CARD BARRAGE

A DEXTERITY TOWER DEFENSE GAME

Ben Cheung, PhD

20-40 min

1-6

7+

PLAYERS 1-6
PLAY TIME 20-40 min
AGES 7+ (Addition, Reading)
PARTS 54 cards (The Tech Deck)

Dexterity Genre

Tower Defense Genre

RULES VERSION 4
Jan 19, 2023

THE TECH DECK

Playing cards were created in China during the 9th Century. Playing cards were imported into Europe from Mamluk, Egypt, in 1370. By 1377, the French used playing cards with Hearts, Diamonds, Clubs and Sspades. The Tech Deck **MODERNIZES** classic playing cards by depicting 21st century concepts on each card. It is **PORTABLE** and **VERSATILE**: play games anywhere, any time with anyone. It is a **GAME PLATFORM** you can play many games with.

THE DOMAINS (SUITS) OF THE TECH DECK

KNOWLEDGE (BOOK) INFORMATION TECHNOLOGIES
Knowledge is facts and information accumulated by science. It is the theoretical and practical understanding of a subject foundational to science and technology.

SCIENCE (BEAKER) RESEARCH & DEVELOPMENT
Science is organized knowledge with testable explanations. The natural sciences (biology, chemistry, and physics) study nature. The social sciences (economics, psychology, and sociology) focuses on societies. The formal sciences (logic, mathematics, and computer science) are for abstract concepts.

TECHNOLOGY (GEAR) INDUSTRY, MANUFACTURING
Technology is the application of scientific knowledge for practical purposes. Engineering is the creative application of science and math to the design and construction of machines, systems, and processes.

SERVICES (GLOBE) MARKETING
Services are the integration of knowledge, science and technology to create a product to benefit consumers. Services provide a benefit or product for a customer.

DEXTERITY & TOWER DEFENSE

TOWER DEFENSE GAME GENRE - Tower defense is a subgenre of strategy games where the goal is to defend a player's territories by obstructing the enemy attackers with defensive structures along their path of attack. A variety of different structures can block, impede, attack or destroy enemies. The genre can trace its lineage back to the golden age of arcade video games in the 1980s. Space Invaders (1978) and Missile Command (1980) had players defend their territory from attackers.

DEXTERITY GAME GENRE – Dexterity games involve hand-eye coordination and physical movement to accomplish objectives in the game. Outdoor sports are all dexterity action-oriented games. For tabletop games, there are a variety of games which involve tossing, throwing, pushing, spinning, balancing and other hand-eye coordination type motions.

OBJECTIVE & WINNING THE GAME

OBJECTIVE OF THE GAME – Card Castle is a dexterity-based tower defense game. The objective of the game is for players or teams to toss cards against their opponent's walls and castle card destroy their defenses and score points.
GAME END – The game ends when one player has scored 10 points or destroyed all their opponent's walls and then hits their opponent's castle with all players getting an equal number of turns.

CARD BARRAGE GAME SETUP

1. CREATE TEAMS – For solo play, see the solo rules. A 2-player is a versus game. If playing with 4 or 6, divide players into two teams. If playing with 3 or 5 players, one player will play as an extra player. Card Barrage with 2-4 players can use 1 or 2 Tech Decks. Playing with 5 or 6 players requires 3 or 4 Tech Decks. Players/teams either sit across from each other or in a circular arrangement.
2. SETUP CASTLES – Take out a wild card for each player. If there are more players than wild cards also use 1-value cards. Place a card face down horizontally in front of each player as their castle card.
**3. PREPARE DECKS** – Divide the cards evenly between teams. Shuffle. Each team has their own draw deck to the side of the play area. The discard will be next to it.
4. SETUP WALLS – Setup wall cards. 2 players each use five wall cards. 3-4 players use four walls. 5-6 players use 3 wall cards. Each wall card is placed vertically 3" (7.5cm) in front of the player's castle. A player's walls should be separated apart from each other by one card length (3.75"/9.5 cm). The battlefield is 12" (30.5cm) between players/teams.
5. DRAW CARDS – Each player draws 4 cards from their respective draw decks.
6. FIRST PLAYER/TEAM – Randomly determine a first player/team. Give them a first player/team marker.

