



BOOK OF CLUBS

★ CARD GAME ★



◆ RULEBOOK ◆





Created by Eye Q and Jamaal Zyad

© 2026 CLUBS Productions

A division of Storybook Media

Chapter 1 — The Book of Clubs

“There is only one Eye. Countless worlds surround it. Every world possesses its own Book of Clubs.”

Welcome

Book of Clubs is a strategic two-to-four player card game based on the world and hierarchy of the **Book of Clubs** story.

Countless worlds exist across space, time, and reality. Although these worlds appear separate, they are all connected through one ancient gateway known as **the Eye**.

The Eye does not belong to any single world. It is the shared connection between them all.

Every world possesses its own **Book of Clubs**. Each Book contains pages of knowledge, rank, authority, and power. Although the Books belong to different worlds, they follow the same hierarchy and laws.

When two players begin a game, each represents a guardian from a different world. Both guardians bring their own Book of Clubs and fight to become the first to penetrate the shared Eye.

The Story of the Game

The pages surrounding the Eye form a barrier between each player's world and the gateway.

The opponent's pages create one side of the barrier. Your pages create the other. Together with both Books, they form one shared circle around the Eye.

Each battle between the players is called a **Chapter**.

As you fight to win Chapters, you master pages from your side of the barrier. Those pages leave the Eye and enter your Archive.

The Eye itself does not weaken or change.

Instead, your barrier becomes smaller as you master more pages. When no pages remain on your side, the barrier has been cleared and you may pass through the Eye into the opposing world.

Your Role

You are the guardian of your world's **Book of Clubs**.

Throughout the game, you will:

- Fight to win Chapters.
- Master and achieve pages.
- Build your Archive.
- Combine mastered pages with pages still inside your Eye.
- Reduce the barrier surrounding your side of the Eye.
- Attempt to penetrate the Eye before your opponent.

Every Chapter you master brings you closer to crossing between worlds.

The Three Zones

Each player controls three important areas.

The Eye

There is only one shared Eye.

The face-down pages arranged around it form the players' barriers. Your pages represent the part of the barrier standing between your world and the gateway.

Pages in your Eye are available for play.

When you win a Chapter, the page you played is achieved and removed from your side of the Eye. Your barrier becomes smaller as you master more pages.

When every page has been removed from your Eye, you have cleared your side of the barrier and successfully penetrated the Eye.

The Book

Your Book contains pages that have not yet entered your barrier.

When you lose a Chapter, you draw pages from your Book and add them to your Eye according to the winning page's replenishment value.

These new pages reinforce your side of the barrier.

The final face-up page at the bottom of the Book is fixed. It cannot be drawn or played and marks the end of the Book.

The Archive

The Archive contains pages you have achieved by winning Chapters.

During a normal Chapter, the winner places both played pages face up in their Archive.

Archived pages represent mastered knowledge. They may later be combined with pages from the Eye to create stronger plays.

Winning the Game

There are two paths to victory.

Penetrate the Eye

Remove every page from your own Eye.

When your side of the barrier is completely cleared, you penetrate the Eye and cross into the opposing world.

Exhaust the Opponent's Book

You also win if your opponent is required to draw from their Book but cannot because only the fixed bottom page remains.

Without new pages, the opponent can no longer reinforce their barrier.

Figure 1.1 — Two Worlds, One Eye

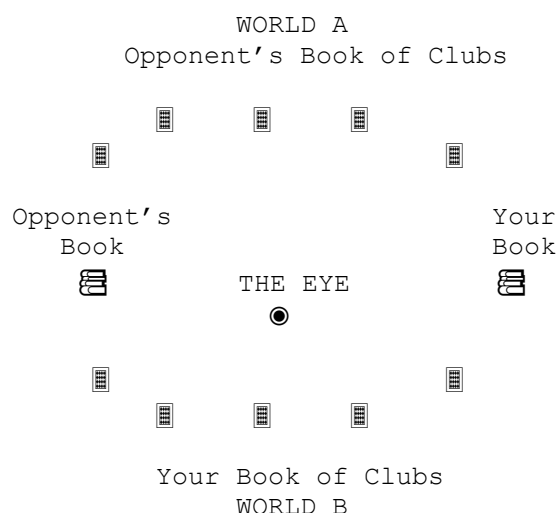


Figure 1.1: Both players represent different worlds connected through the same Eye. The opponent's five pages form the upper half of the barrier, while your five pages form the lower half. Both Books complete the shared circle.

As a player wins Chapters, mastered pages are removed from that player's side of the barrier and placed in the Archive. The Eye remains unchanged. Only the player's barrier becomes smaller until the path through the Eye is clear.

Key Concepts

- There is one Eye connecting all worlds.
- Each player represents a different world with its own Book of Clubs.
- Both players' pages form one shared barrier around the Eye.
- Players fight to win Chapters and master pages.
- Winning removes pages from the winner's side of the barrier.
- The first player to clear their Eye penetrates the gateway.

Chapter 2 — The Pages of the Book

Every card used in **Book of Clubs** is called a **page**.

Each page represents knowledge, authority, or power contained within a world's **Book of Clubs**. Some pages serve as ordinary knowledge, while others possess unique abilities capable of changing the outcome of a Chapter.

Understanding page hierarchy is essential to mastering the Book.

The 30-Page Game Deck

Each game is played using exactly **30 pages** selected from the **Master Deck**.

Every game deck must include the following **Signature Pages**:

- Ace of Clubs
- Ace of Diamonds
- Ace of Hearts
- Ace of Spades
- King of Clubs
- King of Diamonds
- King of Hearts
- King of Spades
- Little Joker
- Big Joker

The remaining **20 pages** are selected at random from the Master Deck.

These pages may include:

- Number Pages (2–10)
- Jacks
- Queens
- Additional suits and values needed for combinations

Because these twenty pages change from game to game, every battle through the Eye is unique.

Figure 2.1 — Building the Game Deck

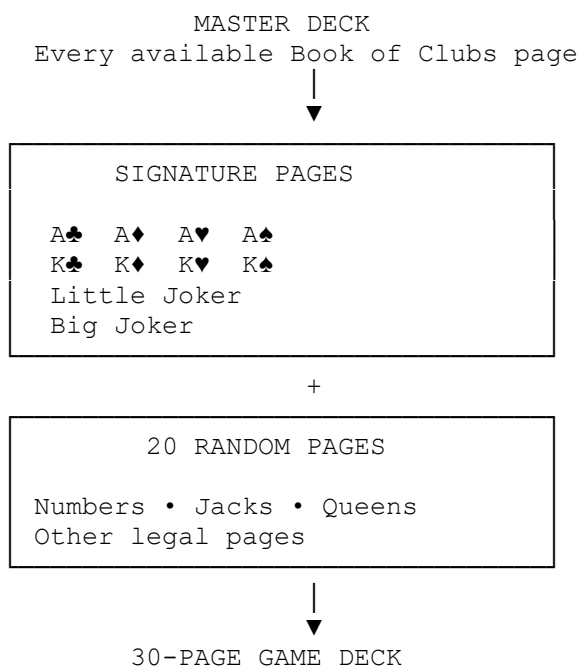
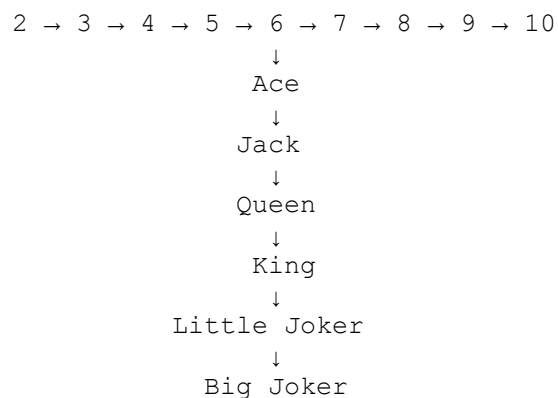


Figure 2.1: Every game begins with the same ten Signature Pages. The remaining twenty pages are randomly selected from the Master Deck.

Page Hierarchy

Pages are ranked from lowest to highest.



A higher-ranking page is mastered over a lower-ranking page.

Examples

- 9 masters 6.
- Ace masters 10.
- Jack masters Ace.
- Queen masters Jack.
- King masters Queen.
- Little Joker masters every King.
- Big Joker masters every page.

Number Pages

Pages ranked **2 through 10** are called **Number Pages**.

Their printed number is also their value.

