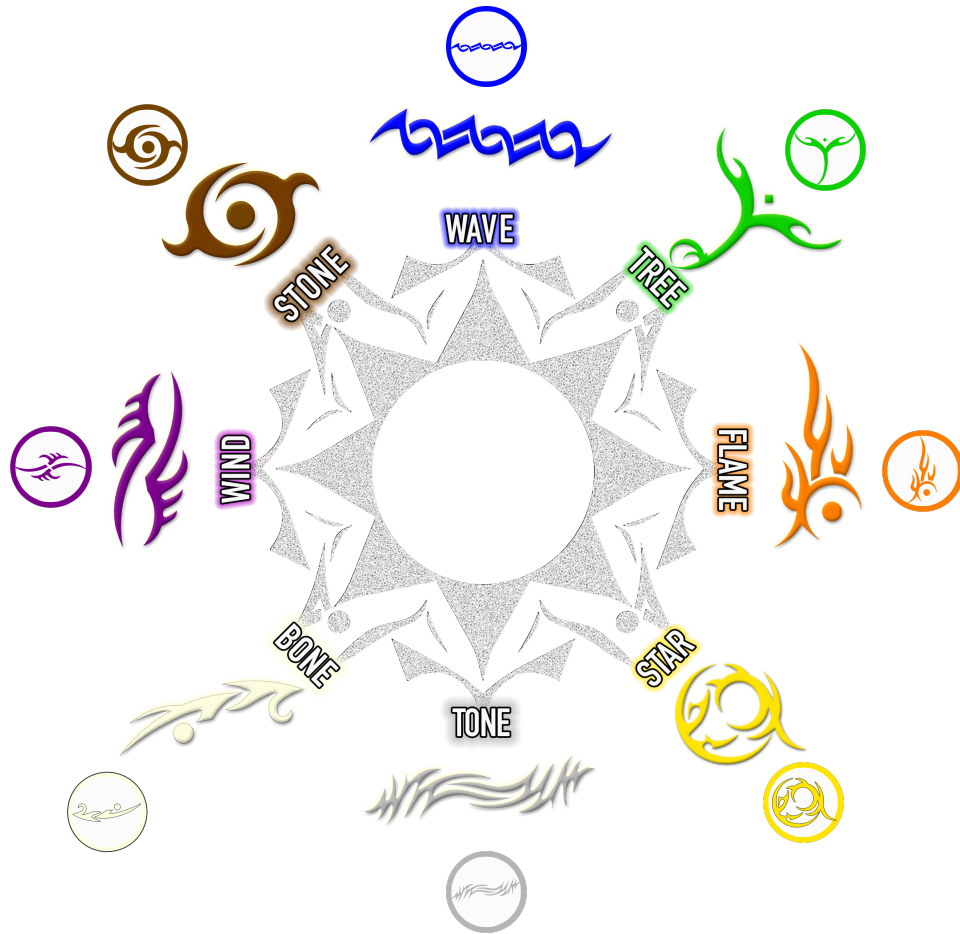
## SCORING

All players are awarded points based on EACH CARD played to the table and its relationship to that player's assigned SignMark for the game.

- ONE (1) **point** for each card of an **OPPOSING** sign
- TWO (2) **points** for each card of a **NEUTRAL** sign
- THREE (3) **points** for each card of an **HARMONIOUS** sign
- FOUR (4) **points** for each card of **YOUR** sign
- PLUS FIVE (+5) **points** to your total if **at least 1** of your cards is of the **FEY** sign
- MINUS 1 (-1) **point** for each point your hand total is **BELOW** 21
- MINUS 3 (-3) **points** for each point your hand total is **ABOVE** 21

Traditional arrangement of the 8 Signs  
in the world of Evorstrom.

Card Types
11 Sovereign
10 Cleric
9 Magiker
8 Warrior
7 Structure
6 Event
5 Landscape
4 Career
3 Item
2 Fey
1 Concept



Some General Considerations:

- When shuffling sign tokens between hands/rounds, you usually shuffle them 7 of the 8 making sure to exclude the FEY token which remains in the center of the circle.
- When you're new to the games, it might be best to keep your assigned SIGN token and FEY token for the duration of the entire game so as to keep score calculation easier to track from round to round. To change up any of the games, feel free to shuffle and re-deal PLAYER signs each hand as well as change up the FEY token.

**CREDITS**

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