

SANTIAGO

A new exciting card & dice game where conflict and strategy prevail

Developed by David J Rodger & Pete Wills

Distribution & Version Control

This Version	1.0
Release Date	8 th June 2011
Distribution	1.0 – online PDF
Change Control	
<i>Version -</i>	No bugs or errors reported yet.

Overview

This is a game for up to four players. Each player uses one suit of cards (Spades, Hearts, etc). They start by selecting one card to be their base. This can be a high card (10, Jack, Queen, King, or the all powerful Ace) to create a strong defensive position, or they can gamble with a low card for a base – using the higher (more powerful) cards in the approaching battle.

Each player places a card at a time, creating a snaking line of offensive forces, stretching out from their base towards an enemy base(s). When the cards of an opposing force touch, there is conflict. Conflict is resolved by rolling two dice (standard, 6-sided) and adding the score to the value of the card. The highest score wins that particular conflict.

Lines of attack can be broken leaving forces stranded.

Beaten cards are taken and used later to “buy back” troops.

There is a surprising amount of tension created by this game, and plenty of opportunity for strategy, alliances, deal-breaking and bluffing.

How to win the game

Destroy the base of all enemies. This means extending your line of attack (snake-like pattern of cards laid out end to end, or side-on) from your base to their base – and winning a conflict when your forces (card) reach their base.

Overview

Value of cards. For numerical cards the value is equal to the printed number: 2, 3, 4..., 9, 10.

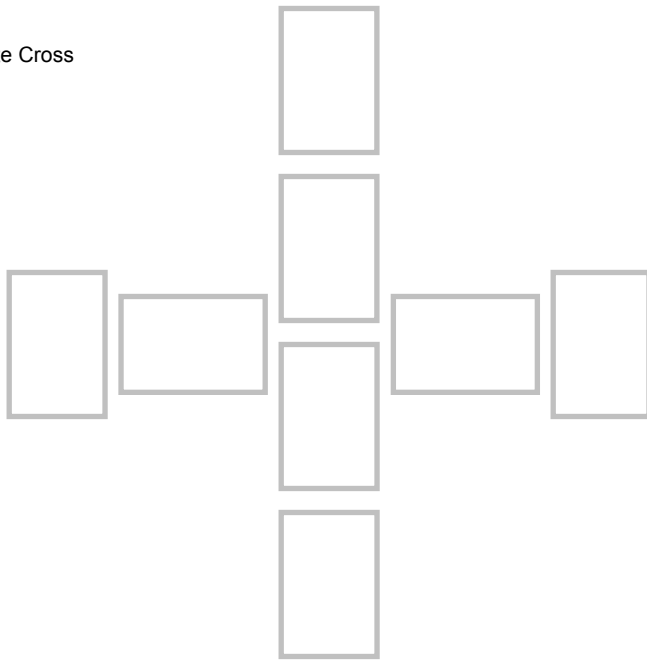
- *Jack* = 11
- *Queen* = 12
- *King* = 14
- *Ace* = 15

Setting up the game

This is a game for up to four players. Each player gets one suit of cards (Spades, Hearts, Clubs or Diamonds). Unused suits are discarded. Up to two joker-cards can be kept aside for later use.