CARD BARRAGE GAME SETUP
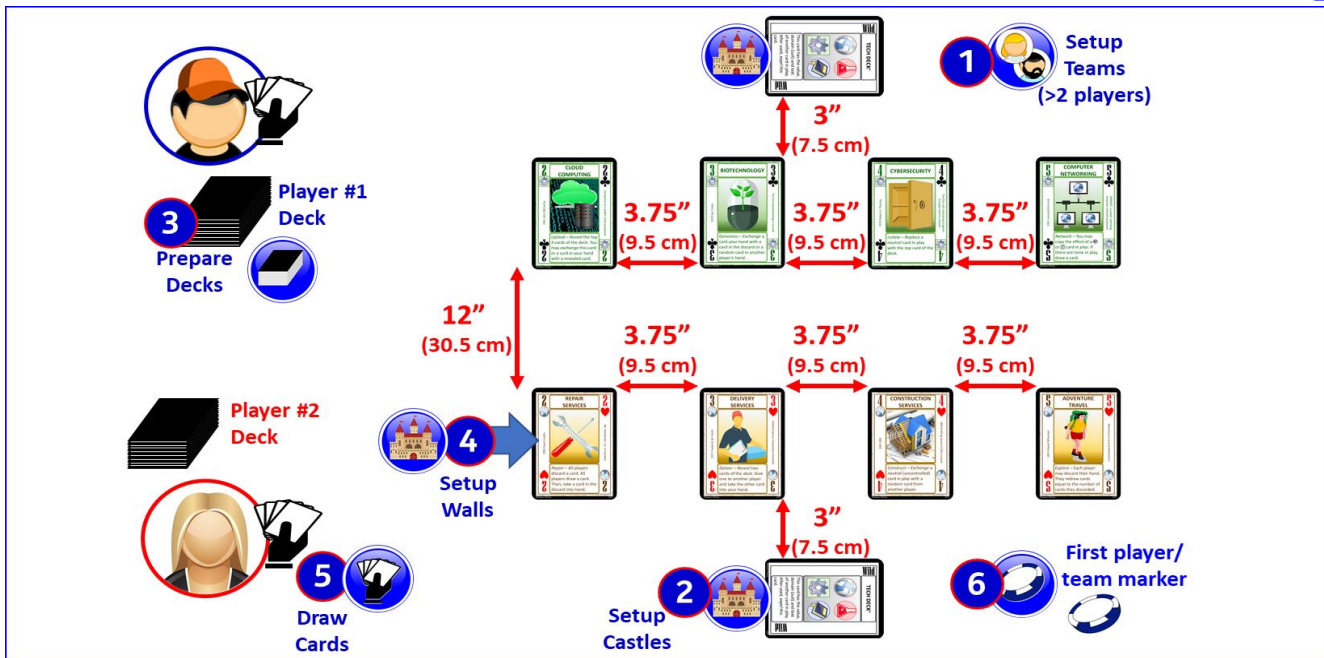
CARD BARRAGE GAME PLAY

Each turn a player does the following: (Watch a video of game play at my website or YouTube channel)

1. DRAW A CARD – Draw a card. If a player has less than 3 cards in hand draw 2 instead. Reshuffle if necessary.

2. BUILD A WALL – You may play a wall card from your hand into one empty location. That turn you may not attack.

3. UPGRADE A WALL – You may exchange one of your existing wall cards with a card in hand. You may still attack.

4. ATTACK – If you did not build a wall, you may attack an enemy using either the lob, Frisbee or flip method.

5. CHECK FOR END OF GAME – A player who has scored 10 points or destroyed all their opponent's walls and then hits their opponent's castle triggers the end of the game. Play passes to the next player on the next team until everyone has had an equal number of turns. The team/player with the highest score wins. If necessary, use the value and domains of scored cards as tie-breakers.

Draw a card	Build a wall	Upgrade a wall	Attack!	Check for end game

MAKE AN ATTACK

CARD ATTACK – You can attack by the lob, Frisbee, or flip method. You toss a card from your castle at an opponent's wall and castle. To lob a card, you throw it in an arc. The Frisbee method throws a card like a Frisbee. The flip method swings and launches the card in a flipping motion. For videos of these see my webpage or my YouTube channel.

ATTACK DETAILS – Your attack card must cross your castle as if extended by two cards and must leave your hand by the end of your wall. An *missed attack* is: (1) an attack card that ends up underneath a wall or castle card, (2) touches the table before it lands on top of an opponent's card(s), or (3) leaves the play area. Invalid cards are discarded without scoring. A wall card moved during an attack is not repositioned until it is upgraded or rebuilt. A castle card moved through an attack is repositioned back to its original position. A *perfect hit* is an attack card that covers all four of the value-domains of an opponent's wall card when it lands. A perfectly hit wall is scored and not replaced. If you hit a defending player's castle, they discard a card from their hand into the attacker's score pile.