Number Pages form the foundation of most Chapters and are the only numbered pages used to create standard combinations.

The Ace

The **Ace** is positioned above the **10** and below the **Jack**.

It does **not** have a numbered value and cannot be used as **1**.

The Ace is a **Translator Page** with a special ability that allows its player to understand the hidden pages within their own Eye.

The Ace may also participate in the special **Ace and Jack Combination**, explained later in the rulebook.

Face and Specialty Pages

The following pages possess special identities and abilities:

- Ace
- Jack
- Queen
- King

- Little Joker
- Big Joker

Their abilities activate only when the page wins a Chapter, unless a rule specifically states otherwise.

Each Face Page influences a different part of the game.

Page	Primary Influence
Ace	Hidden knowledge within the Eye
Jack	Infiltration of the opponent's Eye
Queen	Control of the Books
King	Conquest of an opponent's Book page
Little Joker	Removal of one additional Eye page
Big Joker	Removal of two additional Eye pages

The complete abilities of each Face Page are explained in **Chapter 6**.

Suit Hierarchy

Most pages belong to one of four suits.

When two pages share the same rank, compare their suits.

Suit strength is:

1. Clubs
2. Diamonds
3. Hearts
4. Spades

Examples

- 8♣ masters 8♦.
- Jack♦ masters Jack♥.
- Queen♥ masters Queen♠.
- King♣ masters every other King.

Figure 2.2 — Suit Hierarchy

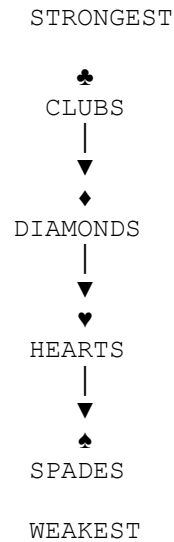


Figure 2.2: Suit is compared only when two pages share the same rank or when a rule specifically requires suit comparison.

Jokers

The Jokers do not belong to any suit.

Their rank alone determines their strength.

- The **Little Joker** masters every page from **2 through King**.
- The **Big Joker** masters every page, including the Little Joker.

Because every game contains only **one Little Joker** and **one Big Joker**, a Joker tie can never occur.

The Master Deck

The **Master Deck** contains every page currently available in **Book of Clubs**.

Before each game:

1. Include the ten required Signature Pages.
2. Randomly select twenty additional pages from the Master Deck.

3. Shuffle all thirty pages together.
4. Proceed to game setup.

As future expansions are released, new pages may be added to the Master Deck without changing the core structure of the game.

Why Every Game Is Different

Every player knows that each game includes:

- Four Aces
- Four Kings
- One Little Joker
- One Big Joker

However, the remaining twenty pages are unknown.

As the game progresses, players gather information by observing:

- Which pages are achieved into each Archive.
- Which combinations become possible.
- Which powerful pages have already appeared.
- Which powerful pages may still remain hidden.
- How their opponent's strategy develops.

No two journeys through **The Book of Clubs** unfold exactly the same.

Key Concepts

- Every card is called a **page**.
- Every game uses exactly **30 pages**.
- Four Aces, four Kings, one Little Joker, and one Big Joker are always included.
- Twenty additional pages are randomly selected from the Master Deck.
- Higher rank defeats lower rank.
- If ranks are equal, compare suits.
- Suit order is **Clubs** → **Diamonds** → **Hearts** → **Spades**.
- The Ace is a **Translator Page** and cannot be used as the value **1**.
- Jokers have no suit.
- There is only **one Little Joker** and **one Big Joker** in every game.
- Face Page abilities are explained in **Chapter 6**.

Chapter 3 — Setting Up the Game

Before the first Chapter begins, both guardians prepare their side of the Eye.

Each player establishes three game areas:

- **The Eye**
- **The Book**
- **The Archive**

Together, these areas represent each world's connection to the shared Eye.

Preparing the Deck

1. Construct a **30-page Game Deck** as described in Chapter 2.
2. Shuffle the deck thoroughly.
3. Randomly determine the dealer.

The player who is **not** the dealer gains **Initiative** and begins the first Chapter.

Dealing the Pages

The dealer distributes pages one at a time, alternating between players.

First, deal **5 pages to each player's Eye**.

Then, deal **10 pages to each player's Book**, continuing to alternate between players.

Each player begins with:

- **5 face-down pages** in their Eye
- **10 pages** in their Book
- An empty Archive

Building the Book

To build each Book:

1. Place one of the ten Book pages **face up** on the table. This is the **Foundation Page**.
2. Stack the remaining **nine pages face down** directly on top of it.

The face-up Foundation Page remains visible beneath the Book.

Figure 3.1 — Initial Book Setup

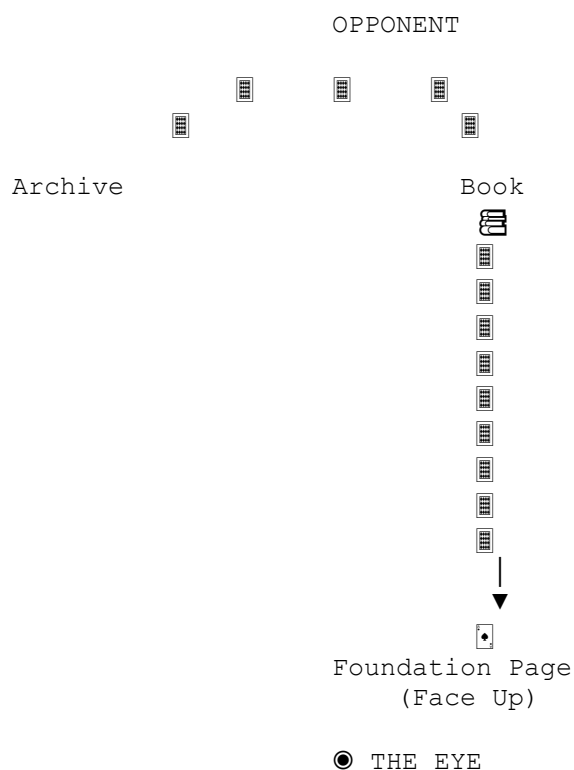


Figure 3.1: Each Book is built by placing the Foundation Page face up first and stacking nine face-down pages directly on top of it.

The Foundation Page

The Foundation Page represents the final page of the Book.

It:

- Remains face up throughout the game.
- Cannot be drawn.
- Cannot be played.
- Cannot normally be removed.
- Marks when the Book has been exhausted.

When only the Foundation Page remains, the Book contains no playable pages.

A player does not automatically lose when the Book reaches its Foundation Page. The player loses by Book exhaustion only when they are required to replenish their Eye and cannot draw the required page or pages.

The Eye

Each player begins with five face-down pages arranged in a curved formation.

The opponent's five pages form the upper half of the barrier. Your five pages form the lower half. Together with the two Books, they create one shared circle around the Eye.

Only pages in the Eye may be played during a Chapter.

When a player wins a normal Chapter, their winning Eye page leaves the barrier and is achieved in their Archive.

When a player loses a Chapter, their played page also leaves their Eye and is achieved by the winner. The losing player then draws replacement pages from their Book according to the rank of the winning play.

Replenishing the Eye

Newly drawn pages are placed face down **directly behind the starting five**, following the same curved formation.

They should be stacked close to the existing pages rather than spread farther away from the Eye.

If a player loses additional Chapters and draws more pages, each new group is placed directly behind the existing barrier, creating thicker layers.

A player’s Eye is therefore not limited to five pages.

Figure 3.2 — Eye Replenishment

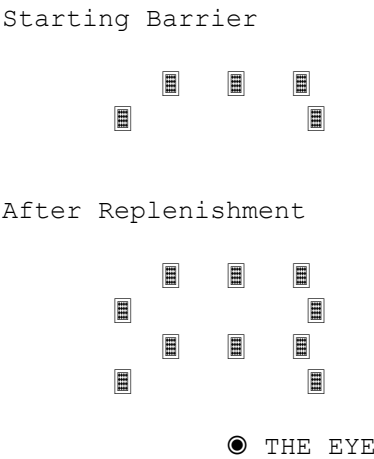


Figure 3.2: Newly drawn pages are stacked directly behind the existing curved barrier. Additional replenishment creates thicker layers around that player’s side of the Eye.

The Book

The Book contains pages that have not yet entered the Eye.

Whenever a player loses a Chapter, they draw from the top of their Book according to the replenishment value of the mastered page over theirs.

