

# PRANCE

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Card Back: <http://kriscrash.tumblr.com>

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## Goal

Be the player to collect all the cards in the deck.

## The Cards

Each card has two parts, a character and a symbol in the upper and lower corners. The symbols represent the theme of the characters.



## Play

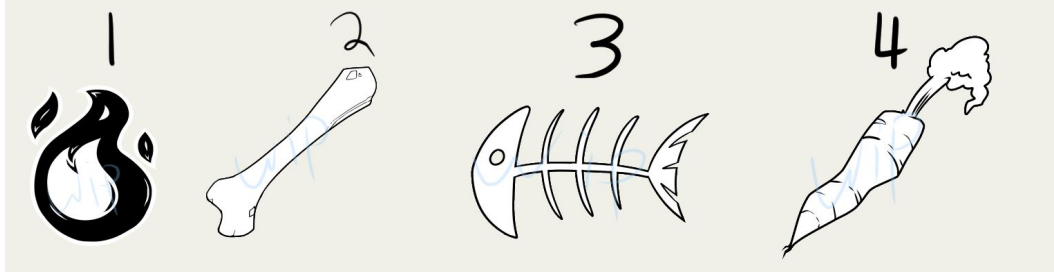
Shuffle and deal the entire deck to all the players. Players should not look at their cards.

Starting with the player clockwise after the dealer and then continuing in the same direction, each player turns a single card face up in the middle of table until a **Power Card** is revealed.

A **Power Card** is any card with a symbol of a *Dragon, Cat, Dog, or Rabbit*.

When a **Power Card** is displayed, this means that a **Challenge** has been issued to the next player. The next player must try and meet the **Challenge** by turning up a **Power Card** from their own deck.

The player answering the **Challenge** will have 1 to 4 chances to meet the **Challenge** depending upon the type of **Power Card** displayed.



If the player turns over a **Power Card** they have successfully met the **Challenge** and immediately stops turning over cards (even if they had more chances left). Play continues with the next player trying to meet the new **Challenge**.

If the player does not turn over a **Power Card**, then the player who issued the **Challenge** collects the entire pile from the table placing them at the bottom of their deck. They may not change the order of the cards as they do so. The challenger then begins the next round by turning up the top card from their deck and placing it face up on the table. Play continues clockwise.

## Events

There are two special events that will occur during play:

### Mirror

Two cards with the same symbol are stacked directly on top of each other.

### Hayburger

Two cards with the same symbol separated by one card with a different symbol.

## Slapping Cards

When a Mirror or Hayburger happens, the first player to slap their hands on top of the pile collects the pile and places them at the bottom of their deck. They may not change the order of the cards as they do so. The player that won the slap then begins the next round by turning up the top card from their deck and placing it face up on the table. Play continues clockwise.

# False Slaps

Anytime someone slaps the pile and there is no Hayburger or Mirror, they must pay a penalty by placing the top card from their deck on the bottom of the pile. Play continues as if the False Slap never happened.

# Slapping In

Anyone without cards may “slap in” when a Mirror or Hayburger appears *even if they weren't playing to begin with*.

In the case of a “False Slap” while trying to “Slap In”, that person is no longer allowed to try and join the current game.

# Hints

- There is only 1 Jester card in the deck. Learning to utilize it will give you an edge.
- If you are equally sure more than 1 player got a slap. Rock-Paper-Scissors is good at resolving who gets it.
- If you sleeve your cards, be sure to keep to one style of sleeve.
- Feel free to make your own house rules. Just make them clear at the beginning of the match.
- Multiple decks and expansions can be mixed to make the game longer, or replace symbols.

# Samples of Play (pony version. Mechanics are same)

- <https://www.youtube.com/watch?v=ldIz9QJAJZ0>
- <https://www.youtube.com/watch?v=P8PpikvUYiU>