Narspel Jacks

Version 1.0 (2024-12-01)

Narspel Jacks is the in-game universe card game for Yoko Redux: Dreams of a Blue Planet. This collectable trading card game allows players to build stacks and select characters from the game for two players to play against each other.

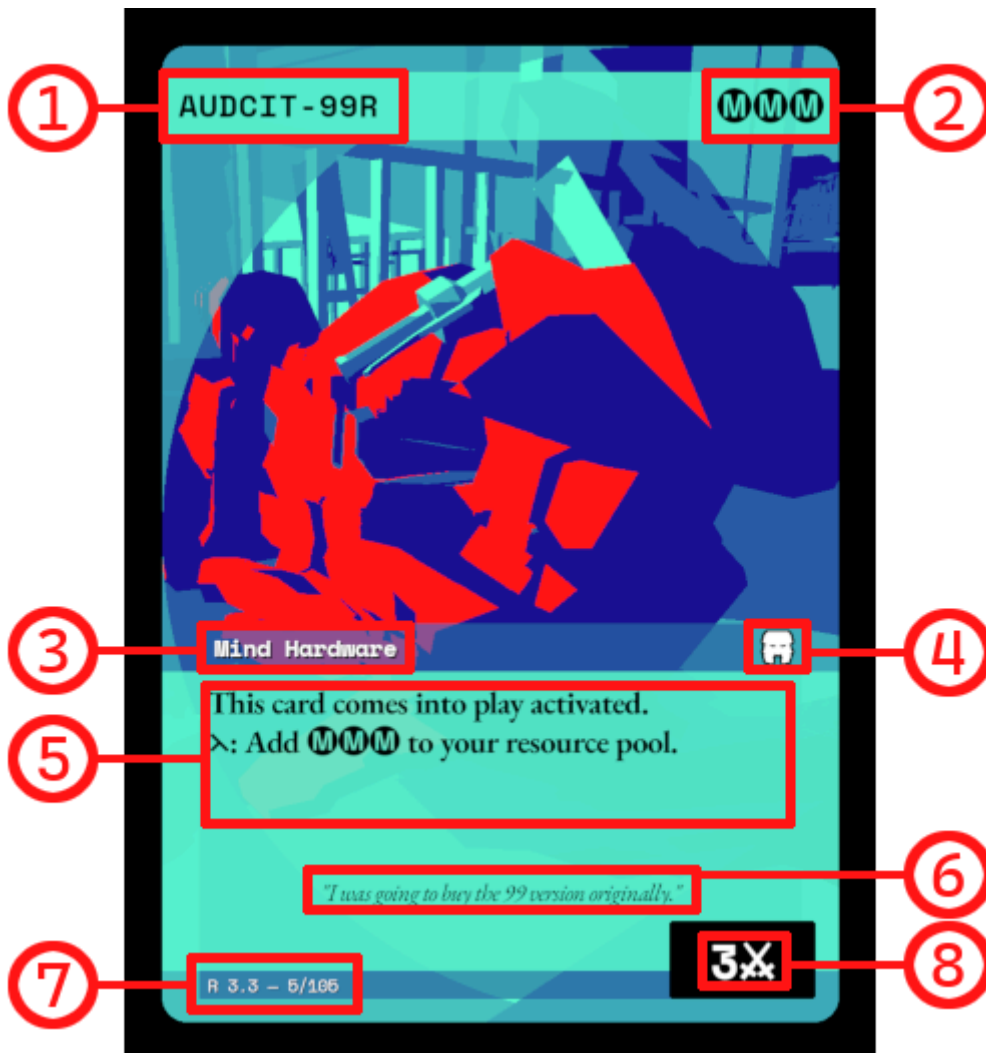If you have any questions or comments, please reach out on discord!
https://missingsentinelsoftware.com/discord/

Rules

Winning The Game

If a player has no **Characters** (revealed or otherwise) in **Play**, they lose the game.

Card Anatomy

1. Name

2. Cost
   M is Mind, B is Body, S is Soul
   A forward slash (/) means you can spend either.

3. Type

4. Rarity

   White is Common, Silver is Uncommon and Gold is Rare.

5. Abilities

6. Flavor Text

7. Release information and collection number.

8. **Damage** or **Action Points**

Setup

A game of Narspel Jacks is set up like this:

- Each player has a prepared stack of 16 cards that does not include **Characters**.

- Each player has **Character** cards that add up to 30 **Action Points**. They are placed face down on their side of the table.

- Each player draws 4 cards into their **Hand**.

- Players have a mini contest to determine which player chooses to go first.

Card Locations

- **Hand** - players keep the cards in their hand a secret from other players.

- **Play** - players keep these cards visible to other players. These cards are available for the player to use.

- **Trash** - players keep these cards visible to other players. These cards are not available for the player to use.

Player Turns

Players may only take actions on their turn. A turn in Narspel Jacks consists of the following steps in this order:

- Start

  - Unless it's the game's first turn, attempt to draw a card from your stack.

  - **Ready** (Orient a card vertically. This card may now be **activated**) all cards that you have in **Play**, unless the card says otherwise.

  - **Reveal** (turn card over face up) a character that has not yet been revealed. The card's **Actions Points** are set to the number next to the **Action Points** symbol ( ).

- Action

  - **Activate** (ꓹ) and/or spend resources to put cards into **Play** or **Activate** cards in any order.
    You must spend the required card cost from your resource pool to bring a card into **Play**.
    If a card's cost or card's ability cost has a forward slash ("/") that means you may bring that card into **Play** by spending one or the other resource.
    To **Activate** a card, orient it horizontally. It is considered **Activated**.
    A card that has been **Activated** may not be **Activated** again until marked **Ready**.
    A hardware card that is played stays in **Play**.
    A plan card that is played goes to the **Trash**.

- Damage
  - For each card with the **Damage** symbol ( ), choose a revealed character and reduce that character by that many **Action Points**.
  Any character that has 0 or less **Action Points** immediately goes to the **Trash**.