

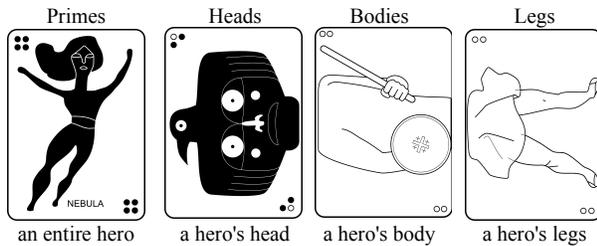
# Hero House

## CARD GAME

Hero House is a game for 2-4 players. Using the Hero House cards players try to win treasure by creating a hero house while defending themselves from monsters. Estimated game time is one hour, with each hand lasting 10-15 minutes.

### The Hero House Deck

The deck contains 56 cards divided into 4 suits of 14. All cards have identical backs and unique faces. Each face has 1-4 dots and a drawing. The dots are repeated in opposite corners of a card. The suit of the card is determined by looking at the drawing on the card. The four suits are as follows:



Each suit has the following combinations of dots:

- |         |          |
|---------|----------|
| 1. ○    | 8. ●●●   |
| 2. ●    | 9. ●○    |
| 3. ○○   | 10. ●○○● |
| 4. ●○   | 11. ○○●○ |
| 5. ●●   | 12. ●●●● |
| 6. ○○○  | 13. ○○○○ |
| 7. ○○○● | 14. ○○○● |

### Definitions

**HERO** - Either a prime card or a head, body, and legs card together.

**A HERO HOUSE** - A balanced group of heroes (see 6 below).

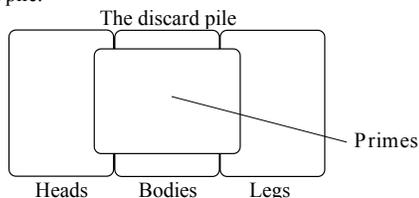
**THE MONSTER** - A complete hero created in the discard pile.

**BALANCE** - When the black dots equal the white dots for a single hero, a group of heroes, or the monster.

**DRAW PILE** - The stack of shuffled, yet to be played cards placed face down.

**OUT PILE** - The pile of face down cards that are out of play.

**DISCARD PILE** - The discard pile is three cards wide. Any discarded head should go in the top position, bodies in the middle position, and legs in the bottom position. A prime should lay cross-ways on all three (see diagram). Cards are always placed face up on the discard pile.



**TREASURE** - The pool of tokens or chips in the pot, used to keep score.

**WILDERNESS** - The center of the play area containing the out pile, draw pile, treasure, and discard pile.

**FLIP** - Taking the top card from the draw pile and putting it on the discard pile.

### Equipment

A deck of Hero House cards is needed, tokens or chips to use as treasure, and some table space.

### Shuffle and Cut

Players agree who will deal first and this player shuffles the deck. The dealer may ask a player to cut the deck. The role of dealer rotates clockwise each hand.

### Ante

Each player contributes one point to the treasure at the beginning of each hand.

### The Deal

The dealer deals 5 face down cards to each player, one at a time, in a clockwise direction starting with the player to the left of the dealer. The remainder of the deck is placed face down on the table and becomes the draw pile. The dealer then signals the start of the game by flipping three cards from the draw pile, creating the discard pile and possibly a monster.

### Objective

During each hand players try to create a hero house and then balance the monster. Hands are played until a player reaches 11 or more points.

### The Play

1. **Player Order:** Play begins with the player seated to the left of the dealer. Play continues in a clockwise direction.

2. **Turn Sequence:** On a turn the player takes the following steps:

- Draw** - The player draws a card from the draw pile and takes it into their hand.
- Lay Down Heroes** - Using cards in their hand, the player may lay down one or more heroes (see 3 below).
- Defend** - If a monster is present, the player must defend with one of their heroes in play (see 4 below).
- Count Dots** - The player counts the dots of his cards in play. If the black count equals the white, the player has a hero house. For larger hero houses, double checking the dot count is advised (see 6 below).
- Discard** - If the player has a card in hand, he must discard (see 7 below).

