

Schmiegel v2.0

(Inspired by Hezzop <https://www.youtube.com/watch?v=cYxRlZjuqrY>)

“Minimalist” Standard Deck & Dice Role Playing Game

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Dedicated to EARS

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Documentation v3.3



What is Schmiegel 2.0?

Schmiegel 2.0 is a “minimalist” role playing game that requires merely two players, a regular deck of cards, and a standard pair of dice. Each player manages their own adventure party, and the two parties are in battle with one another. Each party begins with four characters, and they can be rogues, clerics, wizards, or fighters. A player wins when they have eliminated their opponent's characters.

SETUP

- Be sure to have:
 - One regular deck of cards.
 - Two regular (six-sided) dice.
 - Two players . . . regular or not!
- Form two piles by separating
 - the face cards (Aces to Jacks) from
 - the number cards (Twos to Tens).
- Shuffle both piles and place them face down in the center of the table.
 - Place one face card face-up beside the face card pile, and place one number card face-up beside the number card pile. These will be the discard piles.
 - When the face card pile is depleted, do not shuffle the cards. Simply turn over the discard pile to continue the game.
 - When the number card pile is depleted, turn over and shuffle the cards to continue.
 - Deal four face cards to each player.
 - Players place their face cards face-up in front of themselves.

- Face cards are the characters that form each player's party. *Jacks are rogues, queens are clerics, kings are wizards, and aces are fighters.*
- Deal six number cards to each player.
- Each player rolls two dice, starting with the youngest player. The player with the highest total roll takes the first turn in the game.
- Every character in this game is a halfling.

PLAY

The players take turns until
a player has lost all four characters.

Each turn has four phases.

The first phase allows the player
to swap one character for another.

The second phase allows the player
to level up their characters.

The third phase allows the player
to use their characters' special abilities according to
whether they are a rogue, cleric, wizard, or fighter.

The fourth phase allows the player to battle.

Here is a breakdown of each phase. . . .

PHASE ONE

Swapping a Character

In the first phase, the player can discard one character in order to draw another character from the pile of face cards.

- The player can accept or reject the drawn card.
- If the new character is accepted, then the face card and number cards associated with the old character must be discarded.
- If the card is rejected, then the player has still used their opportunity to swap characters for the turn. The player places the rejected card in the discard pile and the turn moves to Phase Two.

PHASE TWO

Associating a Number Card

In the second phase, the player draws a number card and places it in their hand. The player can then associate one number card from their hand with one character.

- Associated number cards improve the characters' special abilities (see Phase Three below) and improve a characters' chances in battle (see Phase Four below).
- Associated number cards must be the same suit as the character.
- The player places the associated card face-up beneath the character.
 - Jacks (Rogues) can have up to two associated cards.
 - Queens (Clerics) can have up to three.
 - Kings (Wizards) can have up to *nine*.
 - Aces (Fighters) can have up to five.

PHASE THREE

Using Special Abilities

In the third phase, the player can use each character's special ability once in any order. Rogues can use *thievery* to steal associated cards, clerics can use *leadership* to recruit or resurrect characters, wizards can use *necromancy* to transfer associated cards, and fighters can use *training* to associate additional number cards to any other character in their party.

Here is a breakdown of each special ability. . . .

THIEVERY: A rogue (jack) can steal associated cards from any character other than a fighter. For each card associated with a jack, the player can steal one associated card from any of the other players' characters that is not an ace. Stolen number cards go to the player's hand. *A player cannot steal on their first turn in the game.* For example, if a player has two jacks, each with one associated card, then they can steal two associated cards from the opponent.

LEADERSHIP: The cleric (queen) can recruit characters into the party. For each card associated with a queen, the player can replace a lost character by drawing a face card. The maximum size of a party is four characters. For example, if there are only three characters in a party and there is a cleric in the party with two associated cards, then the cleric can add only one character.

NECROMANCY: A wizard (king) can take the life force from one character and give it to another. For each card associated with a king within the players' party, the player can move one associated card between any two characters with the same suit as the king. *A player cannot take an associated card from an opponent on their first turn in the game.* Note: kings are immune from any attempts to take

away their associated cards with necromancy since no two kings have the same suit. For example, if the player has one king of clubs with two associated cards, then the player can move two associated cards from the opponent's jack of clubs to the player's king of clubs.

TRAINING: For each card associated with a fighter (ace), the player can associate one additional number card *with another character* during the third phase of the turn. An ace cannot use the training ability to associate a card with itself. Lastly, an ace is immune to thievery (the special ability of a jack/rogue).

Once the player has moved from one character's ability to another character's ability, the former character's ability cannot be used again within the same turn.

However, if a character gains an ability by going *from zero* to one or more associated cards due to an ace (training, association) or a wizard (necromancy, transfer), then that character can also use their ability once within the same turn. Likewise, if a player recruits new characters using a queen and associates cards with the new characters using an ace or a king, then those new characters can also use their ability once within the same turn.

In all cases, each character can use their ability only once per turn. *Order matters!*

PHASE FOUR

Attacking with a Character

In the fourth phase, the player has the option to attack. They can select a character from their party with which to attack while the opponent can select a character to defend. The player can attack with one character per turn. *A player cannot attack on their first turn in the game.*

1. The defender begins with a roll.
2. If the roll is an *eleven* or *twelve* or *matches one of the number cards associated with their own character*, then the defender wins the battle. The defeated character and associated cards are discarded.
3. If the roll is unsuccessful, then the attacker rolls.
4. If the roll is an *eleven* or *twelve* or *matches one of the number cards associated with their own character*, then the attacker wins the battle. The

defeated character and associated cards are discarded.

5. If there has been no winning roll and the number of rolls is less than 12, then the defender rolls and play goes to step 2 above.
6. If the total number of rolls is 12, then the battle is a draw. The characters return to their respective parties and the turn ends.

The turn ends with this phase (Phase Four).

If the other player has any remaining characters,
their turn begins. . . .

That is the game of Schmiegel.

Enjoy!

“This one wins on eleven.”