Rules: la partita Napoletana

>French 54 card deck divided:

26 black seeds + 2 coins, 26 red seeds + 2 coins (in the classic rules the joker is discovered next to the deck)

- -The game is divided into battles, at the end of a battle, the cards on the field are placed in the discard piles
- -The game is played for a maximum of three battles (after the third battle the war ends regardless of the result)
- -the player with the highest score on the field wins the battle (takes one of the opponent's coins)
- the player who remains without coins loses (in case of a tie in a battle no one takes coins)

First phases

- -Shuffle the decks (the reds go first)
- -draw 10 cards (up to two cards from the first draw can be returned to the bottom of the deck, therefore, draw up to two cards)
- -each player must place a card, otherwise they are forced to pass

(they will no longer be able to do anything for the entire battle, the other player will be able to place and use all the cards they can)

- -the cards must be placed on the field in this order:
- -A, 2, 3, 4, K (placed in the front line starting from the top) Close together
- -5, 6, 7, Q (put to second line) Ranged
- -8, 9, 10, J (put on third line) Siege
- -all cards of the same value must be placed on top of each other, with the exception of jokers, J, Q, K, A (single cards are units)
- -units ranging from 2 to 7 have the ability to form a close or ranged army. (two cards of the same value double the value of the single card x2 and added together)

Characters (note to developers, the characters reflect what you can see printed on the card so it refers to the letter of the figure or the unique image)

"Each figure has a character, it can be used when placed, the figures are immune to the effects/characters of all other cards barring exceptions the value of the figures is 10 barring exceptions, the value of the Jolly is always 11 except for always specified exceptions"

Ace spy – value 1, the player who places it draws 2 cards.

"The Ace must be placed on the opponent's side, it is affected by effects and is not affected by the foresight effect"

Jolly commander card — add to the discard pile does not consume normal positioning and allows the dansen uchiwa to be applied only for one battle: in case of a tie you win the hand (blacks), in case of victory of the battle, draw a card (reds). (note to developers, in Warcraft therefore in the advanced version of the base game the jokers are mixed up in the deck and some have the faction effect applied but are difficult to place, the images really help to simplify and recognize them)

All K when placed can activate *horde*_— are placed exclusively in front line, the value of each unit increases by 1 point. (has an effect on oneself and others K)

or *emperor's order* – value 0, doubles the strength of all units in the line where positioned horizontally. (maximum one per line, can be placed in any line, armies quadruple their value x4)

All Qs *healer* – when placed allow you to place a unit or ace from your discard pile.

All J normally placed siege line trigger **burn**— destroy the highest-ranked units on both sides (*if equal*) currently in play in any row. (*takes into account the value modified by the effects that could also destroy A*)

can be placed at second line or front line advent agility — allows you to place all the cards that would go in the second line in the first one and vice versa. (note for the developers, only in the basic version some figures have the possibility to choose the effect, this is to balance the game and because otherwise some effects could not be activated, agility is the bug of the basic version or rather it is a fairly weak effect which however he can be strong in case of strategy and have two J so as to play his distance cards in the front line destroying the opponent's second line)

It was hard to translate everything, you will like the basic version or want to implement it, I will forward you the advanced game with wizards, dragons, climate effects, orcs and Jokers (champion).