

Full Moon Overload Tarot Card Game



Full Moon Overload is a 2-4 player card game that, while meant to be played with the Neon Moon Tarot Deck, could be played with any tarot deck of your choosing. It divides the deck into three main groups - the major arcana, the court cards, and the minor arcana. You'll need a bit of table space but can size your "board" according to how much space you have. Games tend to be laid back and take around 15 minutes to finish.

The Grid

The game begins with a spread of cards laid out on the table in a grid. A minimum of 3x3 and maximum of 6x6 are the suggested sizes for your grid, but anything in between will work as well and it doesn't need to be square. A 3x3 grid typically makes for more turns that are shorter, 6x6 makes for fewer turns that are longer. Players will sit on either side of the grid so that cards are either upright or inverted. After shuffling and dealing out the grid, each player draws a card. The player who draws the highest value card goes first. For the purposes of this game, the card values from low to high are the major arcana 0-21, the minor arcana 1-10, and the court cards are apprentice->agent->supervisor->executive(page->knight->queen->king in a standard RWS tarot deck). The goal is to accumulate cards from each of the three divisions (court, minor, major).

Moving across the Grid

You can potentially use the card you've drawn to move to one of the cards in the closest row to you. If you do not have a move available on your opening row(more on that in a sec), then the card you've drawn goes into your stash and counts towards your score at the end of the game. You then draw a fresh card from the draw pile. This continues until you are able to move to one of the cards in your opening row.

But there are rules for which card can move to another one. Each card can only move one adjacent card in the grid. An inverted card can only move horizontally or vertically, but not diagonally. An upright card can move horizontally, vertically, and diagonally. When you move to another card, the card that you are moving to goes on top of the card you're moving and

becomes your new main card. You then move according to the restrictions of your new main card. Your turn lasts as long as you are able to move your card, and ends when you cannot.

Further restrictions on movement are: court cards cannot move to the major arcana. Minor cards cannot move to court cards. Major arcana cannot move to other major arcana. Within those restrictions, minor arcana can move to any major arcana. They can also move to another minor arcana as long as either the number of the cards match or the suit does. There is an exception here: The aces are a special gap between minors and courts and so are the only minor arcana able to move to court cards of the same suit. Court cards can move to other court cards if the number/title of the cards match or if the suit matches. Court cards can move to minor arcana as long as the suit matches. Finally, major arcana can move to any court or minor arcana cards.

In this way, the major arcana act as “fate” cards that bridge the gap between the minor cards, representing characters below the plate, and court cards, representing characters above the plate. Additionally, when you move to a major arcana, you can pick an empty spot adjacent to it and then draw a card from the draw pile to the spot you picked. With luck, this can result in a potentially longer turn as you actively refresh cards on the grid.

Player Turns and End Game Scoring

When you are out of moves, your card stack goes into your personal stash and the next player takes their turn. They will first draw a fresh card if they don't have one for themselves, and then replenish only the empty slots on the grid (from their left to right, bottom to top. The bottom to top is important as it's possible to run out of cards from the draw pile before the grid is replenished, so it allows for a final turn). Once the board is replenished (or the draw pile is exhausted), their turn proceeds as normal. If you have more than two players, player three will play from player one's side of the table (and four will play from player two's). Each player retains their own unique stash of cards from their turns. Since these positions are facing each other across the table, the inverted cards for one side will be the upright cards for the other and vice versa.

Once the draw pile is depleted, the last player active when it depleted is able to finish out their turn and the game then ends. Once the game is over, each player will go through their personal stash and separate their cards into three different stacks - the major arcana, the minor arcana, and the court cards. Whichever player holds the most cards (card point values are irrelevant for scoring) out of any given stack will claim the point total for that stack out of all of the players. Each stack is worth a different amount of points. The major arcana stack is only worth one point, the minor arcana stack is worth two, and the court card stack is worth three. In the event that more than one player has the same highest count of cards in a stack, each player claims the stack points. So if three players all managed to have three court cards and no other player had more, they would all receive three points to their end of game total. Whichever player comes out with the most points wins the match! In the event of a tie, high fives are encouraged.