

# Grit

A 2-Player Competitive Playing-Card Game Prototype By Zach Gage

With fantastic help from Doug Wilson, Greg Wohlwend, Paul Sottosanti, and Max Temkin

**Grit is a competitive Victorian pistol dueling game that shares many similarities with Blackjack.**

- Each duelist is competing to be the bloodiest (and therefore manliest) at the end of the duel.
- Neither duelist however, wants to be dead (Injuries totaling 22 or above).
- Each round the bloodiest player (clearly the bravest) gets **The Word**.
- The player with **The Word** gets to decide who shoots first each round.

## The Goal

The Goal of Grit is to **at the end of the game** be the closest to death, but not actually *be* dead. (This is how to prove you are the manliest.)

Essentially, you want to have Injuries that total the closest to 21, but not over 21.

- If your Injuries add up to over 21, and your opponents are under, you have died and they have won.
- If you both die, the least dead (closest to 21) player wins.

If a player dies during the game that is irrelevant, as their injuries may be back under 21 by the end of the game.

## Setup

A Grit deck only consists of only 12 cards. 11 of these are consistent between games, but one is random each game.

Collect all of the **Hearts** and **Spades** from a normal deck of cards. Discard the rest of the deck.

From the **Spades**, remove the **10** and the **Jack**. Discard them, they are not in the game.

Shuffle the **Hearts**, select one at random, and place it without seeing it in the deck of **Spades**.

Shuffle the **Spades**. This is your game deck. (All Spades except the **10** and **Jack**, plus one random heart).

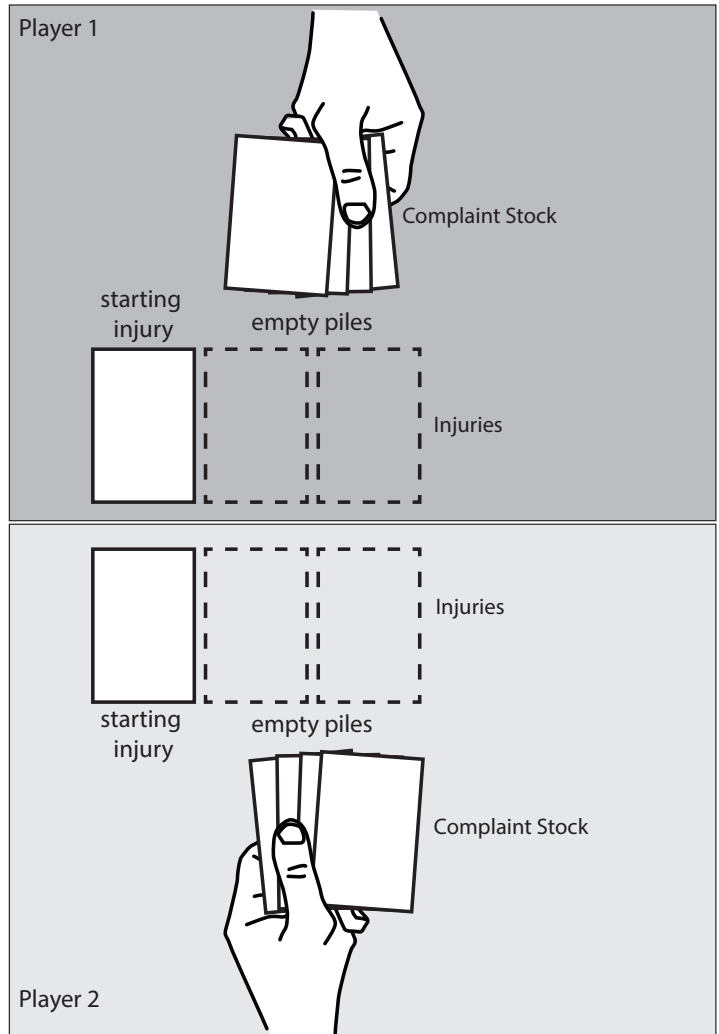
**Deal out 4 cards FACE DOWN to each player.** These cards make up your stock of **Complaints**. You may look at your **Complaints**.

**Then deal one card FACE UP to the table in front of each player.** These are the starting Injuries for each player.

## Play

In Grit, each player has a hidden stock of four **Complaints** which they hold in their hands and three piles for **Injury** cards to be played face up on the table to.

Grit takes place in four rounds, one for each of the players **Complaints**.



## Rounds

Once per round, each player gets to play **One Complaint** from their Stock **FACE DOWN** to **any Injury pile**. (Piles with cards in them or empty piles, your injuries or your opponents).

Both players **must play their Complaints to different piles**, and no player may play on top of a **Marked Complaint**.

After both players have played a Complaint face down, the Complaints are revealed, and the next round begins.

**Any Complaint that has been covered by another, has been replaced**, and no longer counts towards the injury total for the player whose pile it was.

# The Word

The player with the highest total injuries at the start of each round is clearly the bravest (even if they are technically dead), and is awarded **The Word** for this round.

The player with **The Word** has the powerful ability of deciding which player must play their **Complaint** first during the round.

If the two players have the same Injury total, the bravest player is the one with the highest ranking single card on the top of one of their piles.

If both players have an identically ranked highest card, The **Heart** suited card wins.

# Satisfaction (end)

After the fourth round is over and both players have no remaining Complaints, flip all face-down Complaints, total up your own Injuries, and see who is the manliest, who is dead, or both.

# Marked Complaints

**Once each** during the game, any player may play their Complaint horizontally instead of vertically. This means that the Complaint is **Marked**, and may never be played over.

If you've played your Marked Complaint to one of your own injury piles, you may keep it face down at the end of the round, rather than flipping it over like normal.

If you do keep it face down in this way, **it must remain so until the end of the game**. Face down cards do not count towards your Injury total when determining which player gets **The Word**.

# Optional Setup

If you'd like, you may lay out the:

Ace of clubs, King of clubs, 2-10 of clubs, and a Joker

along the side of the play area, and flip over the cards that have been played (the joker represents the random heart).

This can be helpful for getting a feel of what cards are remaining in the deck.

Grit is a work in progress.  
I hope you enjoy it.

Please send any feedback to [zachstfj@gmail.com](mailto:zachstfj@gmail.com)

Thanks everybody!