

Karen and the Pirate Isle



pawn

APS40

Story

A lone girl washes ashore a desert island after the ship carrying her class on their graduating trip tragically sinks.

She prided herself on being the cutest girl in school, but her looks won't help her now. In order to survive, she'll have to conquer the weakness and fears within. She must learn to master herself.

Once she does, she'll be able to defeat the pirates on the island, take their ship, and sail back home.

Game design, illustration and story by Pawn (Stepper's Stop)

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Production: Walkeri

Graphic design: Naomi Nakagawa

Translation: Aaron Dodson

About the Game

This is a single-player card-based role-playing game. The player controls the fate of Karen, who will encounter random events and overcome them to grow stronger.

If she is able to conquer the Pirate Ship before her HP (Heart Points) reach zero, you win the game. Good luck!

Contents

• Cards (40)



Opening Cards (10)

5 Hunger Pang cards, 4 Attempt cards, 1 Memento card



Quest Cards (20)



Story Cards (10)

• HP Track

This is used to measure Karen's HP. The maximum value is 20.

• HP Marker

This is used indicate Karen's current HP level.

• Instructions

About HP (Heart Points)

Heart Points represent a combination of Karen's physical and emotional well-being. She starts the game at 20 HP and loses HP whenever she takes damage. If her HP is reduced to zero or less, the game ends. She doesn't have the strength to go on.



Preparation

1. Put the HP Track on the table and place the HP Marker on 20.

2. Shuffle the Quest Cards and Story Cards together to create **the Event Deck**, and place it face-down. The profile image of Karen on the back of each card should be upside-down. (See the figure below.)

3. Shuffle the Opening Cards to create **the Karen Deck** and place it face-down. The profile image of Karen on the back of each card should be right-side-up.



What is a card-based RPG?

It's an RPG without a map. The character moves forward by confronting one enemy or obstacle after another in sequence.



Game Flow

① Activate Events

Draw two cards from the Event Deck and place them face-up in the Event Area. These are the active Events.

There are two types of Event Cards:

Quest Cards: Problems and obstacles impeding Karen.

Story Cards: Memories welling up from Karen's past.



② Determine Karen's Fate

Will Karen stand and face the challenges before her, or will she flee?

● If Karen stands

Select one Event Card. The card that is not selected is placed face-up in the Event Discard Pile.

If you selected a Quest Card, go to (3) Adventures. If you selected a Story Card, go to (4) Stories.

● If Karen flees

Reduce **Karen's HP by one** and place both Event Cards into the Event Discard Pile. Repeat (1), drawing two cards from the Event Deck.

③ Adventures

Karen bravely takes on an obstacle that confronts her.

Draw four cards from the Karen Deck and place them face-up in the Quest Area. These are your active Adventure Cards.

Compare the total power (indicated by the blue circle in the upper-left) of the Adventure Cards with the difficulty (the red number in the upper-left) of the Quest Card. If the power is greater than or equal to the difficulty, Karen overcomes whatever has impeded her. Turn the Quest Card **upside-down** and place it on top of the Karen Discard Pile. If the Quest Card is **the Pirate Ship**, then you have won the game.

Cards in the Karen Discard Pile are reshuffled into the Karen Deck, which means you can use the power and abilities of a cleared Quest Card. Conquering challenges teaches Karen new things and provides her with new strength.

● Additional Effects on Adventures

Some Adventure Cards include Abilities you can use. You may also spend HP to make a Courage Draw. These actions can be performed in any order, and there is **no limit to the number of times they may be performed.**



Quest Card Difficulty



If Karen wins...



Karen Discard Pile

★ Adventure Card Abilities

- If any of your current Adventure Cards have Abilities on them, you may use them now.
- After using an Adventure Card's Ability, place the card in the Used Ability Area. You cannot use that Ability again.
- You may use Abilities in any order.
- You may choose not to use one or more available Abilities.
- The power of cards in the Used Ability Area is included when determining whether or not the Adventure is cleared.

