

# Masquerade

*Swing to kill the king!*

**A game for 3-6 commoners**

You are secretly a part of a coup to assassinate the kingdom's king. Form alliances with the other party members and do the dirty deed. Be the first to kill the king!

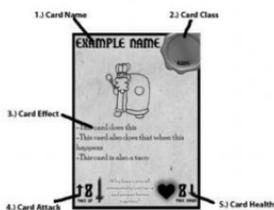
**Goal:** There are three ways to win the game of Masquerade.

1. You are the one to kill the King card
2. You own both the King card and the Queen card
3. You own the King card when players can no longer draw from the deck.

**Set Up:** This game requires 60 unique cards to play.

- > 1 King Card
- > 1 Queen Card
- > 17 Noble Cards
- > 15 Assassin Cards
- > 13 Soldier Cards
- > 13 Commoner Cards

**Cards:** Players fight each other with the various members of the party represented by cards.



Cards attack each other using different statistics.

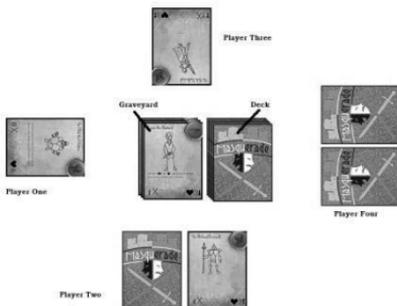
- 1.) **Card Name**- Identifies the card
- 2.) **Card Class**- Marks the social class of the card, important for certain card effects
- 3.) **Card Effect**- Card special effects. Obey any commands written here and perform the payment required
- 4.) **Card Attack**- How much damage card does
- 5.) **Card Health**- How much health a card has. If this number is met or exceeded by an attacking card's attack, this card dies

**Up and Down Arrows:** Next to the attack or health may be up and down arrows.

If a card is **face up** and an **up arrow** is next to its attack or health, **double** the number it is next to.

If a card is **face down** and a **down arrow** is next to its attack or health, **double** the number it is next to but flip the card face down after it attacks or is attacked by another card.

**Layout:** When playing a game, the layout should look something like this picture. Players can only have 6 cards on their side of the field. They must discard down to 6 if they have beyond that number by the end of their Action Phase.



**Starting a Game:** When beginning a game of Masquerade start by shuffling the deck of 60 cards.

Once that task is complete, each player must draw 3 cards for their starting forces. All cards must be put into play immediately face up or face down. **There is no hand in Masquerade.**

**Turn Sequence:** When it is a player's turn, they must follow these 4 phases in order.

|  |   |
|--|---|
|  | <b>Start Phase</b> <ul style="list-style-type: none"> <li>• Receive specific card effects from other cards (such as Beatrice's effect or poison effects)</li> </ul>   |
|  | <b>Draw Phase</b> <ul style="list-style-type: none"> <li>• Draw from the deck</li> <li>• If player has no cards in play during Start Phase, draw 2 cards from deck.</li> </ul>  |
|  | <b>Placement Phase</b> <ul style="list-style-type: none"> <li>• Place all new cards into play Face Up or Face Down</li> </ul>   |
|  | <b>Action Phase</b> <ul style="list-style-type: none"> <li>• Players get 3 actions, one action per card</li> <li>• Actions include: Attacking, using labelled card abilities, or flipping cards face up and down</li> </ul> |

- 1.) **Start Phase:** All lingering card effects happen to the player.
- 2.) **Draw Phase:** The player may draw a single card for the deck. They may draw two if they have no cards in play at the Start Phase.
- 3.) **Placement Phase:** With the newly drawn card(s). The player may put them into play face up or down. Players may also shuffle any face down cards they have at this time.
- 4.) **Action Phase:** Players may interact with the other players and attempt to find the King. Players get **3 actions** they can use during this phase. A single card can do one of the following **actions** per turn:
  - Attack another opponent owned card
  - Flip face down or face up
  - Use ability (special conditions for certain cards)

- Attack another opponent owned card
- Flip face down or face up
- Use ability (special conditions for certain cards)

Cards can only attack one at a time.

**\*An important note: If players destroy all cards in front of an opponent, they may draw an addition card for no action on their Action Phase.\***

After all 4 phases have been completed, players may end their turn. Players can also skip the Action Phase at any time.

**Combat:** When players decide to attack each other, they enter combat.



Arl Henry Stonebrooke wants to attack Maynard for his turn. Arl Henry has an attack of 5 while Maynard has only 2 health. Stonebrooke successfully kills Maynard in combat.

If Stonebrooke were to attack a card with higher health than his attack, however, he would lose and he'd be the one killed.



Stonebrooke would also lose if the attacked card's total health is greater than his attack, such as the case below where he is attacking a face up card. Because the up arrow is next to the 4, the total health of the card attacked is 8.

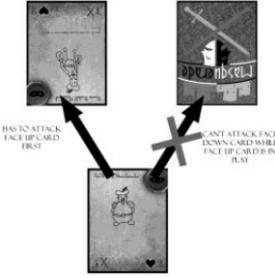


The same applies for face down cards.



**\*Attacking cards always win in ties\***

**Face Down Benefit:** If the situation below happened, Stonebrooke could only attack Maynard. Players cannot attack face down cards if a face up card is in play.



If a card attacks from the **face down** position and there is a **down arrow** next to their attack, double that number for the one attack.



**Glossary:** These are a list of important words and meanings on cards for clarification.

**Action-** The resource for determining when a player's Action Phase is over. Each player gets 3 per Action Phase. An Action is lost everything a player attacks, flips a card, or uses a card ability on their Action Phase.

**Attack-** When card attacks another card and exchanges damage with it. Still goes into effect if the card that **Attacked** loses the damage exchange.

**Attacker-** The card that has **Attacked** to activate the card effect.

**Discard-** When a card is put into the graveyard through a card effect.

**Flip Up-** Counts as an **Action** if on your turn, used as payment for some abilities and brings the card that uses it face up. Also counts if a card **Attacks** you and does not **Kill** you or an enemy ability flips the card face up.

**Kill-** When a card is put into the graveyard through being directly **Attacked** by another card.

**On Attack-** The card ability will only go into effect when this card is the one to successfully **Attacks** another card.

**Opponent-** The owner of the card that has activated a card effect by being targeted by it.