DRAW PHASE:
DRAW 1 CARD, THEN CLEAR YOUR CAST ZONE.

MAIN PHASE:
YOU CAN PLACE UP THE 3 CARDS ON YOUR SIDE OF THE PLAYING FIELD EITHER IN THE STACK ZONE OR IN THE CAST ZONE. YOU CAN PLACE AN ACE ON TOP OF A COMBINATION DURING THE MAIN PHASE OF YOUR TURN.
YOU CAN DISCARD A JACK, QUEEN OR KING TO JUMP STACK.
DRAW 1 CARD AS A RESULT OF LEVELING UP ONCE PER TURN.

COMBAT PHASE:
SUPPORT (S) > GUARD (G) > ATTACK (A/D)
DRAW 1 CARD FOR EVERY CARD SENT FROM THE STACK ZONE ON YOUR SIDE OF THE PLAYING FIELD TO THE DISCARD PILE.

END PHASE:
DRAW 1 CARD IF YOU ACTIVATED A COMBINATION.
GAME ELEMENTS

BACON PROJECT IS A GAME COMPOSED OF ELEMENTS THAT MIGHT ALREADY BE WITHIN YOUR REACH!

◆ A STANDARD DECK OF 54 CARDS.

VERIFY THAT YOUR DECK IS COMPLETE WITH: 4 EXAMPLES OF CARDS NUMBERED FROM 2 TO 10 ALONGSIDE 4 EXAMPLES OF THE JACK, QUEEN AND KING, 4 ACES AND 2 JOKERS.

EACH SET OF CARDS MUST INCLUDE 2 DIFFERENT COLORS.

PLAYERS MAY CHOOSE TO REPLACE THE STANDARD DECK WITH OUR CUSTOMIZE DECK OF CARDS FOR AN EVEN GREATER EXPERIENCE!

◆ A CHARACTER PROFILE CARD

CHARACTER PROFILES CAN BE FOUND ON OUR OFFICIAL WEBSITE; READY TO BE PRINTED OUT ON PAPER, OR SAVED TO A TABLET DEVICE!

CHARACTER PROFILES ARE OCCASIONALLY MODIFIED OVER TIME. SHOULD CHANGES EVER BE ANNOUNCED ONLINE, BE SURE TO SEE THE DETAILS ON OUR WEBSITE.
SET UP

Now that you own a character profile and a standard deck of cards, it is time to set up the playing field.

A player’s side of the field is composed of a stack zone and a cast zone.

◆ The **cast zone** is symbolized by the 🍀 icon; referring to the abilities that you can activate during your turn.

◆ The **stack zone** is symbolized by the ⭕ icon; referring to your level and health total.

Before players take turns shuffling the standard deck, the two must be in the possession of an ace in addition to a previously selected character profile. After obtaining one of these two cards, the player is expected to position their ace card in the stack zone on their side of the playing field.

A standard deck of 54 cards, and a zone for the disposal of cards is shared between players.

The following page (p.4) reveals the state of a game shortly after the process of setting up the playing field. With an ace situated on both sides of the playing field, every other zone should be empty before a player’s first turn on the game.

Players may consult every visible element situated on the playing field at any given time.
THE PROFILE THAT YOU CHOOSE AT THE BEGINNING OF THE GAME WILL DETERMINE THE ACTIONS THAT YOU CAN PERFORM ALL THROUGHOUT THE GAME.

CHARACTER’S NAME

LIST OF BASIC ABILITIES

ULTIMATE ABILITY !!!

BASE LEVEL
A character’s starting level which is also represented by the ace situated in the stack zone.

DIFFICULTY
EASY: This character has a good balance between attack and defense. Perfect to learn the game.
MEDIUM: This character requires good game sense and resource management to be handled properly.
HARD: This character will take the advantage through unusual ways and/or will have a resource economy that is hard to handle.

34 of the cards included in a standard 54 - card deck are numbered from 2 to 10. A character’s set of abilities are defined by those numbers.

Cards placed in the cast zone on your side of the playing field will trigger the corresponding abilities that are listed on your selected character profile.

The effects of those abilities will then activate during the combat phase of that turn.

BACon PROJECT is a game that primarily utilizes the numerical value of cards. The applications of a card’s color is rare.

