

PRIMARY



RULEBOOK



PRIMARY

GAME DESIGN BY TYLER MADISON

INTRODUCTION

PRIMARY IS A STRATEGY CARD GAME IN WHICH YOU PLAN OUT YOUR STRATEGY BEFORE THE GAME BEGINS AND THEN REACT TO THE OBSTACLES THAT YOUR OPPOSING PLAYERS PRESENT TO YOU. WITH ONLY SIX DIFFERENT CARD TYPES, THE GAME IS DESIGNED FOR EASY IDENTIFICATION AND QUICK GAMEPLAY.

OBJECT OF THE GAME

THE OBJECT OF PRIMARY IS TO CONTINUE TO PLAY LONGER THEN ALL OF YOUR OPPONENTS. EVERY ACTION YOU TAKE IN THE GAME WILL EFFECT HOW MUCH LONGER SELECTED PLAYERS CAN STAY IN THE GAME. PLAYERS ARE ELIMINATED FROM THE GAME WHEN THEY CANNOT DO ONE OF THE FOLLOWING:

1. **PLAY A CARD ON THEIR TURN.**
2. **SACRIFICE A COUNTER TO SKIP THEIR TURN.**

THERE ARE MANY DIFFERENT GAME TYPES ALL WITH UNIQUE CHARACTERISTICS, BUT THE BASIC GAMEPLAY AND THE OBJECT OF THE GAME IS THE SAME FOR ALL VARIATIONS.

NO MATTER HOW MANY PLAYERS YOU ARE PLAYING WITH, EACH INDIVIDUAL PLAYER IS REQUIRED TO BUILD A **DECK** FROM THEIR AVAILBLE **SETS**, WHICH WILL BE THE CARDS THAT THEY PLAY WITH.

THE AVAILBLE **SETS** AND NUMBER OF **SETS** ALLOWED IN A **DECK** VARIES DEPENDING ON THE TYPE OF GAME.

GAME TYPES

THERE ARE MANY DIFFERENT WAYS TO PLAY PRIMARY. PLAYERS SHOULD AGREE WHICH DECK BUILDING STYLE THEY WANT TO USE, AND IF THERE ARE MORE THEN TWO PLAYERS, WHICH MULTIPLAYER STYLE. FOR LEARNING THE GAME START WITH AN **EQUAL POOL** DECK BUILDING STYLE AND IF YOU ARE LEARNING WITH MULTIPLE PLAYERS START OUT IN TEAMS.

DECK BUILDING STYLES

EQUAL POOL - EACH PLAYER IS GIVEN THE SAME POOL OF SETS TO BUILD THIER DECK FROM (TYPICALLY 2 OR 3 SETS OF EACH COLOR).

DRAFT - PLAYERS DRAFT CARDS FROM A SINGLE POOL OF CARDS, WHICH SIZE IS AGREED ON BY ALL PLAYERS (TYPICALLY 3 OR 4 SETS OF EACH COLOR). FORCES PLAYERS TO BUILD THEIR DECK PUBLICLY.

MULTIPLAYER STYLES (3 OR MORE PLAYERS)

TEAM PLAY - PLAYERS SPLIT INTO EQUAL TEAMS AND WORK TOGETHER IN DECK BUILDING STRATEGY AND IN GAME PLAY, HOWEVER TEAM MEMBERS ARE NOT ALLOW TO SIT NEXT TO EACH OTHER. YOU ONLY WIN WHEN ALL OTHER TEAMS ARE ELIMINATED.

BALANCED FREE FOR ALL - PLAYERS MUST USE RED AND ORANGE EFFECTS ON THE PLAYER TO THEIR RIGHT UNTIL THAT PLAYER IS ELIMINATED. LAST MAN STANDING WINS.

FREE FOR ALL - THERE ARE NO RESRICTIONS ON HOW PLAYERS APPLY THEIR CARDS. LAST MAN STANDING WINS.

