**Persuading Characters Rules (Iteration 1)**

Persuading Characters is a social card game where players must persuade the others why their characters should win in the given situation. The first player to reach a set amount of points wins.

(4+ Players)

**Equipment**

* 100 character cards
* 25 situation cards
* Something to keep your total points on
* Timer

**How to play**

1. Players start by taking 7 character cards from the deck and one player takes a situation card
2. The player reads aloud the situation card and every player has 30 seconds to look through their cards and decide who to use
3. The player who read the situation card goes first to try persuading everyone why their character/s fits the situation best in 20 seconds
   1. Players are only allowed to talk about the character cards used for this situation and cannot add other characters
4. When the player finishes, all other players must give either a thumbs up or thumbs down to the player to express either they love or hate it. The player must note down how many thumbs up they received.
5. The player must then choose whether the person to their left or right should go next
6. Once every player has played the player/s with the highest thumbs up will win the situation
   1. If it is a draw then all players who drew win the situation
7. Points are given via the points on the character card/s the player has played, these points are added to your total points
8. All cards used are then discarded to one side and every player must then replenish their deck to reach 7 character cards again
9. The next player to read the situation card is decided by the player who read the situation card in the last round
10. First to ’300’ total points wins
11. If a player does not know a character they can discard it but they must take off the points on the character card x10 from their total points

**Rule modifier notes**

* Few ideas on what players can vote on. This should be decided at the start of a round:
  + How funny the argument is
  + How logical the argument is
  + How serious the argument is
  + Not allowed to say the characters name

These modifiers could be in the form of cards that players pick up per round

* Time can be adjusted if needed
* Voting can be changed so the player who read the situation card is the judge, however they cannot play their cards that round.
* Total points to reach can be decided by the players at the start of the game

Tower system for each situation. 3 Rounds per situation that players can play up to 3 cards

Point system could be reworked to be more rewarding (tower system) as seen on the board

Example:

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| --- | --- | --- | --- |
| **Situation** | Round 1 | Round 2 | Round 3 |
| Player 1 | C (Win) (1 point) | C (Lost) (3 points) | X (Lost last go) |
| Player 2 | C (Win) (3 points) | C (Win) (3 points) | C (Win) (3 points) |
| Player 3 | C (Win) (2 points) | X (Didn’t Play) | X (Didn’t play last go) |
| Player 4 | C (Win) (1 point) | C (Win) (2 points) | X (Didn’t Play) |

|  |  |  |
| --- | --- | --- |
| Player 1 | Wins *n* points on the 2 cards used but no multiplier | 4 points |
| Player 2 | Wins *n* points on the 3 cards multiplied by 30 for winning 3 rounds | 270 points |
| Player 3 | Wins *n* points on the 1 card used multiplied by 10 | 20 points |
| Player 4 | Wins *n* points on the 2 cards used multiplied by 20 | 60 points |