

The Yellow Wallpaper: Strategy to Sanity Rules:

Two Teams:

- Team John
- Team Protagonist

Team Protagonist has two meters: Sanity (SP) and Willpower (WP)

SP = HP (max 100)

WP = Energy/Mana (max 10)

Team Protagonist gains 1 (base) WP each turn

Starts with 3 WP

Starts with 90 SP

Team Protagonist cards cost WP to play

Team John has separate energy points

Deck of 20 cards

Start with 3 cards in hand

Each Team draws 1 card per turn

Team Protagonist starts with Yellow Wallpaper as an additional card

When played or destroyed, cards go to the bottom of their respective decks

WIN CONDITIONS

Team Protagonist

- Reach 100 SP
- OR
- Reach turn 10 with at least 75 SP

Team John

- Have Team Protagonist reach 0 SP
- OR
- Reach turn 10 with less than 75 SP

Turn Phases:

- Draw Phase
 - Draw cards
- Action Phase

- Play your Action(s)
- Response Phase
 - Other team can respond to your Action(s)
- End of Turn

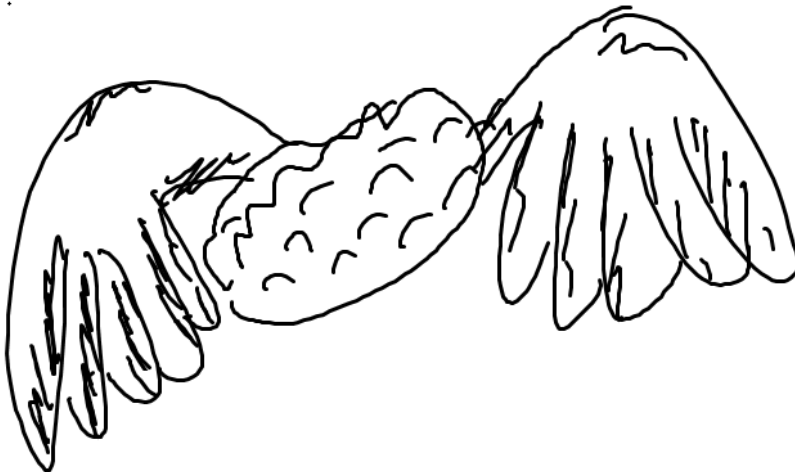
Card Types:

- Actions
 - Spend respective energy points to do something
- Items
 - Spend WP to gain a lasting effect
- Response
 - Can play in response to a card the opposing team played

Cards:

Team Protagonist:

- Actions
 - Freedom [6 WP] (1 copy)
 - Can only be played if SP > 80
 - For the next two turns, team John only gets 1 energy point per turn



- Alt Desc(with synergy to the card): With enough sanity, the narrator may fight for her freedom and her choice to do whatever. Hence, John's words are less prevalent.

- Description: At the conclusion of the story, the protagonist bites and tears the yellow wallpaper, effectively freeing the woman in the wallpaper, who she believes to have also been herself as well.
 - o Breath of Fresh Air [2 WP] (3 copies)
 - Gain 10 SP
 - Gain +1 WP next turn



