

GEEK WARS

Welcome to the Geek Wars Demo Kit! Geek Wars is a hilarious 2-player card game that pits geek against geek in a tongue-in-cheek battle to control Jim Con. This noncollectible card game involves strategy, luck, and deck building, and features a different full-color illustration on every card. The game is full of inside jokes that every gamer will love – look for cards like “Always Plays the Cleric,” “Didn’t You Know There’s a 5th Edition?”, and “The Lake Geneva Sucker Punch.” The first player to take over Jim Con wins!

This Demo Kit will give you a taste of Geek Wars. It includes everything you need to play several hands, including both rules and cards. You’ll have to cut out the cards yourself, but considering how much fun you’ll have with them, that’s a small price to play, right?

The Geek Wars Concept

Geek Wars is both fun and challenging. The game is designed around different decks, each of which features a different “army” of geeks. This Demo Kit covers deck #1: RPG Gamer (now in stores), and Deck #2: Miniatures Wargamer is scheduled for December release. Some cards are universal to any deck, while other cards are exclusive to only one kind of deck.

You can play Geek Wars with only one deck, using the standard rules, or you can pit deck against deck using the tournament rules. In this way, players can take the side of one faction (RPG gamers, miniatures wargamers, etc.), and reenact the epic battles of Jim Con.

Future Geek Wars decks will cover other kinds of geeks: the collectible card gamers, the LARPer, those people who wear furry costumes, and so on. Regardless of which geek

is profiled, every Geek Wars deck is compatible. You can pit role playing gamers against wargamers, LARPer against furries, or Trekkies against card gamers! Each deck has its own unique set of cards, with special abilities, different troops, and funny options not available in other decks.

How to Use This Demo Kit

This Demo Kit includes four groups of cards. Together, they give you all you need to play an introductory game of Geek Wars. The card groups are as follows:

Player A Starting Hand: The first player’s starting hand should consist of these cards.

Player A Deck: These cards should be shuffled together as the first player’s draw deck.

Player B Starting Hand: The second player’s starting hand consists of these cards.

Player B Deck: This is the second player’s draw deck.

Other than the fact that the decks are smaller than usual, play proceeds exactly as the rules describe for a normal game. You’ll have to cut out the sample cards, of course.

If you like Geek Wars, be sure to ask for it in your local game store! For more information, visit us online at <http://www.goodman-games.com/8001preview.php>



GEEK WARS

BATTLE FOR THE CON

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Introduction

As long as geeks have lived, there have been conventions. For as long as these conventions have existed, the different breeds of geeks have fought to control them. These battles have gone unnoticed by the outside world, but within geekdom, they are legendary. The first and most famous was at *Drek Trek I* in 1968. Fans of the recently cancelled *Voyage of the Drek* clashed with old-school science fiction geeks over the absurdity of their favorite show, resulting in massive hilarity and many fun games.

It was not until role playing game geeks and miniature wargame geeks began fighting that these battles reached great prominence. It all began in 1976. Fans of *Gophers and Ghouls* stormed the Fresno Convention Center demanding equal gaming space and equal access to the bathrooms and food stalls. Dubbed the Fracas in Fresno, this battle paved the way for the 1983 Milwaukee Melee, and the more recent 2001 Rumble in Chicago. All these battles have one thing in common: two bitter bands of geeks struggling to gain control of the convention.

The battles became international in scope in 2001 when *BURP* (*Basic Universal Role Play*) loyalists clashed with historical miniature gamers loyal to *Wargizzard Ancients*. LARPer geeks joined forces with the *BURP*ers to overwhelm the historical miniature gamers, destroying the annual QueenFest in London, England in the process. Just recently, the battles saw a strange shift when role players and miniature wargame geeks from Milwaukee, Wisconsin put aside their historical disputes to unit in a clash with gamers from Indianapolis, Indiana. The reason? Jim Con '03 moved from its longtime Wisconsin home to the land of Hoosiers.

Now you can relive these epic battles and create new ones with *Geek Wars*!

The Geek Wars Game Series

Geek Wars is a hilarious line of card games that chronicles the battles of geekdom. Each *Geek Wars* deck is based on a different kind of geek: the role playing gamers, the tabletop wargamers, the collectible card gamers, the LARPer, those people who wear furry costumes, and so on. We even have plans to spoof crossover geeks, such as Trekkies and comic book geeks.

Regardless of which geek is profiled, every *Geek Wars* deck is compatible. You can pit role playing gamers against wargamers, LARPer against furries,

or Trekkies against card gamers! Each deck has its own unique set of cards, with special abilities, different troops, and funny options not available in other decks.

