



THE THREE PILLARS™

A PARANORMAL CARD GAME

SINGLE PLAYER VARIANT

This document provides rules for a Single Player variant for *The Three Pillars: A Paranormal Card Game*.

SET-UP

In order to play this variant, some alterations must be made to the decks.

Investigation Deck

Remove the following cards from the Investigation Deck and place them out of play:

MISFORTUNES - Battery Drain
Broken Equipment
Limited Resources X2
Off the Case X2
Possession

PREPAREDNESS- Batteries Replaced X2
Exorcism X2
Extra Equipment X2
On the Case X2
Plentiful Resources X2

ALL PROTECTION CARDS

EVIDENCE- Level 5 X2
Level 4 X4
Level 3 X5
Level 2 X6
Level 1 X4

Event Deck

Keep only the following cards from the Event Deck:

Contamination	Discredit
Don't Go Alone	Grounding
Over Exposed	Provoker
Trigger Object	

Casebook Deck

The Casebook Deck is not used in this variant.

GAME PLAY

The basic rules of the game are the same, with some minor alterations.

Cases are handled one at a time as usual. Start the first case by assigning your first Pillar. Then, deal yourself a hand of six cards.

Cards are revealed one at a time from the Investigation Deck. If a Misfortune is revealed, it immediately plays on your Case Log. If you are already under a Misfortune, the new one is discarded. You must still play or discard a card each turn as normal.

You must still play *On the Case* for every new Case, as well as play an Event, as per the normal rules.

You only have one run through of the deck to close all three Cases. If the Investigation Deck runs out before you can close all the Cases, you lose. Can you beat your own high score?