

THE CROW COLLECTABLE CARD GAME

"People once believed that when someone dies a crow carries that soul to the land of the dead. But sometimes something so bad happens that a terrible sadness is carried with it. And that soul can't rest. And sometimes, just sometimes, the crow can bring that soul back to put the wrong things right."

THE GAME

Welcome to THE CROW collectable card game. In THE CROW, players earn Vengeance Points (VP) by simulating the revenge-driven battles of the feature film. Once a player has collected 25 VP, he wins the game. The game begins when Eric Draven is reincarnated into our world as THE CROW to avenge the brutal killing of himself and his girlfriend Shelly. Eric is immortal in this form and cannot be killed by normal means.

THE CARDS

In all instances, if the rules on a card go against the rules here, the card takes precedent. There are four types of cards: ANGELS, DEVILS, BYSTANDERS and SPECIALS. Angels are "good guys" and have blue backgrounds. Devils are "bad guys" and have red backgrounds. Bystanders are "neutrals" and have yellow backgrounds. Specials are cards you play to make your games more involved and they have green backgrounds. Angels, Devils and Bystanders are also called SOULS. Each card has a title, a picture, and notes that tell the special abilities of that card.

Each card also has two crow symbols on it, and many of these symbols have numbers in them. On soul cards, the number within the black crow is its Attack Rating, or AR. The white crow contains that soul's Defense Rating, or DR. Whichever number is greater of the two on a soul's card is the card's VIRTUE (if they are the same it is that number). Some Special cards will have numbers in the crows as well, but with a + or - symbol. These cards are played on souls to modify the soul's AR and/or DR. All Special cards have a Virtue of 3 (this is not found on the cards, you will have to remember it).

SETTING UP

Any number of people may play. Before the game, design your own playing deck from your available cards. You should have at least 60 cards in your deck, and you may not have more than 4 copies of any individual card in your deck. If possible, at least 1 of every 10 cards in your deck must be a Bystander. Each player shuffles their deck and draws 7 cards to form their hand. Peacefully decide who goes first.

THE TURN

During your turn, you first DRAW, then you PERFORM ACTIONS, and finally you DISCARD. Then the next player takes a turn.

THE DRAW

If you have less than 7 cards in your hand at the beginning of your turn, draw cards until you have 7. If you have 7 or more cards, do not draw any cards. If your draw pile runs out of cards, shuffle your discard pile to form a new one.

PERFORM ACTIONS

You may perform up to THREE actions. You do not have to perform all of your available actions, but any leftover actions are wasted. You may perform the two actions below as many times as you wish during your turn (as long as you have actions to use). The cards will list many more ways to use actions.

ENTER THE STRUGGLE ACTION

Perform an ENTER THE STRUGGLE action to take a soul from your hand and place it on the table, ready to fight. Any number of souls may be in play at any time, even if there is an identical soul in play already. You may even have multiples of the same soul on your side. You may want to put your Angels, Devils and Bystanders in different areas in front of you to easily keep track of them. To have a soul Enter The Struggle, lay the card in front of you on the table. Now check the card's Virtue. You must discard enough cards from your hand until the total number of Virtue points discarded equals or

exceeds the Virtue of the soul Entering The Struggle. Remember, all Special cards have a Virtue of 3. If you cannot exactly equal the Virtue, you must discard more than is required, but you may not discard cards that do not need to be discarded (in other words, you can't get free discards this way). For example, TOP DOLLAR has an AR of 4 and a DR of 2, so his Virtue is 4. You have TOP Enter The Struggle and lay him on the table. You then discard cards with Virtues of 2 and 3, which equal or exceed TOP's Virtue.

ATTACK ACTION

You may ATTACK any number of times during your turn. To attack, follow these steps:

1) ANNOUNCE ATTACKER AND DEFENDER. Choose one of your souls to be the Attacker, and then choose another player's soul to be the Defender. These two souls are referred to as the Attacker and Defender throughout the combat. A few rules when choosing Attackers and Defenders: Angels may only attack Devils. Devils may only attack Angels. Bystanders may attack anyone, but as soon as the Bystander attacks an Angel it becomes a Devil (or as soon as it attacks a Devil, it becomes an Angel). Likewise, when a Bystander is attacked, it becomes the opposite of its Attacker. This change is permanent. A soul may attack during the same turn it Enters The Struggle. A soul may only attack once per turn. A soul may be attacked any number of times.

2) COMPARE RATINGS. Compare the AR and the DR of the two combatants. If the AR of a soul is equal to or greater than the DR of its opponent, then that opponent will be wounded. Check both combatants. Combat is simultaneous, so both souls may wound each other. Be sure to include modifiers from Special cards "attached" to the souls (see Attachments). For example, TOP DOLLAR (a Devil) is attacking DARLA (a Bystander), who has an AR of 2 and a DR of 3. TOP's AR beats DARLA's DR (4 is more than 3) and DARLA's AR beats TOP's DR (2 is equal to 2, which is good enough). So far, both souls will wound each other.

3) MODIFY RATINGS. Starting with the Attacking player, take turns playing Special cards which have an effect on combat. Such cards will have "Play during combat" or something similar on them.

Continue until all players no longer wish to play any cards.

4) **RESOLVE COMBAT.** Compare the Ratings of the combatants again and determine if either or both of the souls is wounded. Be sure to include the new modifiers. Negative numbers are valid (a -3 will beat a -3 or less).

5) **WOUNDS.** If a soul is wounded in the battle, turn it sideways (90°) to indicate this. A wound has no effect on a soul's abilities, but if a wounded soul is wounded again it is killed. It is possible for both souls to kill each other.

6) **AWARD KILLS.** If your soul killed an opponent in combat, take the killed soul and keep it safely by your side, out of play (even if both souls were killed, each player takes the opposing soul). The card remains out of play for the rest of the game. It now represents the Vengeance Points for the kill. If the defeated soul is a CROW, it is not killed, but TEMPORARILY DEFEATED and reshuffled into it's players draw deck. You still get Vengeance Points for the defeat, but have to represent these by other means than the card (coins, matches, glassbeads or something else you think is appropriate). The VPs earned equal the card's Virtue. If you collect 25 VPs, you win! If more than one player earns 25 VPs or more simultaneously, the player with more VPs wins. In case of a tie, the game is a draw, or continue playing to 35 VPs. Be sure to return all cards to their owners after the game is over.

THE DISCARD

At the end of your turn you may discard one card. You do not have to discard the card if you don't wish, it is your option.

CROW CARDS

The CROW cards all represent Eric Draven as The CROW in different states of mind. Therefore each player can only have ONE CROW card in play at once. Eric is immortal in this form and cannot be killed by normal means. This means that a CROW card that loses in combat only is TEMPORARILY DEFEATED and reshuffled into it's players Draw deck to return at a later point of the game.

ATTACHMENTS

Many Special cards will say "Attach to any Angel as one action" or something similar on them. That means that the Special card may only be played on the type of soul stated, it requires you to spend actions to play it, and it becomes "attached" to the soul (it remains in play with the soul). A soul may have a maximum of 3 attachments, and may not have multiples of the same attachment. Unless a Special card is "attached" to something, it is discarded immediately after it is played. If a soul is killed or discarded, all of its attachments are discarded, and are not taken by the player who killed the soul.

MATCH PLAY

In a 2-player game, try playing with an all-Angel/Bystander deck vs. an all-Devil/Bystander deck. Then switch decks and play again. The player who scored most VPs total in both games wins the match.

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**The
CROW**

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HEARBREAKER™

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**Target
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Special thanks to Robert Zuckerman whose photographs are featured in this game.