Look for the rest of the *Geek Wars* series at your local game store, or visit www.goodman-games.com to find out the latest scoop!

Setup

The game has two players. These are the tournament rules, where each player needs a *Geek Wars* deck of their own. (Rules using a single deck are very similar, and are explained at the end of these tournament rules.) All the cards needed for one player to play *Geek Wars* are included in this set. Each player has his own set of cards, from which he chooses 40 cards to build a deck. This 40-card deck is unique to each player. You can mix and match cards from other *Geek Wars* decks, but each deck must be built around a theme. Thus, role players can only use role player cards, and miniatures gamers can use only miniature gamer cards. There are some universal cards, which by their nature are usable by all. In many circumstances, multiple copies of the same card can be put in one deck. But your deck cannot have more than 20 Troop Cards, and must have at least a minimum of 14 Troop Cards. Troop Cards are explained below.

Besides the deck of 40 cards, each player starts with a Wallet containing 40 Bucks. Bucks are your life force, so to speak. They can be represented by chips, pennies, jellybeans, a D4 and D10 die, or two D20 dice. (Or even a 40-sided die, when Lou Zocchi comes up with one.)

How to Play

Each player shuffles his deck and places it face down. Decide who goes first by a coin flip. The winner decides if he wants to go first or second.

On the first turn, each player draws 5 cards from his deck. During this first turn, neither player can attack the other. This allows both sides to have an equal chance of fielding troops and preparing the field of battle.

At the start of each subsequent turn after the first, you draw one card from your deck. You can then place one Troop Card on the Convention Floor; attach a Combat Card to a placed Troop Card; attack your opponent's Troop Cards; or play an Effect or Spell Card.

Play proceeds until one player runs out of Bucks or runs out of cards.

Each turn is broken up into four phases. These phases control what cards can be played, and help keep the game from turning into an uncontrolled mess. These phases dictate which cards can be placed to the Convention Floor. The four phases are Placement, Equipping, Combat, and Cleaning Up.

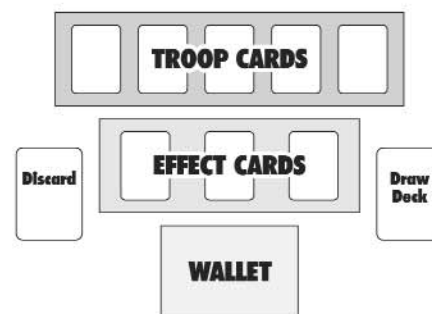
The first phase is Placement. During this phase you can place one Troop Card on the Convention Floor.

The second phase is Equipping. During this phase you can equip one placed Troop Card with a Combat Card.

The third phase is Combat, and this is the most important phase of the turn. During this phase each placed Troop Card can attack once. You can also play one Effect Card or Spell Card during this phase as well.

The last phase is Cleaning Up. During this phase, you discard any Effect Cards that have expired, or if you chose to not attack or place cards, you can discard cards in your hand to regain lost Bucks.

Layout of the Convention Floor

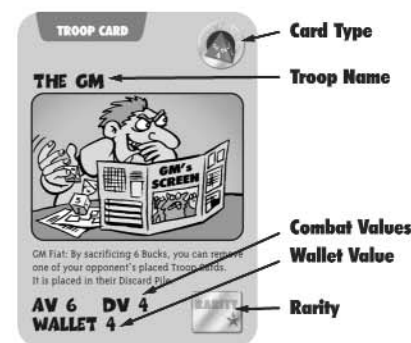


Geek Wars deals with armies of geeks fighting over control of a gaming convention. Play is fast, and with the number of cards in play, who has what can get confusing. To make things easier for yourself and your opponent, the field of battle should be laid out as seen below. This layout is known as the Convention Floor.

Card Types

There are four types of cards in *Geek Wars*: Troop Cards, Combat Cards, Effect Cards, and Spell Cards.

Troop Cards



Troop Cards are the most important cards in *Geek Wars*. All decks must have a minimum of 14 Troop Cards, but cannot have more than 20. They represent your armies of geeks who fight for control over the Convention floor.

The Troop Name is obvious; it tells you the name of the troop. In this case, the troop is named The GM.

