

Deckville: City of Cards

by Rick Holzgrafe

1-4 Players / 20 minutes/player

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Overview

Deckville: City of Cards is a euro-style game of card drafting, hand management, and resource development. You are helping to build a city by playing cards from your hand onto the table in front of you (your *district*.) Building *resources* (such as Wood, Stone, and Brick) helps you build *properties* (such as housing, restaurants, the Courthouse, and so on). Properties provide victory points and special powers. The player with the most Victory Points is the city's top developer!

Print and Play Instructions

Deckville is a pure card game. Other than the rulebook, the only components are 100 game cards, and eight player aid cards.

To make your copy of the game, print the rulebook (nine pages, or five if double-sided) and the file Deck9.pdf which contains the cards. Each page of Deck9.pdf is sized for 8.5x11" (US Letter) paper, and contains 9 cards. There are 12 pages of cards in all, including the player aid cards. The cards are poker-sized: 2.5x3.5". All cards are one-sided and their backs are blank.

You may print in black-and-white, but color is strongly recommended.

Any number up to four players can play. If you'd like to try the two-player game first, you need only print pages 1-6 of the deck, along with page 12 (for the player aids). The cards on pages 7-11 (along with the last game card on page 6 and the one on page 12) are not used in the two-player game.

Feedback

This is a work in progress. We invite you to tell us about your experiences, your frustrations, and your suggestions for improvements! Please send your feedback to <deckville@semicolon.com>. We will do our best to respond to all emails.

Future Plans

Of course we would like to see this game published eventually. In the meantime, when we think it is ready we intend to make a nice version available for purchase from TheGameCrafter.com. You can help us improve the game by sending us your feedback!

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