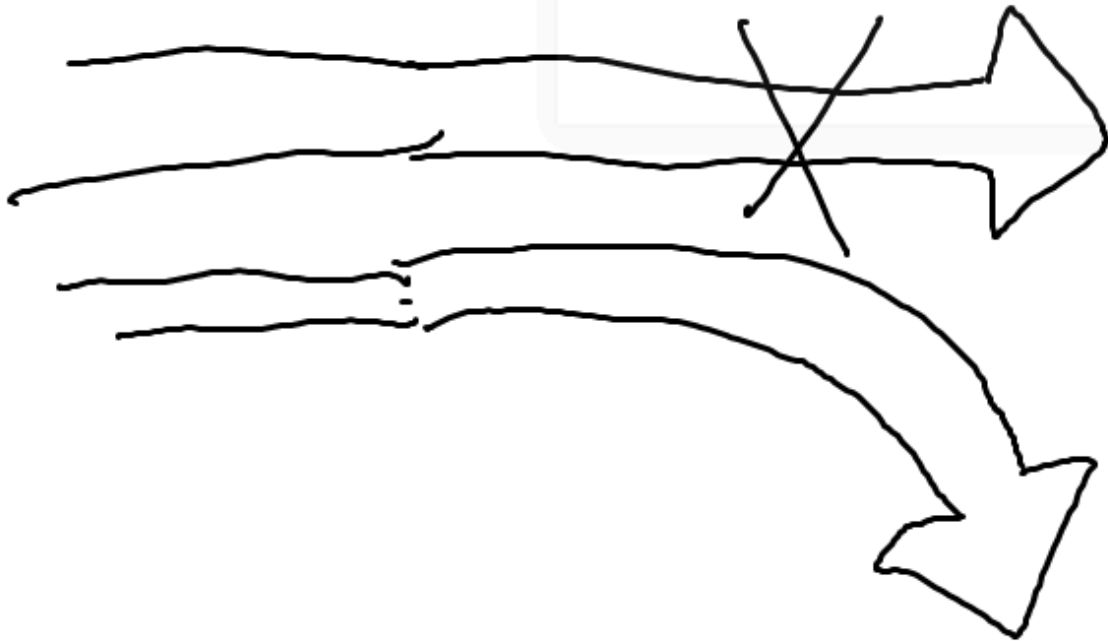
- Description: Throughout the short story, the narrator often takes strolls outside for fresh air, which seem to have a positive effect on her wellbeing.
 - o Imagine[1 WP] (6 copies)
 - If you have the notebook item in play, Imagine costs 0 WP
 - If SP > 35, gain 5 SP
 - If SP < 35, lose 5 SP



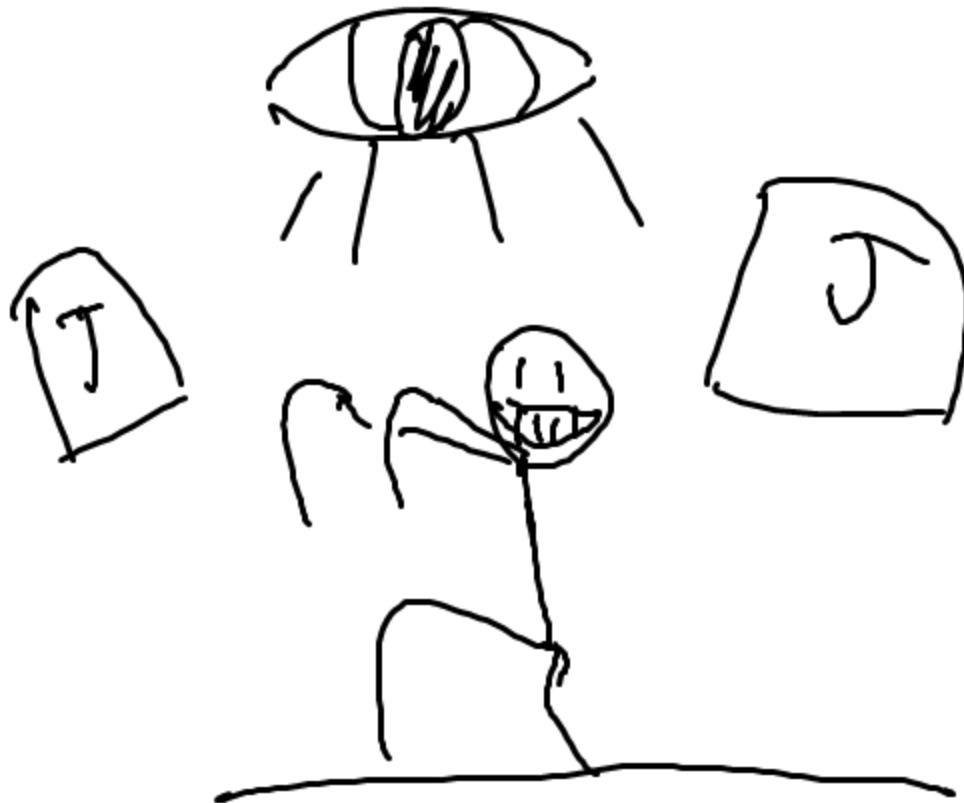
- Meet with Cousin [X WP] (2 copies)
 - Gain 5 * x SP
- Description: The woman in the wallpaper slowly plagued the protagonist's imagination, consuming progressively more of her sanity as the story progressed.



- Change of Treatment [5 WP] (1 copy)
 - Destroy the Rest Cure

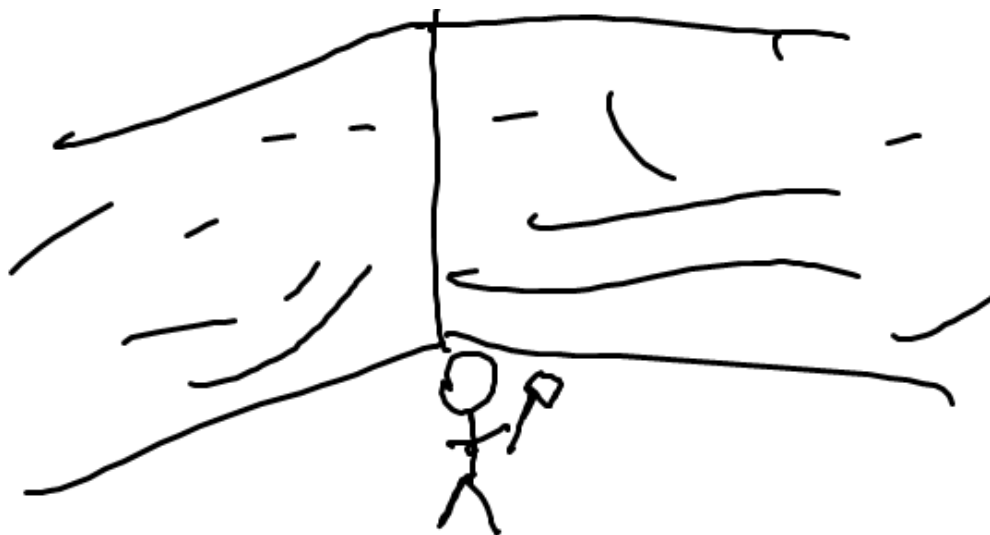


- Description: The woman was prescribed a rest cure which had a terrible effect on her and greatly encouraged her descent to insanity.
 - o Creep [1 WP] (3 copies)
 - Randomly reveal 2 of Team John's cards
 - Costs [0 WP] if {Insane}



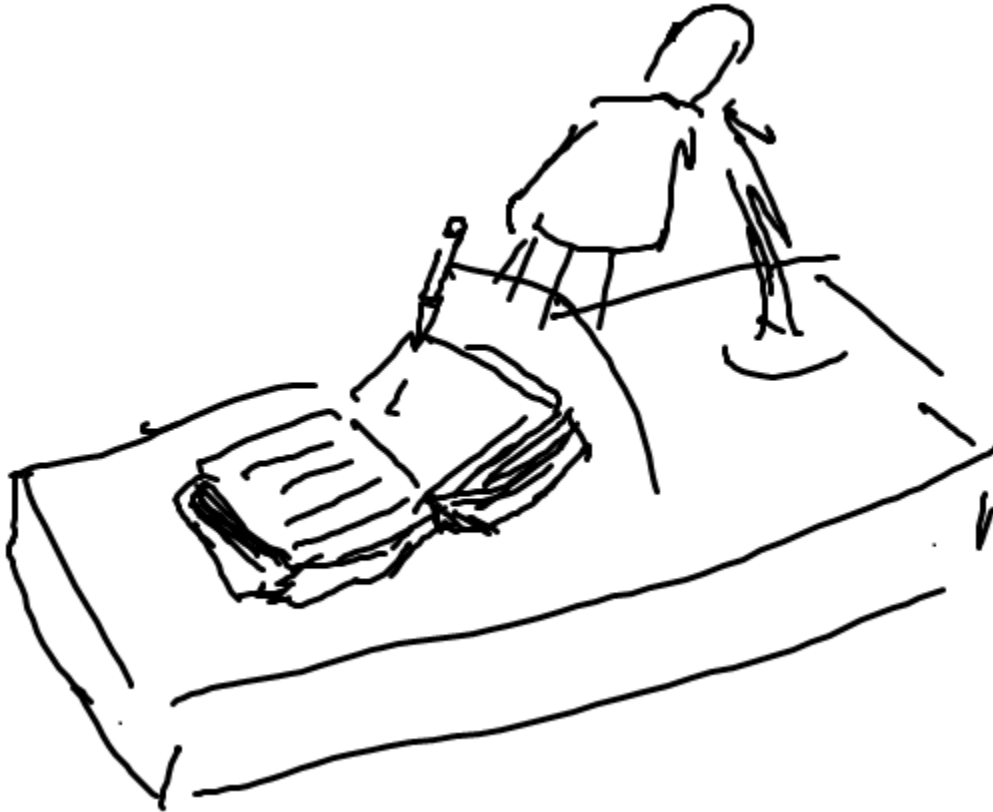
Description: The narrator often observes the woman in the wallpaper creeping around the yellow wallpaper during the day.

