

Ars|ne

Objective:

You and at least one other person are in a poison chamber. Each player has 60 health points and with every card you get, the value takes away from your overall health. The last player to survive with cards that are lower than 60 points wins and escapes the chamber.

Supplies:

1 deck of cards, with joker cards. (Optional) Pen and paper, or anything to keep score.



Setting up the Game:

This is the preparation phase. Every player is given 3 cards at random that are face up on the table. Before the match begins, players have a chance to exchange any or all their cards if they don't like what they have on hand. All discarded cards will be in a separate pile.

Playing the Game:

Each round, players have the chance to change their health and their opponent's health in two ways:

1. They draw a card from the pile and move to the next player automatically.
 2. They can challenge another player to trade cards or force the opponent to draw one.
 - a. A duel commences of rock paper scissors and whoever gets 2 out of 3 wins the match.
 - i. If the attacker wins, the defender must follow through. If the defender wins, they keep their cards and attacker must trade or draw a card.
- Once one of these actions has taken place, it moves on to the next person to the right until everyone has taken an action. At the end of each round, each player has the chance to get rid of 1 card from their deck and draw a random one or keep their inventory as is.
 - Should the cards run out, the discarded pile will be randomly shuffled and utilized.

Scoring the game:

Each player is responsible for keeping track of the value of all their cards. The values are as follows:

- 2-10: Base values
- Royals: Jack, Queen, King are valued at 10
- Ace: This can be valued as 1 or 11. Whoever draws it must specify what value it has. It will stay that value until the end of the round and its assigned the same value or a different one
- Joker: It's an instant kill card. If a player has this card during the preparation phase, they automatically trade it out until all players don't have it in their inventory. Once the first round begins, it's in full effect.



Winning the Game:

The rounds keep going until all players, except for one, have enough cards that add up to or over 60. If the game has more than 2 players, once someone loses all their health, they discard their cards and spectate.