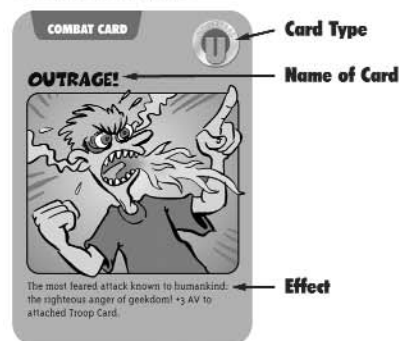
The Combat Values are used when attacking or defending in combat. For attacking, you use the AV (Attack Value), and for defending, you use the DV (Defense Value). These numbers can increase or decrease during play, but cannot be raised above 8 or fall below 0. In cases when this happens, you simply use the highest or lowest value possible.

The Wallet Value represents how many Bucks your Troop Card is worth. When your troop is removed from play, you deduct this value from your Wallet.

The final value is the Rarity, which is used when constructing your own deck. A card with one star is unique; you can only have one such card in your deck. Two stars mean the troop is rare; you can have

only two of them in your deck. Three stars mean the troop is common; you can have as many of them in your deck as you want, as long as you do not go above the maximum of 20. For the above example, since The GM has one star, you can have only one of these cards in your deck. There is no limit to the number of different one-star Troop Cards you can have in your deck.

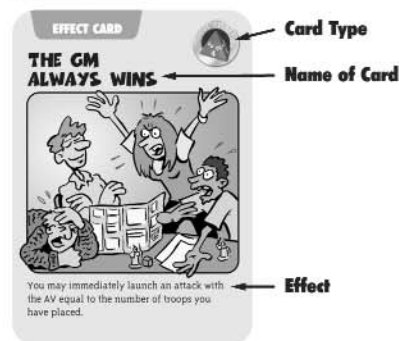
Combat Cards



Combat Cards modify the AV and DV of your troops. They are called Attack Cards or Defense Cards depending on their function. Each Troop Card can have one Attack Card and one Defense Card attached to it; this total cannot be increased under normal conditions. On your turn you can remove Combat Cards from your troops and replace them with new ones at no penalty; however, the removed card is discarded, not placed back into your hand.

Combat cards have three main sections: Name, Effect, and Card Type. Both the Name and Effect are self-explanatory. The Card Type is special in that it tells which troops are able to use it. Universal Cards can be used by any geek army, and you can add these cards to any troop deck. Cards for role players are marked with a die, and can only be used by role players, while cards for miniature wargamers are marked with a pawn.

Effect Cards



Effect Cards give you a small advantage while in play. For the most part these cards are of one-time use, but some can be maintained throughout the game. If this is the case, the card will state as much.

Like Combat Cards, Effect Cards have three main sections: Name, Effect, and Card Type. Both the Name and Effect are self-explanatory. The Card Type is special in that it tells you which troops can use the cards. Universal cards can be used by any geek army, and you can add these cards from any troop deck. Cards for role players are marked with a die, and they can only be used by role players. Cards for miniature gamers are marked with a pawn and they can only be used by miniature gamers.

When you play an Effect Card, it is immediately discarded to the Discard Pile, unless the card indicates it stays in play. Effect Cards in play are placed on your side of the Convention Floor as pictured above. Once the duration of the Effect Card expires, the card is sent to the Discard Pile.

Spell Cards



Some troops found in *Geek Wars* have played *Gophers & Ghouls* for so long that they've learned to use magic. Those able to wield magic use it to perform unheard-of feats. All role player troops are able to use magic, and all role player decks can have any number of spell cards in their deck, as long as the total deck size does not rise above the 40-card limit. A deck must have at least 21 role player cards to be considered a role player deck.

Spell Cards are similar to other *Geek Wars* cards, but they have one special consideration: they cost Bucks to cast. On each card, a number is printed in the lower left corner. That number tells you how many Bucks you must spend to cast the spell. Once the Bucks are used, the spell is cast and the effect takes place.

Using a Spell Card is similar to using an Effect Card. You play the card on your turn, pay the necessary number of Bucks, and discard it to the Discard Pile once done. If the Spell stays in effect for a number of turns, you place the Spell Card on your side of the Convention Floor in the same place as Effect Cards. You can play one Spell Card per placed Troop Card each turn. Casting a spell counts as a troop's action, so if you play a Spell Card on behalf of a Troop Card, that troop cannot also attack.

Combat

So you know what cards you have, you have created your deck, and you have assembled your army of geeks to fight over the control of the Convention Floor. Now it's time to fight!

After the first turn of play, both you and your opponent should each have at least one Troop Card placed on the floor. At the start of the second turn, you can begin slugging it out and fighting for control. Attacking in *Geek Wars* is easy: once you have the basics down you can quickly beat your opponent to a pulp.

On your turn, each of your placed Troop Cards can attack once. There is no limit to how many Troop Cards can attack in total, but each Troop Card can attack only once.

