

SCRATCH WARS RULES FOR 3 OR MORE PLAYERS



A very interesting and **alternative way to play the Scratch Wars Game!** This version is fast, is similar to a board game, and will keep a lot of people entertained at the same time. The game is **best played with 3-4 players**, although it is also possible to play with 5 or 6 players.

The length of the game is **10-20 minutes**. You can bet coins from weapon cards in this version of the game too. Each players bets a few non-scratched-off coins, and the winner takes all. Coins can then be easily redeemed for rewards points at **scratchwars.com**.

BASIC INTRODUCTION TO THE GAME

The aim of the game is to remain the last one alive (*meaning to have some lives left when others have none*). Each round begins with a change in the time of day. The game begins with morning. **Players do not take turns in order – instead there is always a turn auction at the start of each round.** The winner of the auction is the one who takes a turn. A turn works the same as with a duel. A hero gains energy according to the time of day and uses this amount of energy for weapon spinning. A player has 4 actions. **Each attack** which is spun is **applied to all players** – meaning that it is applied to each player separately. When a turn is over, unused energy can be used for subsequent turns. A new round starts by changing the time of day and with a turn auction...

Prep

Choose your line-up as you would for a classic duel – **arm your hero with up to 5 weapons**. Prepare also another type of hero card to be used for counting energy. Set the number of lives on the yellow stick with the red heart (*the same as for a classic duel*). In this game, you will not only **keep track of energy but also speed**. In order to measure speed, **use a different-colored stick** (for example, from *Canbalandia* or *Vampiria* editions). On the stick used for measuring speed, **set it to 25 speed points**. Since you will bet these points in **secret** each round, you will need something else to record the amount of your wager. You can use **one of the following methods**:

- A) **Use something small and countable**, for example, coins torn off from weapon cards or weapon wheels from weapons not in use. Anything that can easily fit in the palm of your hand will help – for example, small pieces of torn up paper or tokens from another game. Count out approx. 15 pieces (most likely you will not bet more than that).
- B) **Use the backside of an unused hero card** by indicating your bet with the edge of the scratcher on the card's 1-12 scale.
- C) **Use a pencil and paper** to record your bets and to keep them secret.
- D) **Use a different-colored stick** (for example, a yellow one for lives, a white one for speed points, and a red one for bets).

COURSE OF THE GAME

THE GAME STARTS WITH MORNING AND WITH A TURN AUCTION. NONE OF THE HEROES HAVE ENERGY.

TURN AUCTION

In this version of the game, players do not take turns, but instead, **at the start of each turn, auction to see who will go first**. At the beginning of the game, all players have **25 speed points** (that is the maximum number on the stick). For each round, players secretly bet the amount of speed points **of their choice**. **The bet is secret** – players secretly set the number of speed points that they will bet in the auction.

Each player privately records the number of speed points that they will bet in the turn auction (*for example, take and cover up in their hand a certain number of small coin cards or secretly mark the number down on a piece of paper*). Recording of bets is necessary in order to discourage players from adjusting the amount wagered once the bets are suddenly revealed.

EXAMPLE OF AN AUCTION



The player has bet 6 speed points



The player has bet 19 speed points

Once all players have secretly placed their bets, the bets are revealed and results are compared. The winner of the turn auction is the player who bet the most speed points.

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KEEP IN MIND! Only the auction winner deducts their wagered speed points. This is done by moving the bead down the stick that is used for keeping track of speed points.
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If **more than one player has bet the same number of speed points**, then only the player who has **the least amount of lives** will be the one to go first and deduct speed points. If players have the same number of lives, then the one who has **the least amount of energy** wins the auction. If it so happens that the number of lives and energy is the same, then the player who spins the highest number on the weapon of their choice goes first.

Topping Up Speed Points

All **players who lost the auction** (*it is not their turn*) **do not deduct the wagered points**; on the contrary, they move their bead up two points on the stick that indicates the number of speed points. So **if it is not your turn, you will add +2 speed points**. **If you already are at the maximum number** of speed points (25 pts.), **you will not be able add additional points**.

Player's turn

When you have won the auction and it is your turn, **you will add energy** according to the time of day and **will have 4 actions**. Any time you will carry out an attack, you will **always attack all opponents at once** – this means that the same attack and same strength of the attack will be applied to each opponent. Opponents can react to an attack one at a time with a shield, provided they have one available.

Examples



Attack on the hero with a strength of 3
Each opponent deducts 3 lives.



Attack on the weapon with a strength of 5
You can destroy one weapon from each opponent or cancel out a stored effect with a resistance of 5 or lower.



Attack with stored effect

Apply it to all opponents at the end of a turn. A combo attack works the same as well (although you will need two turns for it).



Healing or Energy

Only you can top up healing or energy. These effects are **only applicable to your own hero**.



Shield

As with healing and energy, a shield is also only applicable to your hero.



Bonuses from Hero Cards

Hero bonuses, as always, are applied according to the time of day.

End of a Turn and Starting a New One

If you will have energy left over at the end of a turn, save it for the next one (or until you win the turn auction again). **No other players** will take a turn nor **are adding energy**. The time of day is changed. As soon as the time of day is changed, **a new playing round begins and with it the turn auction**. Just as with classic duels, the time of day affects hero bonuses, and that's why it's sometimes more advantageous to take a turn during a specific time of day as opposed to another.

A player who has lost all of their lives cannot continue in the game. The player who is the last left in the game is the winner.

TIP

If you would like to shorten the game or make it more difficult, you can enact the sudden death rule in the ninth round (meaning that each player will lose 5 lives at the start of the round). In this scenario, the game may even end in a tie.

We would like to thank the Overgamer Drolls and its players for the testing of this game mode and for their interesting observations.