3

PERFECT HIT – When an attack card (6-Svc) covers all four of the value-domains of a target card (3-Tech)

MISSED ATTACK – An attack card (6-Svc) that ends beneath a wall (3-Tech) or castle card (Wild) is discarded.

DOUBLE HIT – When a card that lands on two target cards (wall/castle) scores 2 points.

HIT – When an attack card lands on a target card (wall/ castle) without first hitting the table scores 1 point.

3" (7.5 cm)

3" (7.5 cm)

12"

3.75" (9.5 cm)

3.75" (9.5 cm)
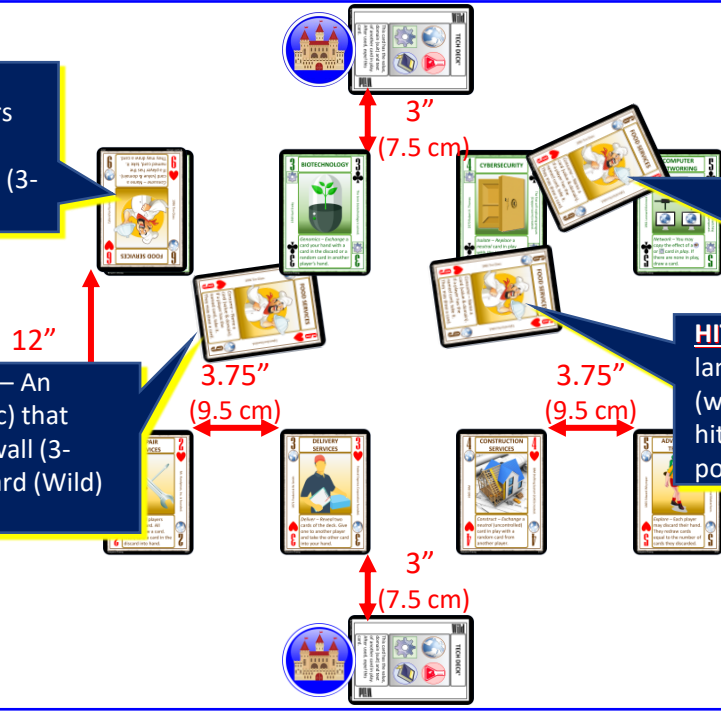
SCORING & AFTERMATH

SCORING – During an attack, if your attack card lands on top of an opponent's wall card you score that card and add it to your score pile. A _double hit_ is when an attack card lands on top of two wall/castle cards, scoring both cards. You may use the game effect of every third scored card. There are no neutral cards in the game. If you hit a castle, your opponent must discard a card from their hand into your score pile (the castle is _not_ discarded).

AFTERMATH – After scoring, the defending player must replace his destroyed wall immediately with a card of lower or equal value from their hand. If you cannot that wall section becomes empty. You do not replace a perfectly hit wall.

BUILDING AND UPGRADING WALLS

BUILD A WALL – You may play a wall card from your hand into one empty wall location. That turn you may not attack.

UPGRADE A WALL – You may exchange one of your existing wall cards with a card in hand. When you upgrade a wall, you may reposition the upgraded wall to its original position in the fortification. You may still attack this turn.

CASTLE HIT – A castle hit scores 1 point. The defender discards a card from their hand into your score pile.

PERFECT HIT – A perfect hit scores 1 point. The Wall is not replaced.

DOUBLE HIT – An attack card that lands on two target cards (wall/castle) scores 2 points.

MISSED ATTACK – A missed attack card scores no points.

HIT – Scores 1 point. Replaces the wall with a card of lower or equal value from hand. If you cannot, it becomes empty.

(7.5 cm)