- Alone Time [3 WP] (2 copies)
 - Destroy one of John's Items



Description: Whilst following the instructions prescribed via the rest cure from physicians, she is left alone within her room most of the time, contributing to an increasingly insane state.

- Items
 - Notebook [1 WP] (2 Copies)
 - Imagine costs [0 WP]



Description: Throughout the story, the woman documents her experience and utilizes the notebook as an escape from her imprisonment.

- Yellow Wallpaper [1 WP] (Only 1 Copy, Starts in Hand)
 - In exchange for an increasing amount of SP, gain an increasing amount of WP each turn
 - Both SP cost and WP gain increase by 1 each turn(turn 1, cost 1, gain 1, turn 2, cost 2, gain 2, etc)
 - If SP < 25, Destroy Yellow Wallpaper and create woman in wallpaper



- Description: The Yellow Wallpaper was the source of the narrator's discomfort and eventually became a centerpiece in her insanity.
 - o Women in the Wallpaper [N/A]
 - Indestructible
 - Inflict status {Insane} for as long as this card is in play:
 - Team Protagonist wants to reach 0 SP
 - Team John wants to increase SP
 - Team Protagonist loses 5 SP each turn



- Description: The woman in the wallpaper was imagined by the main character as a result of her solidarity and insanity and was what she later 'became' in the story.
 - o Like Night and Day [4 WP] (1 copy)
 - Introduces day/night cycle (swaps every turn)
 - During the day, cards cost 1 more WP to play
 - During the night, cards cost 1 less WP to play and +- 5 SP (whichever way the player wants)



- Description: During the process of debunking the mystery of the woman in the wallpaper, the narrator focuses better during the night than the day.

Team John:

- Actions
 - Belittle [3 EP] (2 copies)
 - Reduce WP by 2



Description: John belittles the narrator's concerns regarding her illness, stating that "there is really nothing the matter...but temporary nervous depression."

- Gaslight [3 EP] (2 copies)
 - Reduce SP by 5
 - Reduce WP by 1



Description: When the narrator brings a problem or solution to the attention of John, John repeatedly gaslights and convinces the narrator that he is correct and whatever notions she states were incorrect.

- Ridicule [2 EP] (4 copies)
 - Reduce WP by $1 + x$, where x is the amount of times Ridicule has been played in the past



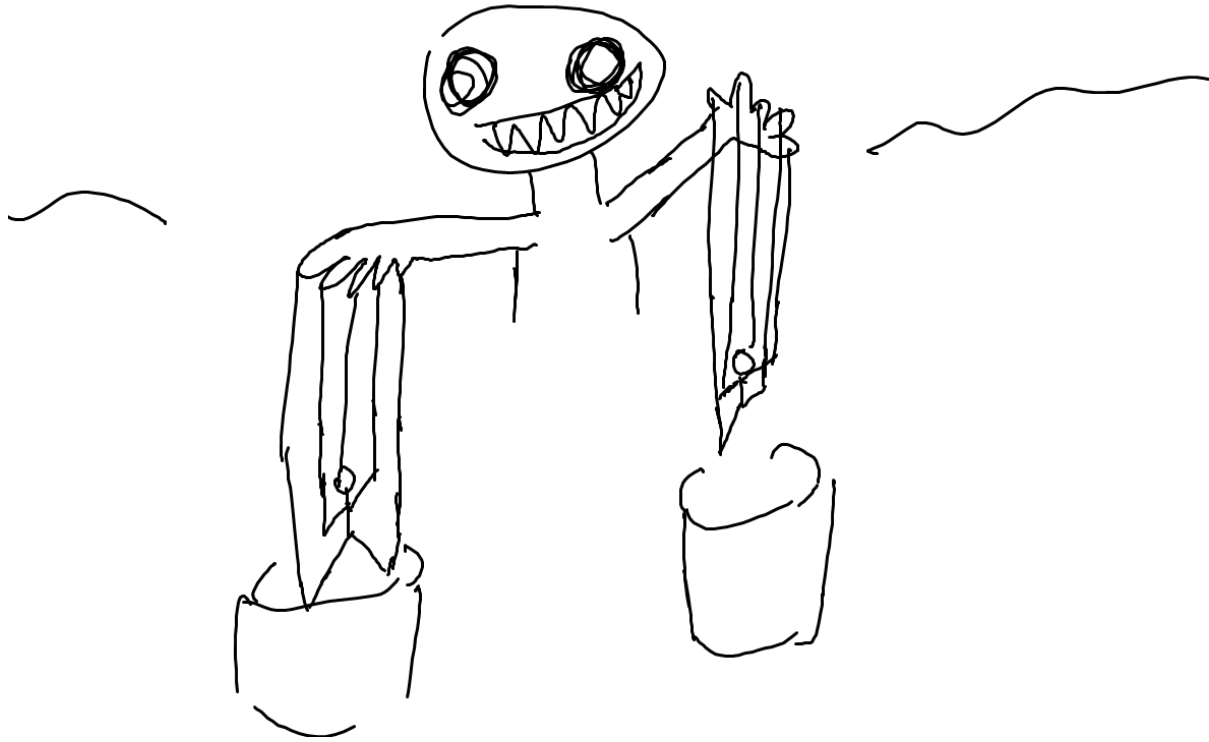
Description: John often ridiculed the main character, in forms of gaslighting, condescension, and patronization. He utilized his power to override and dishearten her recovery process.

- Ignore Wife [2 EP] (2 copies)
 - Reduce SP by 10



Description: Due to his busy work as a physician, John is absent from his home most of the time, leading to lack of interaction with his wife and her loss of sanity from isolation.

- Puppeteer [3 EP] (2 copy)
 - Pick a random card from Team Protagonist's hand, and play that card with a reversed effect (gain turns to loss, etc)



Description: John utilizes his professional status and power to influence the narrator to conduct or avoid certain actions, hence puppeteering her to his ideals of a treatment and recovery.

- Look Ahead [2 EP] (1 copy)
 - Put any card from your hand on the top or bottom of your deck.
 - You can play it for free once you draw it

