

ENGINES OF VENGEANCE^{1.3}

By Love and Loss Games at <https://loveandlossgames.com>

Become the detective or the vengeful vigilante in this competitive two-player card game of careful timing, lucky combos and subverting the law.

Anatomy of a card

Most cards have one Active end and one Exhausted end in different colours. If you discard a card of this type, be sure to discard it the right-way up.

Card Name - this may be used by other cards.

Card Owner - cards start the game in their Owners' deck: Gravestone for Vigilante and Shield for Detective. This icon must be at the TOP at the start of the game for all cards.



Enter play rules - in this case, nothing special.
Action - you may use this while this card is Active.



Unrotate one card.

Other special rules for this card.



If WITNESS is exhausted, move one additional Active card from your area to Evidence. Vigilante may discard two WRATH from their hand or active area to send WITNESS to Bodycount.

Exhaust action - where to send this card when exhausted.



Some cards are double-ended. Each end plays and exhausts differently:



Unrotate all TAIL.
When TAIL Exhausts, Discard it as INTERROGATE.
When INTERROGATE Exhausts, Discard it as TAIL.
Unrotate all INTERROGATE.



FIXER discards with TURNCOAT side-up when exhausted.
TURNCOAT goes into Evidence when exhausted.

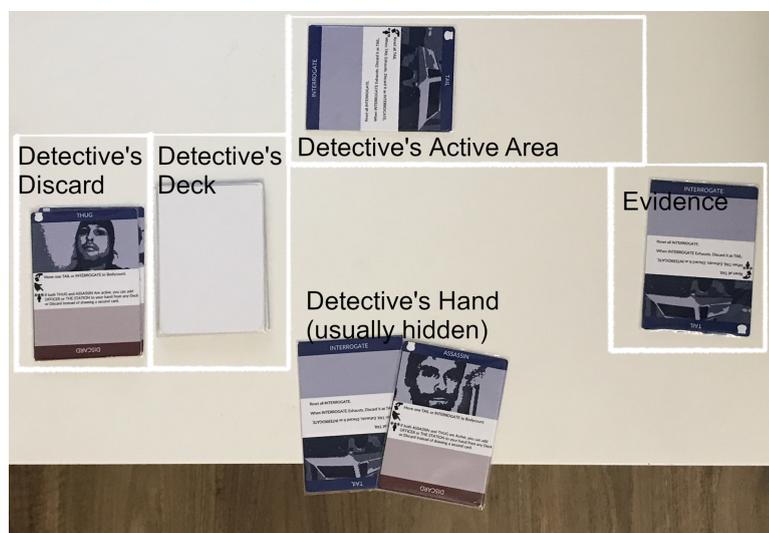
TAIL discards with INTERROGATE side-up when exhausted.
INTERROGATE discards as TAIL when exhausted.

If double-ended cards are discarded without exhausting; keep them the same way up as they were when Active. I.e. Discard TAIL as TAIL.

Setting up

The game is played in three games (Acts) - players will swap roles between Acts. Decide who will be Detective and who will be Vigilante before the first Act.

Divide the cards into the Detective and Vigilante decks according to the Owner icon. Ensure that the Owner icon is at the top of the cards initially.



Each player sets their deck aside leaving space for

- Discard pile
- Active Area
- Bodycount (Vigilante) or Evidence (Detective).

This is the Detective's setup. The Vigilante's area will look the same but with Bodycount instead of Evidence.

Terms used

- Active cards are any that are not already Exhausted. I.e. cards in their starting position or at 90 degrees are Active.
- Rotate means turn the card 90 degrees *clockwise*, but no further than 180 degrees from its starting orientation. I.e. cards can go upside-down only.
- Exhausted cards are at 180 from their starting position. They must follow the exhaust action in the exhausted cards phase. They are not active once they have rotated.
- Reset means turn the card back to its **starting** orientation. If the card is double-ended (TAIL/INTERROGATE or FIXER/TURNCOAT) then the player performing the reset can choose which way up it goes.

Playing

Each player draws two cards from their deck to start the game. Vigilante always takes the first turn. Keep your hand secret during play.

Taking a turn

Play one card from your hand

Play either card from your hand to your Active Area. It must be played the same way up that it was when you drew it.

	Follow any instructions next to the 'when played' symbol. E.g. if you play WRATH, you must reset all WRATH cards that are Active. These instructions affect cards in either player's Active Area.
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Draw one card from your deck

Draw a replacement from your deck. Shuffle your Discard into your Deck if you don't have enough cards.

Take actions from active cards



You can use the action of any cards that are in your Active Area. Each card's action may only be used once per turn. Actions may affect cards in either player's Active Area, unless specifically stated.

Cards are normally Active for two turns; the turn they are played and the turn after that. They are exhausted at the end of the second turn. This means that you should be able to use most card's actions **twice** before they leave the table.

Rotate active cards

All cards in your Active Area must turn 90 degrees clockwise.

Deal with exhausted cards

Any cards that were turned **upside down** are now exhausted. One-ended cards go to Discard, Evidence or Bodycount as printed on their bottom end. There may be modifying abilities in play to change this - such as FIXER. Two-ended cards have special rules.

Note: Any cards that you took from the other player using SUBVERT or KEEPING TABS discard to **your** deck unless the other player takes them back.

Check for a win

Vigilante wins the Act if there are four cards in Bodycount at the end of a turn.
Detective wins the Act if there are four cards in Evidence at the end of a turn.

If the Act has been won, then reset the cards for the next Act. Swap roles between Acts.

It is now the other player's turn

One *round* is where both players have taken one turn each.

The winner

The overall winner is the player who wins two out of the three Acts.

The Cop-buddy movie ending

A cooperative victory can be achieved in Act 3 if **both players achieve their goals in the same round**. If you are both trying for this ending, you may talk freely during Act 3.

This version of Engines of Vengeance - both the rules and the cards - is
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*Fun fact: all photographs in the game are of me or stuff in my house & garden.
Some artwork is still in-progress in this version.*