Winning play Pages drawn by loser	
Number Page	1
Ace	1
Jack	1
Queen	1
King	2
Little Joker	3
Big Joker	4

The new pages are placed directly behind the player's existing Eye barrier.

As the Book becomes smaller, the player has fewer pages available to reinforce their side of the Eye.

The Archive

Both Archives begin empty.

When a normal Chapter is won, the winner achieves both played pages and places them **face up** in their Archive.

Archive pages are arranged vertically along the outside of the Eye. They remain visible to both players.

The Archive is not merely a record of victories. Its pages represent mastered knowledge and may later be combined with pages from the Eye.

Combination Exception

When a combination is played, the Eye page and Archive page used to form it are permanently removed from the game.

If the combination wins, only the opponent's losing page is achieved in the winner's Archive.

Figure 3.3 — Board Layout

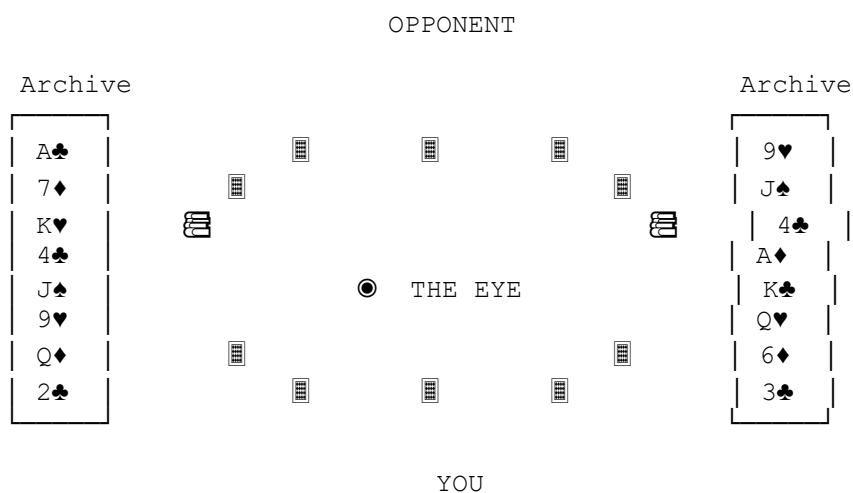


Figure 3.3: The Books sit at the outer bends of the shared circle, connecting the upper and lower barriers. Each Archive forms a vertical line of face-up pages completely outside the Eye. Archive pages remain visible and may later be used in combinations.

Initiative

Initiative determines who plays the first page of a Chapter.

The player who did not deal begins the first Chapter.

The player with Initiative plays first, and the opponent responds by playing second.

A complete tie goes to the player who played the first page.

Ready to Begin

The game begins once both players have:

- Built the 30-page Game Deck
- Determined the dealer
- Dealt five Eye pages to each player
- Built both ten-page Books
- Placed both Foundation Pages face up
- Left space for both Archives
- Identified the non-dealer as the first player

The first Chapter may then begin.

Key Concepts

- Each player begins with **5 face-down Eye pages**.
- Each Book contains **1 face-up Foundation Page** with **9 face-down pages stacked on top**.
- Both Archives begin empty.
- Books sit at the outer bends of the shared circle.
- Archives form vertical face-up lines outside the Eye.
- Newly drawn pages are stacked directly behind the existing Eye barrier.
- The Eye may grow beyond five pages.
- The non-dealer plays first.

Chapter 4 — Playing a Chapter

With the battlefield prepared, the struggle to penetrate the Eye begins.

Each battle is called a **Chapter**.

During every Chapter, each guardian selects one page from their Eye. Once both pages are revealed, they compete for mastery. The **winning page is mastered over the losing page**, allowing its guardian to move one step closer to penetrating the Eye.

As Chapters are won, pages are mastered, knowledge grows, and each guardian's barrier changes.

Beginning a Chapter

The player with **Initiative** begins the Chapter.

That player chooses **one face-down page** from their Eye and places it into the **Chapter Area** at the center of the table.

The opposing player then chooses one face-down page from their own Eye and places it beside the first page.

Once both pages have been committed, the strongest page master the weakest page.

Resolving the Chapter

After both pages are revealed, compare their identities.

The page with the higher rank wins the Chapter.

If both pages have the same rank, compare their suits.

Suit hierarchy:

Clubs > Spades > Hearts > Diamonds

If both pages have the same rank and suit, the Chapter is tied.

The player who began the Chapter with Initiative wins all complete ties.

Resolving the Chapter

Example:

Opponent

9♥

vs.

You

9♣

↓

9♣ is mastered over 9♥

Mastering a Page

Once the Chapter has been resolved, the winning page is **mastered over** the losing page.

The winning guardian then:

- Achieves their own page.
- Achieves the mastered page.
- Places both pages face up into their Archive.

Neither page returns to the Eye.

Replenishing the Eye

After the mastered pages have been achieved, the losing guardian replenishes their Eye.

The number of replacement pages depends on the page that won the Chapter.

Winning Page Replacement Pages Drawn

Number Page	1
Ace	1
Jack	1
Queen	1
King	2
Little Joker	3
Big Joker	4

Replacement pages are drawn from the top of the Book and placed **face down directly behind the existing Eye barrier**, following the same curved formation.

Additional replenishments continue stacking behind previous layers, making the barrier thicker.

Initiative

Unless changed by a page ability, the guardian who wins the Chapter gains **Initiative** for the next Chapter.

That guardian reveals the first page in the following Chapter.

Example Chapter

Player A begins the Chapter with Initiative.

Player A reveals:

9♣

Player B reveals:

9♠

Both pages share the same number.

Clubs outranks Spades.

The 9♣ is mastered over the 9♠.

Player A:

- Achieves both pages.
- Places both pages into their Archive.
- Gains Initiative for the next Chapter.

Player B draws **one replacement page** from their Book and places it behind their Eye.

Ending the Chapter

A Chapter ends after:

- Both pages have been revealed.
- The winning page has been mastered over the losing page.
- Both pages have been achieved.
- The losing guardian has replenished their Eye.
- Initiative has been determined for the next Chapter.

The next Chapter then begins.

Key Concepts

- One page is played from each player's Eye.
- Both pages are revealed simultaneously.
- Higher rank wins the Chapter.
- Equal ranks compare suits.
- Complete ties are won by the player with Initiative.
- The **winning page is mastered over the losing page**.
- Both pages are achieved by the winning guardian.
- The losing guardian replenishes their Eye according to the winning page.
- The Chapter winner gains Initiative unless another rule overrides it.

Chapter 5 — Combinations

Every page mastered in battle becomes knowledge preserved within the Archive.

Rather than allowing that knowledge to remain dormant, a guardian may unite it with a page still protecting the Eye.

This union is called a **Combination**.

Combinations allow previously mastered knowledge to strengthen pages that remain within the Eye, creating powerful new plays capable of changing the outcome of a Chapter.

Learning when to preserve mastered pages and when to combine them is one of the game's deepest strategic decisions.

Creating a Combination

A Combination is created using:

- **One achieved page from your Archive**
- **One page from your Eye**

Both pages are played together as a single play during the Chapter.

A Combination may only contain:

- One Archive page
- One Eye page

The following combinations are **not allowed**:

- Archive + Archive
- Eye + Eye

Every Combination must contain exactly one page from each area.

Advancement Combinations

Numbered pages may be combined to create **Advancement Combinations**.

Advancement Combinations treat the numbered pages as one continuous hierarchy that extends into the face pages.

The hierarchy is:

2 → 3 → 4 → 5 → 6 → 7 → 8 → 9 → 10 → Jack (11) → Queen (12) → King (13)

By combining one numbered page from the **Eye** with one numbered page from the **Archive**, a guardian may add their values together to reach the strength of a Jack, Queen, or King.

Rules for Advancement Combinations

To create an Advancement Combination:

- One numbered page must come from your **Eye**.
- One numbered page must come from your **Archive**.
- Both pages must be the **same suit**.
- Only **one Archive page** may be added.
- The Archive page is removed from the game after the Combination resolves.
- The resulting Combination may only advance to:
 - **Jack (11)**
 - **Queen (12)**
 - **King (13)**

The Combination gains **only the strength** of the resulting page.

It does **not** gain that page's Specialty Ability.

Examples

Jack Strength

Archive

5♣

• •

Eye

6♣

↓

Jack Strength (11)

The Combination is treated as a Jack when comparing ranks.