DECK BUILDING

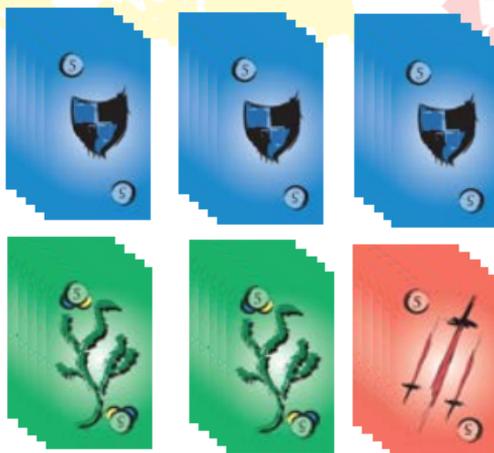
EACH PLAYER IS REQUIRED TO BUILD A DECK OUT OF THEIR AVAILABLE SETS. A SET OF CARDS ARE FIVE CARDS OF THE SAME COLOR WITH VALUES OF 1, 2, 3, 4, AND 5.

SAMPLE SET:



SAMPLE 6 SET DECK:

3 BLUE SETS, 2 GREEN SETS AND 1 RED SET.



COLOR OVERVIEW

THERE ARE TWO TYPES OF CARDS, **PRIMARY CARDS**, WHICH CAN BE COMBINED INTO THE OTHER COLORS AND **SECONDARY CARDS** WHICH ARE MIXTURES OF THE PRIMARY CARDS. HERE ARE SOME QUICK DEFINITIONS OF HOW THE COLORS OPERATE IN THE GAME.

PRIMARY CARDS

- RED** - TAKES FUTURE TURNS AWAY FROM AN OPPONENT AND REDUCES THE VALUE OF FUTURE TURNS (**OFFENSE**).
- BLUE** - PROTECTS YOUR FUTURE TURNS AND CARDS (**DEFENSE**).
- YELLOW** - MAKES YOUR TURNS MORE EFFECTIVE (**SUPPORT**).

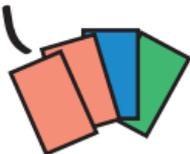
SECONDARY CARDS

- GREEN** - GIVES YOU MORE FUTURE TURNS (**RECOVERY**).
- ORANGE** - ALLOWS YOU TO TAKE YOUR OPPONENT'S POTENTIAL TURNS FOR YOUR OWN (**DRAIN**).
- PURPLE** - MAKES YOUR OPPONENT'S TURNS LESS EFFECTIVE (**CONTROL**).

YOUR PLAYING FIELD

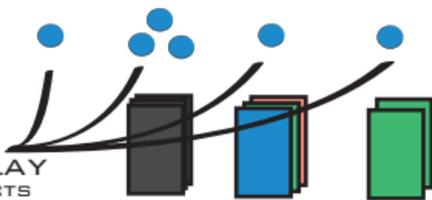
HAND

THESE ARE THE CARDS THAT ARE AVAILABLE FOR PLAY ON YOUR TURN.



COUNTERS IN PLAY

THESE ARE YOUR EFFECTS THAT HAVE NOT YET BEEN USED.



DECK

THIS IS THE GROUP OF CARDS YOU CHOSE AT THE START OF THE GAME.

FADED PILE

THESE ARE THE CARDS THAT HAVE BEEN SINGLED OUT BY YOUR OPPONENT TO MAKE THEM MORE DIFFICULT TO RECOVER OR MORE VALUABLE TO STEAL.

DISCARD PILE

THIS IS THE GROUP OF CARDS THAT YOU HAVE ALREADY USED OR CARDS THAT YOU HAVE LOST.

GAME PLAY

AFTER BUILDING THEIR DECKS, EACH PLAYER SHUFFLES THEIR CARDS AND THE GAME BEGINS. EACH PLAYER REVEALS THE BOTTOM CARD OF THEIR DECK, AND THE PLAYER WITH THE HIGHEST NUMBER GOES FIRST. IF THERE IS A TIE, JUST REVEAL THE NEXT BOTTOM CARD OF THE TIED PLAYERS.

EACH PLAYER DRAWS THREE CARDS AT THE BEGINNING OF THE GAME TO MAKE UP THEIR HAND, WHICH IS KNOWN ONLY TO THEM. THE FIRST PLAYER DOES NOT DRAW A CARD ON HIS FIRST TURN, BUT EVERY TURN AFTER THAT, LOOKS LIKE THIS:

TURN STEPS

1. DRAW A CARD FROM YOUR DECK, IF YOU STILL HAVE ONE, AND ADD IT TO YOUR HAND.

2. PLAY A CARD, A COMBINATION OF CARDS, OR A STRING OF CARDS FROM YOUR HAND (IF YOU CANNOT DO THIS OR REMOVE A BLUE COUNTER FROM PLAY, THEN YOU ARE ELIMINATED).