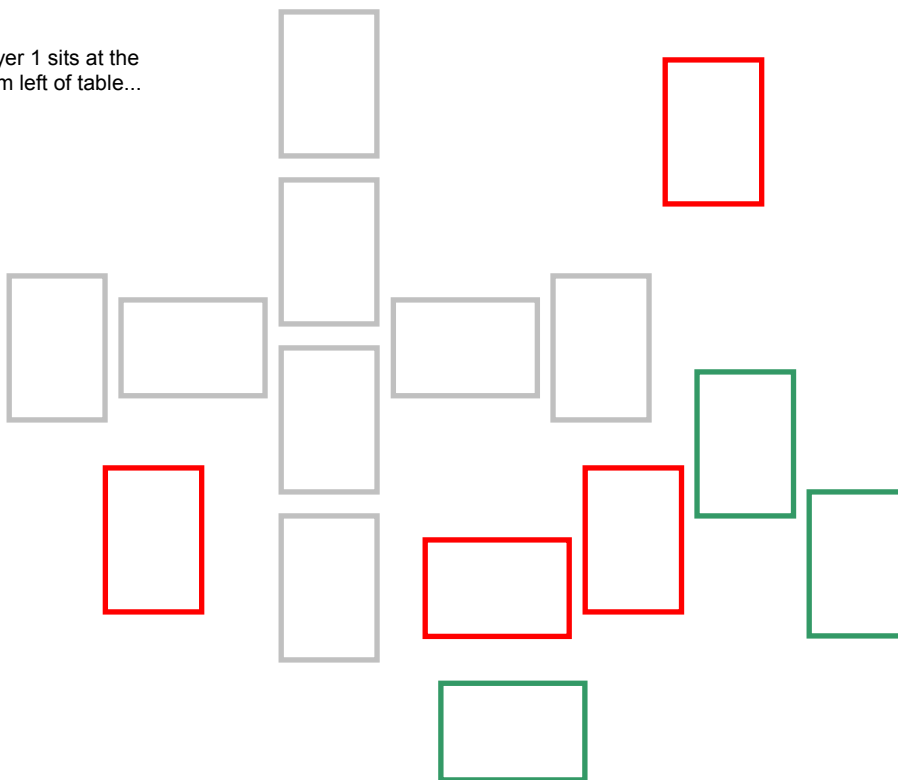
- 1) Create a cross (of Santiago) in the table with spare cards.

Create Cross



2) Determine which player is first – with a roll of a dice. Then in reverse order (with the last player going first), each player must place their base on the table. This should be in the quadrant closest to where they're sitting. They cannot place their base INSIDE the quadrant but can place it anywhere around it. In the example below, green placements show where player 1 can position his base; red shows where he cannot.

If player 1 sits at the bottom left of table...



3) Now repeat this each player. It means that the player who will eventually go first (when the game starts) gets to place their base last – and has the advantage of seeing where the other players have positioned themselves.

4) Once all players have positioned their bases, remove the 8 cards you used as cross of Santiago. They were only placed here to guide players.

