

Ouroboros Solitaire Official Rules

This is an endless deck-building solitaire where you circulate limited resources to resist the ever-increasing endurance of enemies.

1. Setup

- **Friendly Deck:** At the start of a loop, shuffle all 26 [♥] and [♦] cards + 1 Joker. The game ends immediately when this deck is depleted. Always draw from the top and add to the bottom. Contents can be checked at any time.
 - **Threat Deck:** At the start of a loop, shuffle all 26 [♠] and [♣] cards. Divided into 3 piles, with only the top card of each pile face up.
 - **Hand:** Always fixed at 5 cards.
 - **Discard Pile:** Where used cards are placed. Always place on top when discarding. Contents can be checked at any time.
 - **Resting Area:** An area where cards that used powerful effects are temporarily removed until the end of the loop. Contents can be checked at any time.
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2. Game Flow

Step 1: Draw

Draw from the Friendly Deck until your hand has 5 cards.

Step 2: Encounter

Choose the top card from one of the 3 enemy piles and proceed with the confrontation.

- **Defeat Condition:** To defeat a single enemy, you must succeed in a "Confront" a number of times equal to the **Loop Count**.
- **Confront:** Play up to 3 cards from your hand to match the enemy's number.
 - **Circular Arithmetic:** If the sum exceeds 13, subtract 13 (e.g., Sum 14 = 1).
 - If you fail the confrontation (sum does not match), 9 cards from the Friendly Deck are discarded.
- **Bribe:** Before starting a confrontation, you can recruit the enemy to your side without fighting by discarding a set number of cards from the Friendly Deck. Add bribed cards to your Friendly Deck.

- Bribe Cost: Normal cards 4 / Special cards 7.
- **Constraint:** Once a confrontation has started, you cannot choose to bribe until that enemy is defeated.

Step 3: Combo Bonus

When a confrontation is successful, if the cards played satisfy the following conditions, **the enemy is immediately defeated, ignoring any remaining defeat counts**. Furthermore, cards are returned from the bottom of the discard pile to the Friendly Deck (Reflux).

1. **Flush** (3 cards of the same suit): Reflux 6 cards.
2. **One Pair** (Exactly 2 cards with matching values): Reflux 8 cards.
3. **Straight** (3 cards with consecutive values): Reflux 10 cards.
4. **3 of a Kind** (3 cards with matching values): Reflux 10 cards. Additionally, add the defeated enemy and the top card of the remaining Threat Deck (one each) to your Friendly Deck.

Step 4: Forced Milling

After confrontation, discard all played cards.

- **If a combo was formed**, draw 2 cards from the Friendly Deck, insert them alternately into the played cards, and discard them together.
 - For example, if you play 4, 5, and 6 and a Straight is formed, draw 8 and 1 from the Friendly Deck and discard them in the order 4, 8, 5, 1, 6.
- If no combo was formed, only the played cards are discarded.
- Jokers are sent to the Resting Area as described below.

3. Special Cards

The following cards are sent to the Resting Area after use.

- **[Joker]Flash:** Used during confrontation. Immediately defeats any enemy, ignoring any remaining defeat counts. Must be played alone.
- **[J]Scout:** Used while in hand. You can check the top 2 cards of the enemy pile you are currently confronting once.
- **[Q]Reorganize:** Used while in hand. Add any number of cards from your current hand to the Friendly Deck and draw the same number of cards.
- **[K]Enforce:** Used while in hand. Activates a permanent rule based on the suit as follows:

- **【♥K】Law of Protection:** Increases the number of cards recovered by Combo Bonuses by 2. However, the number of cards added from the Threat Deck via 3 of a Kind remains the same.
 - **【♦K】Golden Law:** Reduces the number of successful confrontations required to defeat an enemy by 1 (Minimum 1).
 - **【♣K】Law of Assistance:** Reduces Bribe cost by 1 card.
 - **【♠K】Law of Extortion:** Every time you succeed in a confrontation, add 2 cards from the discard pile to the Friendly Deck.
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4. Loop Clear

A loop is cleared when all 26 cards are gone from the Threat Deck. Perform the following and move to the next loop:

1. **Full Reset:** Collect all cards.
 2. **Reconstruction:**
 - Shuffle all [♥], [♦], and the Joker (27 cards total) into the Friendly Deck.
 - Shuffle all [♠] and [♣] (26 cards total) into the Threat Deck.
 3. **Continue:** Restart from Step 1.
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5. Score

The total number of enemies you have navigated through becomes your final score. The method—whether it be successful defeat, failure, or bribery—does not matter.