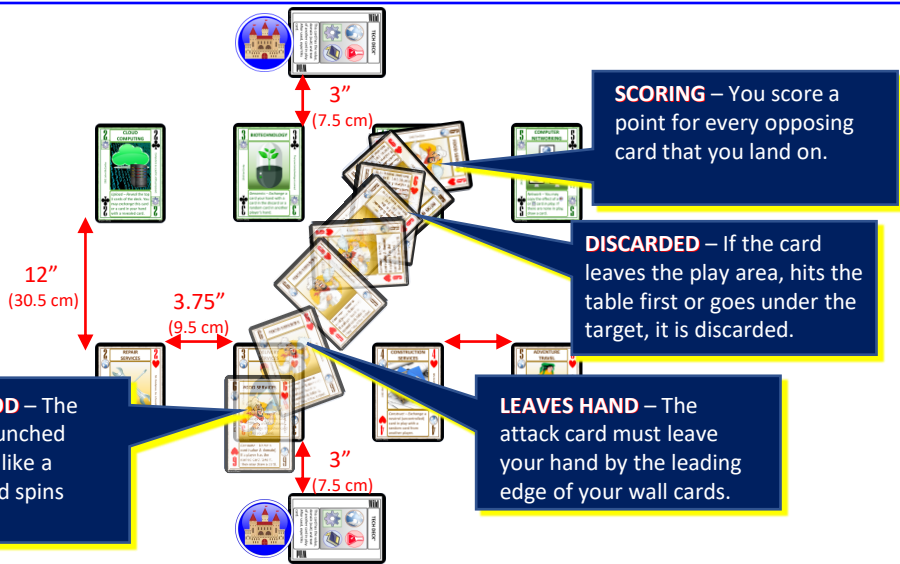12" (30.5 cm)

3.75" (9.5 cm)

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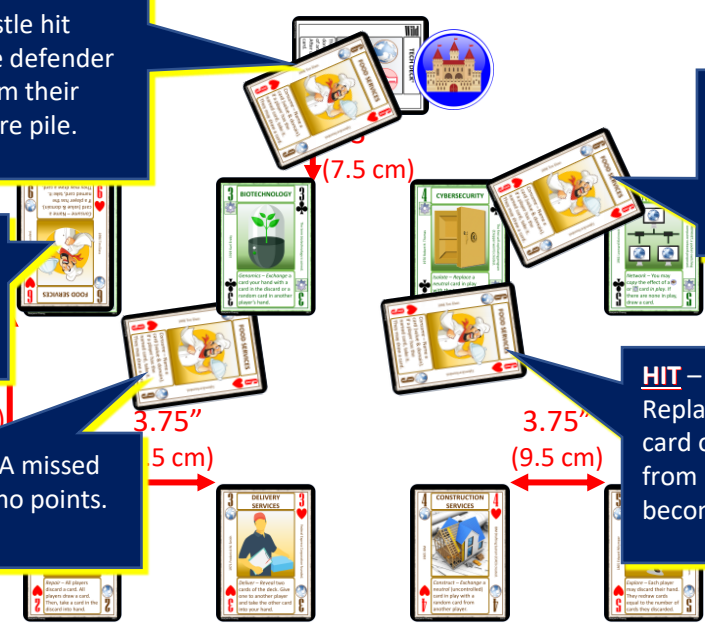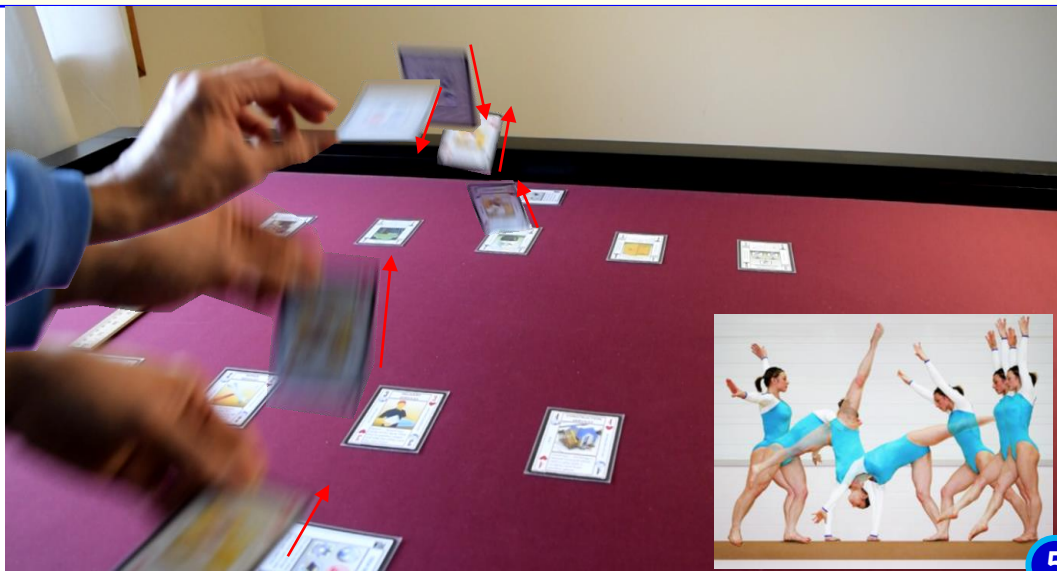
CARD ATTACK – THE LOB METHOD

FRISBEE METHOD – The attack card is flicked from your hand like a Frisbee. The card is spun horizontally. It rotates through the air about its center as it makes it way to your target like a Frisbee would spin.