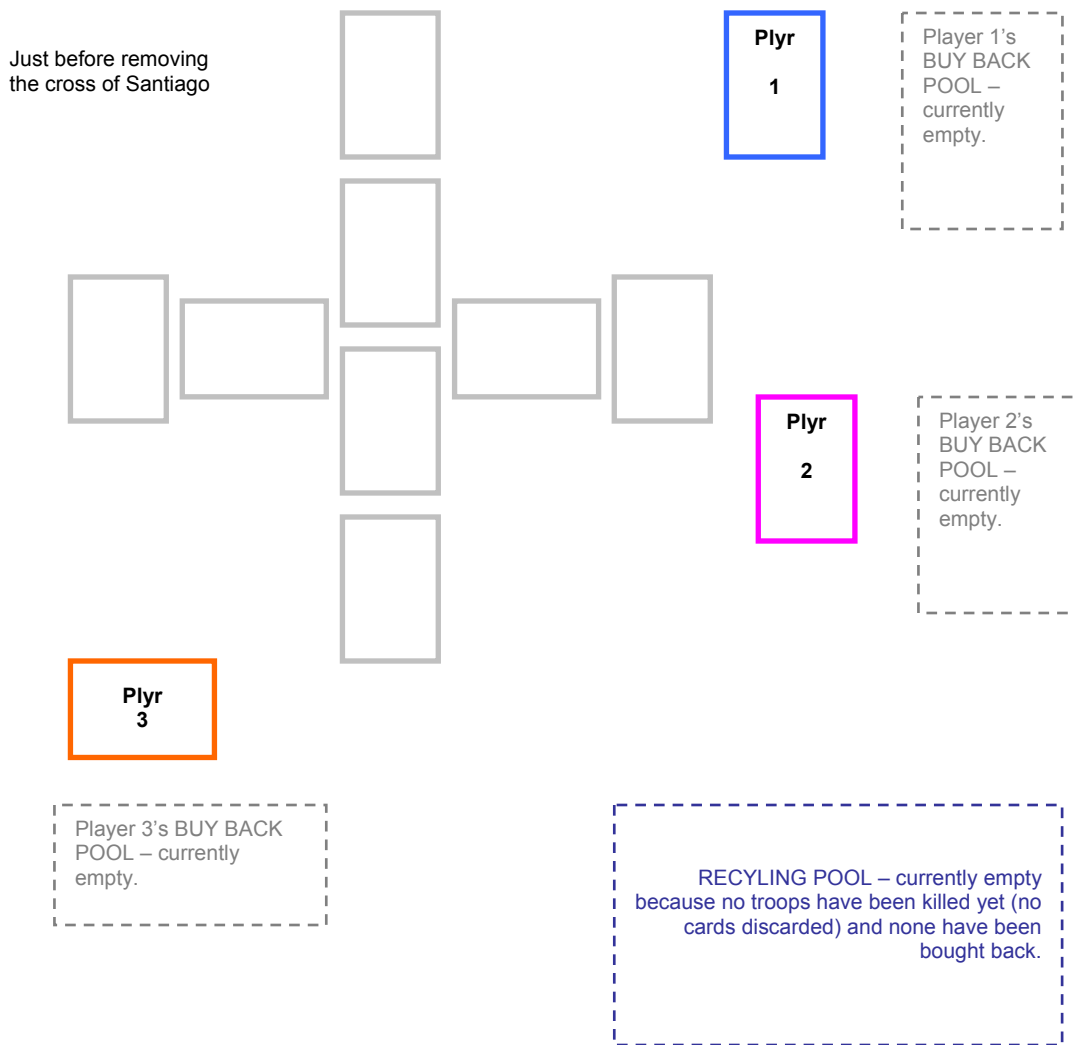
Selecting a base

If you go for a high value card it means other players will find it difficult to destroy it – and so harder to kick you out and win the game – unless they come to your base with an equally high card to attack you with. Also, using a high card for you base means you have less high cards available to attack with.

Positioning your base

If you place yourself too far away from the “cross” pattern then you’ll need more cards to cover ground to reach an enemy base – which could leave you stranded and unable to complete the conflict. Resulting in your either leaving the game or calling stalemate. You will only ever have 13 cards to use (although you may occasionally get a bonus joker card). Also remember that the low value cards represent weak links in the snake-like line of attack.

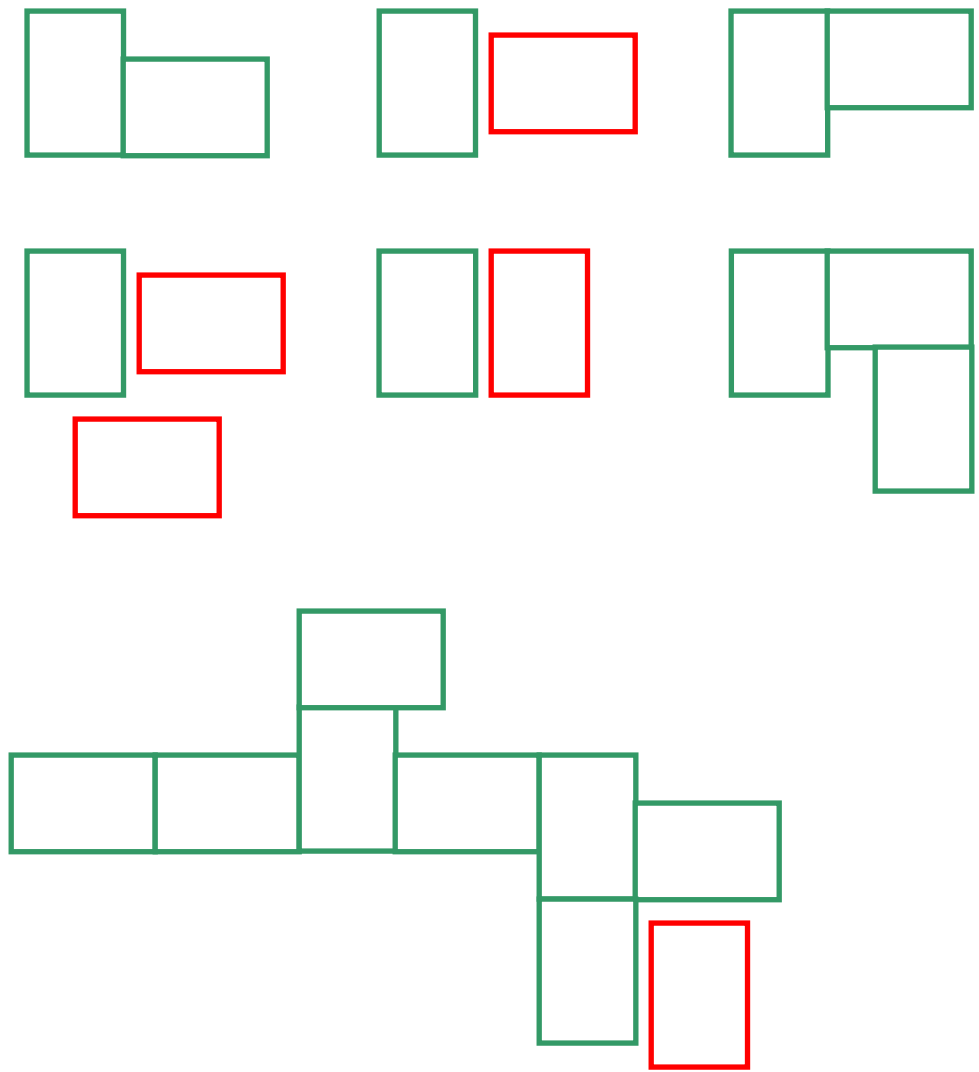
Example of three players ready to start the game..