NOW THAT THE PLAYING FIELD IS READY, BOTH PLAYERS START BY DRAWING 6 CARDS FROM THE TOP OF THE STANDARD DECK.

TURN PHASES

A PLAYER’S TURN IS COMPOSED OF 4 PHASES:

◆ DRAW PHASE (P.6)
◆ MAIN PHASE (P.7)
◆ COMBAT PHASE (P.11)
  DAMAGE IMPLICATION
◆ END PHASE (P.14)

THE TURN PLAYER IS THE ONLY PLAYER THAT CAN DECLARE PHASES DURING THEIR TURN. THAT PLAYER IS THEREFORE DEEMED TO BE «ATTACKING» WHILE THE OTHER PLAYER IS «DEFENDING».

DRAW PHASE

AT THE BEGINNING OF YOUR TURN, DRAW 1 CARD FROM THE TOP OF THE STANDARD DECK. CARDS THAT YOU PREVIOUSLY PLACED IN THE CAST ZONE ARE SENT TO THE DISCARD PILE DURING THIS PHASE OF YOUR TURN.

IF YOU ARE ABOUT TO PERFORM YOUR FIRST PHASE OF THE GAME:
REVEAL A NUMBER OF CARDS FROM THE TOP OF THE STANDARD DECK INSTEAD OF ONLY DRAWING 1 CARD. ADD ONE OF THOSE CARDS TO YOUR HAND. THEN, SEND THE OTHER CARDS OVER TO THE DISCARD PILE.

The number of cards revealed is determined by your character’s base level:
- A base level of 2 will allow you to reveal 4 cards.
- A base level of 3 will allow you to reveal 3 cards.
- A base level of 4 will allow you to reveal 2 cards.
**MAIN PHASE**

Cards can only be placed on the playing field, either in the **Stack Zone** or the **Cast Zone**, during this phase of a player’s turn. Note that you can only place cards in the zones situated on your side of the playing field.

**MAIN PHASE, CAST ZONE**

Cards placed in the Cast Zone situated on your side of the playing field trigger the corresponding abilities that are listed on your selected Character Profile. The effects of those abilities will then activate during the combat phase of that turn.

For example: The number of a card placed in my Cast Zone is 5.

My ability defined by the number 5 is Voltaic Eruption, which is therefore activated during the combat phase.

( Image extracted from Hector’s profile )

You can only place a card in the Cast Zone if the numerical value of that card is equal or below the level of your character!

**MAIN PHASE, STACK ZONE**

The Stack Zone represents the level and health points of a character. Cards placed in the Stack Zone do not trigger any of the abilities listed on a character profile.

Your character’s level is defined by the card with the highest numerical value situated in the Stack Zone on your side of the playing field.

Your character’s starting level is defined by your character’s «Base».

A character’s level can be increased by either sequential stacking or jump stacking.

Draw 1 card as a result of either sequential stacking or jump stacking for the first time during each of your turns.

Sequential stacking can be done by placing a card in your stack zone whereby the numerical value of that card is 1 digit higher than the current level of your character.

For example, I am currently **Level 4** (base level), and I choose to place a 5 over my ace in the stack zone. I draw a card as a result.

Now that I am level 5, I proceed to level up a second time.
**MAIN PHASE, STACK ZONE**

Jump stacking can be done by discarding either a Jack, Queen or King during the main phase. Doing so will temporarily increase your character’s level by 1 until the end of your turn. You can as a result, place a card on top of the others in your stack zone whereby the numerical value of that card is 1 digit higher than the temporary level of your character.

**Example:** I am level 4 (base), and I discard a Jack to level up! I then place a 6 in my stack zone. I was successfully able to jump as a result.

You can only place up to 3 cards in the stack zone during each of your turns.

**Example:** I am level 4 (base), and discard a Queen to level up! I then place a 6 in my stack zone. Since I also have a 7 in my hand, I decide to level up a second time.

During the **main phase** of your turn, you can also move the top card of your stack zone to the cast zone.

During the **combat phase**, that card will activate the effects of the corresponding ability.

A player can only perform this action once per turn.

---

**COMBINATIONS**

You can place multiple cards in the cast zone on your side of the playing field, but only if the numerical difference between each of those cards is of 1 digit—

And if the card with the lowest numerical value present in that combination is equal or less than the current level of your character.

