

PEDWAR

Game Overview

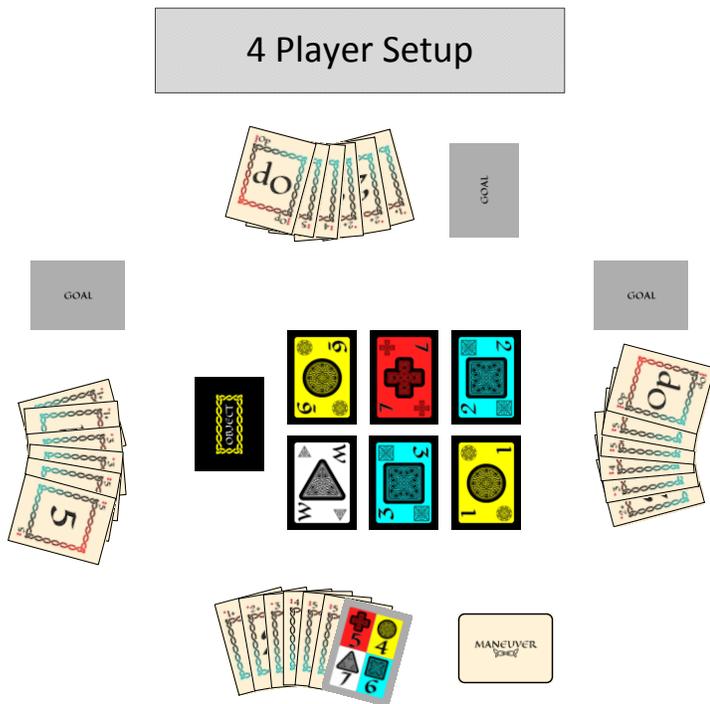
Pedwar is an exciting, light card game for two to four players. Players compete against each other using Maneuver cards to collect sequences and sets of Object cards to gain points. Maneuver Cards are also used to trump other player's attempts to collect Object cards. The player with the most points at the end of the game wins.

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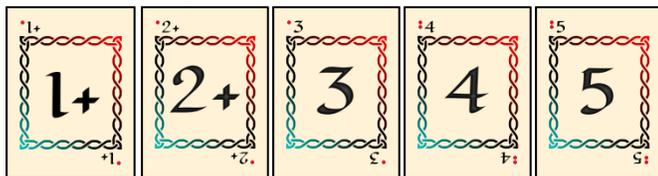
- 40 Object Cards
- 50 Maneuver Cards
- 8 Goal Cards

Game Setup

- Separate the Goal, Maneuver and Object cards into three decks then shuffle and place the decks on the table.
- Draw and place six Object cards face up on the table then set the Object card deck near the face up cards.
- Randomly determine who will play first.
- Starting with first player and continuing clockwise, each player draws six Maneuver cards to their hand and one Goal card.
- Set the remaining Goal cards aside and out of play.



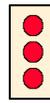
Card Descriptions



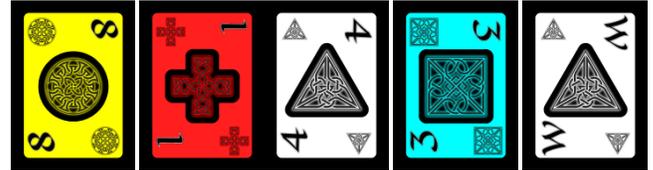
Maneuver cards - There are six Maneuver cards (1+, 2+, 3, 4, 5 and Overpower). These cards are used to win Object cards. The 1+ and 2+ cards allow ONE other numbered maneuver card to be added to it during the Action and Trump phases of the game.



The *OP (Overpower)* card is the highest ranked card in the game. When it's your turn, this card trumps all other cards even other OP (Overpower) cards. However, when it's not your turn, this card trumps all cards except another OP (Overpower) card.



Maneuver card Pips – On the top left of all Maneuver cards, there are small red circles (1, 2 or 3) called Pips. These pips can give a player additional actions during the Action phase on their turn.



Object cards - These cards are divided into four colors, with each color having eight cards numbered 1 to 8. There are two Wild cards per color.



Goal cards – This card lists four Object cards. Each Object card collected by the player is worth three points. Players may keep their Goal card on the table or in their hand. This card remains hidden until the end of the game.

Game Play

Starting with the first player and continuing clockwise around the table, each player takes a turn, consisting of five phases, trying to collect Object cards using Maneuver cards in their hand.

During each player's turn, play will also move clockwise around the table where all players get a chance to trump other player's used Maneuver Cards.