Placing cards –building a line of attack

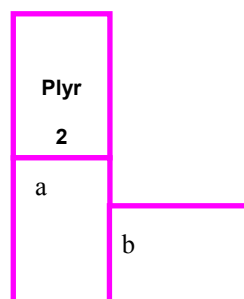
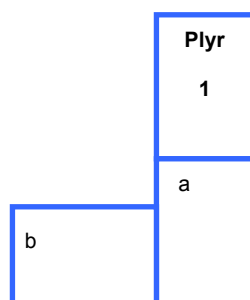
You can grow your line of attack in any direction but cards must be placed with the top or bottom flush with one **corner** of the adjoining card. And don't forget you only have limited number of cards to play with. In the example below, green cards show legal placements. Red cards are non-legal placements.

Legal and non-legal placements



Each player starts to build up a line of attack

Here you can see Player 1 skirting away from player 2. Player 2 is doing something strange, and Player 3 is plunging towards somebody.



Each player moves until there is conflict

Taking turns, each player places a card (FACE DOWN) – creating a line of attack. Each player selects which card they want to put down – according to whatever strategy they have in place (using high cards around the base to keep it safe, or using low value cards near base to save the high value cards for attacking enemy bases).

You don't know what card you're up against until the conflict takes place (two or more cards touch) and fighting cards are revealed.

Winning a battle – keep your card on the table

If the sum of your two dice and the value of the card you're using beats the opposing player's total (two dice plus value of card) then you win that particular battle. Your card is left on the table, FACE UP.

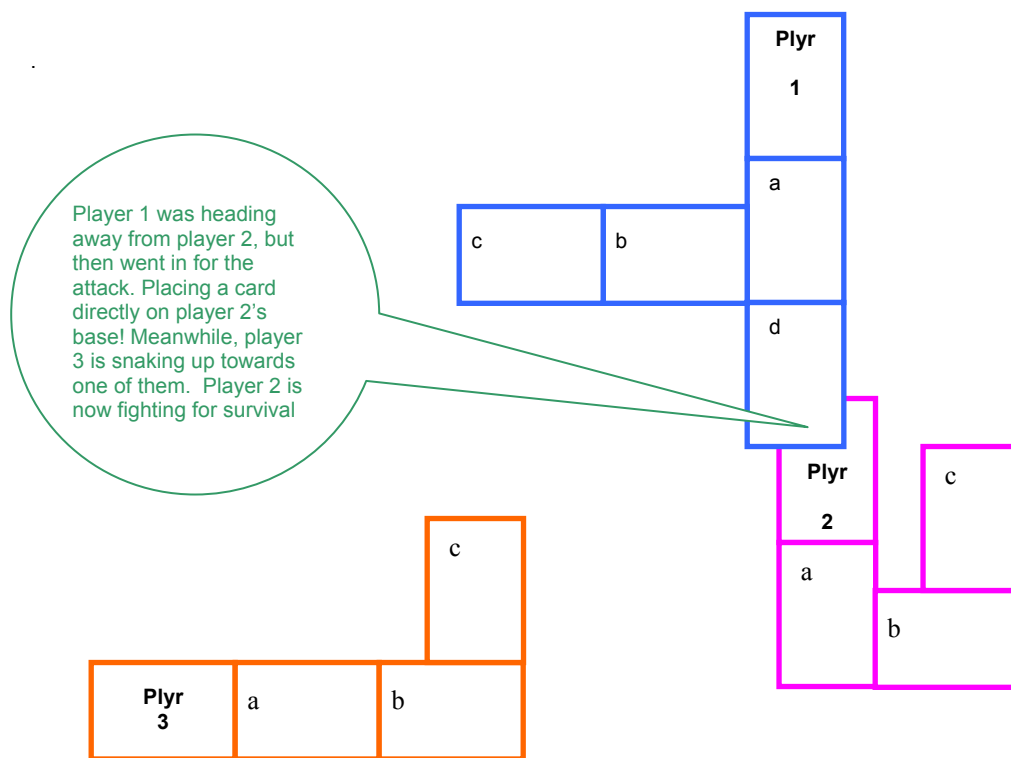
For example, you place an EIGHT against an opponent's TEN then roll a 4 and a 2 on two dice, giving you a total of 14 points. The opponent rolls 2 and a 1, giving him a total of 13 points. Your score of 14 beats the opponent's 13.