For example, I am level 5, and I decide to place a 5 in my cast zone. I can then place a 4 and a 6 alongside that card from my hand. During the combat phase, I proceed to activate the corresponding abilities.

A maximum of 3 cards can be placed in the stack zone, and a maximum of 3 cards can be placed in the cast zone (excluding the Ace) during each of your turns.

The Ace is a card that can only be placed in the cast zone on top of any card combination.

For example, I am level 5, and I decide to place a 5 in my cast zone. I can then place a 4, 6, and an Ace. During the combat phase, I proceed to activate the corresponding abilities.
**ABILITY TYPES**

**DEFENSE**: These types of abilities enable the user to obtain cards outside of the draw phase, and prevent damage from their adversary.

**GUARD (G)** type abilities serve to FORTIFY a player’s defenses.

**SUPPORT (S)** type abilities serve to RESTORE a player’s hand with an abundance of cards from the main deck.

**OFFENSE**: These types of abilities allow the user to deal damage points to an opponent’s character.

**DIRECT (D) AND AIR (A)** type abilities serve to WEAKEN a target player’s defenses and resources. It is by activating these abilities that one can hope to defeat their opponent and win a game of Bacon Project.

If you ever cast a combo that triggers multiple offensive type abilities, the damage value of those abilities combine to form a single offensive type ability. This is also true for their effects. If a direct (D) and air (A) are present in one combo, they combine to form a single air type ability.

**COMBAT PHASE**

Effects of abilities activate during the combat phase of the user’s turn and in a specific order.

**SUPPORT (S) > GUARD (G) > OFFENSE (A/D)**

Cards remain active as long as they are situated in the cast zone.

**COMBAT PHASE, DAMAGE CALCULATIONS**

In response to an offensive type ability, send a number of cards from your hand to the discard pile whereby the combined numerical value of those cards is equal or greater than the combined value of damage points.

The value of these cards are treated as a player’s **DEFENSE POINTS**.

Your character’s level, and the card with the highest numerical value situated in the cast zone of a player targeted by the offensive type ability reduces the amount of damage points dealt to that player.

The value of these cards are a player’s **STANDARD DEFENSE**.

The following cards can also provide defense points to the user:

**VALLET = 11  DAME = 12  ROI = 13  AS = 14  JOKER = 0**

My opponent is dealing 20 damage points to my character. My level reduces that value, while my cast zone is empty.

I need to discard a number of cards until I gain another 15 defense points. I choose to discard a King (13) and a 4 to accumulate a total of 22 defense points; enough to successfully block the attack.
**COMBAT PHASE, DAMAGE CALCULATIONS**

You can also send cards that are present in your **Stack Zone** to the discard pile in response to an offensive type ability.

Cards must be sent to the discard pile in a specific order: **Rising** from the one situated at the **Bottom** of the **Stack Zone** pile (i.e., starting with the Ace). Draw 1 card for every card sent from your **Stack Zone** to the discard pile.

Even in the **Stack Zone**, the Ace is worth 14 Defence Points.

---

**END PHASE**

If a combination is present in your Cast Zone during the End Phase of your turn, draw 1 card.

Players can «tap» the cards in a combination. This action consists of turning all but the card with the highest numerical value to one side. Doing so will help the player calculate standard defense.

This phase ends your turn.

---

**MULLIGAN**

At the start of a game of Bacon Project, players are given the option to mulligan.

If you are unsatisfied with the cards in your starting hand, you can shuffle your cards back into the main deck. As a result of a mulligan, draw another hand of cards – 1 card.

To compensate for the loss of card, reveal 1 extra card during the first phase of your turn.

This process can be repeated.
PAIRS

During the main phase of your turn, you can place two cards in the cast zone that share the same numerical value; equal or below that of the base level of your character.

These two cards combine to form a single numerical value decided by the user: a value that is equal or below the sum of the two cards.

A pair is treated as a single colorless card in every situation.

During my main phase, I place a pair of 3’s, a 6 and a 7 in the cast zone.

I announce that my pair of 3’s become a 5 and active the abilities labeled by the number 5, 6 and 7 during the combat phase.

LEXICON

Translation of the basic effects in Bacon Project:

Draw: add a number of cards from the top of the main deck to your hand.

Prevent: negate the effects of all offensive abilities that share a specified type during your opponent’s turn.