Object cards won by players are placed in front of the player. Players must show their collected cards on the table for other players to view clearly. Players want to collect sequences and sets of Object cards. Play continues until the last Object card is drawn then scoring begins.

Game Turn

A player's turn consists of the following phases done in order.

1. Discard Phase
2. Action Phase
3. Trump Phase
4. Resolve Phase
5. End Phase

Discard Phase

The player starting this turn may discard (lie down) any number of Maneuver cards to gain additional actions. For every 3 pips discarded, gain one additional action in the following Action Phase.

Action Phase

The player starting this turn chooses one face up Object card and plays a single maneuver card, two maneuver cards (one card must be a 1+ or 2+) or an OP (Overpower) card on the Object card.

If an OP (Overpower) card was played, the player immediately picks up the Object card and prevents any trump action on that card.

Repeat this Phase for each additional action gained in the Discard Phase.

Trump Phase

Going clockwise around the table, starting to the left of the player who started the turn, each player can either say "Pass" meaning they don't want to trump or they can attempt a trump each Object card in play. Use the following rules:

- Players may only attempt to trump Maneuver card(s) played on Object cards in the previous Action Phase.
- Players must play Maneuver card(s) with a total value of at least 1 higher than the previous player's total value of Maneuver card(s).
- Players may play a single maneuver card or two maneuver cards (one card must be a 1+ or 2+) or an OP (Overpower) card.
- If an OP (Overpower) card is played, only the player who started this turn may play another OP card on that Object card to win it immediately.

Continue this phase until no player wants to trump an Object card(s) with a Maneuver card(s).

Resolve Phase

For each Object Card in play, compare the highest number value of the played Maneuver cards. Highest value wins the Object card. Winners pick up their Object cards then place the cards on the table in front of them.

End Phase

- Draw and replace new Object cards so that six Object Cards are again on the table. All Maneuver cards used this turn are discarded. *May trigger the end of the game.*
- Maneuver cards not played this turn are kept in the player's hand.
- The player who started this turn draws up to 6 Maneuver cards not to exceed a hand limit of 6 cards. Other players cannot draw new Maneuver cards.
- Pass the Maneuver deck to the player on your left and that player starts a new Game Turn.

End of the Game

When the last Object card is played face up on the table, the game is immediately over and players score the game.

Scoring

At the end of the game, each player adds up their Object card collections according to the following scoring:

- A *Straight* is a sequence (run) of at least four consecutive cards of any combination of colors. Each numbered card is worth one point.
- A *Straight Flush* is a sequence (run) of at least four consecutive cards of the same of color. Each numbered card is worth two points.
- A *Four of a Kind* is a set of four cards with the same number and all different colors. Each numbered card is worth three points.
- *Wild* cards can replace any card number and its color can be used to complete straight flush or four of a kind collections. Wild cards are worth zero points.
- *Goal* cards list four different cards and each card collected is worth three points.

Winning the Game

The player with the highest point total wins the game. If there is a tie, the players draw one card from the maneuver deck and the highest card wins (An Overpower is the highest ranked card). Repeat until there is a winner.

FAQ

Q. When I trump a card, is it considered my turn?

A. No it's not your turn. It's still the player's turn who started the game turn. You just get a chance to trump other player's Maneuver cards.

Q. How do I remember who went first on a turn?

A. The player with the Maneuver Deck in front of them and/or the player who discarded card(s) to gain addition actions went first on the turn.

Q. Can another player trump my OP (Overpower) card?

A. The player who started the turn may use an OP (Overpower) card to trump your card because on their turn, it trumps all other cards even other Overpower cards.

Q. How do I know if an Object card is in play?

A. The player going first on a turn decides what Object cards are in play by placing a Maneuver card on them during the Action phase. Only those Object cards are in play during the trump phase.

Q. Do all players draw cards at the end of a turn?

A. No. The player who started the turn draws cards at the end of the turn. Other players do not draw and must wait until the end of their turn.

Q. Do Wild cards score points?

A. No. Wild cards can be used complete a sequence or set, but only Object cards with numbers score points.

Q. Can I have a sequence of more than four numbers?

A. Yes. Players may have a sequence of four or more in a Straight or Straight Flush but must have a minimum of four cards.

Q. What happens when we can't draw or run out of Maneuver cards?

A. Reshuffle the Maneuver deck with discard cards.

Q. Can I ask another player move so I can see their collected cards?

A. Yes. Players cannot hide collected Object cards under their arms, hands or under other cards. When asked at any time during the game, they should let other players have a clear view of all cards in their collections.

Credits

Original Game Design: Charlie Sinning

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