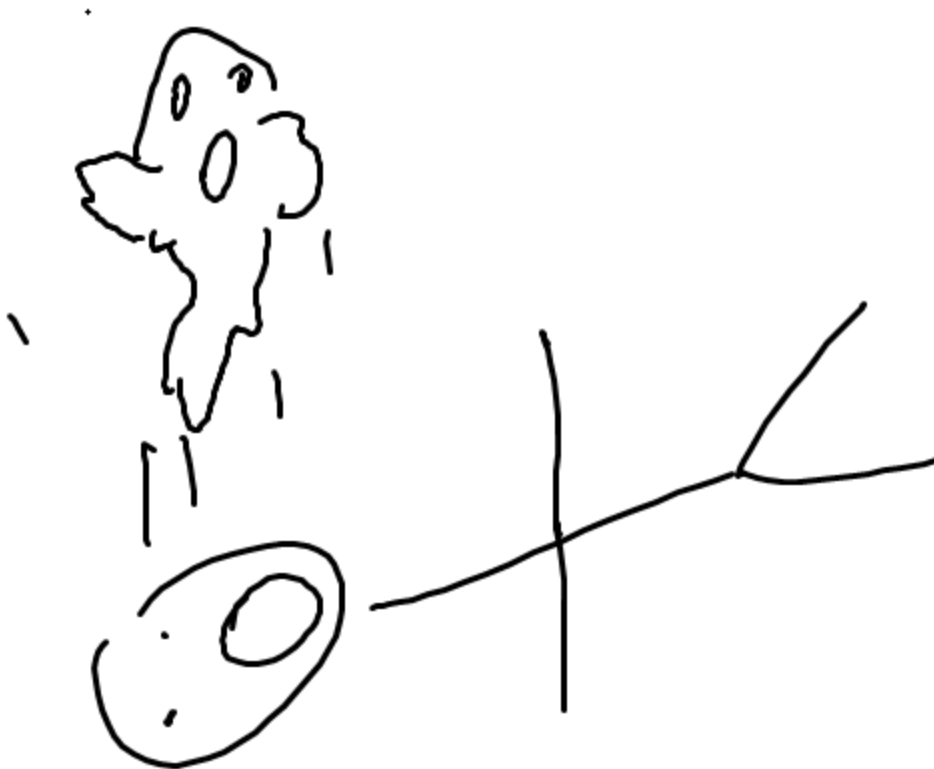


- Description: John consistently speaks about the future, and the life they shall have after the narrator is well.
- Response
 - Professional Opinion (3 copies) [3 EP]
 - Negate a single action of Team Protagonist



Description: Multiple times throughout the story, John negates whatever opinion that the narrator may hold about her own wellbeing via his professional opinion as a physician.

- Faint [3 EP] (2 copies)
 - (Only playable when The Woman in The Wallpaper is active)
 - Increase SP by 15
- Description: After the narrator tears the wallpaper and falls into the belief that she herself was a woman in the wallpaper, John enters the locked room and faints in disbelief.



- Description: Upon finding out that the protagonist had ripped off the wallpaper, John faints.
 - o Patronize [5 EP] (2 copies)
 - Increase or decrease (your choice) SP by $5 \cdot x$, where x is the amount of cards Team Protagonist played this turn.



Description: Throughout the story, John patronizes the narrator in a condescending manner.

- Quell Creativity [2 EP] (2 copies)
 - Counter spell
 - Can be played in response to negate imagine, notebook, or meet with cousin

Description: Throughout the story, John repeatedly influences the notion that creativity is an awful method to counteract insanity through telling the narrator not to write or imagine.



- Items
 - Busy work [3 EP] (2 copies)
 - The protagonist loses 1 WP per turn
 - If the protagonist is {insane}, instead the protagonist gains 1 additional WP per turn
 - John can pay 5 EP to destroy busy work

Description: As a physician, John is frequently away at work and oftentimes leaves his wife alone, allowing her to do as she pleases.



- Rest Cure [2 EP] (1 copy)
 - Starts in play
 - Lower sanity by 40. If the Rest Cure is destroyed, return 35 sanity to the protagonist.
 - John can destroy Rest Cure at any time
- Description: John prescribes the narrator a rest cure in order for her to overcome her challenges, however it is clear that this “cure” has an opposite effect.
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- Jenny (1 Copy) [4 EP]
 - Make all changes to SP +5/-5
- Description: Jenny is the narrator's sister in law as well as the housekeeper.

