

Setup

Standard playing deck. Set aside jokers and face cards. Shuffle deck. deal 10 cards face down, 5 in each row. Set a joker beside the first card in each row. Shuffle all remaining cards and deal five to each player.

Play

The joker represents the player trying to overcome the obstacle on their side of the rows. For example, if the revealed row card is a 6 of hearts, their row card suit is hearts and it's rating is 6.

Flip the first two cards over.

Players may play up to three cards. Cards have the following effect.

A-10 of same suit as row card: add together to create a value.

A-10 of Different suit, but same color and row card: Add together with number of card of card -1 to create a value.

Face card of same row card color -on self: Add two to value. -on opponent: Subtract two from their value.

A-10 that do not match row color have no effect.

Face cards that do match the row card they are played upon have no effect.

Players secretly choose up to three cards to play. Any cards may be chosen to be played. Once chosen, players simultaneously lay down first their face cards on either their side of the rows, or the opponents side. Face cards are then placed overlapping the row card if they affect that card. Make sure the row card's rating is still visible.

Players then play their other chosen cards. Compare the value with the rating of the obstacle card. If the value is above the obstacle rating, they have conquered the obstacle. If both players passed, compare the differences between each player's values and ratings. The player who's difference is higher was faster this round.

If the jokers are on the same row, move the faster player's joker ahead one row. If the faster joker is ahead of the other joker, move both jokers up one row. If the faster joker was behind the other joker, move it ahead to the same row as the other joker.

If neither player passed, turn them upside down. They were wounded! If both players ever don't pass at the same time again, no one wins.

Discard all played cards.

If there is another row ahead of the current row, flip over the next card in each row, and flip the past row cards face down. Otherwise, move to the end game.

Repeat the turn as above.

End game

If there are no more rows to flip up, the station is moments from exploding! If one joker is ahead of the other, that player wins. They got enough of a lead to reach the escape pod first and leave the station before it was destroyed!

If however they are on the same row, each player find the suit in their hands with the highest value, with A = 1, # = # on card, J = 11, Q = 12 K = 13. Whoever's highest suit is higher is the winner! They had enough leftover gear to get that last little bit of an edge on their opponent on the straight away to the escape pod, and got their first!

If the secret agent won, the galaxy is safer. If the Mad Scientist won, their madness is still out there, and maybe some research notes to create more terrible creatures.

If no one escaped, the galaxy is safer, but there's one less agent to stop the next nefarious villain!