Choose: reveal the number of cards from the top of the main deck. Add a number of those cards to your hand.

Recover: reveal a number of cards from the discard pile. Add a number of those cards to your hand.

Escape: negate the effects of all offensive type abilities. Bring the combat phase to an end.

UTILITIES

Jack (numerical value = 11): You can discard this card in response to an offensive type ability.

Queen (numerical value = 12): You can discard this card during your main phase. Reveal 3 cards from the top of the main deck. Add one of those cards to your hand. Then, send the other cards to the discard pile. This effect cannot be activated if the queen is discarded in response to an offensive type ability.

King (numerical value = 13): You can discard this card during your main phase. Select 1 card in the discard pile. Reveal it, then add that card to your hand. This effect cannot be activated if the king is discarded in response to an offensive type ability.

Joker (numerical value = 0): This card can have any numerical value, but it cannot be discarded. You can place this card in either the stack zone or the cast zone during your main phase. The user is must announce the numerical value of the card before placing it on the playing field. As long as this card is situated on the playing field, treat it as the card that was announced by the user.

ALTERNATIVE CARDS

Cards used to demonstrate the examples come from our customized deck of cards. A game of Bacon Project has no use for the symbols in a standard 54-card deck.
**EFFECTS**

**HERE IS THE LIST OF ALL THE EFFECTS THAT CAN BE FOUND IN THE GAME!**

**CANNOT ESCAPE** : Target player cannot activate the effect of the jack in response to an ability or combo where Cannot Escape is present.

**CANNOT IGNORE DEF** : The user is unaffected by the Ignore Def effect until that player’s draw phase.

**CHANGE** : Replace the types and effects of abilities affected by this effect with the ones listed underneath this effect this turn.

**COPY** : Duplicate the type and effects of an ability present in the cast zone on either player’s side of the field.

**DISABLE** : Target ability on target character profile cannot be activated until the end of the following player’s turn.

**SPRING** : The abilities can be activated in response to an offensive type ability.

**SUPPLY** : The ability can be activated during the main phase of your turn.

**FLASH** : The effects of the ability can be activated during the combat phase of either player’s turn by sending it to the discard pile.

**SHOULD A PLAYER WISH TO ACTIVATE THE “SPRING”, “SUPPLY” OR “FLASH” EFFECT OF AN ABILITY, THE CARD IS PUT TO THE SIDE INSTEAD OF THE CAST ZONE UNTIL THE END PHASE.**

**IGNORE CANNOT ESCAPE** : The user is unaffected by the Cannot Escape effect until that player’s draw phase.

**IGNORE DEF** : Target player’s character level, and the card with the highest numerical value present in that player’s cast zone do not reduce any amount of damage points inflicted this turn.

**RED** : If the color of the card is red, the ability gains an additional effect.

**REFLECT** : If the user is attacked while this effect is active, that player will automatically block a specified number of damage points. After damage calculations, that player inflicts a specified number of damage points to target player. These damage pointed apply ‘Ignore Def’ and Cannot Escape.

**STUN** : The effects of a target player’s Support (S) type abilities are negated until the end of the following player’s turn.

**TREAT** : Cards with this effect have all the properties of another card. One that is named by this effect, this includes that card’s number and color.

---

**CREDITS**

**JAN PIERRE KOS** : Creator, Game Designer, Manager

**LUCJAN PAKULSKI** : Illustrator

**DOWINSON NGUYEN** : Beta-Tester, Graphic Designer

**IRIS ZABULON GUEZENNEC** : Beta-Tester, Assistant Manager

**A SPECIAL THANKS,**

To Ferrohound for the financial support!

To all the artists that participated in the growth of our game:

**DENX** : 2D Animator and Creator of the Animated Short for Bacon Project.

**CHECKU** : Illustrator Participated of the Development of Victoria Steel and Katana Coverfield.

**KELLZ** : Illustrator Participated in the development of Hector Hunt and Sylvester Fox.

To the testers that witnessed the birth and/or the growth of the project : Matthieu Espinasse, Maxime Yvon, Simon Aluze, Abel Hamza, Manon Papillon et Hugues del Campo.

To The Macaquerie, the team working at the Reboot Bar and to every player that came to see us at our events!

To every individual that gave us feedback, those who appreciated our illustrations and to those who asked us questions about the game !!!