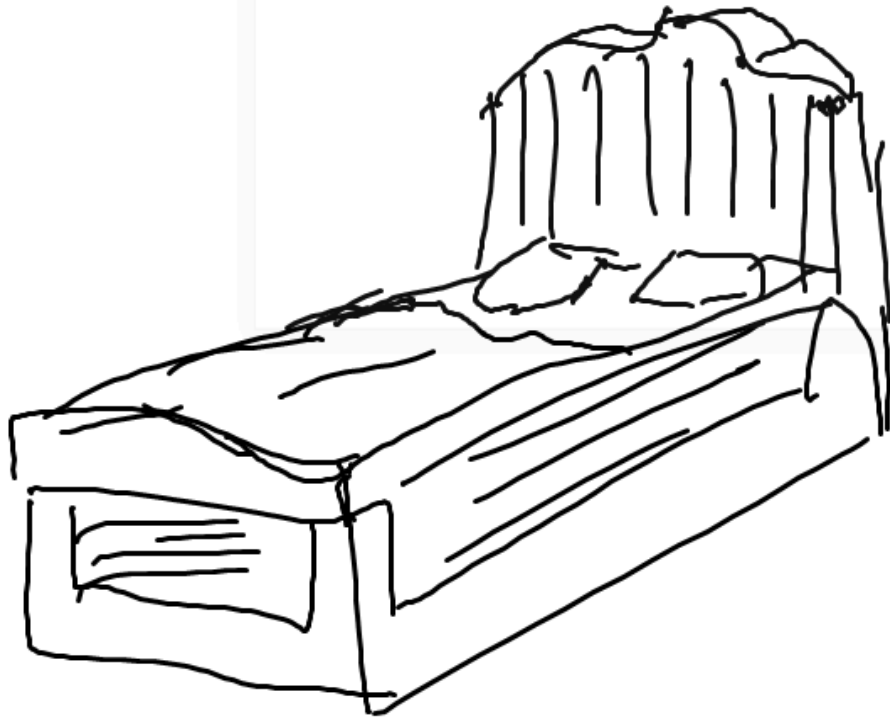
Jenny



- The Baby (1 Copy) [5 EP]
 - Inflict {Guilt} permanently
 - If Team Protagonist plays a card that costs 1 or less WP, that card costs 2 WP instead
- Description: The baby embodies the stereotypical role of women in the 19th century, which was to serve as caretakers and remain at home.