3. RESOLVE THE LOWEST VALUE CARD'S EFFECTS, THEN ADD IT TO YOUR DISCARD PILE.

4. RETURN TO STEP THREE UNTIL ALL CARDS ARE RESOLVED.

5. IF THE ONLY CARD YOU PLAYED HAD A VALUE OF ONE, YOU MAY RETURN TO STEP TWO.

6. ASSIGN ANY COUNTERS YOU HAVE IN PLAY (SEE PG 9).

7. THE PLAYER TO YOUR LEFT NOW BEGINS HIS TURN AT STEP ONE.

A **STRING OF CARDS** IS ANY TWO OR MORE CARDS THAT HAVE THE SAME COLOR. THESE CARDS CAN ALL BE PLAYED IN A SINGLE TURN AND RESOLVE THEIR EFFECTS SEPERATELY. IN A STRING OF **SECONDARY CARDS**, THOSE CARDS CAN **SPLIT THIER EFFECT** OR NOT ON AN INDIVIDUAL BASIS (SEE PG. 7).

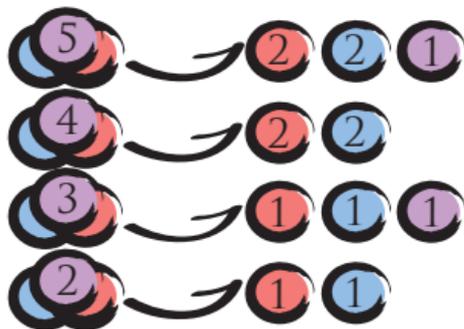
COMBINING CARDS

TO PLAY A COMBINATION OF CARDS, YOU MUST HAVE TWO DIFFERENT PRIMARY CARDS. WHEN YOU DO, YOU CAN PLAY THEM BOTH ON THE SAME TURN AS A COMBINATION AND GAIN A NEW SECONDARY EFFECT. IF ONE OF THE TWO COMBINED CARDS IS HIGHER THEN THE OTHER, THEN IT'S LEFT OVER EFFECT CAN BE USED AS THE ORIGINAL COLOR. YOU CAN'T SPLIT THE GAINED EFFECTS AFTER COMBINING CARDS AND CAN ONLY COMBINE TWO CARDS AT A TIME. AFTER COMBINING CARDS THOSE TWO CARDS ARE ADDED TO YOUR FADED PILE INSTEAD OF YOUR DISCARD PILE.



SPLITTING CARDS

WHEN YOU PLAY A SECONDARY CARD YOU CAN SPLIT IT'S EFFECT INTO MULTIPLE EFFECTS. IT'S VALUE BECOMES HALF OF THE TWO PRIMARIES THAT MAKE IT UP, WITH ANY ODD VALUE BEING THAT OF THE ORIGINAL COLOR. SECONDARY CARDS WITH A VALUE OF 1 CANNOT BE SPLIT. WHEN YOU PLAY A STRING OF SECONDARY CARDS, YOU MAY SPLIT CARDS OR NOT ON AN INDIVIDUAL BASIS.



CARD EFFECTS

EACH CARD HAS A NUMBER AND A COLOR. THE COLOR INDICATES WHAT EFFECTS YOU MAY USE WITH THAT CARD, WHILE THE NUMBER INDICATES HOW MANY TIMES YOU MAY CHOOSE AN EFFECT. HERE ARE THE EFFECTS THAT CAN BE USED IN THE GAME, AND THE COLORS NEEDED TO PERFORM THAT EFFECT:

YELLOW



DRAW THE TOP CARD OF YOUR DECK AND ADD IT TO YOUR HAND. YOU MAY GIVE THIS EFFECT TO AN ALLY PLAYER.



DUPLICATE A COUNTER YOU OR AN ALLY HAVE IN PLAY WITH THE SAME ASSIGNMENT AS THE ORIGINAL COUNTER.



REMOVE A COUNTER IN PLAY.