To attack, you designate one of your opponent's Troop Cards as the target of your Troop Card. Compare your troop's AV to their DV. If your AV is higher, the enemy troop takes a hit. If their DV is

higher than your AV, the attack fails. In the case of a tie, neither side takes damage.

Each Troop Card can take two hits before being removed from play. When a Troop Card takes one hit, turn the card sideways. If that Troop Card is successfully hit again, the card and all attached Combat Cards are sent to the discard pile. In addition, Bucks equal to the dead troop's Wallet Value are deducted from your Wallet.

If there are no enemy troops on the table, you can attack your opponent's Wallet directly. Unless your opponent has Effect cards that can negate attacks, your attack automatically succeeds and your opponent deducts Bucks from his Wallet equal to your Troop Card's AV.

Regaining Lost Bucks

Your lifeblood is your Wallet. As the battle rages, your Wallet will lose Bucks. When you run out of Bucks, you are out of the game. To help keep your Wallet healthy, you can regain lost Bucks by making a sacrifice. On your turn, you can discard cards from your hand to the Discard Pile in exchange for a like number of Bucks. For example, trading in 2 cards will give you 2 Bucks. You cannot rise above the 40-Buck limit however, and you still only draw one new card per turn. For players choosing to do this, discarding cards count as your action for that turn. You cannot place Troop Cards, you cannot play Effect or Spell Cards, nor can you attack.

Winning the Game

To win the game, you must deplete your opponent's Wallet of all Bucks. However, the game can end early if a player runs out of cards in his Deck. If this happens, the other player wins.

Single-Deck *Geek Wars*

So you want to play a quick game of *Geek Wars*, but only have one deck? Not a problem! *Geek Wars* it is very easy to play with one deck. With a few simple changes, you can recreate the bloody infighting that takes place within the geek community.

To play single-deck *Geek Wars*, separate the Troop Cards from the deck and shuffle them. Place them face down. The players then take turns drawing Troop Cards one at a time from this deck, continuing until all the Troop Cards are gone.

Next take the Combat, Effect, and Spell Cards, and shuffle them together into one deck. Remove one card from the deck and discard it. (The deck has an odd number of cards, so this keeps the decks balanced between the two players.) Place the cards face down, then alternate drawing cards from this deck until they are gone.

Once each player has finished, you have two small half-decks. You are now ready to play.

Single-deck *Geek Wars* plays like regular *Geek Wars*, with the only difference being that each player's Wallet has 20 Bucks, instead of the standard 40 Bucks.

Comments or questions? Send them to us! Goodman Games can be reached online at www.goodman-games.com, or by e-mail at info@goodman-games.com

Demo Decks

Here is a selection of Geek Wars cards. Cut them out then use them to play a demo game. These cards are carefully selected to form two well balanced decks that can be used in a small game, as follows:

Player A Starting Hand

1. Diceless Warriors
2. Old School Mercs
3. That's why I bring all my books
4. Con Badge Throwing Square
5. Didn't you know there is a 5th Edition

Player A Draw Deck

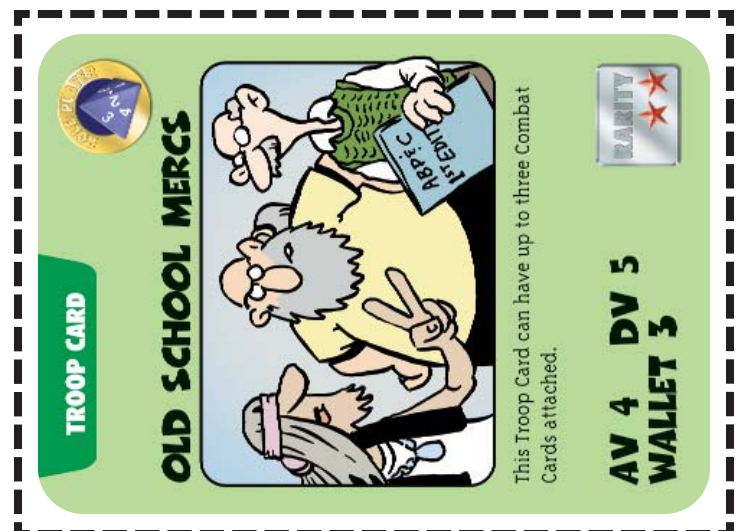
1. Rule Loophole
2. New Edition
3. 64oz of sugary caffeinated goodness
4. First Edition veteran
5. Narrativist Recon Death Corps
6. The GM
7. Backpack Battering Ram

Player B Starting Hand

1. Gamist Counter Intelligence Corp
2. Dice Chuckers
3. Student of the Necronomicon
4. Turning the tables
5. Kevlar Dice Bag

Player B Draw Deck

1. Everyone loves the Cleric
2. Weighted Dice Bag
3. Outrage
4. Attraction
5. Gaming Shop Switcheroo
6. Convention Volunteer Corp
7. Simulationist Artillery Corp



EFFECT CARD

NEW EDITION



It pays to stay current. This card raises the DV of all your placed Troop Cards by 1 point. It can stay in play at a cost of 1 Buck per turn.

