

# Players' leaflets for Jekyll vs Hyde

Don't print this - the leaflet starts on next page

It isn't always convenient to pass rules to and fro.

Players often want to consult the rules, and to see ahead what their choices may be, or what restrictions apply to them.

So, from the leaflet, each player gets ...

- a rules resumé
- a guide to how the game's played
- reminders of special potions' effects

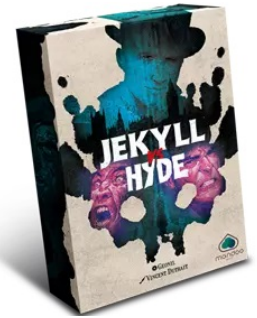


## Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



More little rules leaflets here ►

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### [Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

### [Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

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A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

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A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

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A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

### [Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

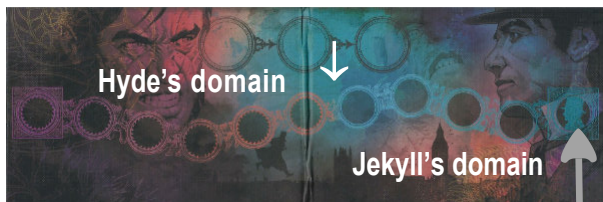
## Overview

Throughout a game one player is Dr. Jekyll ... the other is Mr. Hyde. Each has different goals: it's **not** simply a case of winning tricks.

The game plays over three rounds. At the end of each round, Dr. Jekyll's identity may progressively disappear under Mr. Hyde's relentless attacks. Unless Jekyll can manage to fend him off, that is.

Mr. Hyde wins as soon as the Identity Marker reaches the last space on the track of the board ~ the one that's clearly Hyde's. It's possible for this to happen even at the end of the first round. Dr. Jekyll constantly needs to play his cards with care and attention.

If the marker does not reach Hyde's end of the track after three rounds, then Dr. Jekyll has won the day.



## Setup

- Choose who is going to be Dr. Jekyll and who will be Mr. Hyde.
- Place the game board between the two players.
- Place the statuette on the first space of the track, in Dr. Jekyll's domain.
- Place the three coloured tokens close to the game board.
- Shuffle the 21 Evil and Potion cards together - well, to mix up all the suits.
- Whilst the Identity Marker is in Jekyll's domain, Mr. Hyde is the dealer and Dr. Jekyll is the starting player.
- These functions change over if the marker reaches Hyde's domain.

Take Note

## Progression of Evil - scoring

At the end of each round of ten tricks, compare the number of tricks that each player has won. Subtract the lower score from the higher to determine the size of the **gap** between Jekyll and Hyde.

For instance, if Dr. Jekyll won 6 tricks and Mr. Hyde won 4, then the final result is  $6-4 = 2$ .

This determines how many spaces the statuette will move towards Mr. Hyde's side: in this case, two spaces.

To escape Jekyll and win the game, Hyde needs to move a total of ten spaces within the course of the three rounds.

### It's the **GAP** that counts

Evil is relentless!

If Dr. Jekyll won more tricks than Mr. Hyde, there will be a gap between their scores, and it is **by the size of that gap** that the statuette will progress towards Mr. Hyde's side. Even by winning more tricks, then, Dr. Jekyll may lose his grip.

For Dr. Jekyll, the perfect goal is to keep balance. Five tricks each is perfection, because then there's no gap between them, and Mr. Hyde cannot sidle off.

If the statuette reaches the last space of the track, then Mr. Hyde instantly wins the game.

### Next round

If Hyde hasn't yet won, start a new round. Remove the three coloured tokens from the board, shuffle all the cards, and deal as previously (remembering to exchange cards before starting to play).

## Game end

At the end of the third round, Dr. Jekyll wins if the statuette did not reach the last space of the track. If it does get that far, Mr. Hyde wins.

### Balanced game

For a balanced competition, MandoGames suggest playing twice, and switching roles.

At the end of each game, Mr. Hyde scores as many points as the number of spaces passed by the statuette. He scores 10 points if it crossed the entire track.

The highest scoring Mr. Hyde after the two full games wins the match. If the two Mr. Hydies each score 10 points, then the one who took less rounds to do it wins.

If this still leads to a draw, it's probably going to be pistols at dawn!

# Source

The notes are based upon the English rules published by Mandoo Games, and on several rules-checks with the publisher.

These are accessible via the bar code below.

Some wording and image changes have been made.

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Please visit ~ [games4casualplayers.com/rules-of-game-jekyll-vs-hyde](http://games4casualplayers.com/rules-of-game-jekyll-vs-hyde)



# Jekyll vs Hyde

The game's themed on the world famous novella "The Strange Case of Dr Jekyll and Mr Hyde" by Robert Louis Stevenson, which was written in 1886.

It told of the terrible tussle between Dr. Jekyll and the evil character that he turned into whenever he took the potion he'd made to fend off bad feelings.

Eventually, by using the potion too often, Jekyll is fully taken over by Hyde's evil character. During a game, each player assumes one of the characters' personas for the three rounds. Dr. Jekyll seeks to resist Mr. Hyde's fierce attacks to take over his mind. Mr. Hyde seeks break totally free from Dr. Jekyll - to overpower him entirely.

## The cards

There are 21 playing cards, in three suits - 7 cards in each.

The suits are Wrath (red), Greed (green), and Pride (purple). Each has an image of the horrid Mr. Hyde upon it.

Each suit ranges from 1 to 7 in strength.

There also are four **Potion** cards. They are **not coloured**. They have images of the doctor's potion phials on them.

