*** CATAPULT ***

*** AN ORIGINAL CARD GAME BY MARK DAY AND KIM LANGFORD ***

CATAPULT is a two player game, requiring only a regular pack of cards, and a playing surface of at least a couple of feet square. Each player builds villages, roads, and an army by laying down sets of cards. CATAPULT is a skillful game, which will present players with tricky decisions; though luck also plays a part. A game takes 10 - 20 minutes.

The aim of CATAPULT

Each player takes it in turn to pick up cards and lay down sets of cards. These sets of cards are worth Points. The first player to score 8 (eight) Points is the winner.

Preparing to play

* Shuffle one pack of cards, including 3 jokers if available (if not, 2 jokers are fine)

* Deal 7 cards to each player

* Place 1 card face up: this is the start of the **discard** pile

* Place the remaining cards face down: this is the **stock** pile

* Any joker or jokers in opening hands are **Taxmen**; they are immediately laid on the table, and count for 1 Point

* The player who lost the last game goes first

In each player turn:

(i) Pick up

* Pick up 3 cards (for each **Well** you have, add 1)

* First choose whether you wish to pick up the top card of the discard pile (for each **Farmland** you have, up to one more card can be drawn from the top of the discard pile; e.g., if you have one Farmland, either the top card or top two). The remaining pick up is from the stock pile.

* If a joker is drawn stop immediately. The joker is now a **Thief**; if either player has more than the permitted number of cards, they lose half (they choose which; round down). The permitted number is 9, minus the size of opponent's **Army**. The thief is then discarded, and counts for no Points.

* If at any point the stock pile is exhausted, shuffle the discard pile and place face down as the new stock pile

(ii) Build

* Listed below are possible builds, with Points in brackets:

Road: 3 card flush in diamonds or hearts, but not a mix (1P)

Village: 4 card straight (Aces high or low but not both) (2P)

Village Wall: any card (0P)

Well: 3 card flush in clubs (0P)

Farmland: 3 card flush in spades (1P)

Soldier: pair (1P, only scored if part of Largest Army)

Catapult: 3-of-a-kind (1P, only scored if in Largest Army)

Taxman Joker, if dealt initially (1P)

* Each player's builds should be laid down so that the cards clearly 'face' the owner (think of laying down patterns in gin rummy, or putting down a bridge dummy hand)

* The first build of the game must be a **Road**

* **Roads and Villages** are built in a single line between the players. Both players' Roads and Villages are placed in the same line, each players' builds facing them.

* New Roads and Villages are built at one end of the existing line of Roads and Villages (at the builder's choice). One exception: after a Village has been successfully catapulted, a new Village may be subsequently built in that vacant space.

* A new Road must not be built next to an existing Road. A new Village must not be built next to an existing Village. The result is a line of alternating Roads & Villages

* A **Village Wall** may be built on an owning player's new Village, or on their existing wall-less Village. The card is put face down over the Village, to protect from Catapult attack.

* **Wells and Farmland** are attached to one's specific Villages. Each Village may have a maximum of one Well and one Farmland. If a Village is successfully catapulted, any attached Well and/ or Farmland is also destroyed.

* **Soldiers and Catapults** jointly comprise a player's **Army**. The Army may not be built larger than the number of a player's Roads + Villages. (But if a Village is lost to a Catapult, the Army need not also be reduced to match.)

* Catapults may either be built from scratch, or converted by adding a card to an existing Soldier.

* Points for Soldiers/ Catapults are only scored by the player with the largest army. The largest army is the greater number of Soldiers and Catapults combined. If the number is equal, the highest value of Soldier or Catapult breaks the tie.

(iii) Catapult attack

* One or more Catapult Attacks may be launched. A **target Village** is selected. A Village which is comprised of a straight-flush is impregnable and may not be Catapulted. A Village may be targeted only once per turn.

* Compare the value of the Village Wall of the target Village to the value of the Catapult. Aces are high. If the Catapult is higher *or equal* to the Wall (or there is no Wall), then the attack is successful.

* If successful, the Catapult is first discarded, then the Village Wall, then the Village and any associated Well and Farmland. If unsuccessful, then the Catapult is discarded, followed by the Village Wall only.

(iv) Discard

* If all cards have been used in Building and Attacking, this is a Perfect Build; have a second turn immediately. (Note that using all but one card and then discarding that card is not a Perfect Build.)

* If any cards remain in your hand, discard one to the discard pile (face up). Your opponent then has their turn.