

Winning condition

- the winner of each round will pass a toxic token to the loser
- the first player who gets stuck with 3 toxic tokens loses



Notes on action cards



- some action cards like **NO MAN** are reactionary and can only be played when challenged
- some action cards like **sickly** are played only when a player gets a toxic token
- some action cards like **one upper** are kept with a player throughout the game
- Feel free to interpret action cards the way you like... having fun is the most important!



Other notes to take note of...

- players cannot skip turn unless they have no options left to play
- players may reveal their winning hand in stages (eg: show one pair before showing another pair)

Optional rules

- players may wish to include straights (1 of each toxic card) to form the highest rank for the winning hand:



- the winner of each round may remove a toxic token if he or she has any (this will probably lengthen game time)



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gameplay video

ameba
games



Game setup

There are 2 types of cards:

Toxic cards
(those with black headers)



- a deck has 48 (8 X 6) toxic cards and 15 action cards

Choose action cards

- select 10 action cards to be used in the game
- you can select or randomly choose these 10 action cards
- this will vary the dynamics and toxicity of every game!

Action cards
(those with red headers)



The gameplay has 3 stages:

1) Deal cards

- shuffle the deck at the start of each round
- players take turns in a clockwise manner to deal cards
- each player is dealt with 5 cards

2) Exchange cards

- each player takes turn to replace any number of his/her cards with cards from the deck
- a player can replace both toxic and action cards
- discard unwanted cards face up in a discard pile

3) Play cards

- each player takes turn to reveal their winning hand or play an action card

- the player with the highest winning hand will win the round (use the ranking chart below)



- in the event of a tie, use the alphabetical order of the cards to resolve (eg: ASS KISSER pair wins BACK STABBER pair)