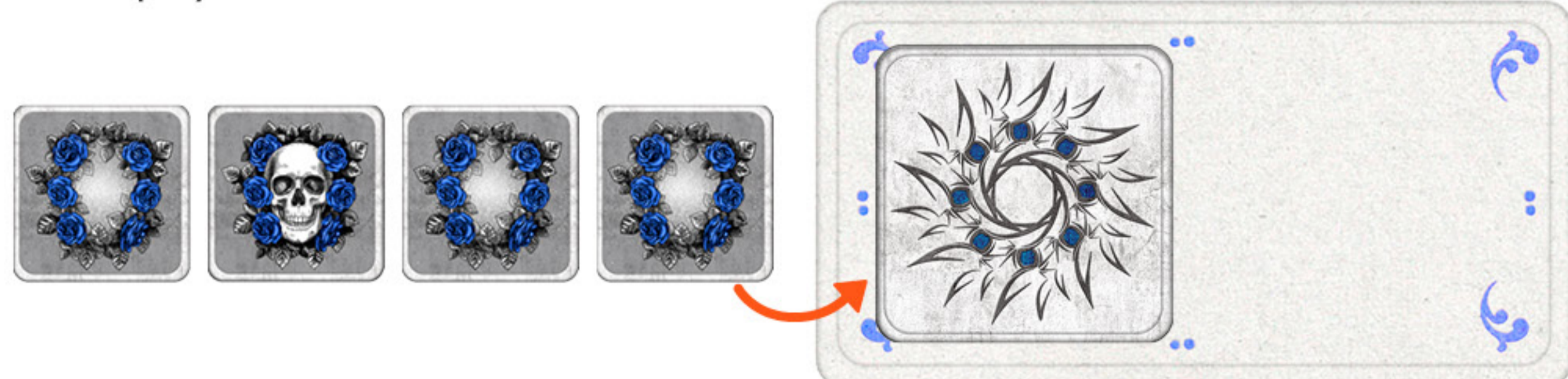


# Skull Gameplay

## I. Start of the hand

Each player secretly looks at the hidden face of the cards kept in their hand, then chooses a single one to be placed **face down** on their color mat in the play area.



## II. Placement of cards

The starting player can play a second card face-down on top of the first one played. The player to their left can do the same, and so on.

Continue in this way, clockwise, until a player either can no longer play or no longer wants to continue. When their turn comes to play a card, a player can decide not to play an extra card and can **challenge** someone instead. At this point, no player can place cards on their mats anymore. If a player no longer has any cards in hand, they **MUST** issue a challenge.

## III. Challenge — Pass or Bid More?

The player who issues the challenge announces the number of cards they intend to flip over from among all those placed on the play mats of all the players.

Going clockwise, each player must then: Either raise the stakes by increasing the previous bid -OR- pass.

This continues until all the players have passed except one, the highest bidder, called the “challenger”.

