

C O M P L I C A T E D — BOARD GAME — the C A R D G A M E

Many years ago whilst secretly spelunking in the caves of Endless Wonderment off the coast of Mythtopia a brave adventurer discovered a magnificent treasure. Within the wreckage of a sunken catamaran, sealed in a solid stone chest with a thousand locks was the last remnant of the lost land of Game. The chest contained a board game, but not just any board game, the most complicated board game the world had ever seen. The thing was magnificent, dozens of player handouts, thousands of cards and tokens, and a rule book that would take a lifetime of study to comprehend. It was a treasure, a completely unplayable treasure. "There must be a way for others to enjoy playing this great game" the adventurer mused. And so a new game was forged. Not a ponderous unplayable board game but a simple card game about playing that complex board game. Complicated Board Game the Card Game!

SETUP

-Separate and shuffle the deck of cards labeled *Piece Pile* and the deck labeled *Deck of Complications*. Place them face down on the table.

-Place the Starting Board State: Orthogonal card next to the Piece pile. This is the Board State Zone.

-Deal 5 Piece cards to each player from the Piece Pile. These will sit face up in front of you and form your Holdings.

-Deal each player 4 cards from the Deck of Complications. This is your starting hand, which only you should see.

-Take the top Piece card from the Piece Pile and place it face up on the center of the table. This is the Starting Piece.

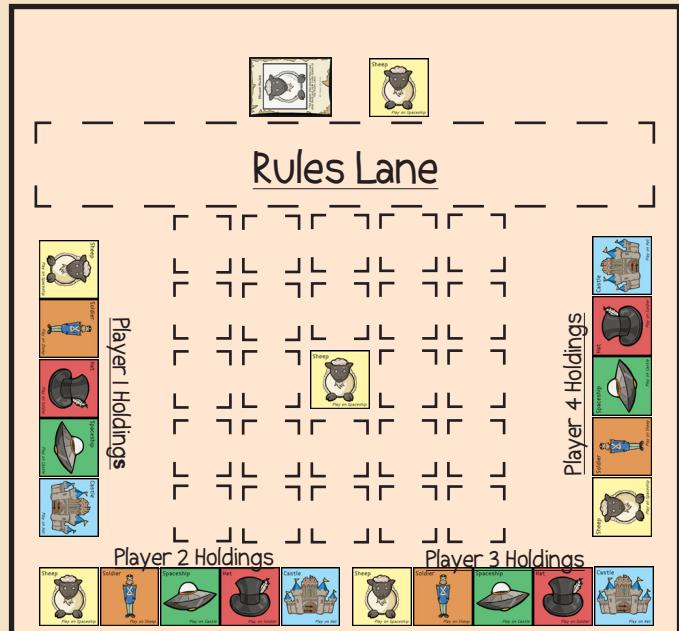
Recommended for ages 11+

3-5 players

15-20 minutes

75 Card Deck of Complications

50 Card Piece Pile

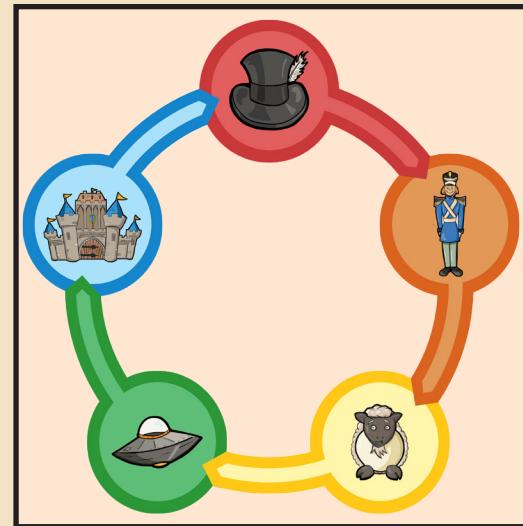


IMG. 1 The board at setup for a 4 player game.

HOW TO PLAY

The object of the game is to be the first player to empty their Holdings by putting their Pieces on the board. The player who owns the most complicated board game at home goes first. After their turn, gameplay continues clockwise. On your turn you can play a card from your hand and a Piece from your Holdings, or instead of playing a Piece, you can play a second card from your hand.