Losing a battle – your card is taken from the table

If you lose the battle then your card is taken by the winner and placed in their BUY BACK pool; these are cards they've beaten, placed on the table next to where they're sitting, FACE UP. A player can use cards from the BUY BACK pool to bring in reinforcements (discussed later).

Example of lines of attack

Below shows the three players extending their lines until there is conflict.



Destroying an enemy base

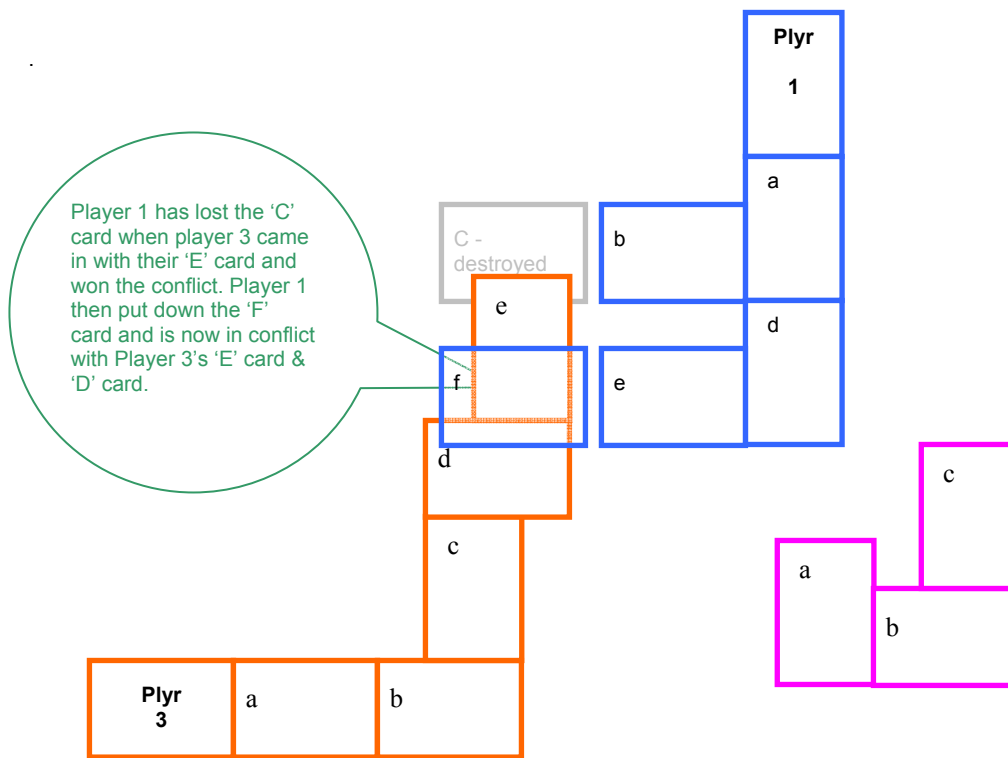
If this was the only other player remaining, then you win the game. If there are other players still in the game then destroying a base gives you the following benefits:

- If any of your cards are in the BUY BACK or RECYCLING pools you can pick them out now and return them to your hand.
- If there is a joker available, take one and add it to your hand to act as an ACE. If you lose this card (in battle) it does not go into a BUY BACK pool – you lose it for good.

