

Four Horsemen

Stinger / Player count

An antagonistic card game for 2-4 players.

Win condition

Having the most points in your score pile at the end of a hand will grant you one Favor.
Gain three Favor to win!

Contents

24 cards numbers 1 - 6 in four suits (Death, War, Pestilence, Famine)

Setup

For 2 players, shuffle the deck and deal 8 cards to each player. Set the remaining 8 cards aside as the Fate Deck. The player with the **1 of Famine** (or next lowest-value card) is the First Player and begins the game by playing that card.

For 3 or 4 players, shuffle the deck and deal each player an equal number of cards. The player with the **1 of Famine** is the First Player and begins the game by playing that card.

How to play

Four Horsemen is played in a series of rounds. Starting with the First Player, in clockwise order, each player plays a card from hand. The player who plays the highest point value card wins the round. The winner of each round will distribute one card played to each player's score pile, face-up. Then, the winner of the round becomes the new First Player and will play the first card of the new round.

Example- Sam begins the game as the First Player and plays the **1 of Famine**. Play proceeds clockwise and Matt plays a **3 of War** while Joe goes last and plays the **1 of Death**. Matt played the highest value card and wins the round. Matt gets to distribute these cards as he wishes. Matt chooses to keep the **3 of War** for himself, and gives the **1 of Famine** to Joe and the **1 of Death** to Sam. Matt becomes the First Player and will play the first card of the new round.

When each player has *no cards in hand* or has been *eliminated*, count the total points in each non-eliminated player's score pile. The player with the most points gains 1 Favor.

Shuffle all of the cards together and deal each player a new hand of cards. The first player to gain 3 Favor wins!

2 Player Rule: Instead of playing a card from hand, a player may place a card from his hand on the bottom of the Fate Deck and play the top card of the Gate Deck instead, sight unseen.

Rule Cards

THE FOUR HORSEMEN

Each suit has its own special rules that affect gameplay:

DEATH

Any player who wins a trick with a **Death** card MUST take the **Death** card they played. The other cards are distributed normally. If at ANY TIME a player has 3 Face up **Death** CARDS in his score pile, he is eliminated from that hand. Eliminated players flip the cards in their score piles face down, place their unplayed cards face down, and do not participate in any of the following rounds.

Note: Face down cards are considered out of play when scoring.

WAR

When a **War** card is added to a player's score pile, it destroys the card with the highest point value in his score pile which that **War** card can beat. Flip the destroyed card face down.

Example - Mark has the **1 of Famine** and the **2 of Death** in his score pile. He then receives a **2 of War**. He must destroy the **1 of Famine** as it is the next highest card after the **2 of War**.

PESTILENCE

When Scoring, only the player with the LOWEST POINTS worth of **Pestilence** cards will score those points. If lowest points are tied, the player with the fewest number of **Pestilence** CARDS will score the points. If both points AND cards are tied, no points are scored.

Example 1- Sam has the **6** and **4 of Pestilence**. Matt has the **3** and **1 of Pestilence**. Matt will score points, as he has 4 points total while Sam has 10.

Example 2 - Sam has the **5** and **1 of Pestilence**. Matt has the **6 of Pestilence**. Matt will score 6 points because he has fewer CARDS than Sam, even though points are tied.

Example 3- Sam has the **5** and **4 of Pestilence**. Matt has the **6** and **3 of Pestilence**. Neither player will score, as both points and cards are tied.

FAMINE

When Scoring, if a player has an *even number* of **Famine** CARDS, then each of those cards is worth positive points. Alternatively, if a player has an *odd number* of **Famine** CARDS, then each of those cards is worth negative points.

Example - Sam has the 1 of Famine and the 4 of Famine (2 cards). He scores 5 points.
Matt has only the 6 of Famine (1 card). He will score -6 points.

Credits

Game design: Matt Ajifu
Version 1.0.0