

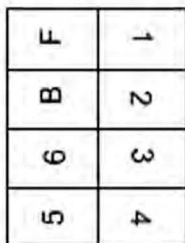
Cadwallon in my pocket is a free, print-and-play solitaire game. Playing time is 5 to 20 minutes. Contents include: a rulebook, development cards, and tiles. The rulebook can be assembled as per the diagram below.



game & graphic redesign by soleil_noir
 based on the ZIMP game mechanics by jeremiah lee
 cadwallon is a role playing game by rackham entertainment.

Folding Instructions

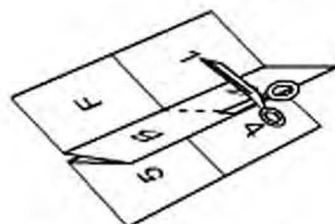
Note: All folds should be to the lines printed on the paper, and not to the actual edges of the page.



1. Start with front page at top left

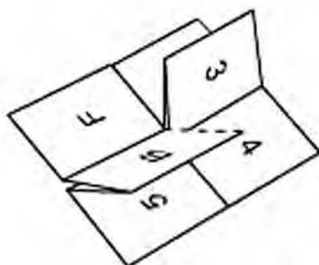


2. Fold in halves

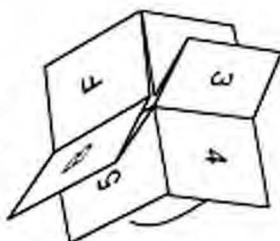


3. Cut at dotted line in center

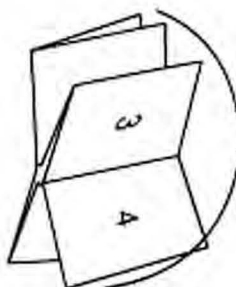
4. Fold to opposite ends.



5. Fold in half vertically



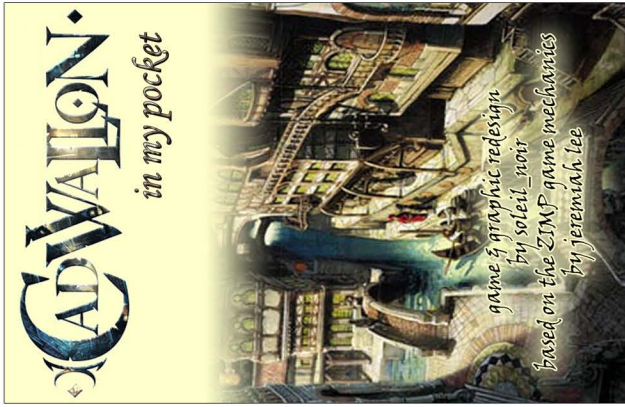
6. Fold in half horizontally



done. enjoy!



PocketMod.com



----- Alley -----
 Sometimes after placing a new tile, there won't be any exits (ex: the temple directly above the start). It is also possible that all exits have been explored without finding a necessary street. If this occurs, 3 skeletons come out of an alley, making a passage in the side of your choice in your current tile. You must fight them as normal. You may not cower before a skeleton alley attack.

Losing the game
 - Being beaten by skeletons.
 - Losing your last health to an "event".
 - Time running out (in the 1pm hour, you need to draw a dev card and there are none).

Winning the game
 - Being alive after making the tarot magical in the library.
 All skeletons collapse and you won!

can only use one weapon in combat, through you may carry two.
 Oil - throw as you run away to avoid taking damage. Combine with candle to kill all skeletons on one tile without taking damage. One time use.
 Arrows - combine with candle to kill all skeletons without taking damage. Combine with crossbow to give two more crossbow uses. One time use.

Board w/ nails - add 1 to attack score.
Elixir - add 2 to health points.
Femur - add 1 to attack score.
Cudgel - add 1 to attack score.
Candle - combine with oil or arrows to kill all skeletons on one tile without taking damage.
Crossbow - add 3 to attack score. Only has enough arrows for 2 battles.
Sword - add 2 attack score.

