

# CARD GAME THE CARD GAME

## Objective:

2 to 4 players: The first player to get 6 points wins the game.

## Setup:

Separate the main deck and the Moneys deck. Set the Suicide Kitten aside. Shuffle the main deck and deal 5 cards from it to each player, then shuffle the Suicide Kitten into the deck.



The Final Round card is optional; if you decide to play with that card, deal 15 cards face down from the main deck in a stack, then place the Final Round card on top of it. Then, place the remaining cards of the main deck on top of this.

The player who last won a card game goes last. Give the Initial Moneys card to that player. Turns goes clockwise.

Then, shuffle the Moneys deck and put it face up in the table. Everyone can see the next Moneys to be taken. With a single exception, all Moneys are worth \$1.

## Turn sequence:

- ° **Draw step:** draw a card... obviously.
- ° **Main step:** allows active player to play up to one 🖐️ card and also up to one **Ability (A):**.
- ° **End step:** this step allows players to play ⚡ cards. Also some effects end during this step.

## Moneys:

Cards have a Moneys cost to be played. To pay for them, trash that amount of Moneys on the bottom of the Moneys deck. When a Moneys is trashed, it goes to the bottom of the Moneys deck.

When a player draws any card in their turn, they may choose to draw it from top of the Moneys deck or the main deck. **Moneys don't go to your hand; they are played immediately and goes to the table facing up.**



The **Initial Moneys** will go to the bottom of the deck as any other Moneys, and drawing them later doesn't affect you after the start of the game.

## 1pt tokens:

Some cards make you gain 1pt tokens. If you run out from 1pt tokens in the box, use any other stuff you have around, like coins or chips. This never happened before but, who knows! Players do weird things sometimes.

## Card Types (Icons in cards):

⚡ **QUICK:** You can play this any time you want and also you can play it in response to any other card being played or any **Ability (A):**. Discard after use.

🖐️ **HAND:** You can play this card only on your main step and you can't play more than one card of this. Discard after use.

🔒 **LOCK:** This card stays on the table instead of discarding it.

💰 **SPECIAL:** This card doesn't plays as normal and has special conditions to be played.

🚫 **RULE:** This card doesn't belongs to anyone and stays on the table until the end of the game.

👤 **CHARACTER:** This card is a character, some cards interacts with them.

**A:** You may play one **Ability** (and only one) on your main step between all cards you have.

**BLUFF:** Cards with this word can be played even if you don't have them in your hand. To play a **BLUFF** card, show a facedown card from your hand and call for the **Ability** or effect you are playing. In turn's order, players may believe you or challenge you. If they believe you, do your effect as normal and return your facedown card to your hand, you don't have to show that card. But if a player challenges you, you must discard the facedown card. If it was the real one, draw a new card from the main deck, then the challenger discards a card and loses 1pt token (if they have any). You play your card as normal. But if the card wasn't the real one, you must discard that card and lose 1pt token and cancel your **Ability** as normal. To play the Assassin card you need to spend 3 Moneys and you don't get any refund if you was bluffing and lose.

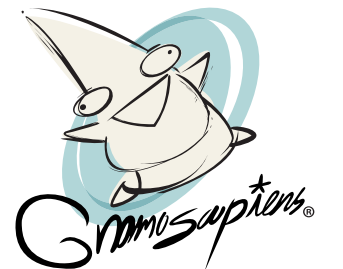
**The Joker:** This card may be played as any card on the game (even Moneys).

## FINAL ROUND variant.

If you are playing with the Final Round card on the deck, there's the following rule: When a **R** card hits the table, trash any other previous **R** card.



The round ends at the end of the turn of the previous player when the Final Round hit the table. If the Final Round is trashed, continue the game as normal.



If you have any doubt about the rules, ask for any professional TCG judge near around, they usually are right. Or also you may check the other side of this sheet. But you are warned, the deeper rules may ruin the fun of finding combos and the challenge to your mind.



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### Deep rules:

Any card with no  must be discarded and sent to the trash pile after using it except for the  cards; those are not discarded unless the card says so.

Players may respond with  cards to any other card when is played or even an **Ability (A:)**. When a player responds with a  card, it will resolve first. If several cards are played at once, always resolve the last one played.

The trash pile is where discarded and trashed cards go. The trash pile is always facing up and any player may look at it any time, but don't shuffle it.

