

From the same Castle Johnson Publishings that brought you “Quotes of Marche” comes another thrilling game:

“The Hoops of CJ”

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Backstory:

The Six Goddesses are some of the strongest beings around. Representing Stars, Beauty, Design, Lighting, Acting and Accessories, they all combine to represent something greater. The High Goddess.

With one at the top, there will always be a tendency for jealousy and desire so when one Goddess desires to take the top spot above all the Cosmos, the War has begun. An all out struggle between protecting what you love or finally acquiring it.

Players: 2 - 6

Total Cards: 72

Set Up:

1. The “Where” are laid out in a circle.
2. Each player picks 1 as their “home base.”
3. The “where” will automatically assign a player a first Goddess based upon that matching number.
4. Roll a 6-sided dice to determine which Goddess power applies to all players during this game. They are listed below.
5. Begin :) - see gameplay below.

Goddess Powers:

1. Acting = Twice per game, a player can double a theft.
2. Design = If a player shuffles “4 of a kind” back into the deck to draw 2 cards, they draw 3 instead.
3. Lighting = If a card is stolen from a player, the player who had it stolen can draw 2 cards.

4. Beauty = 2 players may combine their cards together and if 1 would get a pearl, they both do.
5. Accessories = Once per game, a player may shuffle all the cards in their hand into the deck to skip someone else's turn
6. Stars = A player may discard cards that spell: "Calgary 4 Life" to win instead. They must be one letter per card and be discarded all in the same turn.

Gameplay:

- At the start of their turn, a player draws a card from the deck. There is no hand limit.
- Their goal is to match What, When, How and Why to the Goddess/ Location they are looking for.
- To win the game, you must complete your chain AND have 5 pearls. Or win through the "Star" condition listed above.
- Players display the cards they draw in front of them. Their hand is public knowledge throughout the entire game.
- During their turn, a player may shuffle into the deck 4 of the same who, what, where, etc. cards to either steal 1 card from another player or draw 2 more from the deck.

Stealing Rules:

- Players may trade (or steal) active and open cards (not face down as a pearl) but only after each player has drawn 4 cards.
- A player may not steal or trade an open "Who" or "Where" card unless they have 3 pearls.
- A player may not steal or trade a closed "Who" or "Where" card unless they have 4 pearls.

Pearls:

- When a player collects all 4 and completes a row of 6, matching their first Goddess's number, they gain their "Chain." They are then able to assign themselves another Goddess.
- When a player collects all 4 cards and completes the next row matching their newest assigned Goddess, they proceed to get "Pearls" to add to their chain.
- Each Pearl will give a player more gravity and influence that they can use once.

- With 1 Pearl, a player can steal 1 card from anywhere and be assigned another Goddess.
- With 2 Pearls, a player can steal 2 cards from anywhere and be assigned another Goddess.
- With 3 Pearls, a player can steal 3 cards from anywhere and be assigned another Goddess.
- With 4 Pearls, a player can steal 4 cards of choice from anywhere and be assigned a different Goddess.
- With 5 Pearls, a player can take control of all the game cards everywhere and they automatically win the game.

Extra Rule:

- When the deck runs out of cards then starting with the player who's turn it is next, they flip a coin and if heads, they can steal a card from an opponent and that goes on until someone wins. Each time they get a heads, they can take one more. Example: 1 heads = 1 card, 2 heads = 2 cards, 3 heads = 3 cards, etc.

Advice:

- To play with more than 6 people, just add multiple decks together.

Notes: