

# Jekyll X Hyde

by Geon-Il (standard deck port by Vitor Gatti)

14+ | 2 players | 20 min

Jekyll vs. Hyde is a trick-taking game for 2 players, based on the famous novella Strange Case of Dr Jekyll and Mr Hyde by Robert Louis Stevenson. As Dr. Jekyll, you'll need to resist Mr. Hyde's fierce attacks to protect your mind and keep the secret of your dual nature. As Mr. Hyde, your goal is to dominate Dr. Jekyll to overcome his identity.

## OVERVIEW

One player is Dr. Jekyll; the other is Mr. Hyde. The game is played in three rounds. At the end of each round, Dr. Jekyll's identity will progressively disappear under Mr. Hyde's relentless attacks. Mr. Hyde wins as soon as the identity die reaches 10. If this does not happen after three rounds, then Dr. Jekyll wins, escaping from Mr. Hyde's dark influence.

## STANDARD DECK PORT

I'll need the following cards of a standard deck:

- 2 to 8 in three suits as Evil Cards (Pride ♣, Greed ♦ and Wrath ♠);
- Three 10s of the above suits as tokens;
- J, Q, K, A of hearts as 3+, 4+, 5+, 6+ Potion Cards;
- One ten-sided die (d10) as the identity marker.

Note: the original game has cards ranking from 1 to 7, and potions from 2+ to 5+. In order to maintain the game mechanics, those values were added by 1 to fit in the standard deck.

## SETUP

- 1) Choose who is going to be Dr. Jekyll and who is going to be Mr. Hyde.
- 2) Place the d10 at 0 between the two players.
- 3) Place the three 10s aside.
- 4) Shuffle all cards together.
- 5) Mr. Hyde is the dealer and Dr. Jekyll is the starting player.

## HOW TO PLAY

The game plays over 3 rounds. On each round, play the following phases in order:

- 1. Preparation**
- 2. Trick-Taking**
- 3. Progression of Evil**

### 1. Preparation

Each player receives 10 cards (the 5 remaining cards are not dealt; set them aside). Each player then chooses 1 card from their hand to exchange with their opponent. Place the card face down on the table and exchange them simultaneously (on round 2, you'll exchange 2 cards, and on round 3, 3 cards).

**Note:** if you receive 2 or more Potion Cards among your starting 10 cards, you must include at least 1 Potion in the exchange. Jekyll has 3 Potion Cards while Hyde only has 1; as a result, Jekyll must include at least 1 of his Potion Cards in the exchange.

## 2. Trick-Taking

At the beginning of each round, after the preparation phase, the identity die determines who is the starting player. If the die is on 0 to 4, Jekyll starts the round. If the marker is on 5 or more, Mr. Hyde starts the round. Dr. Jekyll always starts the 1st round.

**There are 10 tricks per round. A trick plays as follows:**

- The starting player plays any card from their hand, face up.
- If the **starting player** plays a evil card, their opponent must play a card of the same suit, or they may play a Potion Card instead. If they don't have a card of the same suit, they may play any other card.
- If the **starting player** plays a Potion Card, they must announce a suit. Their opponent must play a card of this suit (even if they have a Potion Card!). If they don't have any, they may play any other card.

**Then, compare both cards:**

- If both cards are of the same suit, the highest number wins.
- If the cards have different suits, the highest suit wins (see below), regardless of the number.
- If someone played a Potion, resolve the Potion's effect, then the highest number wins.

The winner takes both cards from the trick and becomes the new starting player.

### Suit Rank

Suits are not ranked at the beginning of the game, but on each round you will define their rank by playing cards. The first suit to appear (first Evil Card played) will automatically have the lowest rank. Place the matching token card aside (the 10 card of that suit). The second suit to appear will be higher than the last one, at which point the last suit will automatically become the highest suit for this round. Use the 10s tokens in overlapping fashion to keep track of the ranks, being the upmost card the highest. Potion Cards don't have suits and cannot be ranked.

### Example:

1) Jekyll played **Pride(♣) 6**. This is the first Evil Card played, so the **Pride(♣) token** must be placed on the lowest rank.

2) Hyde does not have any Pride cards in their hand. As they can play any card, they play **Wrath(♠) 4**. As the second color of the round, **Wrath(♠) token** must be placed above the **Pride(♣) token**. Hyde wins the tricks even if Jekyll's card has a higher number, because Wrath has a higher rank than Pride.

3) Automatically, **Greed(♦) token** is placed above the other two tokens.

### Potion Cards

- When a player plays a Potion Card, its effect depends on the card played by their opponent.

**Pride(♣) Card:** The winner of the trick takes one trick (two cards) from their opponent.

**Greed(♦) Card:** Both players choose 2 cards from their hand (or 1 if it's the last one) and exchange them simultaneously.

**Wrath(♠) Card:** Remove all suit tokens from the game board. Reset the card ranks: the next suit to appear will be the lowest one, and so on.

- When a Potion Card is played, the highest number always wins the trick.

- **Double Potion:** If both players play a Potion Card, then they neutralize each other; nothing happens, and the highest number still wins the trick.

**Note:** Potion Cards have a '+' symbol. For example, '2+' is higher than 2, but not 3, and so on.

### 3. Progression of Evil

Compare the number of tricks that each player has won in this round and subtract the lowest score from the highest one (for instance, if Dr. Jekyll won 6 tricks and Mr. Hyde won 4 tricks, then the final result is  $6-4=2$ ). This result indicates by how many numbers the identity die will change.

**Note:** Evil is relentless! Even if Dr. Jekyll won more tricks than Mr. Hyde, the die will progress anyway. Your goal is to keep balance, without giving in to darkness! If the die reaches 10, then Mr. Hyde instantly wins the game. Otherwise, start a new round: reset the three suit tokens and reshuffle all cards, including the 5 cards that you set aside at the beginning of this round.

**Example:** As the first player, Jekyll played **Potion 4+** and announced **Wrath(♠)**. Hyde must play a wrath card, so they play **Wrath(♠) 6**. Because of the potion's effect, the color ranks is reset and Hyde wins the trick.

### GAME END

At the end of the third round, Dr. Jekyll wins if the identity die did not reach 10.

### EXPERT VARIANT: RETURN MATCH

In the base game, Dr. Jekyll is under constant pressure, and must plan every action with care. For a more balanced and tactical game, play 2 games and switch the roles between each game.

At the end of each game, Mr. Hyde scores as many points as the number of spaces passed by the Identity Track (including the last one, ie. 10 points if it crossed the entire track). The best Mr. Hyde after two games wins the match. If the two Mr. Hyde score 10 points, then the one who took less rounds to do it wins. If this is not enough to break the tie, then the match ends in a tie.