----- Running away -----
 When you draw a dev card with skeletons. You can choose to avoid combat by running into any previously explored tile. The skeletons swipes at you as you leave, taking away 1 health point. Do not draw a dev card for the tile you are running into.
 ----- Covering -----
 After completion of a turn sequence in a tile, you may curl up into a corner and hide. You regain 3 health points, but lose time: discard the top dev card without resolving.

Items
 When a dev card shows "item", you may draw the next dev card, finding the item shown on the new dev card. Record the items you carry, as cards are shuffled back into the deck when time passes. You may only hold two items at once. If you have two items, you must pick one to drop. Dropped items disappear when you leave that tile. You

Indoor turn sequence
 Turns progress inside as they did outside.
 ----- Moving in the manor -----
 The only way to enter the library is through the manor tile, which is marked by a brown sphere. When you enter, place the foyer tile on the table. Then draw and resolve a dev card as normal.

Time passes
 The game starts at 9pm. An hour has passed each time you need to draw a dev card and there are none left. Note the new time, and use this time when resolving new dev cards. Reshuffle the deck (including the two discarded cards in setup) and discard the top two cards. If an "item" card is the last card drawn, reshuffle the deck and discard as described above, and draw the first card from the new deck to determine the item found.

Combat
 To resolve combat with skeletons, subtract your current attack score from the number of skeletons you face to find the amount of health you lose in defeating the skeletons: (# of skeletons) - (attack score) = damage received
 You can never lose more than 4 health points in one battle. You can never gain health points in combat.

City turn sequence Setup
 1. Choose a way into a new street or a street already visited.
 2. If a new street, draw and place a city tile. One arrow on the new tile must match your exit street.
 3. Draw a dev card, even if revisiting a street. If there are no cards left, see time passes. Look at the text corresponding to your current time.
 "Item" - you may draw the next dev card, finding the item shown on that card. If you choose not to draw, you don't get an item.
 "Skeletons" - see combat below.
 "Event" - add or subtract health as noted (if any).
 4. Follow instructions (if any) on the tile, after the dev card has been resolved.
 ----- Spectral streets -----
 The tarot game is hidden in the general store, and you must be in the library to make it magical. In either tile, draw and resolve a dev card as normal, and then drawn and resolve a

Setup
 1. Place the start tile on table, set aside the foyer tile.
 2. Shuffle city and manor tiles into separate face-down stacks.
 3. Shuffle the dev cards, and discard the top 2 cards face-down.
 4. Record your starting attack (1) and health (6) scores. These numbers will change over the course of the game. No upper limit on either.
 5. Note the starting time of 9pm.

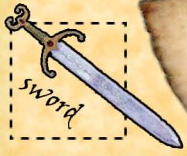
The dead walk the earth. You are a young mage without power... You must search the general store in the city and find a tarot deck. Then you have to go to the library in the manor to make it magical. With these cards you could eradicate the skeletons. All before the clock strikes midnight...

9:00 pm
skeletons 4

11:00 pm
skeletons 6

10:00 pm
A fat poops in
your eye.
-1 health

oil



word


©WYLLION
in my pocket

9:00 pm
you try hard
not to wet
yourself.

11:00 pm
skeletons 6

10:00 pm
item

oil



oil


©WYLLION
in my pocket

9:00 pm
item

11:00 pm
your soul isn't
wanted here.
-1 health

10:00 pm
skeletons 5

femur



femur

©WYLLION
in my pocket

9:00 pm
skeletons 4

11:00 pm
item

10:00 pm
you sense your
impending
doom.
-1 health

arrows



arrows


©WYLLION
in my pocket

9:00 pm
slip on nasty
goo.
-1 health

11:00 pm
the smell of
blood is in the
air.