These cards number from **2+** to **5+**. The + gives the card a strength of "and a half" - like "two and a half", which clearly is bigger than 2, though not so big as 3.

## Board and tokens

The board shows Dr. Jekyll at one end, and the evil Mr. Hyde at the other.

Place markers are colour coded to show Jekyll's & Hyde's domains.

The two-faced identity statuette shows the ongoing state of play at the end of each round.

The three coloured tokens are used to represent the relative power of the card's suits, as play progresses.



## Play and trick taking

After the preparation phase, the statuette determines who is the starting player.

If it is in Dr. Jekyll's domain, Hyde deals and Jekyll plays the first card in the round.

If the statuette is on Mr. Hyde's side, Mr. Hyde starts the round after Dr. Jekyll has dealt.

Dr. Jekyll always starts the first round.

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

- the starting player plays any card from their hand, face up
- if a colour card is led, the opponent must play a card of the same suit if they have one
- even if they do have a card of that colour (or suit), they may play a **Potion** instead
- if they don't have a card of the same colour, they may play any other card
  
- if the starting player plays a Potion card, they announce which colour or suit they require opponent to play in return.  
The opponent must play a card of this colour if they have one.

If they don't have any cards of the stated colour, they may play any other card, including another Potion.

## Who wins the trick?

- If both cards are of the same colour, the highest number wins.
- If the cards have different colours, the highest, most powerful colour wins (see next page), regardless of the number on it.
- If someone played a Potion, first resolve the Potion's effect - then the highest number wins.
- When there are Potions cards within the trick, the highest number always wins.

The trick-winner takes both cards, places them face down, and leads to the next trick.

Keep tricks separate so that they can be counted at the end of the round.

## Colours' rankings

Colours are not ranked at the start of each round. At that point the suits have no different strength or weight in terms of trick taking capacity.

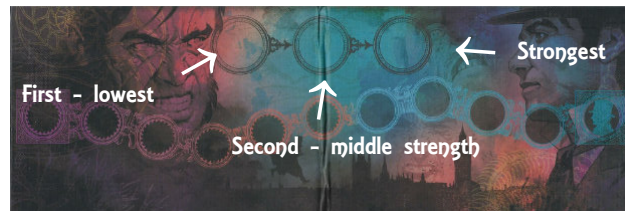
But during each round, the order in which the cards and their colours are played will determine their rank, power, or strength. This may change more than once in the course of a single round.

The first card that's played will automatically become the colour/suit with the **lowest** rank.

When it's put down, the matching coloured token is immediately placed on the appropriate space of the game board. This has the little arrows pointing away from it ~ it's inferior.

The second colour to be played will occupy the middle space. At that point, the colour as yet to be played will automatically become the best, strongest colour.

Potion Cards don't have colours and cannot be colour-ranked.



## For example

Dr. Jekyll, hoping to win the first trick, put down 7 of Greed (green) as the very first card in the round. The green token is instantly placed onto the board ~ as the lowest suit.

But would you believe it!

Mr. Hyde didn't have any Greed, so played the 1 of Pride (purple). Instantly, the purple token is placed into the middle space, and the last space has to be taken by Wrath (red) - that becomes the strongest suit.

Because 1 of Pride is stronger than any Greed card, the trick is taken by Mr. Hyde, and Wrath has ended up strongest!

Now, was that cunning, evil play, or wasn't it?



## Potion cards

### When played in response to the lead of a coloured card

When a player puts down a colour card and their opponent has card(s) in that suit, they must either follow suit, **or** play a Potion card.

In such cases, the effect of the Potion card depends entirely upon the colour of card onto which it's played. So, a Potion played onto a Wrath card creates a Wrath potion.

### When a potion is led as the first card

The lead player specifies which suit is to be played in response ~ and that suit must be played if the opponent has any.

The Potion's effect is in accord with the requested and received suit's colour.

If opponent **does not** have a card of the colour called for, they may play **another** suit.

In this case, no matter who wins the trick, the Potion's effect is determined by the colour of the suit played **in response** ~ **not** by the colour that was called for.

Alternatively, having none of the colour called for, opponent may play another Potion. In that case, the larger number wins the trick, and there is no Potion effect.



#### Pride (purple)

the winner of the trick takes one trick from their opponent. That is, they take two cards that already are lying in the opponent's store of tricks.



#### Greed (green)

players choose two cards from their hands (one, if that's all they have left) and exchange them simultaneously.



#### Wrath (red)

remove all the coloured tokens from the game board. This resets the suit-ranks. The next colour to appear will be the lowest suit, and so on, as before.

### Remember

The three tokens display reminders of each Potion's effect.

# How to play

The game is played over three rounds, but may end sooner.

In each round there's ...

- preparation and exchange of cards
- trick taking - play
- progression of evil - scoring

### Preparation & exchange

At the start of each round, each player is dealt ten cards.

The five remaining five are set aside. They will be come back into subsequent rounds.

In round one, each player chooses one card from their hand to exchange with their Opponent - exchange simultaneously.

On round two they'll exchange two cards. On round three it will be three cards.

**Note well** ... if players receive two or more Potion cards among their ten, they must include at least one Potion in the exchange.

This player holds three Potions at the start of round two - they must exchange two cards, and at least one of them must be a potion. They could exchange two if they wanted.



### Reminder - what is trick-taking?

Trick-taking is a type of card game in which, in turn, each player puts a card down onto the table (close to or atop each other).

The cards that have been played form a trick, and the player who plays the best or strongest card takes the trick - they're the winner of the trick.