It does **not** gain the Jack's Infiltrator ability.

Queen Strength

Archive

4♦

• •

Eye

8♦

↓

Queen Strength (12)

The Combination has the strength of a Queen but cannot exchange Books.

King Strength

Archive

3♥

• •

Eye

10♥

↓

King Strength (13)

The Combination has the strength of a King but does not gain the King's Conqueror ability.

Natural Face Page Priority

An Advancement Combination may reach the strength of a **Jack (11), Queen (12), or King (13)**. However, a natural Face Page retains priority over an Advancement Combination when both plays have the **same rank and suit**.

If an Advancement Combination and a natural Face Page match exactly, the **natural Face Page wins the Chapter**.

Example

A guardian combines:

6♣ + archived 5♣ = Jack♣ Strength (11)

The opponent plays:

Jack♣

Both plays have the same rank and suit.

The natural Jack♣ wins the Chapter.

The Advancement Combination does not activate the Jack's Infiltrator ability and does not defeat the natural Jack♣.

This reinforces an important distinction:

Advancement Combinations can reach Face Page strength, but natural Face Pages retain authority when matched exactly.

Strategy

Advancement Combinations make numbered pages valuable long after they have been mastered.

Guardians must decide whether to:

- Use a numbered page immediately.
- Preserve it in the Archive for a future Combination.
- Spend it to create the strength of a face page.

Managing numbered pages becomes a long-term strategy, rewarding careful planning and memory.

Key Concepts

- **Advancement Combinations** add the values of two numbered pages of the same suit.
- Advancement Combinations may create the strength of a **Jack (11), Queen (12), or King (13)**.
- Advanced pages gain **rank strength only** and never gain a face page's Specialty Ability.
- One numbered page must come from the **Eye**, and one numbered page must come from the **Archive**.
- The Archive page used in an Advancement Combination is permanently removed from the game.
- If an **Advancement Combination is played against a natural Face Page with the exact same rank and suit, the natural Face Page wins the Chapter**.
- Natural Face Pages therefore retain priority over Advancement Combinations when both plays match exactly.

Resolving an Advancement Combination

When an Advancement Combination is used, the two pages forming it are **not achieved**.

Instead:

- The Archive page is removed from the game.
- The Eye page is removed from the game.

If the Advancement Combination wins the Chapter:

- The opponent's mastered page is achieved.
- That mastered page is placed into the winner's Archive.

The Advancement Combination itself never enters the Archive.

Strategy

Every Advancement Combination permanently consumes one achieved page from the Archive and one page from the Eye.

Using an Advancement Combination can provide immediate strength, but it also spends mastered knowledge that could have been useful later.

Guardians must decide whether to:

- Preserve an achieved numbered page in the Archive.
- Save an Eye page for a later Chapter.
- Combine the two to reach Jack, Queen, or King strength when the opportunity appears.

Knowing when to preserve pages and when to advance them is one of the most important strategic decisions in **Book of Clubs**.

Example

Player A selects:

Archive: 5♣

Eye: 6♣

The values are added:

$$5 + 6 = 11$$

The Advancement Combination becomes:

Jack Strength (11)

Player B plays:

10♦

Jack strength outranks 10.

The **Jack Strength Combination** is mastered over the **10♦**.

The **5♣** and **6♣** used to form the Combination are permanently removed from the game.

The Combination does not gain the Jack's **Infiltrator** ability.

Only Player B's mastered **10♦** is achieved and placed into Player A's Archive.

Looking Ahead

Not every Combination follows the standard Number and Suit Combination rules.

Some pages possess unique interactions that create **Special Combinations**.

These special interactions begin with the **Ace** and are explained in the next chapter.

Key Concepts

- Every Combination uses **one Archive page** and **one Eye page**.
- Archive pages cannot combine with other Archive pages.
- Eye pages cannot combine with other Eye pages.
- Number Combinations keep the shared number and adopt the higher-ranking suit.
- Suit Combinations keep the shared suit and adopt the higher number.
- A Combination counts as **one played page**.
- Combination pages are **removed from the game** after use.
- Only the opponent's mastered page is achieved when a Combination wins.
- Special Combinations are introduced in the next chapter.

Chapter 6 — Specialty Pages

Specialty Pages possess unique abilities that can alter the course of a Chapter and influence the larger game.

The Specialty Pages are:

- **Ace — Translator**
- **Jack — Infiltrator**

- **Queen — Keeper of the Books**
- **King — Conqueror**
- **Little Joker**
- **Big Joker**

Each Specialty Page affects a different part of the game. The Ace reveals hidden knowledge within the Eye. The Jack infiltrates the opponent's Eye. The Queen controls the Books. The King conquers pages from the opponent's Book. The Jokers create the game's most powerful draw and removal effects.

Unless specifically stated otherwise, a Specialty Page's ability activates **only when that page wins a Chapter**.

The losing guardian first completes the required replenishment. The winning Specialty Page's ability then activates.

6.1 — Ace: Translator

The Ace possesses the ability to **translate the Eye**.

When an Ace wins a Chapter, the losing guardian first draws **one replacement page** from their Book and places it face down into their Eye.

The winner may then privately view every face-down page within **their own Eye**, one page at a time.

After viewing a page, the winner returns it face down before viewing the next page.

Only the winner sees the translated pages.

The Ace provides knowledge of the pages within the winner's Eye without changing the number of pages in either Eye.

Ace Resolution

1. The Ace wins the Chapter.
2. The losing guardian draws one replacement page from their Book.
3. The winner privately views one face-down page in their own Eye.
4. The page is returned face down.
5. The winner repeats the process until every face-down page in their Eye has been translated.
6. Play proceeds normally.

Strategic Value

Because pages within the Eye normally remain hidden until played, the Ace gives its guardian valuable information about future options.

Remembering the identities of translated pages can help the guardian plan future Chapters, Specialty plays, and Combinations.

6.2 — Jack: Infiltrator

The Jack possesses the ability to **infiltrate the opponent's Eye**.

When a Jack wins a Chapter, the losing guardian first draws **one replacement page** from their Book and places it face down into their Eye.

The winner then chooses **one face-down page from the opponent's Eye without knowing its identity**.

Only the winner privately flips and views the selected page.

The opponent does not see the selected page.

After viewing it, the winner decides whether to **exchange** the page or **decline**.

Exchange

If the winner wants the selected page, they may exchange it for **one face-down page from their own Eye**.

The selected opponent page moves into the winner's Eye.

The winner then chooses one face-down page from their own Eye and places it **face down into the opponent's Eye**.

The page given to the opponent is not revealed.

Its identity remains unknown to the opponent until that page is later played or another game effect allows it to be revealed.

Both guardians maintain the same number of pages in their Eyes as a result of the exchange.

Decline

If the winner does not want the selected opponent page, it is returned **face down** to its original position in the opponent's Eye.

No exchange occurs.

The winner may not choose another page.

The Jack's ability then ends.

Jack Resolution

1. The Jack wins the Chapter.
2. The losing guardian draws one replacement page.
3. The winner chooses one face-down page from the opponent's Eye.
4. Only the winner privately flips and views the selected page.
5. The winner decides whether to **exchange or decline**.
6. If exchanging, the selected opponent page enters the winner's Eye.
7. The winner chooses one face-down page from their own Eye.
8. That page enters the opponent's Eye face down and unrevealed.
9. If declining, the selected opponent page returns face down to its original position.
10. Play proceeds normally.

Strategic Value

The Jack creates a calculated gamble.

The winner must select an opponent's page **before knowing what it is**. Only after privately viewing the selected page does the winner decide whether the exchange is worthwhile.

A valuable page can be taken while replacing it with an unknown page from the winner's own Eye. If the selected page is undesirable, the winner can decline the exchange.

6.3 — Queen: Keeper of the Books

The Queen possesses authority over the **Books**.

When a Queen wins a Chapter, the losing guardian first draws **one replacement page** from their Book and places it face down into their Eye.

The winner may then exchange their **entire Book** with the opponent's Book.

The exchange is optional.

If the winner accepts the exchange, the two complete Books switch guardians.

The pages within each Book remain in their existing order. Neither guardian may inspect or rearrange the Books as part of the exchange.

If the winner declines, both Books remain unchanged.

Queen Resolution

1. The Queen wins the Chapter.
2. The losing guardian draws one replacement page.
3. The winner decides whether to exchange Books.
4. If accepted, the two complete Books switch guardians.
5. The pages within each Book remain in their existing order.
6. If declined, both Books remain unchanged.

Strategic Value

The Queen allows a guardian to alter the future resources available to both players.

A Book that appears unfavorable can be exchanged for the opponent's, while the opponent inherits whatever possibilities remain within the winner's former Book.

6.4 — King: Conqueror

The King possesses the ability to **conquer a page from the opponent's Book**.

Unlike the Ace, Jack, and Queen, a King victory forces the losing guardian to draw **two pages** from their Book and place them face down into their Eye.

After the losing guardian completes the required draw, the winner conquers **one page from the opponent's Book**.

The conquered page is transferred into the winner's Book.

It becomes part of that Book and may later enter the winner's Eye through normal gameplay.

King Resolution

1. The King wins the Chapter.
2. The losing guardian draws two pages from their Book.

3. Both pages enter the losing guardian's Eye face down.
4. The winner takes one page from the opponent's Book.
5. The conquered page enters the winner's Book.
6. Play proceeds normally.

Strategic Value

The King attacks the opponent from two directions.

It increases the opponent's Eye by forcing a two-page draw while also taking a page from their Book.

This simultaneously strengthens the barrier the opponent must clear and reduces the number of pages remaining in their Book.

6.5 — Little Joker

The Little Joker masters every standard numbered and Face Page.

When the Little Joker wins a Chapter, the losing guardian draws **three pages** from their Book and places them face down into their Eye.

After the losing guardian completes the required draw, the winner chooses **one page from their own Eye** and permanently removes it from the game.

The removed page does not enter the Archive or either Book.

Little Joker Resolution

1. The Little Joker wins the Chapter.
2. The losing guardian draws three pages from their Book.
3. The pages enter the losing guardian's Eye face down.
4. The winner chooses one page from their own Eye.
5. The selected page is permanently removed from the game.
6. Play proceeds normally.

Strategic Value

The Little Joker affects both sides of the game at once.

The opponent gains three additional pages in their Eye, while the winner permanently removes one page from their own Eye.

Because reducing your own Eye is a primary path toward victory, the Little Joker can create a major shift in position.

6.6 — Big Joker

The Big Joker is the highest-ranking individual page in **Book of Clubs**.

It masters every standard numbered page, Face Page, and the Little Joker.

When the Big Joker wins a Chapter, the losing guardian draws **four pages** from their Book and places them face down into their Eye.

After the losing guardian completes the required draw, the winner chooses **two pages from their own Eye** and permanently removes them from the game.

The removed pages do not enter the Archive or either Book.

Big Joker Resolution

1. The Big Joker wins the Chapter.
2. The losing guardian draws four pages from their Book.
3. All four pages enter the losing guardian's Eye face down.
4. The winner chooses two pages from their own Eye.
5. Both pages are permanently removed from the game.
6. Play proceeds normally.

Strategic Value

The Big Joker creates the largest individual shift among the Specialty Pages.

The losing guardian's Eye can increase by four pages while the winner immediately removes two pages from their own Eye.

Its ability can dramatically change how close either guardian is to victory.

Specialty Page Quick Reference

Page	Opponent Draws	Winning Ability
Ace — Translator	1	Privately view every face-down page in your own Eye, one at a time, returning each face down.
Jack — Infiltrator	1	Select one opponent Eye page and privately view it. Exchange it for one hidden page from your own Eye or decline.
Queen — Keeper of the Books	1	May exchange your entire Book with the opponent's Book.
King — Conqueror	2	Conquer one page from the opponent's Book after the opponent draws.
Little Joker	3	Permanently remove one page from your own Eye.
Big Joker	4	Permanently remove two pages from your own Eye.

6.7 — Specialty Strength vs. Specialty Ability

Reaching the numerical strength of a Face Page does **not** automatically grant that Face Page's Specialty ability.

Under the Advancement Combination rules:

11 = Jack Strength
 12 = Queen Strength
 13 = King Strength

For example:

6♣ + archived 5♣ = 11 → Jack Strength

The Combination can compete at Jack strength, but it does **not** gain the Jack's **Infiltrator** ability.

Likewise:

8♦ + archived 4♦ = 12 → Queen Strength

The Combination has Queen strength but cannot exchange Books.

And:

10♥ + archived 3♥ = 13 → King Strength

The Combination has King strength but does not gain **Conqueror**.

Natural Face Pages retain their unique Specialty abilities.

This distinction is important:

Advancement Combinations gain the strength of a Face Page—not its identity or ability.

Key Concepts

- Specialty abilities belong to natural Specialty Pages.
- A Specialty ability activates when its page wins the Chapter.
- The losing guardian completes the required draw before the winning ability resolves.
- **Ace:** Privately translates the winner's own Eye.
- **Jack:** Privately infiltrates one selected page from the opponent's Eye.
- Only the Jack winner sees the selected opponent page.
- The Jack winner chooses the opponent's page **before knowing its identity**.
- After viewing it, the winner may exchange it for one face-down page from their own Eye or decline.
- The page given to the opponent remains hidden until later played or otherwise revealed.
- **Queen:** May exchange the Books.
- **King:** Forces a two-page draw and conquers one page from the opponent's Book.
- **Little Joker:** Forces a three-page draw and removes one page from the winner's Eye.
- **Big Joker:** Forces a four-page draw and removes two pages from the winner's Eye.
- Advancement Combinations may reach Jack, Queen, or King strength but do **not** receive their Specialty abilities.

What Comes Next

Now that the individual Specialty Pages and their abilities have been established, the next chapter explains what happens when certain pages work **together**.

Chapter 7 — Special Combinations

Not every Combination follows the standard Number, Suit, or Advancement Combination rules.

Certain Specialty Pages may be played together to create a unique and powerful play known as a **Special Combination**.

The **Ace + Jack Combination** is a Special Combination.

The Ace + Jack Combination

An **Ace and Jack of the same suit** may be played together as a Special Combination.

The four possible pairs are:

- **Ace of Clubs + Jack of Clubs**
- **Ace of Diamonds + Jack of Diamonds**
- **Ace of Hearts + Jack of Hearts**
- **Ace of Spades + Jack of Spades**

An Ace and Jack of different suits cannot form this Special Combination.

As with all Combinations, one page must come from the player's **Eye** and the other must come from the player's **Archive**.

Either arrangement is permitted:

Ace from Eye + Jack from Archive

or

Jack from Eye + Ace from Archive

The two pages are played together and count as **one play** during the Chapter.

Strength of the Ace + Jack Pair

The Ace + Jack pair possesses greater authority than any standard numbered or face page.

Only a **Joker** can master over the pair.

The extended page hierarchy is:

2 → 3 → 4 → 5 → 6 → 7 → 8 → 9 → 10 → Jack → Queen → King → Ace + Jack → Little Joker → Big Joker

Therefore:

- Ace + Jack masters over a King.
- Little Joker masters over Ace + Jack.

- Big Joker masters over Ace + Jack.

The Ace + Jack pair does not outrank either Joker.

Strength of the Ace + Jack Pair

Example:

A♣ + J♣

↓

Masters over

K♦

But:

Little Joker

↓

Masters over

A♣ + J♣

Caption: An Ace and Jack of the same suit form a Special Combination. Only the Little Joker or Big Joker can master over the pair.

Winning with the Ace + Jack Combination

When the Ace + Jack Combination wins a Chapter, resolve the Chapter using the normal Combination rules.

The Ace and Jack used to create the Combination are removed from the game.

They are not achieved and do not return to the Eye or Archive.

The opponent's losing page is mastered and achieved by the winner.

The opponent then draws **one replacement page** from their Book and places it into their Eye.

Only after the opponent has replenished their Eye does the Special Combination ability activate.

This ability is known as **Translator Infiltration**.

Translator Infiltration

Translator Infiltration combines the hidden knowledge of the Ace with the infiltration ability of the Jack.

After the opponent has drawn their replacement page, the winner may **peek at every face-down page in the opponent's Eye, one page at a time**.

Once the winner has translated the opponent's entire Eye, infiltration begins.

The winner:

1. Chooses **one page from the opponent's Eye**.
2. Moves the chosen page into their own Eye.
3. Chooses **one face-down page from their own Eye**.
4. Moves the **face-down page** to opponent's Eye.

The page taken from the opponent therefore enters the winner's Eye, while one of the winner's existing pages is hidden in the opponent's eye.