ORANGE



SELECT A RANDOM CARD FROM YOUR OPPONENT'S FADED PILE AND ADD IT TO THE BOTTOM OF YOUR DECK OR AN ALLY'S DECK. YOU MAY ALSO CHOOSE A RANDOM CARD FROM YOUR ALLY'S FADED PILE AND ADD IT TO THE BOTTOM OF YOUR DECK.



SELECT A RANDOM CARD FROM YOUR OPPONENT'S DISCARD PILE AND ADD IT TO YOUR DISCARD PILE.



TAKE THE TOP CARD OF YOUR OPPONENT'S DECK AND ADD IT TO YOUR FADED PILE.

ORANGE CARDS CAN BE SPLIT INTO RED AND YELLOW EFFECTS, RED AND YELLOW CARDS CAN ALSO BE COMBINED TO MAKE ORANGE EFFECTS (SEE PG 7).

RED



DISCARD THE TOP CARD OF YOUR OPPONENT'S DECK.



SELECT ANY CARD IN YOUR OPPONENT'S DISCARD PILE AND ADD IT TO THEIR FADED PILE.

PURPLE



REMOVE A COUNTER FROM PLAY.



IF A COUNTER HAS BEEN USED OR REMOVED THIS TURN, THEN ADD AND ASSIGN THAT SAME COUNTER TO THE PLAYING FIELD. YOU MAY ONLY DO THIS ONCE FOR EACH COUNTER LOST THIS TURN.



SELECT A RANDOM CARD IN YOUR OPPONENT'S HAND AND ADD THAT CARD TO THEIR DISCARD PILE.

PURPLE CARDS CAN BE SPLIT INTO RED AND BLUE EFFECTS. RED AND BLUE CARDS CAN ALSO BE COMBINED TO MAKE PURPLE EFFECTS (SEE PG 7).

BLUE



ADD AND ASSIGN A BLUE COUNTER TO THE PLAYING FIELD.

BLUE COUNTERS

BLUE COUNTERS CAN BE ASSIGNED TO YOUR OWN HAND, DECK, DISCARD PILE, OR FADED PILE, AS WELL AS YOUR ALLY'S. TO RETAIN CONTROL OF BLUE COUNTERS, THEY MUST BE ASSIGNED TO YOUR HAND, DECK, DISCARD PILE, OR FADED PILE. YOU MAY REASSIGN ANY COUNTERS YOU CONTROL AS THE LAST STEP OF YOUR TURN. BLUE COUNTERS CAN BE ACTIVATED TWO WAYS:

1. ANYTIME, IF AN EFFECT CAUSES YOU TO DO SOMETHING WITH THE CARDS THIS COUNTER IS ASSIGNED TO, YOU MAY REMOVE THIS COUNTER TO REDUCE THAT EFFECT BY ONE.

2. YOU MAY SKIP YOUR TURN WITHOUT PLAYING A CARD BY REMOVING THIS COUNTER, REGARDLESS OF IT'S ASSIGNMENT.



SELECT A RANDOM CARD FROM YOUR DISCARD PILE AND PUT IT ON THE BOTTOM OF YOUR DECK. YOU MAY GIVE THIS EFFECT TO AN ALLY.



SELECT A RANDOM CARD FROM YOUR FADED PILE AND ADD IT TO YOUR DISCARD PILE. YOU MAY GIVE THIS EFFECT TO AN ALLY.

GREEN CARDS CAN BE SPLIT INTO BLUE AND YELLOW EFFECTS. BLUE AND YELLOW CARDS CAN ALSO BE COMBINED TO MAKE GREEN EFFECTS (SEE PG 7).

GLOSSARY

ALLY - REFERS TO ANOTHER PLAYER BESIDES YOURSELF WHO IS ON YOUR TEAM. SOME EFFECTS CAN BE DISTRIBUTED TO ALLY PLAYERS FOR USE.