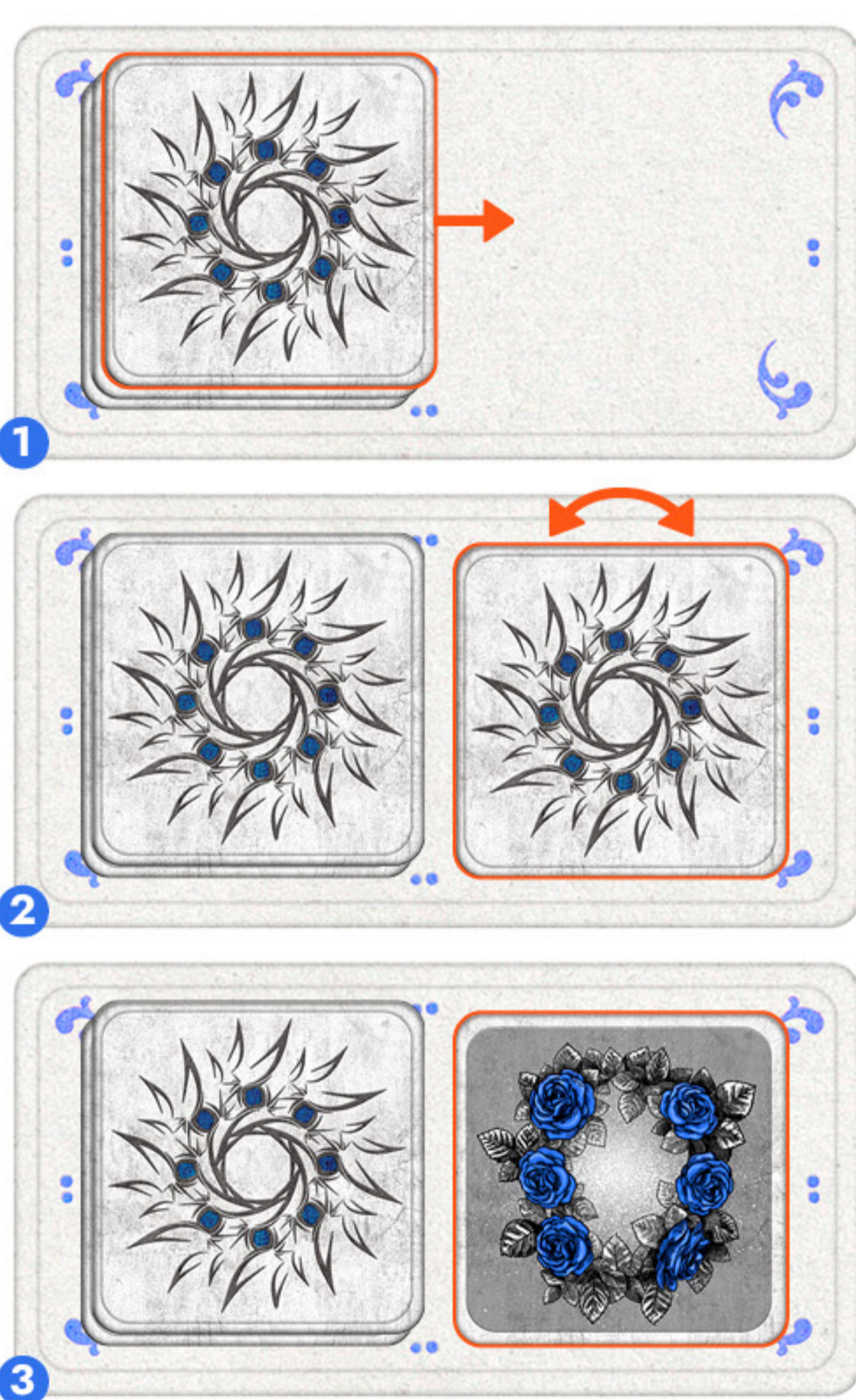
**3 player game example.** Mark issues the challenge and announces number 3. Now Ann who sits next to Mark needs to choose: pass or raise the bid and flip 4 cards which is more risky. She chooses to bid 4. Dani, who sits next to Ann, chooses to pass. That means that Ann needs to flip 4 cards now.

## IV. Revelation

The challenger must reveal the number of cards from their bet while following these rules:

- The challenger starts by revealing all cards from their own mat. The challenger can't start by revealing other players cards
- On the mats, the cards are revealed one at a time, in order, starting from the top.
- The challenger is never forced to reveal all the cards placed on the mats of other players, choosing to reveal the remainder of their bet among multiple players.

The challenger must never reveal the remaining cards beyond the number bet, as the strategy of the other players must remain secret.



## Lost Bet

If the challenger reveals a Skull, they have failed and stops flipping cards for their bet immediately. The players each take their cards back into their hands. The challenger loses one of their cards for good. They will be the only one to know if it was a Skull or Rose. If the challenger loses their last card, they are eliminated from the game.



If the eliminated challenger has revealed their own Skull, they will decide the first player for the next turn. Otherwise, the first player for the next turn will be the owner of the revealed Skull.

If the Skull has been revealed among the cards of an opponent: the challenger shuffles their cards and places them face down. The opponent randomly selects one, but does not look at it. That card is placed in the middle of the play area and remains hidden.

If the challenger has revealed their own Skull, the challenger chooses the card to be discarded themselves, without showing anything to the other players.

## Winning bet

If the challenger flips the number of cards called and reveals only Roses, the bet is won and the challenger flips one of their skull tokens under their mat to the crown side. Once a player has won two bets, they are the winner of the game.