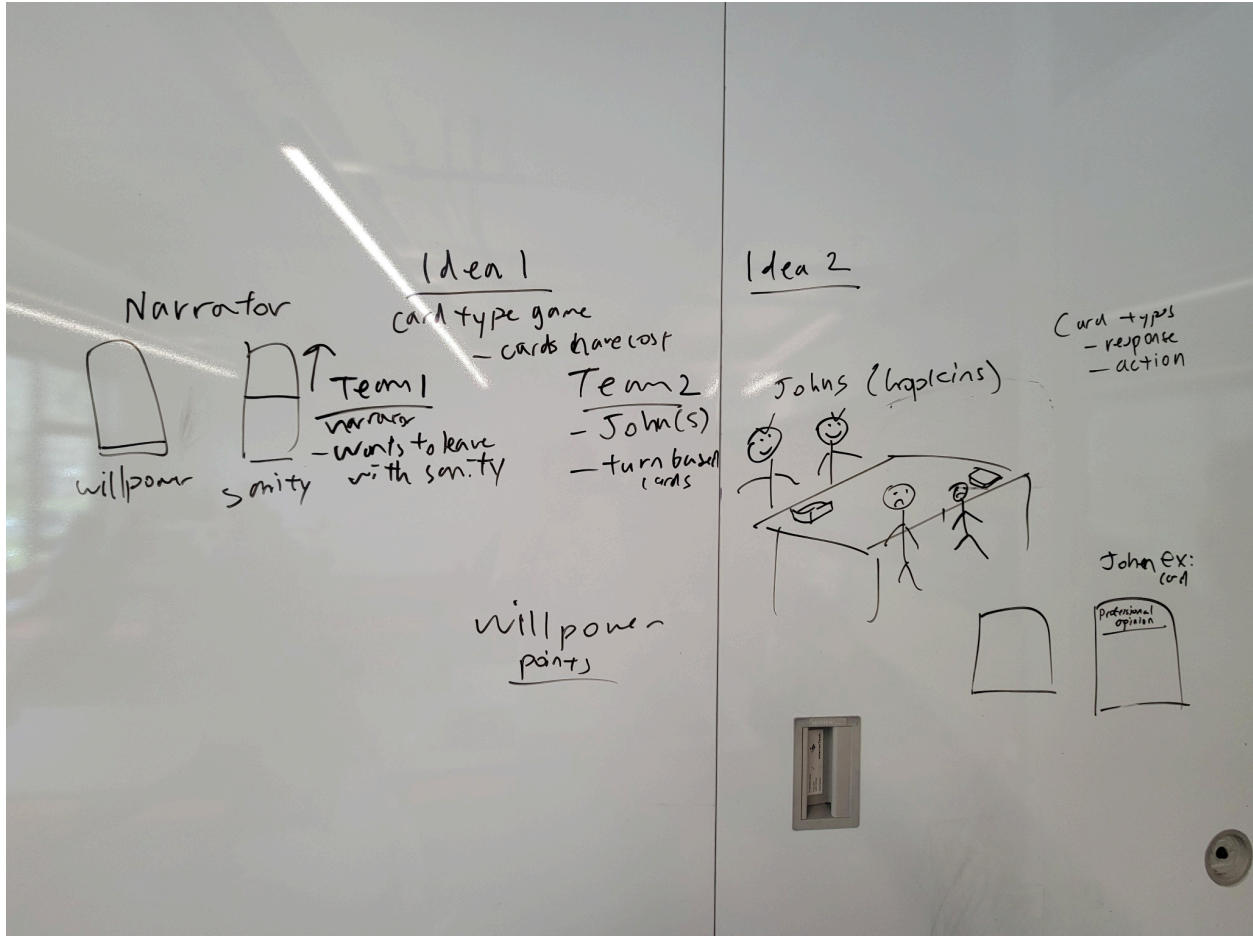


- Nailed Bed (1 Copy) [6 EP]
 - Decrease max WP to 7
- Description: The nailed bed within her room serves as an anchor point and encourages the narrator to stay in her bed as it is most comfortable and an easy vantage point for the patterns on the wall.



- Phosphate (2 copies) [3 EP]
 - Reduce WP by 2
 - After 3 turns, remove this card from play, and return 1 WP to Team Protagonist
- Description: Among other treatments, John prescribes phosphates to the protagonist to supposedly treat her temporary nervous depression.





FINALIZED CARDS!!

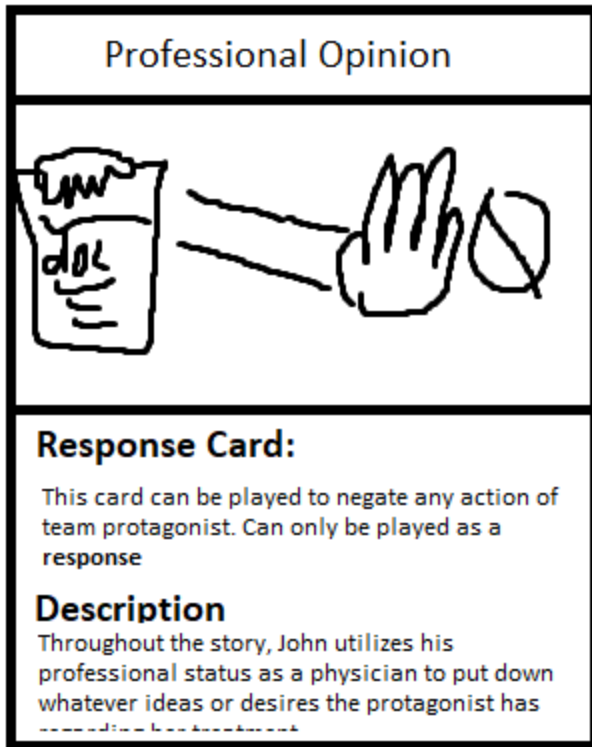
Format (JOHN EXAMPLE - PROFESSIONAL OPINION):

Name: Professional opinion

Effect: Negate a single action of Team Protagonist (You can play this card whenever team protagonist plays a card. This essentially nullifies the card).

Description (this specific one is def a draft, but something like this): *Throughout the story, John utilizes his professional status as a physician to put down whatever ideas or desires the protagonist has regarding her treatment.*

How the cards might look:



Note: this is only the general format. Paint.net is kinda shitty for adding text so this is as far as i'm gonna go for format, but ask Andrew if he wants any specifics cause he's the one who will basically be printing and formatting a lot.

The card is formatted:

Name

Image

Type of Card (Response, Action, Item)

It's Effect/Ability

Description

For a card on the protagonist's side, you can ask Andrew more about formatting, but I would just put the cost in the top right corner.