JEKYLL vs HYDE

Jekyll vs. Hyde is a trick-taking game for 2 players, based on the famous novella Strange Case of Dr Jekyll and Mr Hyde by Robert Louis Stevenson. As Dr. Jekyll, you'll need to resist Mr. Hyde's fierce attacks to protect your mind and keep the secret of your dual nature. As Mr. Hyde, your goal is to dominate Dr. Jekyll to overcome his identity.

1vs1

14+

20'

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21 Evil Cards
(7 Pride cards, 7 Wrath cards and 7 Greed cards)



1 Identity Marker



4 Potion Cards



3 Tokens

1 Game Board
(with an Identity Track)

OVERVIEW

One player is Dr. Jekyll; the other is Mr. Hyde. The game plays in three rounds. At the end of each round, Dr. Jekyll's identity will progressively disappear under Mr. Hyde's relentless attacks.
Mr. Hyde wins as soon as the Identity Marker reaches the last space of the Identity Track (far left). If the marker did not reach the end of the track after three rounds, then Dr. Jekyll wins, escaping from Mr. Hyde's dark influence.

SET UP

① Choose who is going to be Dr. Jekyll and who is going to be Mr. Hyde.

② Place the game board between the two players.

③ Place the Identity Marker on the first space of the track, on Dr. Jekyll's side (far right).

Important: the first space of the track is the one on the far right, while the last one is on the far left.

④ Place the three colored tokens above the game board.

⑤ Shuffle all Evil and Potion Cards together.

⑥ Mr. Hyde is the dealer and Dr. Jekyll is the starting player.



Mr. Hyde Side Dr. Jekyll Side

HOW TO PLAY

The game plays over 3 rounds.
On each round, play the following phases in order:

1. Preparation

2. Trick-Taking

3. Progression of Evil

1. Preparation

Each player receives 10 cards (the 5 remaining cards are not dealt; set them aside).

Each player then chooses 1 card from their hand to exchange with their opponent. Place the card face down on the table and exchange them simultaneously (on round 2, you'll exchange 2 cards, and on round 3, 3 cards).

Note: if you receive 2 or more Potion Cards among your starting 10 cards, you must include at least 1 Potion in the exchange.

Round 2 example: *It's the beginning of round 2.*
Jekyll and Hyde must exchange 2 cards each.



Jekyll has 3 Potion Cards while Hyde only has 1; as a result, Jekyll must include at least 1 of his Potion Cards in the exchange.

2. Trick-Taking

At the beginning of each round, after the preparation phase, the identity marker determines who is the starting player. If the marker is on Dr. Jekyll's side, Jekyll starts the round. If the marker in on Mr. Hyde side, Mr. Hyde starts the round. Dr. Jekyll always starts the 1st round.

There are 10 tricks per round. A trick plays as follows:

- The starting player plays any card from their hand, face up.
- If the **starting player** plays a color card, their opponent must play a card of the same color, or they may play a Potion Card instead. If they don't have a card of the same color, they may play any other card.
- If the **starting player** plays a Potion Card, they must announce a color. Their opponent must play a card of this color (even if they have a Potion Card!). If they don't have any, they may play any other card.

Then, compare both cards:

- If both cards are of the same color, the highest number wins.
- If the cards have different colors, the highest color wins (see below), regardless of the number.
- If someone played a Potion, resolve the Potion's effect, then the highest number wins.

The winner takes both cards from the trick and becomes the new starting player.

> ***'What is trick-taking?'***
> *Trick-taking is a type of game in which each player plays a card on the table. The player who played the best card takes them all. The cards that have been played form a **trick**, and the winner **takes** it.*

Color Rank

Colors are not ranked at the beginning of the game, but on each round, you will define their rank by playing cards.



The first color to appear (first Evil Card played) will automatically have the lowest rank. Place the matching colored token on the appropriated space of the game board (left space). The second color to appear will occupy the middle space, at which point the last color will automatically become the best color for this round. Potion Cards don't have colors and cannot be ranked.



Example:

① *Jekyll played **Pride(purple) 6**. This is the first Evil Card played, so the **Pride(purple) token** must be placed on the lowest rank.*

② *Hyde does not have any Pride cards in their hand. As they can play any card, they play **Wrath(red) 4**. As the second color of the round, **Wrath(red) token** must be placed on the middle space. Hyde wins the tricks even if Jekyll's card has a higher number, because Wrath has a higher rank than Pride.*

③ *Automatically, **Greed(Green) token** is placed on the last space.*

Potion Cards



- When a player plays a Potion Card, its effect depends on the card played by their opponent.

  Pride(purple) Card: The winner of the trick takes one trick (two cards) from their opponent.

  Greed(Green) Card: Both players choose 2 cards from their hand (or 1 if it's the last one) and exchange them simultaneously.

  Wrath(red) Card: Remove all colored tokens from the game board. Reset the card ranks: the next color to appear will be the lowest one, and so on.

  Note: The colored tokens remind you of each Potion's effect.

- When a Potion Card is played, the highest number always wins the trick.

- Double Potion: If both players play a Potion Card, then they neutralize each other; nothing happens, and the highest number still wins the trick.

Note: Potion Cards have a '**+**' symbol.
For example, '2**+**' is higher than 2,
but not 3, and so on.





Example: *As the first player, Jekyll played '**Potion 4+**' and announced **Wrath(red)**. Hyde must play a red card, so they play '**Wrath(red) 6**'. Because of the potion's effect, the color ranks is reset and Hyde wins the trick.*

3. Progression of Evil

Compare the number of tricks that each player has won in this round and subtract the lowest score from the highest one (for instance, if Dr. Jekyll won 6 tricks and Mr. Hyde won 4 tricks, then the final result is 6-4=2). This result indicates by how many spaces the Identity Marker will move towards Mr. Hyde's side.

Note: Evil is relentless! Even if Dr. Jekyll won more tricks that Mr. Hyde, the marker will progress towards Mr. Hyde's side. As Dr. Jekyll, your goal is to keep balance, without giving in to darkness!

If the marker reaches the last space of the track (far left), then Mr. Hyde instantly wins the game. Otherwise, start a new round: remove the three colored tokens from the board and reshuffle all cards, including the 5 cards that you set aside at the beginning of this round.

GAME END

At the end of the third round, Dr. Jekyll wins if the Identity Marker did not reach the last space of the track (far left).

EXPERT VARIANT: RETURN MATCH

In the base game, Dr. Jekyll is under constant pressure, and must plan every action with care. For a more balanced and tactical game, play 2 games and switch the roles between each game.

At the end of each game, Mr. Hyde scores as many points as the number of spaces passed by the Identity Track (including the last one, ie. 10 points if it crossed the entire track). The best Mr. Hyde after two games wins the match. If the two Mr. Hyde score 10 points, then the one who took less rounds to do it wins. If this is not enough to break the tie, then the match ends in a tie.



CREDITS

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