SCORING – You score a point for every opposing card that you land on.

DISCARDED – If the card leaves the play area, hits the table first or goes under the target, it is discarded.

FRISBEE METHOD – The attack card is launched from your hand like a Frisbee. The card spins horizontally.

LEAVES HAND – The attack card must leave your hand by the leading edge of your wall cards.

3" (7.5 cm)

12" (30.5 cm)

3.75" (9.5 cm)

3" (7.5 cm)

CARD ATTACK – THE FLIP METHOD

FLIP METHOD – In the Flip Method of attack, the card is flipped as it leaves your hand. The card turns end over end in the air as it moves towards your target. This is a like a gymnast performing a backflip.

LOB METHOD – In the Lob Method of attack, the card is launched in an arc as it leaves your hand. Like a person who launches themselves from a swing set leaving the swing set seat in an arcing motion.
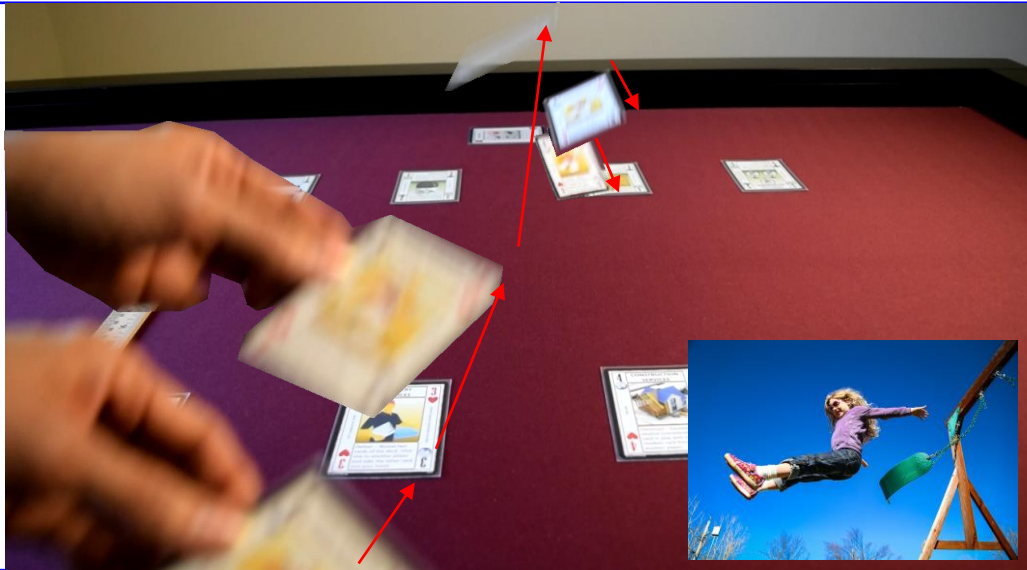
SOLO PLAY

Setup the game as if you are playing with 2 players. You will take your turns normally. For your opponent as a simulacra, reveal the top card of the deck. If it is a card of value <11, they score a hit on your lowest value wall card. Replace opponent hit walls with the top card of the deck. Play to 10 points as normal.

TERMS & DEFINITIONS

1. **CARD** – An individual card which has a value, a domain (suit) and a game effect.
2. **DISCARD** – Discarded cards go to the discard.
3. **DOMAIN** – One of the four suits in the game (information, technology, science, services).
4. **(Domain symbols)** – The four domain symbols are equivalent to suits.
5. **EXCHANGING** – Exchanging two cards causes two cards to swap places putting one where the other card was.
6. **EXPEL** – A card that is expelled is permanently removed from the game.
7. **PICK** – The act of selecting something (a player, card, company).
8. **SUIT** – A term used inter-changeably with domain. The traditional suits (club, heart, spade, diamond) are also

TECH DECK RESOURCES: RULES, VIDEOS

Rules and videos for Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry, Chronological, Elevator Pitch, Peer-to-Peer and Cardoku are at my homepage cheung.interzone.com, Boardgamegeek (BGG) and my Youtube channel.

CREDITS

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