Resolving the Special Combination

The complete sequence is:

1. The Ace + Jack Combination wins the Chapter.
2. The opponent's page is mastered.
3. The opponent's mastered page is achieved into the winner's Archive.
4. The Ace and Jack used in the Combination are removed from the game.
5. The opponent draws one replacement page from their Book.
6. The winner peeks at every face-down page in the opponent's Eye, one at a time.
7. Each translated page is returned face down to its original position.
8. The winner chooses one opponent Eye page and moves it into their own Eye.
9. The winner chooses one face-down page from their own Eye and places it in opponent's eye.
10. Check for victory.

Strategic Value

The Ace + Jack Combination gives a guardian something ordinary Combinations cannot provide: **knowledge before selection**.

The winner does not have to infiltrate the opponent's Eye blindly. They first learn the identities and positions of the hidden pages and can then choose which page they want to take.

At the same time, one face-down page from the winner's own Eye is moved into the Archive, reducing the number of pages remaining in their barrier.

Completing the Combination requires both a matching-suit Ace and Jack to reach the correct locations—one in the Eye and one in the Archive—making preparation and timing important.

Key Concepts

- An **Ace and Jack of the same suit** may form a Special Combination.
- All four suits may create the Ace + Jack Combination.
- An Ace and Jack of different suits cannot form the Special Combination.
- One page must come from the **Eye** and one from the **Archive**.
- The pair counts as one play.
- Ace + Jack masters over every numbered page and face page.
- **Only a Little Joker or Big Joker can master over the pair.**
- The Ace and Jack used in the Combination are removed from the game after play.
- The opponent's mastered page is achieved by the winner.
- The opponent replenishes their Eye **before Translator Infiltration activates**.
- The winner translates the opponent's face-down Eye pages one at a time.
- The winner then takes one chosen opponent page into their own Eye.
- One face-down page from the winner's Eye is placed face up into the winner's Archive.

Chapter 8 — Winning the Game

The battle continues until one guardian successfully penetrates the Eye or prevents their opponent from continuing.

There are **two ways to win** a game of **The Book of Clubs**.

Victory by Penetrating the Eye

The primary objective of the game is to remove every page from your own Eye.

Each Chapter mastered, each Combination played, and each Specialty Page used brings your guardian closer to penetrating the Eye.

When your Eye contains **no remaining pages**, you immediately win the game.

You have successfully penetrated the Eye and reached the worlds beyond.

Victory by Book Exhaustion

A guardian also wins if their opponent can no longer replenish their Eye.

Whenever a guardian loses a Chapter, they must replenish their Eye according to the winning page's replenishment value.

If their Book cannot provide the required number of pages, that guardian immediately loses the game.

The Foundation Page does not count as a playable page and cannot be drawn to satisfy this requirement.

Simultaneous Victory

If resolving a Chapter causes both guardians to satisfy a victory condition, do not end the game immediately when the first condition occurs.

Complete all effects of the Chapter before determining the winner.

Resolve the Chapter in this order:

1. Determine the Chapter winner.
2. Complete all required replenishment.
3. Resolve all applicable Specialty Page abilities.
4. Check all victory conditions.

If both guardians satisfy a victory condition after the Chapter has been fully resolved, the guardian who won that Chapter wins the game.

Ending the Journey

Once a victory condition has been met, the battle ends immediately.

No further Chapters are played.

The winner has successfully broken through the Eye while preventing their opponent from doing the same.

Key Concepts

- There are **two victory conditions**.
- Remove every page from your own Eye to penetrate the Eye and win.
- A guardian also wins if the opponent cannot replenish their Eye because their Book has been exhausted.
- The Foundation Page never counts as a drawable page.
- Victory is checked after the entire Chapter has been resolved, including all Specialty Page abilities.
- If both players would win during the same Chapter, the guardian who won that Chapter is the winner.

Chapter 9 — Multiplayer Games

Book of Clubs can expand beyond the standard two-player game to include three or four guardians competing around the same shared Eye.

Multiplayer games follow the same core rules established for the standard game. Page hierarchy, suit hierarchy, Initiative, Books, Archives, Combinations, Specialty Pages, and victory conditions remain in effect unless specifically modified in this chapter.

All guardians participate in every Chapter.

9.1 — Three-Player Game

Three-Player Game Deck

A three-player game uses **36 total pages**.

The Game Deck consists of:

- The same **10 Signature Pages**
- **26 randomly selected pages** from the remaining available pages

Shuffle all 36 pages together before setup.

Three-Player Setup

Each guardian receives:

- **5 face-down pages** to form their section of the Eye
- **7 pages** to form their Book

Each guardian places their Book **to their right** and maintains their own Archive.

The complete setup uses all 36 pages:

15 Eye Pages + 21 Book Pages = 36 Total Pages

All three guardians compete around the same shared Eye.

Playing a Three-Player Chapter

All three guardians participate in every Chapter.

The guardian with **Initiative** plays first. Play then continues until all three guardians have played.

Pages do not need to be revealed simultaneously. Each guardian simply selects a page from their Eye and plays it when it is their turn.

Once all three plays have been made, compare them according to the standard page and suit hierarchy.

The guardian with the **highest-ranking play** wins the Chapter over both opponents.

Mastering the Chapter

The winning play masters over both losing plays.

The winner achieves **both opponents' played pages** and places them face up in their Archive according to the normal rules.

Example

Player A plays:

10♣

Player B plays:

8♦

Player C plays:

6♣

The **10♣** wins the Chapter.

Player A achieves both the **8♦** and **6♣** and places them face up in their Archive.

Replenishing the Eyes

Both losing guardians replenish their Eyes independently from their own Books.

Each losing guardian draws the full number of pages required by the winning play.

The required draw is not divided between the two losing guardians.

Initiative

The guardian who wins the Chapter gains **Initiative** for the next Chapter.

That guardian plays first when the next Chapter begins.

Combinations in a Three-Player Game

All standard Combination rules remain in effect.

Guardians may use:

- Advancement Combinations
- Special Combinations

A Combination still counts as **one play** during the Chapter.

If a Combination wins, it masters over both opposing plays.

Both losing pages are achieved according to the normal Combination rules, and the pages used to create the Combination are resolved according to their standard rules.

Specialty Pages — Three Players

Specialty Pages retain their standard abilities with the following adjustments for two opponents.

Ace — Translator

When an **Ace** wins a three-player Chapter, both losing guardians first replenish their Eyes.

The winner then privately translates their **own Eye**, exactly as in the standard game.

The winner may peek at every face-down page in their Eye, **one page at a time**, returning each page face down to its original position before viewing the next.

Only the winner sees the translated pages.

Jack — Infiltrator

When a **Jack** wins a three-player Chapter, both losing guardians first replenish their Eyes.

The winner then chooses **one face-down page from each opponent's Eye**.

The winner privately flips and views each selected page.

Only the winner sees their identities.

The two selected pages are then compared according to the normal page and suit hierarchy.

If the winner chooses to use the Jack's exchange ability, the **stronger of the two selected pages** is the page eligible to be taken.

The winner may either accept the stronger page or decline the exchange.

If the Winner Exchanges

The stronger selected opponent page is moved into the winner's Eye.

The winner then chooses **one face-down page from their own Eye** and places it face down into the Eye of the opponent whose page was taken.

The replacement page remains hidden.

The opponent does not see its identity until that page is later played or another game effect allows it to be revealed.

The selected page belonging to the other opponent is returned face down to its original position.

Only **one exchange** occurs.

If the Winner Declines

Both selected opponent pages are returned face down to their original positions.

The winner may not select different pages.

The Jack's ability ends.

Three-Player Jack Resolution

1. The Jack wins the Chapter.
2. Both opponents replenish their Eyes.
3. The winner chooses one face-down page from each opponent's Eye.
4. Only the winner privately views both selected pages.
5. Determine which selected page is stronger.
6. The winner chooses whether to exchange for the stronger page or decline.
7. If accepted, the stronger page enters the winner's Eye.
8. The winner gives one face-down Eye page to the guardian whose page was taken.
9. The replacement page remains hidden from that guardian.
10. The other selected page returns face down to its original position.

Queen — Keeper of the Books

When a **Queen** wins a three-player Chapter, both losing guardians first replenish their Eyes.

The winner then chooses **one opponent**.

The winner may exchange their entire Book with the chosen opponent's Book.

The third guardian's Book remains unchanged.

The exchange remains optional.

