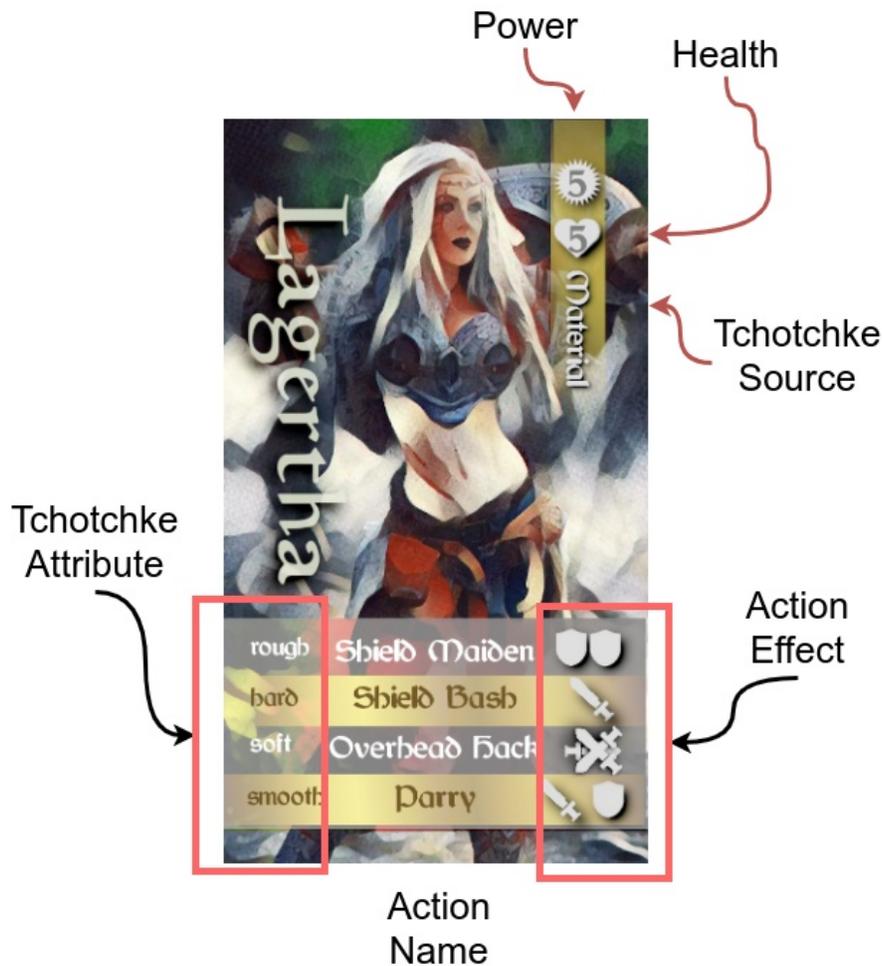




Tchotchke Wars uses ordinary items laying around the house, in your book bag, or picked up from your favorite con to power your character in their war. It is a 2 player game that takes 10-30 minutes to play for ages 10 and up. The goal of the game is to reduce your opponent's health to zero.



Setup

Each player selects a character then lays their character down in front of them. Then each player finds a number of items laying around, in a pocket, off the counter...that is equal to the  power rating of your character and place them in the middle of the play area. These items make up the power pool for all players to use. So if you were playing Lagertha then you would select 5 items and if your opponent was Orimiris then they would select 6 items for a total of 11 items in the power pool. Pay close attention to what you choose! Tchotchke can be a benefit not only to you but also your opponent. Try to pick items that have the most benefit to you and the least benefit to your opponent!

Orimiris chooses a scrap of paper, a half full mint tin, a nickle, a business card, a basic MTG green land, and a taco wrapper. Lagertha chooses a meeple that has seen better days, a piece of lint, a used bandaid, a face mask, and a set of wired headphones.

Once you have chosen your characters and tchotchke you are ready to play

How To Play

Players flip a coin, roll a die, or sign an international peace accord to determine who goes first. Players then attack, defend, gain health, etc. all activating that tchotchke's attributes.

Attacking

The first player picks a tchotchke from the shared pile, declares what aspect they are using, then resolve that aspect based on the result on the character card.

Orimiris won the paper/rock/scissors battle to go first and selected a piece of a receipt for tacos and activated his Fire Scroll ability using the letter "h" on the scrap piece of paper. Thus sending 3 points of damage from the Fire Scroll toward Lagertha.

Defending

After the attacking player chooses the tchotchke attribute they are attacking with, the defending player can defend themselves by invoking an attribute that allows them to block only from that same tchotchke.

Lagertha sees that the torn piece of receipt is unwrinkled and so activates her Parry ability because the tchotchke Orimiris chose was smooth. She blocks 1 point of damage and deals one point of damage. Total outcome of the first attack is 2 damage to Lagertha, 1 damage to Orimiris.

Spent Tchotchke

Once the tchotchke has been used it goes into a discard pile in front of that player. The character's Tchotchke Power rating determines how many spent tchotchkes they can hold in their discard pile. Once the number of spent tchotchkes in their discard pile reach the character's total  power rating, they must return all tchotchkes in the discard pile back into the shared play pile to be used again.

Orimiris puts the spent piece of receipt in front of him. Since his power is 6, he can hold 5 more tchotchke before returning his power back to the shared pool. It is now Lagertha's turn. She uses the hardness of the meeple to activate her Shield Bash ability. Because the meeple has no content, it is just a small plain wooden meeple, there is nothing Orimiris can use to power a block from that tchotchke so he must take the 1 damage from Lagertha's Shield Bash. Lagertha puts the spent meeple in front of her. Orimiris is down to 1 health because he took one damage from the Parry and 1 damage from the Shield Bash.

Play goes back and forth until a player's health reaches zero.

Orimiris activates the bandaid from the tchotchke pool and uses the Hello Kitty picture on it to power his Mind's Eye ability and gains 2 life, putting him back up to 3. Because he didn't do an attack by using this power, Lagertha has no chance to tap into the tchotchke for a defense move.

On Lagertha's turn, she activates the face mask and powers her Overhead Hack ability with it's softness to send 3 damage to Orimiris. Orimiris turns the facemask over and sees that it still has a tag in the corner and uses the trademark symbol to power his Rune ability to block all of the damage Lagertha tried to send his way...

Icon Reference

	Sword - number of swords equals amount of damage dealt			Swap - swap tchotchke with one from the common pool or from either player's discard piles
	Block - number of shields equals amount of damage blocked			Next Turn - given damage happens next turn. Next turn's tchotchke activation is unaffected
	Life - how much life character has and how many points of life character can gain			Block All - block all damage
	Power - number of tchotchke each character brings to pool and number of tchotchke character can use			Parry - Block and deal damage while blocking *only ability that can do damage during block phase



Brutog

4 Size 6

small Hammer Fist

medium Thick Hide

large Battle Axe

huge Enraged



Galvius

4 Shape 3

circle Raise Ghoul

square Raise Skeleton

triangle Raise Golem

irregular Raise Mimic



Iagertha

5 Material 5

rough Shield Maiden

hard Shield Bash

soft Overhead Back

smooth Parry



Ormiris

6 Content 3

letter Fire Scroll

number Talisman

symbol Rune

picture Mind's Eye



Vrah

4 Color 4

light Hidden Blade

dark Shadow

colorful Poison Blade

gradient Death Above