Used Ability Area



After you use a card's Ability, move the card to the Used Ability Area

★ Making Courage Draws

If the total power on your Adventure Cards is not enough to overcome your Quest, you need not lose hope. **By spending one HP**, you can draw an additional card from the Karen Deck and add it to your Adventure Cards. This is called a Courage Draw. Karen summons up all of her energy to do what must be done!

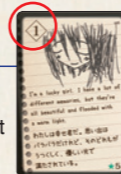
You may perform any number of Courage Draws during an Adventure, but remember that **the game ends if Karen reaches zero HP**. Be careful.

If the power of your Adventure Cards is unable to meet or exceed the Quest Card's difficulty even after using Abilities or Courage Draws, Karen has failed. Reduce Karen's HP by the difference between the current total power and the difficulty, and then place the Quest Card face-up in the Event Discard Pile.

Finally, whether the Adventure was successful or not, place all Adventure Cards, including cards in the Used Ability Area, face-up in the Karen Discard Pile. This ends the Adventure, and if Karen has not defeated the Pirate Ship, return to (1).

④ Stories

Karen is still in a state of shock after the shipwreck, and stories from her past spring up unwanted from her subconscious to torment her. Processing these memories helps her put her heart at ease.



To process a memory, you must **reduce Karen's HP by the number in the upper-left of the Story Card**. Facing your past can be painful. However, the HP cost of processing memories is reduced by the number of Story Cards you have already processed. Accepting what has happened becomes easier over time.

For example, if the cost of the Story Card is 5, and you have three Story Cards in your Processed Stories Area, reduce Karen's HP by two. ($5 - 3 = 2$)

Once this is done, move the Story Card to the Processed Stories Area. Be sure not to place these cards in the Karen Discard Pile! Processed stories will count toward your score after winning the game. Now return to (1).

Note

You are free to look at the cards in the Event Discard Pile and the Karen Discard Pile at any time.

Resolving Abilities

- Double the Power of one Adventure Card. – This may be used on the card with the Ability as well as cards in the Used Ability Area.

• This effect does not stack. – The Ability may only be applied to a card once.

• Draw one card. – Draw one card from the Karen Deck and add it to your Adventure Cards.

• Draw two cards. – Draw two cards from the Karen Deck and add them to your Adventure Cards.

• Copy and Apply the effects of one Adventure Card. – This may be used an card in the Used Abilities Area. However, this Ability may

not be copied, nor may a card's power.

• Remove one Adventure Card. – Remove a card from the game. This may also be used on with the Ability or a card in the Used Abilities Area.

• Draw three cards from the Karen Deck... – If the Karen Deck is exhausted, shuffle the Karen Discard Pile to create a new Karen Deck and continue draw as normal. If the deck is exhausted again, you cannot draw any further.



CHECK!

★ If the Karen Deck will run out when drawing Adventure Cards

1. Draw cards until there are none remaining in the Karen Deck.
2. Shuffle the cards in the Karen Discard Pile to create a new Karen Deck.
3. Draw the required number of cards.
4. If you run out of cards again, you cannot draw any further.

These rules apply any time you draw from the Karen Deck.

★ If there is only one card remaining in the Karen Deck

Place the remaining card as normal, and then perform one of the following:

- A) Face that card.
- B) Flee and place the card in the Event Discard Pile.

In this case, Karen's HP is not reduced.

★ If there are no more cards in the Event Deck

1. Reduce Karen's HP **by two**. Trying to survive in such a situation is stressful.
2. Shuffle the Event Discard Pile to create a new Event Deck.

Ending the Game

Victory! If you defeat the Pirate Ship before Karen's HP is reaches zero, you have won the game. Karen steals the vessel and sails away from the island. Great work!

Defeat! If Karen's HP is reduced to zero or below, the game ends. Alas... You can try to escape the island again, though.



Calculating Your Score

- Your total power when defeating the Pirate Ship counts toward your score.
- In addition, you receive **five points for every Processed Story card** you have.
- The higher your score, the better the ending.

40+ points	Wow! You've convinced some of the pirates to take your side!
70+ points	Amazing! More than half of the pirates now serve you!
90+ points	Awesome! You have utterly dominated the entire pirate crew!
100+points	Veni vidi vici! There is nothing more for you to learn on the island!