

THE SUITS



season 1

Medieval knights clashed to prove their bravery, courage and to impress rich and (sometimes) beautiful women. The Middle Ages are a relict of the past, but men are still men after all and they still want to prove their superiority. So, what is the most reliable and effective way to distinguish a nobleman from a peasant?

*Oh yes! Duel! Instead of wearing full plate armor they wear equally charming elegant suits. Instead of fighting on the tournament arena, they meet in the underground of secret club called The Suits. Join this elite society and fight for your prestige and**

**) Enter your deepest and darkest desire that you want to fight for (or die for, but it wasn't in the agreement)*

And remember that the first and last rule of The Suits Club is - you do not talk about The Suits Club.

GOAL OF THE GAME

Plan your actions to hit your opponent and remove cards from their Life Line. When you remove the last card from opponent's Life Line - you win.



BOX CONTENTS



Illusionist Deck
(22 cards)



Debt Collector Deck
(22 cards)



Mechanic Deck
(22 cards)



Gambler Deck
(22 cards)



Silencer Deck
(22 cards)

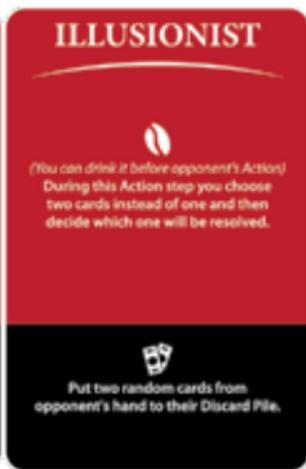


2 Aid Cards

5 gentleman decks (22 cards each), 2 aid cards, 1 manual.

PREPARATIONS

Choose a gentleman deck and put two Character Cards in front of you **(A)**. Then remove from your deck the amount of Life Cards indicated on you Character Cards and form a Life Line from them **(B)**. In most cases a Life Card is represented by Heart.



Illusionist has three Heart Cards in his Life Line at the beginning of the game because there are three heart symbols on his card.

Shuffle the remaining cards to form a face down pile. This will be your Deck **(C)**. Next, draw five cards from your Deck. This is your Hand **(D)**. You should keep your Hand secret from your Opponent. You will also have your own Discard Pile **(E)** and Void Pile **(F)**. Discard Pile is where you will put cards during Cleanup step - they will be eventually recycled when your Deck runs out of cards. Void Pile is where your used Coffee Cards and lost Life Cards will end up. Keep Discard and Void piles separate.



You are now ready to play. Flip a coin or use another method to decide who will begin.

GOLDEN RULE 1

Text on card is more important than text in manual.

GOLDEN RULE 2

Whenever a player searches their Deck for a card, they must shuffle the Deck afterwards.

FLOW OF THE GAME

Game is divided into rounds. During the round, players take their turns one after another. The game flows in that fashion until all Life Cards from one player's Life Line are depleted. That player loses the game. This is a good moment for re-match and revenge.

PLAYER'S TURN

Player's turn consists of several steps executed in order. Any step cannot be omitted:

1. Planning

Choose three cards from your Hand and put them face down on the table in front of your opponent - these are Planned Cards.



2. Action

1. Your opponent chooses one of the face down cards and turns it face up.

2. Then you resolve the Card's Effect (*see CARD RESOLUTION*).



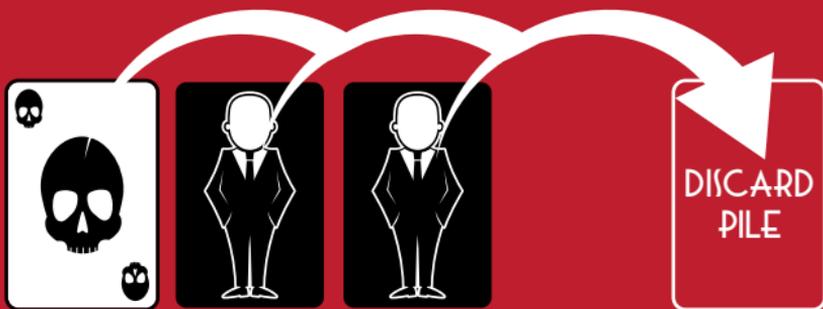
1.



2.

3. Cleanup

Put all Planned Cards face up into your Discard Pile.