King — Conqueror

When a **King** wins a three-player Chapter, both losing guardians draw **two pages** from their respective Books.

After both draws are complete, the winner conquers **one page from each opponent's Book**.

Both conquered pages are placed into the winner's Book.

A King can therefore conquer **two pages total** in a three-player Chapter.

Little Joker

When the **Little Joker** wins a three-player Chapter, both losing guardians draw **three pages** from their respective Books.

After both opponents complete their draws, the winner chooses **one page from their own Eye** and permanently removes it from the game.

The removed page does not enter an Archive or Book.

Little Joker Effect

Opponent 1: Draws 3 pages

Opponent 2: Draws 3 pages

Winner: Removes 1 page from their own Eye

Big Joker

When the **Big Joker** wins a three-player Chapter, both losing guardians draw **four pages** from their respective Books.

After both opponents complete their draws, the winner chooses **two pages from their own Eye** and permanently removes them from the game.

Neither removed page enters an Archive or Book.

Big Joker Effect

Opponent 1: Draws 4 pages

Opponent 2: Draws 4 pages

Winner: Removes 2 pages from their own Eye

Ace + Jack Special Combination — Three Players

An **Ace and Jack of the same suit** may form the Ace + Jack Special Combination in a three-player game.

One page must come from the Eye and the other from the Archive.

The Ace + Jack pair masters over every standard numbered and face page.

Only the **Little Joker** or **Big Joker** can master over the pair.

If the Ace + Jack Combination wins, both losing guardians first replenish their Eyes.

The winner then privately translates **every face-down page in both opponents' Eyes, one page at a time**.

Only the winner sees the translated pages.

Each page is returned face down to its original position after being viewed.

After translating both Eyes, the winner chooses **one known page from either opponent's Eye** and moves it into their own Eye.

The winner then chooses **one face-down page from their own Eye** and places it face down into the Eye of the opponent whose page was taken.

The replacement page remains hidden from that opponent.

Only one exchange occurs.

Unlike a natural Jack, the Ace + Jack Combination allows the winner to know the identities and locations of all available pages in both opposing Eyes before choosing which page to infiltrate.

The Ace and Jack used to form the Combination are removed from the game according to the standard Special Combination rules.

Winning a Three-Player Game

The objective remains the same as in the standard game:

Be the first guardian to remove every page from your own Eye.

The standard Book-exhaustion victory condition also remains in effect.

If a guardian is required to replenish their Eye but cannot draw the required number of pages from their Book, resolve the situation according to the standard victory rules.

9.2 — Four-Player Game

A four-player game follows the same multiplayer structure, with four guardians competing in every Chapter.

Four-Player Game Deck

A four-player game uses **48 total pages**.

The Game Deck consists of:

- The same **10 Signature Pages**
- **38 randomly selected pages** from the remaining available pages

Shuffle all 48 pages together before setup.

Four-Player Setup

Each guardian receives:

- **5 face-down pages** to form their section of the Eye
- **7 pages** to form their Book

Each guardian places their Book **to their right** and maintains their own Archive.

The complete setup uses all 48 pages:

20 Eye Pages + 28 Book Pages = 48 Total Pages

All four guardians compete around the same shared Eye.

Playing a Four-Player Chapter

All four guardians participate in every Chapter.

The guardian with **Initiative** plays first. Play then continues around the Eye until all four guardians have played.

Pages are not revealed simultaneously. Each guardian selects and plays their page when it is their turn.

Once all four plays have been made, compare them according to the standard page and suit hierarchy.

The guardian with the **highest-ranking play wins the Chapter over all three opponents.**

Mastering the Chapter

The winning play masters over all three losing plays.

The winner achieves **all three opponents' played pages** and places them face up in their Archive according to the normal rules.

Example

Player A plays:

10♣

Player B plays:

9♦

Player C plays:

7♣

Player D plays:

4♥

The **10♣** wins the Chapter.

Player A achieves the **9♦, 7♣, and 4♥** and places all three pages face up in their Archive.

Replenishing the Eyes

All three losing guardians replenish their Eyes independently from their own Books.

Each losing guardian draws the full number of pages required by the winning play.

The required draw is not divided among the losing guardians.

Initiative

The guardian who wins the Chapter gains **Initiative** for the next Chapter.

That guardian plays first when the next Chapter begins.

Play then continues around the Eye in the established direction.

Combinations in a Four-Player Game

All standard Combination rules remain in effect.

Guardians may use:

- Advancement Combinations
- Special Combinations

A Combination counts as **one play**.

If a Combination wins, it masters over all three opposing plays.

The three losing pages are achieved according to the normal Combination rules, while the pages used to create the Combination are resolved according to their standard rules.

Specialty Pages — Four Players

Specialty Pages retain their standard abilities with the following adjustments for three opponents.

Ace — Translator

When an **Ace** wins a four-player Chapter, all three losing guardians first replenish their Eyes.

The winner then privately translates their **own Eye**, exactly as in the standard game.

The winner may peek at every face-down page in their Eye, **one page at a time**, returning each page face down to its original position before viewing the next.

Only the winner sees the translated pages.

Jack — Infiltrator

When a **Jack** wins a four-player Chapter, all three losing guardians first replenish their Eyes.

The winner then chooses **one face-down page from each opponent's Eye**.

The winner privately flips and views all three selected pages.

Only the winner sees their identities.

The three selected pages are compared according to the normal page and suit hierarchy.

If the winner chooses to use the Jack's exchange ability, the **strongest of the three selected pages** is the page eligible to be taken.

The winner may either accept the strongest page or decline the exchange.

If the Winner Exchanges

The strongest selected opponent page is moved into the winner's Eye.

The winner then chooses **one face-down page from their own Eye** and places it face down into the Eye of the opponent whose page was taken.

The replacement page remains hidden.

The opponent does not see its identity until that page is later played or another game effect allows it to be revealed.

The selected pages belonging to the other two opponents are returned face down to their original positions.

Only **one exchange** occurs.

If the Winner Declines

All three selected opponent pages are returned face down to their original positions.

The winner may not select different pages.

The Jack's ability ends.

Four-Player Jack Resolution

1. The Jack wins the Chapter.
2. All three opponents replenish their Eyes.
3. The winner chooses one face-down page from each opponent's Eye.
4. Only the winner privately views all three selected pages.
5. Determine which selected page is strongest.
6. The winner chooses whether to exchange for the strongest page or decline.
7. If accepted, the strongest page enters the winner's Eye.
8. The winner gives one face-down Eye page to the guardian whose page was taken.
9. The replacement page remains hidden from that guardian.
10. The other selected pages return face down to their original positions.

Queen — Keeper of the Books

When a **Queen** wins a four-player Chapter, all three losing guardians first replenish their Eyes.

The winner chooses **one opponent**.

The winner may exchange their entire Book with that opponent's Book.

The other two Books remain unchanged.

The exchange is optional.

King — Conqueror

When a **King** wins a four-player Chapter, all three losing guardians draw **two pages** from their respective Books.

After the draws are complete, the winner conquers **one page from each opponent's Book**.

All three conquered pages are placed into the winner's Book.

A King can therefore conquer **three pages total** in a four-player Chapter.

Little Joker

When the **Little Joker** wins a four-player Chapter, all three losing guardians draw **three pages** from their respective Books.

After all three opponents complete their draws, the winner chooses **one page from their own Eye** and permanently removes it from the game.

The removed page does not enter an Archive or Book.

Little Joker Effect

Opponent 1: Draws 3 pages

Opponent 2: Draws 3 pages

Opponent 3: Draws 3 pages

Winner: Removes 1 page from their own Eye

Big Joker

When the **Big Joker** wins a four-player Chapter, all three losing guardians draw **four pages** from their respective Books.

After all three opponents complete their draws, the winner chooses **two pages from their own Eye** and permanently removes them from the game.

Neither removed page enters an Archive or Book.

Big Joker Effect

Opponent 1: Draws 4 pages

Opponent 2: Draws 4 pages

Opponent 3: Draws 4 pages

Winner: Removes 2 pages from their own Eye

Ace + Jack Special Combination — Four Players

An **Ace and Jack of the same suit** may form the Ace + Jack Special Combination in a four-player game.

One page must come from the Eye and the other from the Archive.

The Ace + Jack pair masters over every standard numbered and face page.

Only the **Little Joker** or **Big Joker** can master over the pair.

If the Ace + Jack Combination wins, all three losing guardians first replenish their Eyes.

