

maskmen

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maskmen is a 2-6 player game where you play as a Pro Wrestler promoter, aiming to arrange matches for all your Wrestlers across multiple rounds so that you are the first to debut all of your Wrestlers during each season. The player with the highest score each season is the winner!

Preliminaries

It is suggested, though not necessary, that the players have either a set of 48 tokens (e.g. poker chips or glass pebbles) or 6 eight-sided dice that can be used to track the relative strengths of Wrestlers.

Setup

1. The strength markers should be placed to the side of a central space, along with the score tokens.
2. The Wrestler cards should be shuffled and dealt to the players. The number of cards dealt to each player depends on the number of players: 10 cards for 2 – 4 players, 9 cards for 5 players and 8 cards for 6 players. These cards should be kept secret from other players.
3. Players decide how many seasons they would like to play. A season ends when only one player has cards left to play.

Gameplay

First Round

1. The player who last watched Pro Wrestling goes first. They may play only one card of their choice to debut the first Wrestler.

2. The strength marker for that Wrestler should then be placed in the middle of the table, with card played above or below the marker.
3. The next player must then debut another Wrestler, whose strength has not yet been determined, by playing at least one more card than the previous player. A player may play a maximum of three cards in any round. If they cannot play one more card than the previous player, then they must pass and sit out of the round.
 - a. Strength markers for newly debuted Wrestlers are placed to the left of the previous Wrestler if they are stronger and to the right if they are weaker.
4. If there is a third player during this round, that player may either debut another Wrestler or play one more card than the previous player onto the first Wrestler that was debuted.
5. Play continues until all other players have passed.
6. The played cards are then turned facedown, where they have been placed, and the next round begins.
 - a. If tokens or dice are used to track the strength of the Wrestler, the cards may be replaced by an equal number of tokens or a die with an equal value face up.

Subsequent Rounds

1. The last player to play cards starts the next round. They may do one of the following:
 - a. Debut a Wrestler, whose strength has not yet been determined, by playing between one and three cards for that Wrestler.
 - b. Define the strength of any Wrestler, who has debuted, but whose strength has not been determined during this round, by playing between one and three cards for that Wrestler.

2. Each subsequent player may do one of the following:
 - a. Debut a Wrestler, whose strength has not yet been determined, by playing a minimum of one more card than the previous player.
 - b. Define the strength of any Wrestler currently stronger than those whose strength has been determined this round, by playing an equal or greater number of cards than the previous player.
 - c. Increase the strength of any Wrestler currently of equal strength or weaker than the Wrestler whose strength was determined by the previous player, by playing a minimum of one more card than the previous player.
3. The round ends once all but one player has passed.
4. At the end of each round, the played cards are flipped facedown and the position of the strength marker for each Wrestler adjusted so that they are placed in order based on the total number of cards played for each Wrestler. Where multiple Wrestlers have the same number of cards, their strength markers are placed in parallel.
5. Play continues until only one player has cards left to play.

Ending the Season

1. The season ends when only one player has cards left to play.
2. The player who was first to play all of their cards takes the +2 scoring token, the second takes the +1 scoring token and the last player, with cards left to play, takes the -1 scoring token.
3. The strength tokens should be placed off to the side of the playing area, along with any tokens or dice.
4. The Wrestler cards should be gathered, shuffled and dealt again to the players.

Ending the Game

Once the number of seasons decided upon by the players have passed, the player with the highest score, from taking the sum of their scoring tokens, wins!