

Deduction Card Game

Basics

- 2 players
- Competitive
- Turn-based
- 5-10 minutes per game

Material

- 4 x 3 Cards, for example 4 aces, 4 kings, 4 queens
- At least 12 coins, more is good
- 4 x 8 markers (8 for higher, 8 for equal, 8 for lower)

Setup

- Create two stacks of cards with 2A, 2K, 2Q each and shuffle them
- Give the first player 4 face-down cards from one stack and put 2 in the middle face-down
- Give the second player 4 face-down cards from the other stack and put 2 in the middle face-down
- Shuffle the cards in the middle and put them in a 2 x 2 grid
- Give every player 3 coins, put the other coins aside as the bank
- Give every player 4 markers of each of the three colors
- The player who last saw a pirate is a start player

How to win

- If any player has to play a card but cannot, they lose
- If any player has to pay a coin but cannot, they lose
- When there are no more cards to reveal, the player with more coins wins

How to play

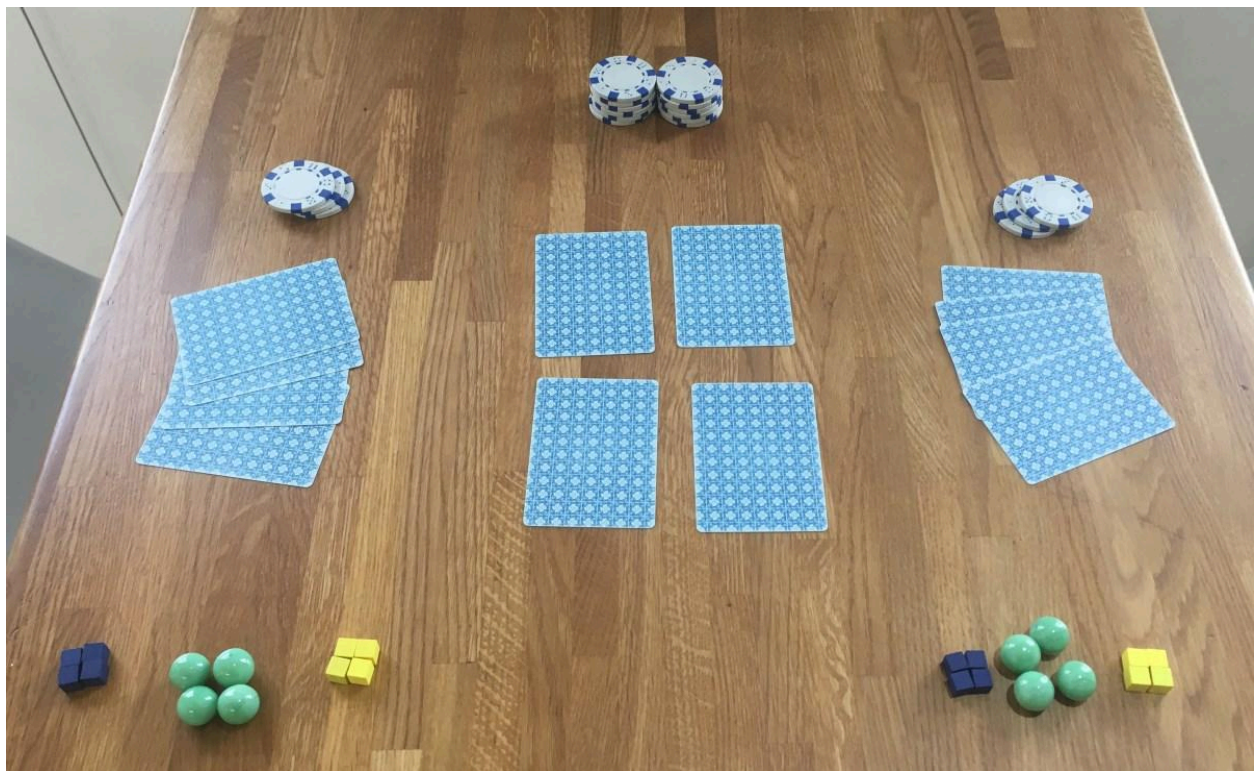
- Both players keep their hand cards secret to themselves
- Both players take alternating turns
- In their turn a player can either
 - a. Pay 1 coin to the bank to peek at one of the face-down cards in the middle
 - b. Draw a card from the other player's hand and look at it (both players know which card) - the other player can shuffle their hand afterwards
 - c. Make a declaration by putting down one of their hand cards (face-down) next to a face-down card in the middle. A declaration can be that the hand card is either

higher, lower or equal to the face-down card. The order of cards is: $A > K > Q$.

When a declaration was made, the other player can choose to either

- i. Accept the declaration as true, in this case the player making the declaration takes 1 coin from the bank and they take their card back to their hand
 - ii. Declare that the declaration is false. In this case both cards get revealed. They stay revealed for the rest of the game and are considered out of the game.
 1. If the declaration was actually true, the player who made the declaration gets to take 1 coin from the other player
 2. If it was actually false, they have to give the other player 1 coin
- d. A player can never make the same declaration twice. A declaration is the same if it is about the same face-down card in the middle and if the direction (higher / lower / equal) is the same. To remember this, put down a marker on the card the declaration was made about.
- That is it. Take alternating turns until a win condition is reached. Probably you should play a couple of rounds.

Images



Starting setup



During the game. This is how you use the markers to show what declarations players made so far.