If a player interacts with the trash pile, (i.e. returning a card to their hand) they must show it to everyone. If a player was in the kitchen or busy in any other reasonable way, as written above you must tell that player which card was. If a player is unmannerly watching their phone or tablet and asks 'what you did' after you showed your card, you may choose to not show it and tell them how horrible person are.

If a player loses the game or needs to leave, they must discard their hand, trashh all of their  cards.

Cancelling a card with **Not So Fast** doesn't give to the player any refund or compensation, this includes the Assassin.

### Deeper rules:

The **Suicide Kitten** may be stopped with a **Not So Fast**.

If you will draw a card and someone else plays in response **To The Top** to put an undesirable card from the trash pile, remember: if it's your turn you may choose to draw Moneys instead of drawing that card. If isn't your turn, just deal with it and draw that card.

Nobody can play cards or **Abilities (A:)** in the middle of resolution of the text of any other card or Ability. If an effect triggers due another card's effect while resolving it, it must wait. (i.e. if you draw a **Suicide Kitten** with the **Ancestral Headache**, you don't die until you draw your 3 cards.

**Exploding Island**: If there's a tie, both players get 2pt tokens.

When you successful play **The Guardian**, you may leave it on the Exploding Island instead of the trash pile, because is a character.

When you play **The Guardian** and the selected player has the **Joker** in hand, that player doesn't discard it arguing the **Joker** is any card of the game, since the Joker's owner decides which card the Joker is at each instance. If the **Joker** is in the trash pile or in the main deck, the player interacting with it decides what card the Joker is.

Yes, you can play a **Shot!** card against a player with no 1pt tokens. They lose no points.

**Imaginary Dinosaur** doesn't save your ass from Suicide Kitten.


**Dark Flower** is like money by itself. Don't draw money cards.





**Drunken Chalice**: You don't show the cards you draw. Playing this card will eliminate a player if between those four cards the **Suicide Kitty** is drawn or **The Princess** is discarded, unless you play a **Not So Fast** to cancel those cards. If you pick **The Princess** to play, you don't win the game but the princess stays in your hand. If you got the last part of **Exodus** and you decide to play it, you win the game before **Princess** or **Suicide Kitty** eliminates you. If 2 or more parts of **Exodus** are between the cards drawn with the **Chalice** effect, you can't win since you must chose only one to play and discard the other.

**Needy Salmon**: You can't do a triple high five, seriously. Also if you are quick (and needy), you can intercept the high five of another player to steal that point.





**Fireworks**: Players may give you wrong information about your hand... or even none. You don't see the cards you draw, simply put it into your hand without looking at them.

**New Rule (Hand limit 1)** and **Mirror City**: The last card hitting the table replaces the effect of the first one.

The **Transplant** may be tricky; you can swap a Moneys for other card indeed. Also, the **Transplant** can swap the **Handshake Pact** for any other , but it will be unattached and the **Handshake** will be doing literally nothing on the table. Meanwhile the other card you swapped will be attached to the original card. This is dumb but is doable; we would rather prefer to swap the card attached with the **Handshake Pact** since it will remain attached to it, also this means, the **Handshake** is property of their original player and will be trashed if that player leaves the game.

¿Can I use **Transplant** to swap a  card with other ? Yes, you can. But it is dumb, seriously; the other card will belong to nobody and will affect nobody and now the  card belongs to you and when you leave the game the  card will be trashed.

The only way to cancel **Exodus** is playing 5 **Not So Fast** at the same time. Why? Because a player only needs to play one **Exodus** card to show the other four cards, and if **Not So Fast** is played, another **Exodus'** card may be played in response to show the other 4 parts and so on.

If a player drawing cards from **Eat Four!**'s effect will draw a **Suicide Kitty**, since you decide what type of card must be played next, if you don't chose  type, the **Suicide Kitty** goes to the player's hand. On the contrary; if the  type was chosen and the **Suicide Kitty** was drawn, it must be played as normal. In this case, a player may respond with **Not So Fast** as normal. Also, since Moneys are , cards, players can't draw from the Moneys deck if  wasn't the chosen type.

Some cards like **Sullen House** are worth points by themselves, don't take 1pt tokens for them.

The symbols at the bottom of the **Sushi Tray** indicate how many points it is worth owning that amount of Sushi in play for each player. This means: a player with 3 **Sushi Trays** in play has 4 points meanwhile the other player with only one **Sushi Tray** has 1 point.