3. **Laying down heroes:** After drawing, a player may choose to lay down as many complete heroes as they desire. Once a hero is laid down, it will remain in play unless the hero loses a battle to the monster. A player may not lay cards from their hand on a hero that is already in play.

4. **Defense:** If a complete monster is present in the discard pile the player must defend against the monster with one of their heroes in play. If the player has no heroes in play, they are out, and must sit out the hand, putting their remaining cards in the out pile. Only one hero may battle the monster on a player's turn. The outcome of battle is determined by comparing the hero's and monster's dots. White dots are always compared to black dots and vice versa. Once a player has fought, he may not lay down additional heroes in that turn.

There are four possible defense outcomes:

- Player Wins:** If the hero can match equal white dots to the monster's black dots, and can match equal black dots to the monster's white dots, and has at least one dot left over, he wins. The player takes the monster's cards into his hand, and can use those cards the following turn.
- Monster Wins:** If the monster can match equal white dots to the player's black dots, and can match equal black dots to the player's white dots, and has at least one dot left over, the monster wins. The player puts the hero's cards in the out pile, or if a player is playing the monster, the hero's cards are given to that player (see 8 below).
- Cosmic Struggle (Tie):** If the hero's white dots equal the monster's black dots and the hero's black dots equal the monster's white dots there is a cosmic struggle. Both the hero's and the monster's cards are taken out of play and put in the out pile.
- No-Win:** If neither hero nor monster can win, and there is no cosmic struggle, there is a no-win situation. For example: Alpha Man (2 whites, 2 blacks) fights Cave Woman (4 whites). Cave Woman's 4 white can match (and exceed) Alpha Man's 2 black dots, but Cave Woman has no black dots to match Alpha Man's 2 white dots. Neither is a winner, and there isn't a tie. The no-win results in both heroes being changed by drawing a new card. The player first flips a card onto the monster from the draw pile. If this results in a balanced monster, the hand is over. Any cards canceled should be put in the out pile. Then the player flips a card from the draw pile onto his hero. If a new hero is formed, the covered card(s) should be put in the out pile. If an incomplete hero results, all the hero's cards and the new card should be put in the out pile.

5. **Default:** When a player cannot defend against the monster, meaning they have no heroes in play, their turn is over and they are out for the remainder of the hand. Play proceeds to the left with the next player facing the same monster.

6. **Making a Hero House:** At the end of his turn, the player counts the dots of all his cards in play to determine if he has a hero house. If the total number of white dots equals and the total number of black dots, the player has a hero house and receives half the treasure. All the player's heroes in play must be counted. The player then continues play as the monster and completes his turn by discarding or flipping (see 8 below).

7. **Discard:** The player selects a card from their hand and places it face up on the discard pile. Cards are placed in the appropriate position, determined by their suit. Any cards covered are considered out of play and may be placed in the out pile for convenience. Examples: A head card is discarded on top of an existing head card. The prior head card is no longer in play. A prime card is discarded on top of a head, body, or leg card. The prime cancels all of these, and they may be put in the out pile.

8. **Playing the monster:** After a player makes a hero house, he then plays the monster and controls discards. The player keeps the cards in their hand, but no longer takes a turn as before. The player's goal is now to balance the monster. Other players should give cards to be discarded to the player at the end of their turn. The player adds the card to his hand, and either selects one to discard, or flips a card from the draw pile. When a hero loses a fight with the monster, the hero's cards should be given to the one playing the monster. On the turn when a player makes a hero house and starts play as the monster, they should discard, and if this creates a balanced monster, the player takes the remainder of the treasure (see 9 below).

9. **Balanced monster:** If during the course of play, a player discards so that the monster is balanced the hand is over. If no player is playing the monster, the treasure stays for the next hand. If a player is playing the monster, that player collects all remaining points of treasure and the hand is complete.

#### 10. Collecting Treasure:

There are two ways to collect treasure:

- A. **Make a Hero House:** A player collects half the available treasure when he makes a hero house. The next player that makes a hero house takes half the remaining treasure, and so on. (Treasure should be rounded down to a minimum of 1)
- B. **Balance the Monster:** A player collects the remaining treasure when he balances the monster.