At first, Pieces are played on top of the Starting Piece following the pattern of the Piece Wheel (see img. 2). The Hats are worn by Soldiers, the Soldiers ride the Sheep, The Sheep are abducted by the Spaceships, The Spaceships obliterate the Castles, and the Castles... Hat. As Rule cards are played, additions to the wheel will form. If you place a Piece incorrectly



IMG. 2 The Piece Wheel

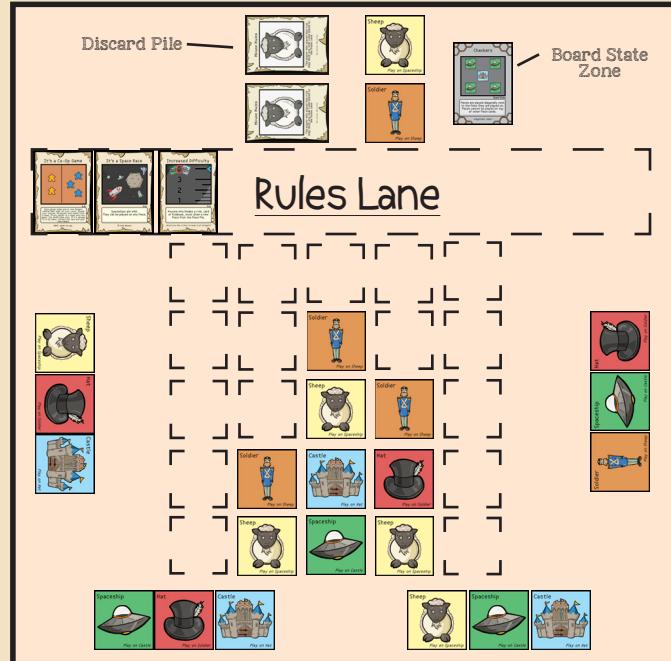
you have broken a rule. The Piece returns to your Holdings, and you lose the Action you used to place it. In addition, you lose the ability to place a Piece for the remainder of your turn.

On Your Turn

1. Draw from the Deck of Complications.
2. Take 2 Actions

Actions Available

- a. Play a Piece from your Holdings. (only once per turn)
- b. Play an Event card.
- c. Play a Rule card.
- d. Play a Board State card.



IMG. 3 Partway through a game.

THE CARDS

Pieces

Pieces are the square cards



named: Hat, Soldier, Sheep, Spaceship, and Castle. They are the cards that start out in your Holdings. You can only play one Piece per turn, even if it doesn't stay in play. When playing Piece cards your Piece only needs to be playable on one adjacent board Piece. It does not need to match every adjacent Piece.

Rules

Rules are cards that change the way the game is played. They are placed on the board from left to right in the Rules Lane. Rule cards take precedence over any rules in this rule book. If there is a contradiction between Rule cards in play, the Rule card to the right overrides the Rule on the left. Rules remain in play unless something in the game removes them. Removed Rules are placed in the Discard Pile.



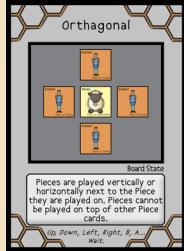
Events

Events are resolved as soon as they come into play. Place the Event card on the table and do whatever it says, then place it in the discard pile.



Board State

Board State cards change how Pieces are played on the board. Grid allows Piece Cards to be played



vertically and horizontally next to the Piece being played on. Checkers allows cards to be played diagonally to the Piece being played on. Stacks allows cards to be played on top of the Piece being played on. Board State cards are played in the Board State Zone. When a new Board State card is played, place it on top of the old Board State card, replacing it. The Starting Board State Card sets the Board to Grid and remains in play even if "Flip the Table" is played.

Win Condition

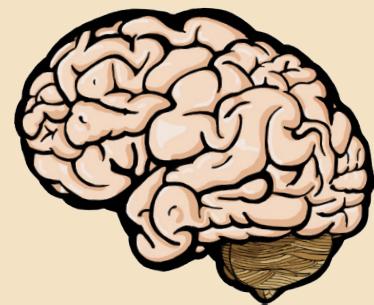
Win Condition cards add new ways for players to win the game. They are played face down on the table as soon



as they are drawn. A player may reveal their win condition as soon as its conditions are met to win the game. "Flip the Table" does not remove Win Condition Cards.

WINNING THE GAME

The first player to put all Piece cards from their Holdings into play or to complete their secret win condition wins Complicated Board Game the Card Game.



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Playtesters: Ari David, Erin Jones, James Lynch, John McCullough, Darlene McCullough, Michael Millan, Jasmine Nicole, Claire Summers, and everyone who contributed to our play-test events!

Kickstarter Backers:



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