The winner then privately translates **every face-down page within all three opponents' Eyes, one page at a time.**

Only the winner sees the translated pages.

Each page is returned face down to its original position after being viewed.

After translating all three Eyes, the winner chooses **one known page from any opponent's Eye** and moves it into their own Eye.

The winner then chooses **one face-down page from their own Eye** and places it face down into the Eye of the opponent whose page was taken.

The replacement page remains hidden from that opponent.

Only one exchange occurs.

Unlike a natural Jack, the Ace + Jack Combination allows the winner to know the identities and locations of all available pages in all three opposing Eyes before choosing which page to infiltrate.

The Ace and Jack used to form the Combination are removed from the game according to the standard Special Combination rules.

Winning a Four-Player Game

The objective remains unchanged:

Be the first guardian to remove every page from your own Eye.

The standard Book-exhaustion victory condition also remains in effect.

If a guardian is required to replenish their Eye but cannot draw the required number of pages from their Book, resolve the situation according to the standard victory rules.

Multiplayer Quick Reference

Three Players

- **36 total pages**
- **Same 10 Signature Pages**
- **26 random pages**
- **5 Eye pages per guardian**
- **7 Book pages per guardian**
- All three guardians participate in every Chapter
- Highest-ranking play masters over both losing plays
- Both losing guardians replenish independently
- Winner achieves both losing pages
- Chapter winner gains Initiative
- Jack privately views one selected page from each opponent; only the stronger selected page may be exchanged
- Queen chooses one opponent for a Book exchange
- King conquers one Book page from each opponent
- Little Joker forces both opponents to draw 3 and removes 1 page from the winner's Eye
- Big Joker forces both opponents to draw 4 and removes 2 pages from the winner's Eye

Four Players

- **48 total pages**

- Same **10 Signature Pages**
- **38 random pages**
- **5 Eye pages per guardian**
- **7 Book pages per guardian**
- All four guardians participate in every Chapter
- Highest-ranking play masters over all three losing plays
- All three losing guardians replenish independently
- Winner achieves all three losing pages
- Chapter winner gains Initiative
- Jack privately views one selected page from each opponent; only the strongest selected page may be exchanged
- Queen chooses one opponent for a Book exchange
- King conquers one Book page from each opponent
- Little Joker forces all opponents to draw 3 and removes 1 page from the winner's Eye
- Big Joker forces all opponents to draw 4 and removes 2 pages from the winner's Eye

Unless specifically modified in this chapter, **all standard Book of Clubs rules remain in effect during multiplayer games.**

Chapter 10 — Alternative Game Variants

Once players are familiar with the standard rules, **Book of Clubs** can be modified by changing which pages are included among the Signature Pages.

These alternate setups create different strategic environments while preserving the same core rules.

One simple variant is to replace certain Signature Pages with other cards before constructing the Game Deck.

For example:

- Remove the **Little Joker**
- Remove the **Big Joker**
- Add the **Jack of Clubs**
- Add the **Queen of Clubs**

The total number of Signature Pages remains the same, but the balance of the game changes.

Removing the Jokers reduces the number of extreme draw effects and Eye-removal abilities, while adding additional Clubs face pages increases the importance of Specialty Page strategy and the highest-ranking suit.

Other Signature Page substitutions may also be used to create new versions of the game.

As long as the total deck size and setup requirements remain unchanged, players may experiment with different Signature Page combinations to create alternate forms of **Book of Clubs**.

Variant Principle

Change the Signature Pages, not the core rules.

The Eye, Books, Archives, Chapters, Combinations, Specialty abilities, Initiative, and victory conditions remain the same unless a specific variant states otherwise.

Chapter 11 — Point Play

Book of Clubs may also be played using an optional point system that adds stakes to individual Chapters while preserving the standard objective of the game.

Guardians may wager points throughout the game. Winning and losing Chapters changes each guardian's point balance, which can rise above or fall below zero as the game progresses.

The winner of the overall game keeps their final point balance. The loser's balance returns to zero.

Wagering Points

Before a Chapter is played, guardians agree on the number of points being wagered.

Once the wager is established, the Chapter is played according to the normal rules.

The wager affects the guardians' point balances but does not change how the Chapter itself is resolved.

Pages are still mastered, achieved, replenished, exchanged, or removed according to the standard rules.

Winning a Chapter

When a guardian wins the Chapter, the wagered number of points is **added to their point balance**.

Example

A guardian begins with:

20 Points

The Chapter wager is:

5 Points

The guardian wins.

$20 + 5 = 25$ Points

The guardian now has:

25 Points

Losing a Chapter

When a guardian loses the Chapter, the wagered number of points is **subtracted from their point balance**.

Example

A guardian begins with:

20 Points

The Chapter wager is:

5 Points

The guardian loses.

$20 - 5 = 15$ Points

The guardian now has:

15 Points

Negative Points

A guardian's point balance may fall **below zero**.

A guardian does not need enough points in their current balance to cover a Chapter wager.

If the guardian loses and the wager is greater than their current point balance, the remaining amount carries into negative points.

Example

A guardian has:

3 Points

The Chapter wager is:

5 Points

The guardian loses.

 $3 - 5 = -2$ Points

The guardian now has:

-2 Points

The negative balance does not eliminate the guardian or prevent them from continuing to wager points.

Recovering From Negative Points

Future Chapter victories are added to a negative balance in the same way they are added to a positive balance.

Example

A guardian has:

-2 Points

The next Chapter wager is:

5 Points

The guardian wins.

-2 + 5 = 3 Points

The guardian now has:

3 Points

A guardian can therefore move between positive and negative point balances throughout the game.

There is no lower limit to a guardian's point balance.

Winning the Game

Individual Chapters determine point gains and losses, but they do **not** replace the standard objective of Book of Clubs.

The normal victory conditions still determine the winner of the game.

When the game ends:

Winner → Keeps their final point balance

Loser → Returns to 0 Points

This means winning individual Chapters is not enough to secure the points accumulated during play.

A guardian may build a large positive balance throughout the game and still lose those points if they lose the overall game.

Likewise, a guardian may fall into negative points during the game and continue competing for the final victory.

\$CLUBS Integration

Game Points may serve as an **interchangeable value system with \$CLUBS tokens** in versions of Book of Clubs that support \$CLUBS integration.

The conversion or redemption rate between Game Points and \$CLUBS may be established by the specific platform, event, or version of the game.

The Point Play system itself remains:

Wager Points → Win or Lose Chapters → Build a Positive or Negative Balance → Win the Game to Keep the Final Points

\$CLUBS integration is not required to play the standard tabletop game.

Any version involving actual \$CLUBS token conversion, redemption, or wagering may operate under separate eligibility, platform, redemption, and legal requirements.

Point Play Quick Reference

- Point Play is an optional Book of Clubs format.
- Guardians agree on a point wager before each Chapter.
- **Win the Chapter → Add the wagered points.**
- **Lose the Chapter → Subtract the wagered points.**
- Point balances may fall below zero.
- Guardians may continue wagering while holding negative points.
- Winning later Chapters can move a guardian out of a negative balance.
- There is no lower limit to a guardian's point balance during the game.
- Point wagers do not alter the normal resolution of a Chapter.
- The overall game is still won according to the standard victory conditions.
- The winner keeps their final point balance.
- The loser's final point balance returns to **0**.
- Game Points may be interchangeable with **\$CLUBS tokens** in versions that support \$CLUBS integration.

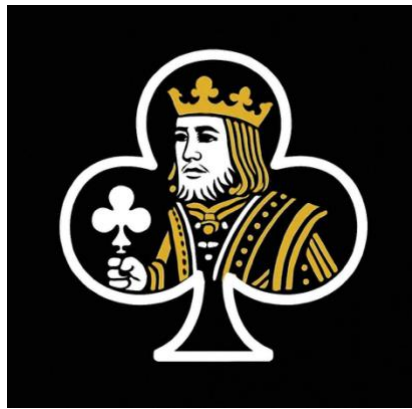
Point Play Principle

Win Chapters to build your points. Lose Chapters and they can fall below zero. Win the game to keep what you've earned.

The Eye is open. The pages are set. Now master your Chapter.

Adapted from the *Book of Clubs* novel and story franchise, written by author Eye Q and consultant Jamaal Zyad.

A CLUBS Productions game, a division of Storybook.



For more information about *Book of Clubs*, visit:

www.bookofclubs.com