11. **A New Monster Player:** If a player makes a hero house, and there is already a player playing monster, the new player assumes now plays the monster, and the previous player is out.

12. **Last Player:** During a hand, if all players are out except one, the hand is over and any treasure remaining stays for the next hand. In the case where one player is the monster and the only other player achieves balance, the latter is allowed to discard as the monster prior to the game ending. If the player can discard or flip to also balance the monster, they receive the remainder of the treasure.

#### Winning

A round is played to 11 or more points. All hands must be played to completion, and no treasure may be left behind. For this reason hands may be played after a player reaches 11.

#### Example Hand

Here is an example hand to get you started playing. Cards are denoted by a letter representing their suit (e.g. **P**, **H**, **B**, or **L**) followed by their dots (e.g. ● or ○). There are two players in this hand named Rex and Cindy. There are already 2 points of treasure from a previous hand.

1. **Ante.** Cindy and Rex each contribute a point to the treasure, making the total 4 points.

2. **The Deal.** Rex shuffles, deals, and then flips 3 cards: **B●○** is flipped first and is placed in the middle position of the discard pile. Next **L●○○○** is flipped, and placed in the bottom position. Finally **P○○○○**(Delta Bird) is flipped over, and placed crosswise over the other two cards, canceling them.

3. **Turn 1.** Cindy's hand: **H○○○**, **B○○○**, **L●**, **L○○○**, **B○○○**. Cindy draws **B○**. She lays down a hero: **H○○○**, **B○○○**, **L○○○**. She must now defend against the monster **P○○○○**(Delta Bird). Cindy's hero has 4●'s and the monster has only 3○'s. Cindy's hero has 6○'s and the monster has only 1●, so Cindy's hero wins and she takes **P○○○○**(Delta Bird) from the discard pile into her hand and puts the remaining cards from the discard pile into the out pile. Cindy now counts dots: 4●'s & 6○'s. These are not equal, so now she must discard. She discards **B○○○**.

4. **Turn 2.** Rex's hand: **P○**(Toothpick), **P●●**(Zero Fun), **P●●●○**(Hat Man), **P○○○○**(Cave Woman), **L●●●●**. Rex draws **H●●**. Rex lays down **P●●**(Zero Fun), **P●●●○**(Hat Man), & **P○○○○**(Cave Woman). There is no monster (just a body: **B○○○**) so no defense is needed. Rex then counts dots: 5●'s & 5○'s. Rex has a balanced hero house, and receives a point. Rex now plays the monster. He may now discard or flip. Rex chooses to flip a card from the draw pile: it is **P●●○** (Male Being), canceling **B○○○**.

4. **Turn 3.** Cindy draws **H●●●○**. Cindy does not lay any heroes down. She must defend against the monster **P●●○** (Male Being). She battles the monster with the hero she laid down last turn and the monster loses (hero 4●'s & 6○'s, monster 2●'s & 1○). Cindy takes Male Being into her hand and puts the remaining card (**B○○○**) in the out pile. Cindy now counts her dots: 4●'s & 6○'s. She then discards **P●●○** (Male Being). She gives this card to Rex, since he is playing the monster. Rex chooses to flip. **L●○○** is turned over and he places it on the discard pile. Rex sees the monster is not complete, so no balanced monster is possible.

5. **Turn 4.** Cindy draws **B●●○**. She lays down a hero: **H●●●○**, **B○**, **L●**. There is no monster (just legs: **L●○○**) so no defense is needed. She counts her dots: 8●'s & 8○'s. Cindy has a balanced hero house and receives a point. Cindy now plays the monster, and Rex is out. Cindy can discard or flip one last time before the game is over. She chooses to flip. **P●○**(Java Man) is turned over and she places it on the discard pile. The monster is balanced so Cindy takes the remaining 2 points of treasure and the hand is over.

#### THANKS FOR PLAYING



#### HERO HOUSE

Send comments and questions to:

**Dan Rhett**

**3501 West Hundred Road**

**Chester, VA, 23831**

**U.S.A.**

*Or e-mail to:*

**rhett64@earthlink.net**

Also visit the Hero House website at

**www.herohouse.net**