

Arash the Archer

Based on the book Arash the Archer – A Story from Ancient Persia

<https://www.amazon.com/dp/0615488234>

Goal:

Arash and his friends must get the magical bow and arrow to Mount Damavand. Neerang the Deev does everything in his power to stop them.

The game can be played by 2, 3, or 4 players. For each absent player, remove 1 human character card. Arash and Neerang the Deev must remain in the deck.

Cards:

4 character cards: Arash, Roxanne, Dastan, Neerang

5 Deev's Potions

3 Seemorgh's Feathers

1 Mount Damavand, 1 bow, 1 arrow, 1 Seemorgh

20 filler cards

How to Win:

Any player who has one character card, Mount Damavand, the bow, and the arrow wins.

All players, except the Deev, can use the Seemorgh as a wild card as a substitute for Damavand, Bow, or Arrow.

How to Play:

Cards are shuffled. The dealer hands out one card to each player at a time until each player has 4 cards. Players do not show their cards until the end.

The remainder of the cards are placed face down for the draw pile.

The player to the left of dealer starts. The game continues clockwise,

At each turn a player must draw a card from the draw pile, keep it and discard a card into the discard

pile, or discard the drawn one.

Cards in the discard pile are face up.

If the draw pile runs out, the discard pile can be shuffled and placed face down to be drawn from.

Characters:

A player **cannot** be Arash and Neerang the Deev at the same time. If holding one, and drawing the other – or pulling from another player's hand as will be explained further down – the player must keep the **drawn** one, and surrender the **held** one. If the card was drawn from the draw pile, the held one is discarded. If picked from another player, the held one is handed over to the other player. Same rule applies to two human characters.

A player **can** be Roxanne and Dastan and also have the Neerang the Deev card. Which means Roxanne or Dastan are under the Deev's spell.

Deev's Potion and Seemorgh's Feather:

At each turn, before discarding the drawn card, a player can reveal his/her Deev's Potion card. The Potion allows the player to pick a card from any other player's hand, in exchange for a card of the Potion holder's choosing. Exchanged cards are not show to others.

The player whose card is about to be picked can neutralize the Deev's Potion with a Seemorgh's Feather if holding one. In that case both cards are discarded. The Potion card goes on top of the discard pile. The Seemorgh's Feather card is mixed in the middle of the discard pile.

The player who discarded the Seemorgh's Feather card must first draw a card first to keep their card count at 4. The game continues with the player whose turn was up next.

If the Potion is not neutralized, the Potion holder picks a card from the other player's hand, and hands him/her a card in exchange. If holding an **Arash** or **Deev** card, and picking the other, the **drawn** one is kept, and the **held** one **must** be handed over. Same rule applies to two human characters.

For all other cards including Roxanne or Dastan, the Potion holder can hand over any card in exchange.

After the exchange the Potion card is placed at the top of the discard pile. Any player who lost a card draws a card to keep their card count at 4.

The game continues with the player whose turn was up next.

End Game:

Once a player has a character card, Mount Damavand, the bow, and the arrow he/she shows her cards and wins the game. This can happen after drawing a card, or picking a card from another player.

The Seemorgh card can be used as a wild card substitute for Damavand, Bow, or Arrow. At that point if another player, except Neerang the Deev, holds the winner's missing card, the win is shared. (see points below).

Neerang the Deev, and Roxanne, or Dastan, being under the Deev's spell, which is, also holding the Deev card, having the missing winner card, cannot share the win.

Neerang the Deev cannot use the Seemorgh card, and must hold the Damavand, Bow, and Arrow in order to win.

Points:

Arash, Roxanne, Dastan win with Damavand, Bow, Arrow.	2 points
Arash, Roxanne, Dastan win with one of Damavand, Bow, or Arrow missing, using Seemorgh instead.	1 point for winner, 1 point for the friend who holds the missing card. If Neerang holds the missing card, 1 point for winner.
Neerang the Deev wins by himself.	1 point, the player also gets to subtract 1 point from a player of his/her choosing. The player whose point is being deducted must have at least 1 point. (No resulting negative point)
No-winner	0 points