



Swing to kill the king!

A game for 3-6 commoners

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

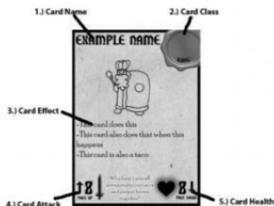
Goal: There are three ways to win the game of Masquerade. A player automatically wins when they:

1. Are the one to kill the King card
2. Own both the King card and the Queen card
3. 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
- > 16 Noble Cards
- > 15 Assassin Cards
- > 13 Soldier Cards
- > 14 Commoner Cards

Cards: Players play the game by fighting each other with the various members of the party represented by cards.

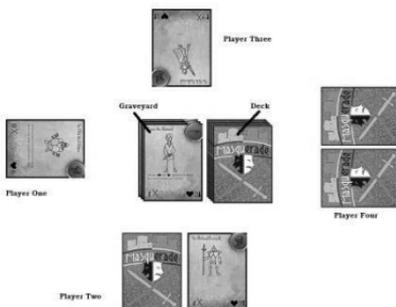


Cards attack each other using different statistics.

- 1.) **Card Name**- Identifies the card
- 2.) **Card Class**- Marks the social class of the card, important for certain card effects.
- 3.) **Card Effect**- Some cards have special effects. Obey any commands written here and perform the payment required.
- 4.) **Card Attack**- Shows how much damage as 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 will sometimes 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 the picture below.



Starting a Game: When beginning a game of Masquerade start by shuffling the deck of 60 cards and deciding who will have their turn first. 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.**

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

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

- 1.) **Start Phase:** All lingering card effects (like the Beatrice effect) happen now to the player.
- 2.) **Draw Phase:** The player may now 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.
- 4.) **Action Phase:** Players may now interact with the other players and attempt to find the King. Players get 3 actions they can use during this phase. A card can do one of the following per turn:

- Attack other cards.
- Flip face down or face up.
- Use ability (special conditions for certain cards).

****An important note: If players destroy all cards in front of another player, 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 end their turn if they are unable or unwilling to meet all requirements for the Action Phase.

Combat: When players decide to attack each other, they enter combat. Observe the situation below.



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.

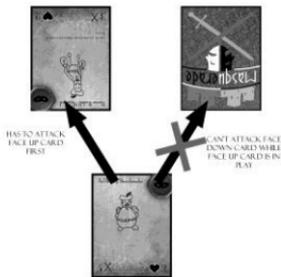


The same applies for face down cards.



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

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



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.

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.

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

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

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

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

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

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