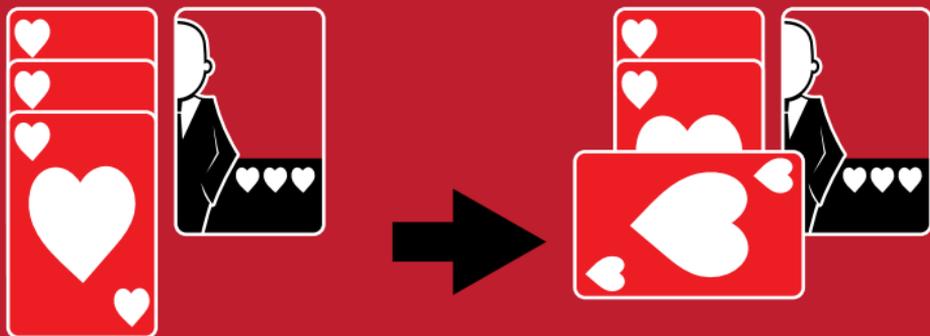


4. Drawing

Draw cards from your Deck until you have five cards in your Hand. If at any point your Deck is empty, shuffle Discard Pile and form new Deck from it.

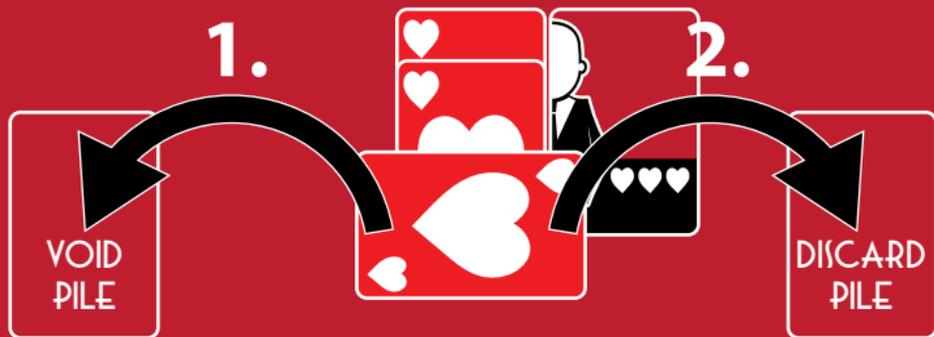
DAMAGE

Players will get Hits during the course of the game. Whenever you get Hit you have to represent it on your Life Line - turn one Life Card sideways.



If you get Hit when there is a sideways card in your Life Line, you need to put that card away.

1. If your opponent hits you (i.e. as a result of resolving a Weapon Card), put the Life Card in your Void Pile.
2. In case of self-inflicted Hits (i.e. when resolving a Skull Card), put the Life Card in your Discard Pile.



CARD RESOLUTION

Each card revealed by opponent during Action step has different effect.



Skull - reveal other Planned Cards. Hit yourself once, then search your Deck and/or Discard Pile for as many cards as there are Skulls in Planned Cards this turn.

EXAMPLE:

1. Opponent has chosen card which turned out to be a Skull Card. The player has to hit himself.
2. Then he reveals two remaining cards and now there are two



1.



2.

Skull Cards on the table and one Heart Card.

The player can search his Deck and/or Discard Pile for any two cards and puts them on his Hand.



Weapon - reveal other Planned Cards. Hit your opponent. Additionally, Hit your opponent for each Skull among Planned Cards.

EXAMPLE:

1. Opponent has chosen the card which turned out to be a Weapon Card.

2. Then he reveals two remaining cards and now there are one Weapon Card and two Skull Cards. Opponent got three Hits.



1.



2.



Heart - add it to your Life Line.



Money - resolve your Character's Money Action.



Coffee - put this card next to your Character Card. You may use it to activate Coffee Action later during the game (**see COFFEE ACTION**). If you already have a Coffee Card near your Character, put the extra Coffee into your Discard Pile.



A. Coffee Action, B. Money Action

COFFEE ACTION

Your Character Card has exact information when Coffee can be used. If you plan to use it, say "Hold on, I'd like to drink my coffee" at appropriate moment. After resolving the effect, put used Coffee Card into your Void Pile.

THE END

Game ends when a player removes the last Life Card from their Life Line - that player loses the game. In case both players lose their last Life Card (i.e. when resolving Money or Coffee effect), the acting player (who's turn it is now) wins.