Note: if an enemy base is destroyed – all their cards remain on the table and must be fought through if they happen to create a barrier to another player's line of attack.

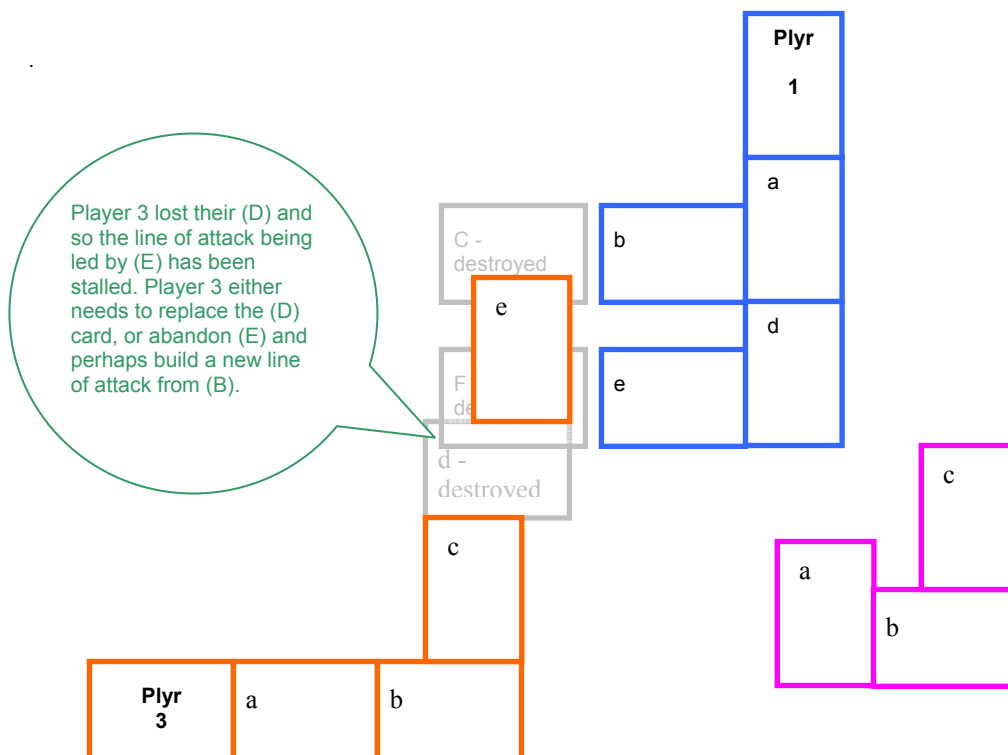
Attacking more than one card in one move

In the example below, player 1 has placed a card (F) down that touches two cards of an enemy (D) & (E). The placed card must fight both cards, one at a time. Player 1 decides which card to fight first. Strategy wise Player 1 would be best fighting Player 3's (D) card first – because if he wins, and then loses the subsequent fight against the (E) card... at least player 1 has broken player 3's line of attack. Player 3 will now have to reconnect the broken line if he/she wants to continue pressing forward the attack – with card (E).

