

SUSPENSE

THE CARD GAME

3 Players • Ages 10+ • 10–15 Minutes

SUSPENSE: THE CARD GAME

is a contest of wits and cunning
against the fickle whims of fate!

OVERVIEW OF PLAY

Each round has a new, secret victory condition. The players are trying to deduce the victory condition while also trying to meet it. The game is played in a series of **rounds**. Each round is comprised of a series of **turns**. The **dealer** role passes to a new player each round. Only the dealer knows the secret victory condition, so players might read her actions to further deduce the victory condition.

THE DECK

The deck has six white numbered cards 1–6, six black numbered cards 1–6, and a red “?” card which is not considered a number and considered neither black nor white. Each card also displays a unique victory condition.

ANATOMY OF A CARD

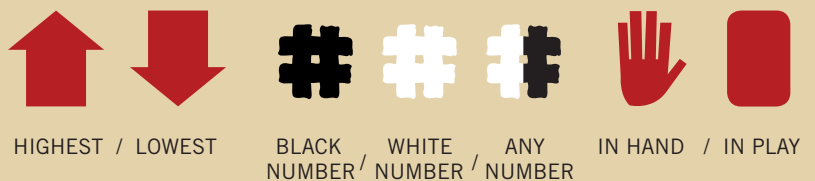
EACH CARD IS
NUMBERED 1-6, EITHER
BLACK OR WHITE.
THERE IS ALSO ONE
RED “?” CARD.

EACH CARD HAS A
UNIQUE VICTORY
CONDITION. ONLY ONE
VICTORY CONDITION
IS IN EFFECT EACH
ROUND, BUT ITS A
SECRET!

THE STARS SHOW HOW
MANY POINTS YOU WIN
IF YOU THIS IS THE
WINNING CARD.



ICON LEGEND



SETUP EACH ROUND

In the first round, the youngest player is the **dealer**.

To start each round, the dealer shuffles the cards and evenly deals four out to the players face-down. Players keep these cards **in hand**, hidden from other players.

Dealing the cards should leave behind one extra card. The dealer places this **secret card** face-down in the middle of the play area. This is the **one and only victory condition** for this round, but it is kept secret.

DEALER'S PRIVILEGE

Only the dealer may look at the secret card. This gives her an advantage of information, but also allows other players to use the Dealer's choices as clues for what the victory condition might be.

HOW TO PLAY

Each player takes turns, starting with the dealer, clockwise around the play area.

ON YOUR TURN, do one of the following...

- **PLAY:** Place a card from your hand face-up in front of you. **In the first turn, you MUST play.**
- **PASS:** Skip your turn. You're still in the round.
- **FOLD:** Eliminate yourself from the round. You will no longer take any more turns this round.

THE ROUND ENDS IF...

- All players consecutively pass and/or fold.
- All but one players fold.
- The sum of all numbers in play equals 20 or higher.

Then the dealer reveals the secret card. All players reveal their hands and determine who scores points this round.

EXAMPLE ROUND SETUP



EXAMPLE ROUND IN PROGRESS



SCORING POINTS

- If you own a winning card, score points equal to the stars on that card. (The stars on the *victory condition* card do not matter.)
- If two players both own winning cards, they both score their respective points. (For example if the victory condition was “Highest Number in Play,” one player had a white 6 in play and the other player had a black 6 in play, they’d both get two points.)
- If you folded and would have lost, score 1 pt. This is a compensation prize in case to reward you if you deduced the victory condition, but weren’t in a good position to win.
- If you folded and would have won, you score no points. Alas, you miscalculated and sacrificed your advantage.
- If you just plain ol’ lost, you score no points.

BETWEEN ROUNDS

The player to the dealer’s left becomes the new dealer for the next round.

END OF GAME

When a player has 10 points, she wins! If two players reach 10 points in the same round, they both win!

STRATEGY TIPS

Psych out: With savvy deduction, or dealer’s advantage, you can psych out your opponents to make them unknowingly sacrifice a strong position.

Use the process of elimination: As a card comes into play, it’s helpful to say out loud “The highest number in play will **not** be the victory condition this round.”

Watch the dealer’s choices for clues: If the dealer folds, he does not have the winning card. That means one of the remaining players does. Maybe you!

Maximize your score: 1 and 6 are most likely to win any round, but are worth the fewest points. It is most difficult to win with a 3 or 4. Consequently, these are worth the most points.

EXAMPLE 3-PLAYER END OF ROUND

THIS ROUND ENDS BECAUSE THE SUM OF ALL FACE-UP NUMBERS IS OVER 20. THE DEALER REVEALED THE SECRET CARD, WHICH SAYS THE PLAYER WITH THE **LOWEST BLACK NUMBER IN HAND** WINS THE ROUND.

THE DEALER KNEW SHE WOULDN’T WIN WITH A BLACK 6. SHE FOLDED AND DID NOT MEET THE VICTORY CONDITION, SO SHE GAINS 1 POINT.

PLAYER 3 DID NOT FOLD AND DID NOT MEET THE VICTORY CONDITION, SO HE GAINS NO POINTS.

DEALER'S HAND

SECRET CARD REVEALED!

PLAYER 3's HAND

DEALER'S CARDS IN PLAY

PLAYER 3's CARDS IN PLAY

YOUR CARDS IN PLAY

YOU DID NOT FOLD AND YOU MEET THE VICTORY CONDITION. YOU GAIN 3 POINTS BECAUSE YOUR WINNING CARD HAS 3 STARS.

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Find more game stuff at
DanielSolis.com!

