

CARD BARRAGE

A DEXTERITY TOWER DEFENSE GAME



Ben Cheung, PhD



20-40 min



1-6



7+

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THE TECH DECK



Playing cards debuted in 9th century China. By 1377, the French used cards with Hearts, Diamonds, Clubs, and Spades. The Tech Deck **MODERNIZES** classic playing cards by depicting 21st century concepts on each card. It is **PORTABLE** and **VERSATILE**: play games anywhere, any time with anyone. It is a **GAME PLATFORM** you can play many games with. The domains (suits) of the Tech Deck are Knowledge (📖)[Low], Science (🧪), Technology (⚙️) and Services (🌐)[High].

TECH DECK RESOURCES: RULES, VIDEOS



Rules and videos for Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry, Chronological, Elevator Pitch, Peer-to-Peer and Cardoku are at my homepage cheung.interzone.com, Boardgamegeek (BGG) and my Youtube



DEXTERITY & TOWER DEFENSE



Tower defense is a subgenre of strategy games where the goal is to defend a player's territories by obstructing the enemy attackers with defensive structures along their path of attack. A variety of different structures can block, impede, attack or destroy enemies. The genre can trace its lineage back to the golden age of arcade video games in the 1980s. Space Invaders (1978) and Missile Command (1980) had players defend their territory from attackers.

OBJECTIVE & WINNING THE GAME



OBJECTIVE OF THE GAME – Card Castle is a dexterity-based tower defense game. The objective of the game is for players or teams to toss cards against their opponent's walls and castle card destroy their defenses and score points.

GAME END – The game ends when one player has scored 10 points or destroyed all their opponent's walls and then hits their opponent's castle with all players getting an equal number of turns.

CREDITS



Designer, Developer
Play Testers

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CARD BARRAGE GAME SETUP



- 1. CREATE TEAMS** – For solo play, see the solo rules. A 2-player is a versus game. If playing with 4 or 6, divide players into two teams. If playing with 3 or 5 players, one player will play as an extra player. Card Barrage with 2-4 players can use 1 or 2 Tech Decks. Playing with 5 or 6 players requires 3 or 4 Tech Decks. Players/teams either sit across from each other or in a circular arrangement.
- 2. SETUP CASTLES** – Take out a wild card for each player. If there are more players than wild cards also use 1-value cards. Place a card face down horizontally in front of each player as their castle card.
- 3. PREPARE DECKS** – Divide the cards evenly between teams. Shuffle. Each team has their own draw deck to the side of the play area. The discard will be next to it.
- 4. SETUP WALLS** – Setup wall cards. 2 players each use five wall cards. 3-4 players use four walls. 5-6 players use 3 wall cards. Each wall card is placed vertically 3" (7.5cm) in front of the player's castle. A player's walls should be separated apart from each other by one card length (3.75"/9.5 cm). The battlefield is 12" (30.5cm) between players/teams.
- 5. DRAW CARDS** – Each player draws 4 cards from their respective draw decks.
- 6. FIRST PLAYER/TEAM** – Randomly determine a first player/team. Give them a first player/team marker.

CARD BARRAGE GAME PLAY



Each turn a player does the following: (Watch a video of game play at my website or YouTube channel)

- 1. DRAW A CARD** – Draw a card. If a player has less than 3 cards in hand draw 2 instead. Reshuffle if necessary.
- 2. BUILD A WALL** – You may play a wall card from your hand into one empty location. That turn you may not attack.
- 3. UPGRADE A WALL** – You may exchange one of your existing wall cards with a card in hand. You may still attack.
- 4. ATTACK** – If you did not build a wall, you may attack an enemy using either the lob, Frisbee or flip method.
- 5. CHECK FOR END OF GAME** – A player who has scored 10 points or destroyed all their opponent's walls and then hits their opponent's castle triggers the end of the game. Play passes to the next player on the next team until everyone has had an equal number of turns. The team/player with the highest score wins. If necessary, use the value and domains of scored cards as tie-breakers.

MAKE AN ATTACK



CARD ATTACK – You can attack by the lob, Frisbee, or flip method. You toss a card from your castle at an opponent's wall and castle. To lob a card, you throw it in an arc. The Frisbee method throws a card like a Frisbee. The flip method swings and launches the card in a flipping motion. For videos of these see my webpage or my YouTube channel.

ATTACK DETAILS – Your attack card must cross your castle as if extended by two cards and must leave your hand by the end of your wall. An missed attack is: (1) an attack card that ends up underneath a wall or castle card, (2) touches the table before it lands on top of an opponent's card(s), or (3) leaves the play area. Invalid cards are discarded without scoring. A wall card moved during an attack is not repositioned until it is upgraded or rebuilt. A castle card moved through an attack is repositioned back to its original position. A perfect hit is an attack card that covers all four of the value-domains of an opponent's wall card when it lands. A perfectly hit wall is scored and not replaced. If you hit a defending player's castle, they discard a card from their hand into the attacker's score pile.

SCORING & AFTERMATH



SCORING – During an attack, if your attack card lands on top of an opponent's wall card you score that card and add it to your score pile. A double hit is when an attack card lands on top of two wall/castle cards, scoring both cards. You may use the game effect of every third scored card. There are no neutral cards in the game. If you hit a castle, your opponent must discard a card from their hand into your score pile (the castle is not discarded).

AFTERMATH – After scoring, the defending player must replace his destroyed wall immediately with a card of lower or equal value from their hand. If you cannot that wall section becomes empty. You do not replace a perfectly hit wall.

BUILDING AND UPGRADING WALLS



BUILD A WALL – You may play a wall card from your hand into one empty wall location. That turn you may not attack.

UPGRADE A WALL – You may exchange one of your existing wall cards with a card in hand. When you upgrade a wall, you may reposition the upgraded wall to its original position in the fortification. You may still attack this turn.

GENERAL RULES



EXPELLING – A card that is expelled is removed from the game.

EXCHANGING – Exchanging two cards causes two cards to swap places putting each where the other card was.

SOLO PLAY



Setup the game as for 2 players. Take your turn normally. For your opponent, reveal the top card of the deck. If it is a card of value <11, they score a hit on your lowest value wall card. Replace opponent hit walls top card of the deck.