

## “Quotes of Marche”

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Goal: Create words and phrases through spelling out the deck

Contents:

- 78 (26 x 3) alphabet cards
- 7 extra cards (2 more E, 2 more N, 2 more O, 1 more T)
- 8 Painting Creeper Poem cards
- 3 Grammar cards (comma, apostrophe and question mark)

= 96 cards

Backstory:

The Painting Creeper is a nearly ageless being who tracks the fate of almost all. When he leaves a lantern on the doorstep of a soul, they will be claimed by destiny within 52 hours. A loud knock once an hour is made upon that same door until it is done. If you have no door, one will be assigned to you.

Obsessed with its purpose, it tirelessly works within The Painting Creeper’s Tower towards its role but when Marche Tadala finds a way to time travel with the goal of changing the past and undoing all of its work, it starts a conflict between the two powerful forces. Unchanging destiny vs. the sheer force of will to change.

Gameplay:

1. Before the game starts, the players as a group are to select 3 quotes off the list for their spelling goal (listed below).

Marche’s Quotes:

- (1) Not good enough
- (2) Oh, can’t I?
- (3) Rewrite the Ending
- (4) Say it louder
- (5) Only to give you a story
- (6) In your arms is my time and space

2. Put all the cards in the same deck, shuffle and then they get flipped. One per turn.
3. Each card has only one letter, one piece of punctuation (apostrophe, comma or question mark) or a piece of the “doomsday poem.”

4. Someone can choose to “take on” a letter or punctuation card or have it get discarded. If a phrase is completed, follow these steps: (1) Each player can pick one card for each player in the game (2 for 2 players, 3 for 3, 4 for 4, etc.) from the discard pile and add it back to their hand but they must have only six after they do it. (2) Then the deck is shuffled as well. (3) If it’s the second phrase of three being completed, all cards from the discard pile are also shuffled back into the deck too.
5. The 8 pieces of the poem are labeled in order and are placed to the side when flipped (listed below).

Painting Creeper’s Poem:

- (1) Tick Tick Tock...
- (2) Goes the Painting Creeper’s clock.
- (3) Tick Tick Tock...
- (4) Listen for the knocks.
- (5) Tick Tick Tock...
- (6) You try to scream and shout.
- (7) Tick Tick Tock...
- (8) Just don’t let the knocks run out.

6. The goal is spell out the words and eventually, complete the whole quotes before the 8 parts of the Painting Creeper’s poem all flip.

General Rules:

1. Once the player ends their turn, they can’t move their card.
2. This is a team game so the cards in the hands are displayed.
3. A player can only have 6 cards by the end of their turn.
4. If a piece of the poem flipped, that player can go again.
5. Only one card gets flipped during each player’s turn.
6. A player can’t choose to discard a poem piece.

Optional Rules for Easier Play:

1. After a phrase is completed, add one piece of the poem back into the deck.
2. If 3 Q’s are in the discard pile, the players may decide as a group to make them into two “one time only” wild cards that count as any other letter or punctuation. They are then banished for the remainder of the current gameplay. The same rule can apply for X, Z, J, K, and/or F. As the players deem fit.
3. Choose your own phrases or quotes using the letters and symbols available