

Grit

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

With fantastic help from Doug Wilson, Greg Wohlwend, Paul Sottosanti, Max Temkin, Ben Sawyer, and Jesse Fuchs.

Grit is a competitive Victorian pistol dueling game that shares many similarities with Blackjack. It is a game of bold moves, lucky breaks, and careful plotting.

- 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 player with the highest Injury total goes **second**.

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 or equal 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's injuries total over 21 during the game that is irrelevant, as they may be at or back under 21 by the end.

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 **Queen** and the **King**. 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. (Spades **Ace** (low) through **Jack**, plus one random heart).

Deal out 4 cards FACE DOWN to each player. These cards make up your hand. You may look at your hand.

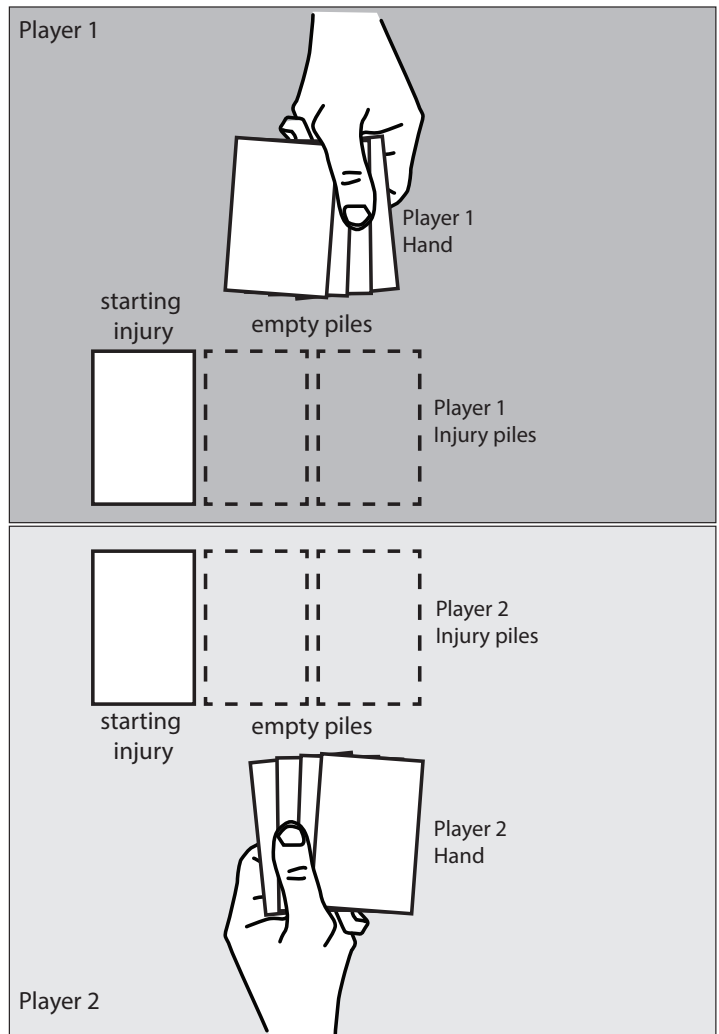
Then deal one card FACE UP to the table in front of each player. These are the starting Injuries for each player. The remaining two cards are discard face down.

Like Blackjack, all face cards count as 10s, but **unlike Blackjack, the Ace is always 1.**

Play

In Grit, each player has a hidden stock of four cards which they hold in their hands and three **Injury piles** on the table.

Grit takes place in four rounds, one for each of the cards in the players hands.



Rounds

Once per round, each player gets to **play one card** from their hand **FACE DOWN** to **any Injury pile** (piles with or without cards in them, yours or opponents), with one restriction – **no player may ever play on top of a face down card**. This also means that you may not play to the same pile your opponent played to (their card is currently face down).

After both players have played a card face down, the cards are flipped face up, and the next round begins.

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

Turn Order

At the start of each round, The player with the **highest** total injuries is the bravest, and therefor plays **second**.

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 is bravest.

Marked cards

Once each during the game, any player may play their card horizontally instead of vertically. This means that the card is **Marked**.

Marked cards are not flipped face up at the end of the round like normal cards – they stay face down until the end of the game.

This means that **Marked cards** cannot be played on top of, and do not count towards injury totals for determining which player plays first each round.

Satisfaction (end)

After the fourth round is over and both players have no more remaining cards, flip all face-down cards (including any **Marked cards**), total up your own Injuries, and see who is the manliest, who is dead, or both.

If both totals are equal, the player with the highest card wins, if both high cards are identical, the player with the heart wins.

Optional Setup

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

Ace through Jack 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

Thanks everybody!