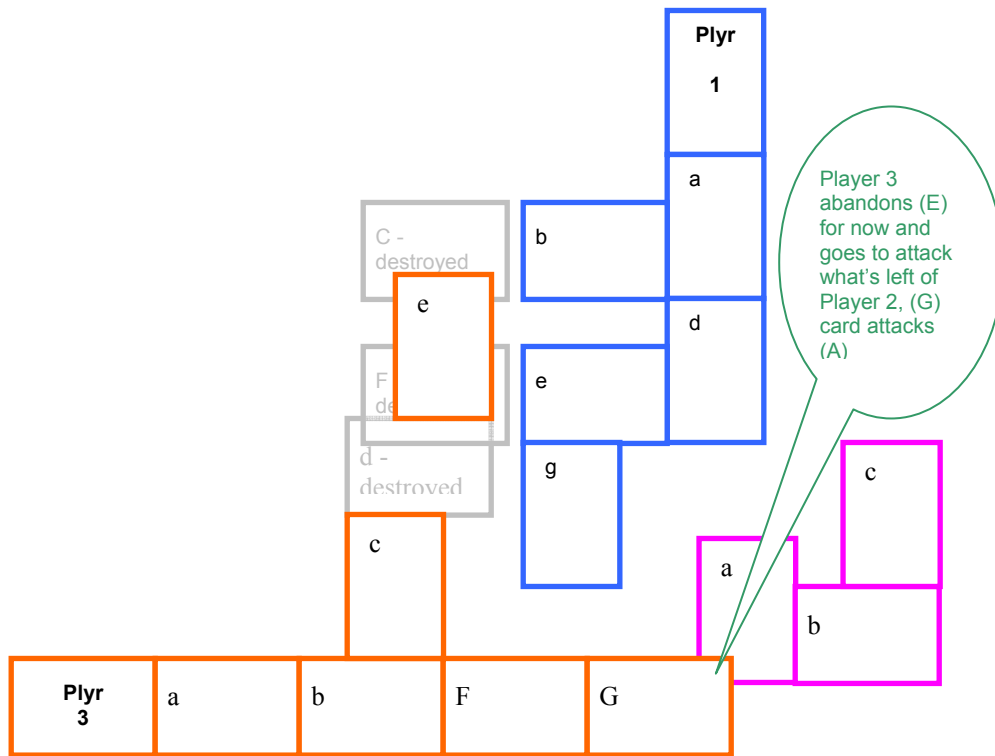


Breaking a line of attack

In the example below, Player 3's line of attack was broken by Player 1 – who destroyed the (D) card.



Player 3 is actually running low on cards. He sees that what is left of Player 2 – pink - (A), (B) and (C) are fairly weak in value and is confident that he can beat them in conflict. This would allow him to add the beaten cards into his BUY BACK pool and so use them to grab fresh troops from any opponents BUY BACK pool or the RECYCLING pool.



Buy Back Pool & Recycling Pool

When you beat an opponent in conflict you take their card from the table and add it to your BUY BACK pool. You can then use these cards, separately or combined (adding their values together) to take any cards – of your suit – that are sitting in an opponent's BUY BACK pool or from the general RECYCLE pool. You can only recover cards up to or equal to the value of the cards you're using from your BUY BACK pool. Cards used from your BUY BACK pool are then placed in the RECYCLE pool – whilst the cards you've recovered go back into your hand.

For example:

You're using SPADES as your suit. Against you is one surviving player, who is using HEARTS.

The RECYCLE pool is currently empty.

Your BUY BACK pool contains three cards:

- 3 of Hearts
- 6 of Hearts
- Queen of Hearts

The opponents BUY BACK pool contains two of your cards:

- 8 of SPADES
- 7 of SPADES

You decide to combine the Queen of Hearts (12 points) and the 3 of Hearts (3 points) to give you a total of 15 points to spend. This allows you to take the 8 of Spades and 7 of Spades back into your hand (8 + 7 does not exceed 15). You then discard the Queen & 3 of Hearts into the RECYCLE pool.

This means the RECYCLE pool now carries:

- 3 of Hearts
- Queen of Hearts

Your BUY BACK pool contains one card:

- 6 of Hearts

The opponents BUY BACK pool is now empty:

Note: by grabbing the 8 and 7 of SPADES out of your opponents BUY BACK pool, means they're unable to use them to recover troops themselves. The reason this player (HEARTS) didn't spend the cards as soon as they could, was either down to the fact there was nothing to buy – no way to use them – or, the player (HEARTS) was hoping to build up a large value to buy back some large value cards.

The Recycle Pool

When you use cards from your BUY BACK pool – you can either buy cards back from an opponent's BUY BACK pool (if they have any of your SUIT) or from the general RECYCLE pool.

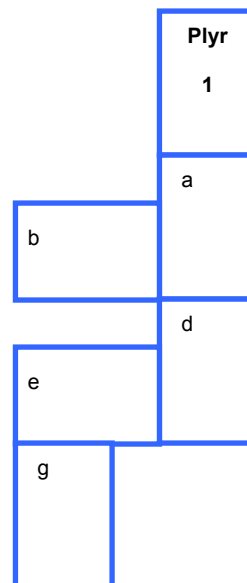
When you use cards from your BUY BACK pool, you discard them into the RECYCLE pool.