EFFECT CARD

DIDN'T YOU KNOW THERE'S A 5TH EDITION?



Play when opponent attacks one of your troops. The attack is automatically nullified and causes no damage. The attacking Troop Card cannot attack again this turn.

COMBAT CARD

THAT'S WHY I BRING ALL MY BOOKS



They may laugh at you when you have every edition of Gophers & Ghouls, but 12 editions do come in handy. +1 DV to attached Troop Card.

EFFECT CARD

64oz OF SUGARY CAFFEINATED GOODNESS



The pause that refreshes. This card heals all damage to one of your placed Troop Cards.

EFFECT CARD

RULE LOOPHOLE



Play when an enemy Troop Card attacks. The attack bounces back, and the attacking troop automatically takes damage regardless of their AV or DV

COMBAT CARD

CON BADGE THROWING SQUARE



Produced by Nippon Gaming Tech, these badges are more than they appear to be. +1 AV to attached Troop Card.

TROOP CARD

FIRST EDITION VETERAN

**AV 4 DV 5
WALLET 3**

TROOP CARD

**NARRATIVIST
RECON DEATH CORP**

**AV 3 DV 4
WALLET 2**

TROOP CARD

THE GM

GM Fiat: By sacrificing 6 Bucks, you can remove one of your opponent's placed Troop Cards. It is placed in their Discard Pile.

**AV 6 DV 4
WALLET 4**

COMBAT CARD

**BACKPACK
BATTERING RAM**

One of the advantages of carrying all your books. +1 AV to attached Troop Card.

TROOP CARD

**GAMIST COUNTER
INTELLIGENCE CORP**

**AV 4 DV 4
WALLET 2**

TROOP CARD

DICE CHUCKERS

**AV 6 DV 4
WALLET 3**

TROOP CARD

STUDENT OF THE NECRONOMICON

Can cast Spell Cards without having to pay any Bucks.

RARIETY

AV 2 DV 3 WALLET 3

SPELL CARD

TURNING THE TABLES

Casting this allows you to take one of your opponent's placed Troop Cards and place it on your side of the Convention Floor. The Troop Card is now under your control until the beginning of your next turn, at which point it reverts to enemy control

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COMBAT CARD

KEVLAR DICE BAG

When your dice are on the line, you need to protect them. +2 DV to attached Troop Card.

EFFECT CARD

EVERYONE LOVES THE CLERIC

You can play this card whenever one of your troops dies. The troop is immediately resurrected with one wound.

COMBAT CARD

WEIGHTED DICE BAG

People say you don't need all those dice. What do they know? +1 AV to attached Troop Card.

COMBAT CARD

OUTRAGE!

The most feared attack known to humankind: the righteous anger of geekdom! +3 AV to attached Troop Card.



SPELL CARD

ATTRACTION



The spell must be cast on one of your opponent's Troop Cards. Flip a coin when the Troop Card wishes to attack. If the result is tails, the troop cannot attack. On heads, they can attack normally. It costs 1 Buck per turn to keep this spell activated.



TROOP CARD

CONVENTION VOLUNTEER CORP



Once per game, this Troop Card can deflect one attack back to its attacker. Simply declare on your opponent's attack that you will deflect the attack. This Troop Card takes no damage, and the attacking Troop Card automatically takes an attack at the AV if attacked with, which may or may not cause a hit depending on its own DV.



**AV 2 DV 3
WALLET 1**



TROOP CARD

SIMULATIONIST ARTILLERY CORP



You are a master of simulations. In place of an attack, you can use this Troop Card to spend 4 Bucks in order to pull a card out of your Discard Pile and place it back in your hand.



**AV 6 DV 6
WALLET 4**



SPELL CARD

GAMING SHOP SWITCHEROO



This spell allows you to switch a placed Troop Card with a Troop Card in your hand.



TROOP CARD

SIMULATIONIST ARTILLERY CORP



You are a master of simulations. In place of an attack, you can use this Troop Card to spend 4 Bucks in order to pull a card out of your Discard Pile and place it back in your hand.



**AV 6 DV 6
WALLET 4**