

Cruel and Capricious

Introduction

An entity, born from the imagination of an uncivilized past, arises to haunt its successive populations. Just as the state of nature is brutish and violence, so is its symbol. Play as a sadistic deity, allowing your whim to take over and finding ways to undermine the existence of lesser creatures. Alternatively, play as a benevolent civilization attempting to shirk itself from the machinations of their feral history that birthed a deity. To perish a concept, one must first perish its validity from the social consciousness, and that takes time.

Components

- The player who is representing humans (“Humanity”)
 - The player who is representing the god (“Greer”)
 - Board (“The Panopticon”)
 - Playing card deck
 - 6-sided die
 - 15 legitimacy credits
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Setup

- [Click here to view the setup](#)
1. Choose who is Humanity and who is Greer
 2. Greer starts with 15 legitimacy credits.
 3. Display the The Panopticon, with it between Humanity and Greer.
 4. Humanity searches the deck for two populations and one farm, and puts all three in one region of their choosing.
 5. Shuffle your deck.
 6. Humanity draws six cards.
 7. Humanity goes first.
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Goal

- As Greer, your goal is to win by perishing every population on The Panopticon, which removes all legitimacy credits in your possession. In this case, mutual destruction is a victory.

- As Humanity, your goal is to win by defending against Greer long enough for them to perish without taking you out. You lose by having Greer destroy both themselves and you.
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Rules

- **Overview**
 - Humanity uses their limited actions to maintain human existence by constructing, reproducing and migrating. Greer retaliates by committing a random action and a conscious action, destroying some of Humanity's progress. This desperate waltz repeats.
 - If something is not possible, then it is simply not done.
 - If the rules do not say to do something, you simply do not do it.
- **Word meaning** (see attached card interpreter page)
 - Materials = aces, twos, threes, fours, and fives.
 - Farms = sixes and sevens.
 - Developments = eights, nines, and tens.
 - Populations = Jack's, Queen's, King's and Joker's.
 - Perish = send a card to the discard pile (AKA the perish pile). The cards in the perish pile are face up.
- **The Panopticon**
 - It is an island over the watch of a sadistic deity, split into four regions...
 - Yellow
 - Green
 - Orange
 - Blue
 - The only thing differentiating each region is that certain capricious acts are more likely to target certain areas, and in different ways. Position your cards carefully!
 - All cards in play (those being the ones on the board) are to be face up.
 - Each region can hold a maximum of 3 populations.
 - All cards in the Panopticon are face up.
- **Humanity's turns** are split into two parts: progression and end-turn checks, occurring in that order. Anything chosen here is done by Humanity.
 - Progress (choose up to two in a turn):

- *Construct a farm*: perish a material card from your hand to play a farm in the same region as a chosen population card.
 - *Construct a development*: perish a material card from your hand to play a development in the same region as a chosen population. **If a capricious or conscious action from Greer were to perish a population, it instead perishes a development in that region.**
 - *Migrate*: move a population to a chosen region. You may perish a card from your hand. If you do so in this way, you may draw a card. Remember that cards in the perish pile are face up.
 - *Reproduce*: place a population in the same region as another chosen population. Remember that a max of three populations can exist in a region.
- End-turn checks
 - Each region with two or more populations has their populations perish, unless there is a farm for their region.
 - Draw two cards from your deck.
- **Greer's turns** occur in two parts: first is capriciousness and second is consciousness. Any chosen cards are done by Greer.
 - Cruel and capricious action: you roll two dice and choose one of the results (called dual rolls). You can only dual roll once each turn. If you have no legitimacy credits, you may dual roll one additional time to get the last laugh. If you roll two of the same action, you may reroll that dice for another result to choose from. **If a capricious or conscious action from Greer were to perish a population, it instead perishes a development in that region.**
 - 1: Earthquake: perish a chosen population in the yellow region. If nothing perishes from this action, the top eight cards of the deck are perished.
 - 2: Wildfire: perish a chosen population or farm in the orange region. If nothing perishes from this action, the top six cards of the deck are perished.
 - 3: Tornado: perish a chosen population or farm in the green region. If nothing perishes from this action, the top six cards of the deck are perished.

- 4: Hurricane: perish a population card in the blue region. If nothing perishes from this action, the top eight cards of the deck are perished.
- 5: Calamity: place up to three perished cards into Greer's apocalypse card pile. If there are 13 perished cards in Greer's apocalypse pile, one population and one farm in every region perishes. Greer places the cards in their apocalypse pile back into the perish pile.
- Catastrophe: place up to three perished cards into Greer's apocalypse card pile. If there are 13 perished cards in Greer's apocalypse pile, all farms, developments and populations perish in a chosen region. Greer places the cards in their apocalypse pile back into the perish pile.
- Cruel and conscious action (choose up to one in a turn).
 - *Anti-Intellectualize*: Humanity must draw one card instead of two for their next end-turn check. You gain one legitimacy credit.
 - *Demand a Sacrifice*: Greer calls out a card type (material, farm or development). Humanity perishes a card of that type in their hand.
 - *Fearmonger*: move one or two chosen populations to a chosen region. They cannot return to the region they were fearmongered from.
 - *Warmonger*: choose three regions that each have at least one population (you cannot commit this action if those regions do not have a population). Each of those regions perish a population. Greer loses a legitimacy credit.
- Greer loses two legitimacy credits at the end of their turn.

Feedback notes and self-criticism

- Make three population slots in each region

Scrapped Ideas

- Plague: places a plague counter on a chosen population. Any population with at least one plague counter on it gains one plague counter on each of Humanity's turns. At five plague counters, a population perishes.
- Flood: destroy target housing development. That tile gains one flood counter, which disallows housing developments to be built on it. Costs one legitimacy credit.

- Demand worship: one chosen population is demanded to be dedicated to legitimacy credit on Humanity's next turn, giving Greer three legitimacy credits.
- Infertility: populations cannot reproduce until the end of Humanity's next turn.
- Famine: target farm cannot be dedicated and farms cannot be produced until the end of Humanity's next turn. Costs one legitimacy credit point
- Sexually repress: populations cannot reproduce for Humanity's next turn. The next time Humanity reproduces, they may generate an additional population.
- *Reaganize*: put a perish token on a chosen farm in The Panopticon. If a farm has two perish tokens, that farm perishes.
- *(old) Anti-Intellectualize*: if Humanity has a development in their hand, they must perish it and draw a card. Greer gains one legitimacy credit.
- *Demand an Idol*: if Humanity has a material, development, or farm in their hand, they must perish that card. Greer gains one legitimacy credit.