

Doven

A game by Remco Verbaten

Artwork by Remco Verbaten



Doven is a game about (you'll never guess....:) doves!

Small gangs of doves flock the station. People drop all kinds of trash on the floor. As the doves start to flock around to be the first to claim it, the world of humans is a chaotic one!

Game elements

- 24 trash cards
- 24 event cards
- 12 wound cards
- 10 dove leaders
- 16 dove goons

Prepping the game

To prepare the game, sort the cards into their respective decks and shuffle them.

leaders

Roll the dice. Each player picks a leader in successive from high-to-low. Place the leader in front of you. Each leader has a special action that can be used **once per game**. Choose wisely. When you use them, turn the leader or flip them to indicate a 'used' status.

Leaders do not go into play. When referring to a dove, this never refers to leaders.

doves

Each player receives three doves and picks one, then hands the remaining two over to their left. From these new cards they pick one more dove and put the unused doves on the table. Each dove has a special trait that is **always active**.

Each player should now have a leader and two doves.



Place the trashdeck, eventdeck and wound deck on the table. Keep enough space open in the middle of the table. The game will use as much space as there are players.

Hand the early bird's worm to the player that got shit on by a bird the most recently. If there are none, the player that was last to pick the leader may begin.

Game turn

Place as many event cards as there are players face-down on the table. Place on each of them a trash item, also face-down.

Starting from the player with the worm, each player places one dove at a trash item. Think of there being 'positions' above and below the trash/event-stack. After the player placed their dove, the next places their dove at any other free spot. Go around the table until all players have placed both their doves.



Flip each trash/event stack with at least one dove next to it so that the event card is now face-up on top.



Handle the events before all else. Place any 'next turn' cards next to the trash deck as reminder. If the event is a human, doves without the **fearless** trait will always fly away, leaving the item behind. If there is no event result, the event goes to the winner of the duel after. This counts for action cards and wounds. You may view the trash item below.

If there are still doves from multiple gangs near the same item a duel starts.

Duel

A duel is played using the dice. Each party of doves must roll a die per bird. Any modifiers change the result of the roll. The highest score after modifiers wins the duel. With multiple birds add the rolls per bird together as one result. Do the same with any modifiers. If the result is a draw *reroll*. *All duels must be resolved*.

When the difference between winner and loser is **5 or more**, the loser or losers gain a wound. Take a wound from the wound deck and place it at the dove. If multiple doves lose, only one gains a wound. The winner picks who gets that wound.

If the difference is 10 or higher the loser dove or one of the losers doves skip the next turn.

The trash item goes to the winner. Any event-actioncards, extra bread or wound also go to the winner. When the winner gets an event he has to handle it.

Then the round ends. The early worm moves over to the next player, clockwise.

This repeats until there are no more trash items. Finish the round with fewer items and end the game.

The winner is the player whose gang scored the most bread.

More than two gangs on one item

Multi-gang duels are allowed. All groups present roll their dice and add or subtract their modifiers. The one on top wins. Result difference is counted from the winning roll to yours.

Draws for the winning result reroll again. All lower rolls are out; awaiting result for their wounds.

Lore

The trashcan card contains the original Remco Verbaten-pixel art from *trashcanmans 1*. I discovered the yoyogames archive which contained the game from 2009! It's an easter egg I'm quite fond of.