10:00 pm
skeletons 4

cudgel



cudgel


©WYLLION
in my pocket

9:00 pm
item

11:00 pm
something
icky in your
mouth.
-1 health

10:00 pm
skeletons 4

board with
nails



board with
nails

©WYLLION
in my pocket

9:00 pm
skeletons 3

11:00 pm
skeletons 5

10:00 pm
you hear
terrible
screams

crossbow



crossbow


©WYLLION
in my pocket

9:00 pm
candybar in
your pocket.
+1 health

11:00 pm
skeletons 4

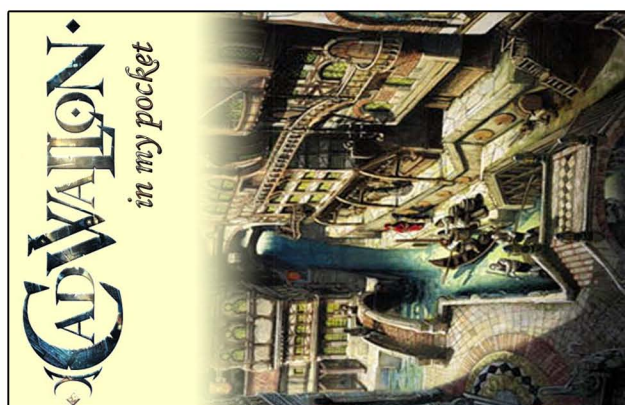
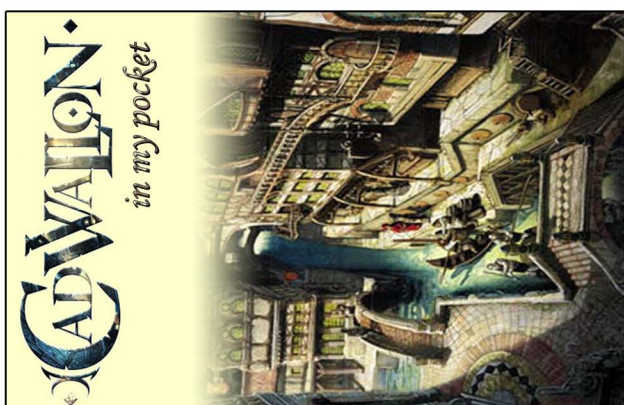
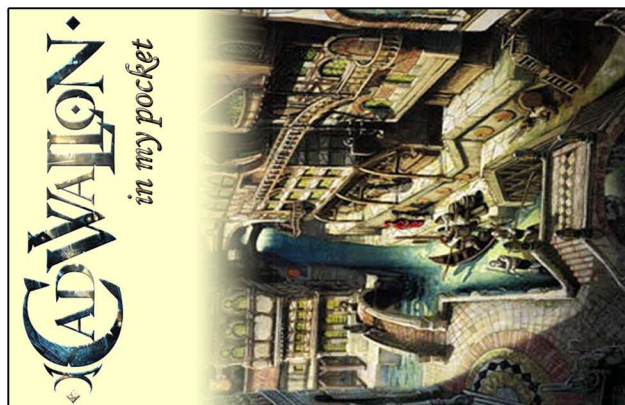
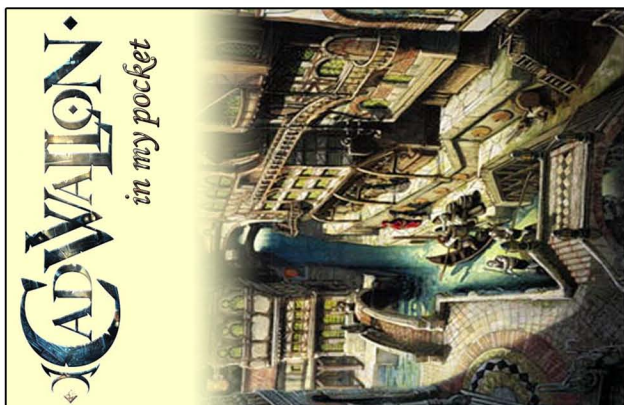
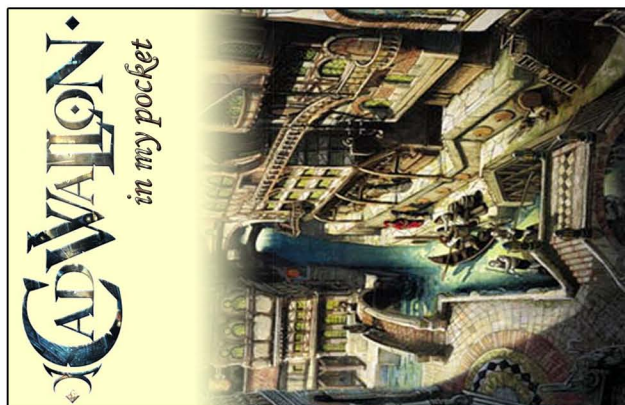
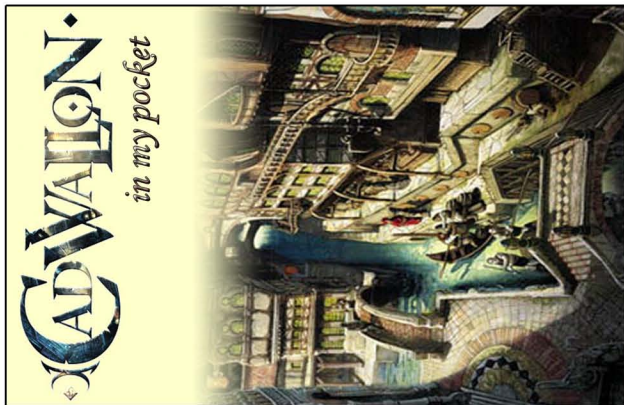
10:00 pm
item