Advanced Rules

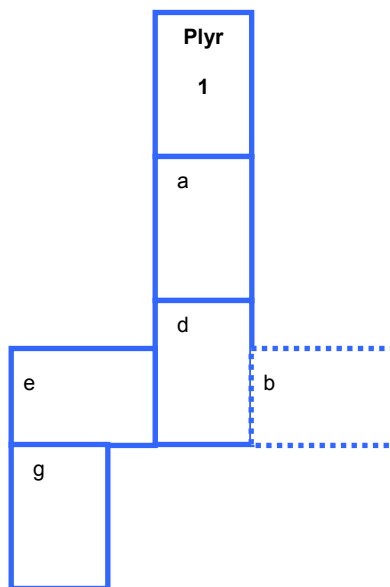
Reconfiguring your line of attack

Or in other words, moving cards you've already placed on the table. If you "miss a go" you can instead move a card from one position to another. If this card was FACE DOWN it must also now be placed FACE UP, visible to everyone. This is a good option to use when you have high value cards stuck out on an old line of attack that is no longer useful. For example, player 1, below, would like to move the (B) card from where it is right now – stuck out on its own doing nothing –and bring it down to an area of conflict taking place around the (G) card. Here's a step by step view of how player 1 does this. Each step uses up **one** turn:

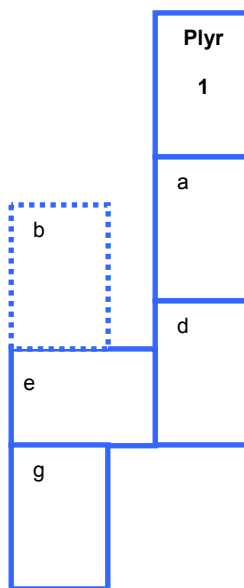
(B) card of no use where it is.



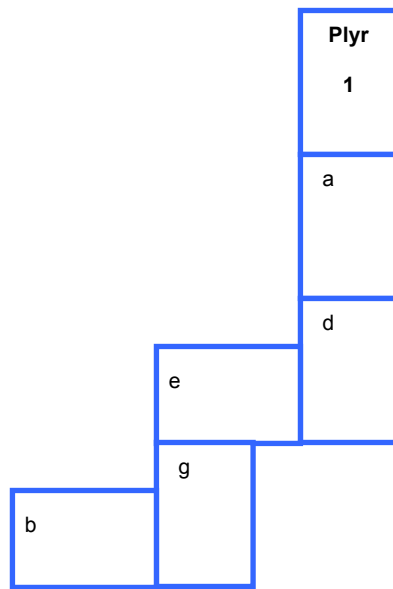
(B) card moved to next card in line of attack. It has to be a legal move. Contact with an enemy card results in conflict.



(B) card moved from (D) to (E).



(B) now in place, ready to attack... or held back to bring to the front of an attack later.



About the Author

David J. Rodger is a British science fiction & fantasy author and game designer best known for his novels set in a near-future world of corporate and political intrigue. So far he has published five novels; four that are set in the same world: [God Seed](#); [Dante's Fool](#); [Iron Man Project](#) and [Edge](#), and one, [Dog Eat Dog](#), set within the world of Yellow Dawn.

[Yellow Dawn](#) is a role-playing game set in the same future world as his novels, ten years after it has been devastated by a terrible mutagenic virus. Rodger's novels often combine high-tech intrigue and political/corporate machinations with elements of the Cthulhu Mythos, as created by H.P. Lovecraft. Rodger's contributions to the Mythos include the creation of a new Great Old One in his novel [Edge](#), and the use of the Outer God Nyarlathotep in the novel [God Seed](#). In [Yellow Dawn](#) Rodger's interpretation of the Mythos, in particular the Great Old One Hastur, is a major part of the background material. Rodger has recently published [Shadows of the Quantinex](#), a large-scale campaign expansion for the [Yellow Dawn](#) game.

Rodger has also written [Cloudy Head](#), a children's story illustrated by Kenn-Ole Moen, and [Murder at Sharky Point](#), a murder mystery game. Rodger spent 8 years working for a non-departmental government agency, developing a virtual communications service within the IT Division, before moving into commercial project management for a UK media company. In 2000 Rodger's presence on the Internet got him a place in the BBC documentary [Through The Eyes of the Young](#), directed by Chris Terrill. Rodger now lives in Bristol, England, with a Braun coffee-maker, writing from a house on a hill with a view of Earth's curve.

Find him on the web at:

www.davidjrodger.com