ASSIGNMENT - REFERS TO AN AREA OF PLAY IN WHICH A COUNTER CAN INTERACT. THESE ARE TYPICALLY A PLAYER'S HAND, DECK, DISCARD PILE, OR FADED PILE. PLAYER'S PLACE COUNTERS ABOVE THE AREA OF PLAY THAT A COUNTER IS ASSIGNED TO, OR TO THE LEFT OF THE DECK IF THEY ARE ASSIGNED TO THAT PLAYER'S HAND. COUNTERS CAN ALWAYS BE REASSIGNED TO ANOTHER AREA OF PLAY AT THE END OF A PLAYER'S TURN IF A PLAYER RETAINS CONTROL OF THOSE COUNTERS.

COMBINATION (COMBINING CARDS) - WHEN A PLAYER PLAYS TWO PRIMARY CARDS ON THEIR TURN TO GAIN A NEW SECONDARY EFFECT. IN ORDER TO DO SO, THAT PLAYER MUST ADD THOSE TWO CARDS TO THEIR FADED PILE AFTER RESOLVING THE GAINED EFFECTS(SEE PG.7). PLAYING A COMBINATION OF CARDS ENDS A PLAYER'S TURN AFTER ALL THE EFFECTS ARE RESOLVED.

COUNTER CONTROL - REFERS TO A PLAYER'S ABILITY TO ACTIVATE, ASSIGN, OR REASSIGN COUNTERS.

COUNTERS - MARKERS THAT SHOW AN UNRESOLVED EFFECT. COUNTERS MUST BE ASSIGNED TO A SPECIFIC AREA OF PLAY, TYPICALLY A PLAYERS HAND, DECK, DISCARD PILE OR FADED PILE. A PLAYER CAN REASSIGN ANY COUNTERS THAT THEY CONTROL AS THE LAST STEP OF THEIR TURN.

DECK - A COLLECTION OF CARDS THAT A PLAYER PERSONALLY BUILT AT THE BEGINNING OF THE GAME AND THAT THEY DRAW FROM EACH TURN. THE DECK CAN ALSO HAVE COUNTERS ASSIGNED TO IT.

DISCARD PILE - A COLLECTION OF CARDS CREATED THROUGH THE GAME. TYPICALLY CARDS ARE ADDED TO THIS PILE WHEN YOU PLAY A CARD, OR BY EFFECTS USED BY AN OPPONENT. THE DISCARD PILE CAN ALSO HAVE COUNTERS ASSIGNED TO IT.

 **FADED PILE** - A COLLECTION OF CARDS CREATED THROUGH THE GAME. CARDS CAN ONLY BE ADDED HERE USING A RED EFFECT OR IF A PLAYER COMBINES CARDS.

 **HAND** - THE CARDS THAT YOU HAVE AVAILABLE FOR PLAY ON YOUR TURN. YOU AUTOMATICALLY ADD ONE CARD TO YOUR HAND EACH TURN, AS LONG AS YOU HAVE A DECK.

SET OF CARDS (SET) - FIVE CARDS OF THE SAME COLOR WITH VALUES 1, 2, 3, 4, AND 5.

 **SPLIT EFFECT (SPLITTING)** - AN ABILITY EXCLUSIVE OF SECONDARY CARDS IN WHICH IT'S VALUE IS BROKEN INTO MULTIPLE COLOR EFFECTS (SEE PG. 7).

STRING OF CARDS - ANY NUMBER OF CARDS IN YOU HAND THAT HAVE THE SAME COLOR. THESE CAN ALL BE PLAYED IN ONE TURN, IF A PLAYER CHOOSES TO DO SO (SEE PG. 6).

SPECIAL THANKS TO ALL OUR PLAY TESTERS...

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DEAR PLAYERS,

I HOPE THAT YOU THOROUGHLY ENJOY THIS GAME AND SHARE IT WITH PEOPLE THAT YOU CARE ABOUT. I SPENT A LONG TIME TESTING THE GAME, MAKING SURE THAT PRIMARY WOULD BE ENJOYED MORE EACH TIME YOU PLAY IT. I HOPE THAT IT CHALLENGES YOU TO THINK CREATIVELY, AND PROVIDES THOUGHTFUL ENTERTAINMENT FOR YOUR FRIENDS AND FAMILY. I WANT TO PERSONALLY THANK YOU FOR MAKING THE INVESTMENT INTO THIS PRODUCT, AND I AM CONFIDENT THAT YOU WILL HAVE BLAST PLAYING IT.

SINCERLY,



TYLER MADISON
FOUNDER OF NOSIDAM GAMES

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