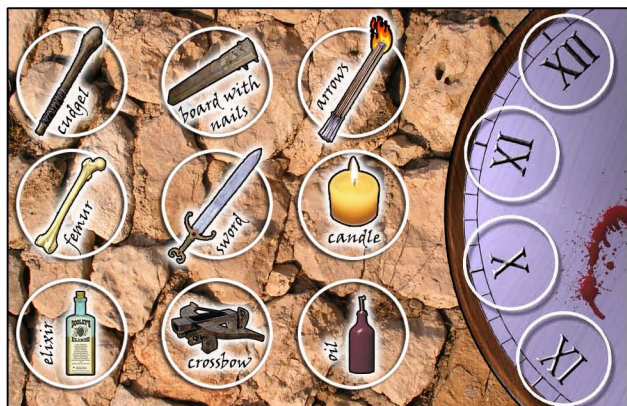
elixir

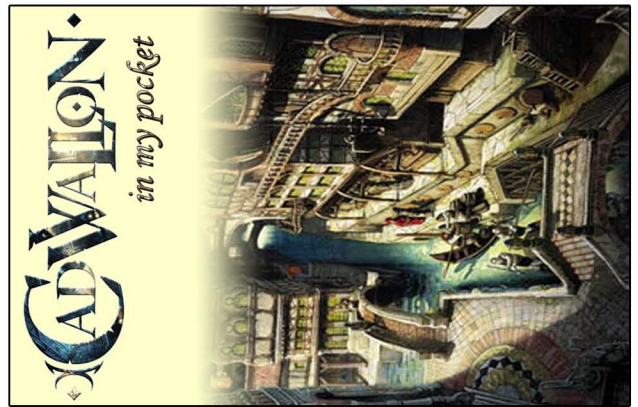


elixir

©WYLLION
in my pocket







Cadwallon in my pocket booklet

Optional rules

Use all this rules or none.

- Cowering gives you 2 health (instead of 3)
- Health may not go above 6 (instead of not having an upper limit)

Items:

- Femur: attack is 3 when using this weapon. Of course there's a price for using someone's body part for a weapon; all -1 health cards are effectively -2 health cards while holding the femur.
- Candle: use to peek into a room; draw and attach an adjacent room tile without moving or use with either oil or arrows to destroy a group of skeletons without giving them a chance to deal any damage. May only be used once.

- Sword: a fine slashing weapon for cutting through skeletons. Attack is 2 when using this weapon inside. Attack is 3 when using this weapon outside (more of a natural habitat for sword).

Sanity

- The hero has 3 sanity separate from the 6 health points.
- Sanity could be raised similar to cowering. Call it "a slap to the face". This would raise your sanity by 1 point.
- You would lose 1 sanity with the "your impending doom" card, "your soul isn't wanted here" card, "slipped on nasty goo" card and "something icky in your mouth" card. These cards would no longer affect your health stat. if you have the femur you lose 2 sanity points when these cards are drawn.
- You would gain 1 sanity for the "a spark of hope" card.
- If you go insane you lose!

