

01 / BEGIN THE JOURNEY

Pilgrim's Courage

A Christian solo card journey • 1 player • Standard 44-card game deck

Face the trials. Receive the blessings. Keep walking.

Guide a pilgrim through a changing path of trials, equipment, and blessings. Begin with **20 life** and resolve every card before your life reaches zero. Wise choices about order, equipment, and healing shape your journey.

Your goal: Clear the deck and every card in the final room while keeping at least 1 life. Life is a game counter, not a measure of faith.

Prepare your journey

Web or Windows: Open the game. A new journey shuffles and deals automatically. The life counter, equipment restrictions, and damage calculations are handled for you.

With physical cards: Start with a standard 52-card deck. Remove the red aces and all red face cards: A, J, Q, and K of hearts and diamonds. Do not use jokers. Shuffle the **44 remaining cards**. Set your life to 20 using a counter, paper, or the tracker on page 4.

Suit	Role	Cards used
♠ Spades & ♣ Clubs	Trials	2-10, J=11, Q=12, K=13, A=14 26 cards total
♦ Diamonds	Equipment	2-10 only • 9 cards
♥ Hearts	Blessings	2-10 only • 9 cards

The room cycle

- 1. Reveal:** Draw until four cards are face up. These cards form a room.

2. Choose: Resolve exactly three cards, one at a time, in any order.

3. Continue: Leave the fourth card face up. In the digital game, choose **Enter next room**. Draw cards to refill the room to four.
- Final room exception:** Once the draw pile is empty, resolve **all** remaining face-up cards. Do not stop with one card left. Healing still works only once in that room.

02 / RESOLVE YOUR CARDS

Trials, equipment & blessings

Every resolved card counts as one of your room choices, even when it gives no healing or causes no damage.

♠ ♣ Trials: choose how to face them

Face unaided: Lose life equal to the trial's full value, then discard it. You may choose this even when you have equipment. It does not change your equipment or its current limit.

Use equipment: Subtract your equipment strength from the trial strength. Lose the difference, with a minimum of zero. Place the trial on your equipment stack. The game shows the life cost before you choose.

Damage with equipment = trial strength - equipment strength

Never less than zero. A strength-8 trial faced with strength-5 equipment costs **3 life**. A strength-3 trial with that equipment costs **0 life**.

♦ Equipment: strength stays, the limit changes

Resolving a diamond **immediately equips it**. Discard your previous equipment and all trials stacked on it. New equipment starts with no trial limit.

After you use equipment on a trial, it can only face another trial with a value **strictly lower** than the last trial faced with it. Equal values are not allowed. This limit carries into later rooms until you replace the equipment.

Example: Strength-5 equipment faces a 12, costing 7 life. It may next face an 11 or lower. If it then faces a 6, costing 1 life, it may next face only a 5 or lower. Its strength remains 5 throughout.

A zero-damage equipped battle still changes the limit. Equipment that has faced a 2 cannot face another trial until replaced, because no trial is lower than 2.

♥ Blessings: one healing opportunity per room

The first heart you resolve in a room restores its value in life, up to your maximum of **20**. It is then discarded. Any additional hearts you resolve in that room are discarded with **no healing**, but still count as choices.

Example: At 17 life, a 6-heart restores 3 life, bringing you to 20. A second heart in that room restores nothing. Even taking your first heart at full life uses that room's healing opportunity.

A heart carried into the next room can heal there, because the once-per-room allowance resets when you enter a new room.

03 / DECISIONS & OUTCOMES

Choose a wise path

You control the order of play. Look at all four cards before committing to the first one.

Take another path

Before resolving any card in a room, you may avoid it: place all four face-up cards at the bottom of the deck, keeping their order, then reveal four new cards. In the digital game, use **Take another path**.

You **cannot avoid two rooms in a row**. You also cannot avoid a room after resolving a card, or avoid the final room when the draw pile is empty. Avoided cards remain in the journey; they are not discarded.

A complete example room

You have **12 life**, no equipment, and more cards in the draw pile. Your room contains: **5♦, 8♠, 6♥, and 4♣**.

Choice	What happens	Life
1. Equip 5♦	Gain strength-5 equipment. It can face any trial.	12
2. Face 8♠ with equipment	Lose 8 - 5 = 3 life. Your next equipped trial must be 7 or lower.	9
3. Receive 6♥	Restore 6 life. This room's healing is used.	15
Enter the next room	Carry 4♣ forward and draw three cards. Equipment stays; healing resets.	15

The carried 4♣ is eligible for your equipment: 4 is below 8. Facing it costs zero life, then restricts the equipment to trials of 3 or lower. It may be wise to face a stronger eligible trial first.

Winning, losing & your score

Victory: Empty the draw pile and resolve every card in the final room with life above zero. Your score is your remaining life. If you finish at **20 life** and the final card resolved is a heart, add that heart's value as a bonus. For example, finishing at 20 with a 7-heart scores 27.

Defeat: The journey ends immediately when damage brings your life to zero or below. Your score is your actual remaining life, including any negative amount, minus the total strength of all unresolved trials in the room and deck. Do not count trials already faced.

Example: You have 3 life and take 8 damage, leaving -5. If unresolved trials total 19, your score is -24. The digital life meter shows zero on defeat, but scoring keeps the full negative amount.

04 / KEEP BESIDE YOUR GAME

Quick reference

Print this page separately for a compact reminder and a reusable tabletop life tracker.

Remember	Rule
Starting life	20. Healing can never raise life above 20.
Normal room	Reveal four. Resolve three. Carry one forward.
Final room	When the deck is empty, resolve every remaining card.
Unaided trial	Lose the trial's full value. Equipment limit stays unchanged.
Equipped trial	Lose $\max(0, \text{trial} - \text{equipment})$. Next equipped trial must be strictly lower.
New equipment	Replace old equipment and discard its trial stack. Reset the limit.
Blessings	Only the first heart resolved per room can heal.
Avoiding a room	Before any choices; never twice in a row; never the final room.

Life tracker

Use a small token to mark your current life. Start at 20. Reaching 0 ends the journey.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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Equipment strength: _____ Next equipped trial must be below: _____

Playing on the web or PC

How to play opens the instructions. **Give me a hint** suggests a next step; it does not play a card or guarantee a win. **New journey** asks before replacing your game. **Play again** starts a fresh game after victory or defeat.

Progress saves automatically when storage is available. Reopen the web game in the same browser, or the PC game under the same Windows account, to continue. Web and PC saves are separate. Clearing browser data or deleting the PC profile can erase a save.

Credits & edition notes

Christian theme and presentation: Marcus Draper • Deskatur.com
Original game inspiration: Scoundrel by Zach Gage and Kurt Bieg.
These rules match Pilgrim's Courage v1.0: strictly descending equipped trials, no final-room avoidance, and all final cards resolved.

“For we walk by faith, not by sight.”
2 Corinthians 5:7 • King James Version