

A typical game layout



Mascarade offers many different playstyles to provide a fun experience no matter how you choose to play. Trying to outwit and out think your opponents? You'll find the game will make you scratch your head as you try to replay through all of the past actions in your head to figure out which card you have. Want to mess with your opponents more than anything? Keep swapping until nobody has any idea what's going on (including you)! Are you the type that likes to make a surprise comeback out of nowhere? There are plenty of cards in Mascarade that the "winning" players won't have much use for, but can turn last place into the game's champion in just a couple turns!

Since gathering 13 people into the same room to play a full game can be impractical at times, we looked to find an online version of the game, only to find that one didn't exist yet! Taking matters into our own hands, we've created one so that we, and you, can enjoy the crazy antics wherever and whenever, platform independent.



Mascarade is an Indie card game released in 2013. The game is similar to other dedicated deck card games, in that you have a secret role card and can use the ability of that role on your turn. The twist is, you don't even know your own card!

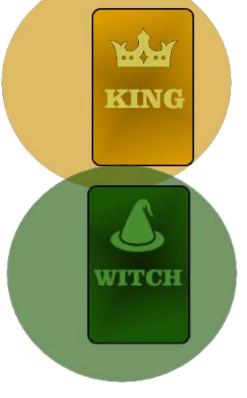


Each player begins the game with 6 gold and one card. You may see everyone's card before the first turn, but once people start taking actions nobody will be able to see anyone's card anymore unless a specific action reveals it. On each player's turn, they may take one of the following actions:

Check – Look at your own card

Swap (or fake) – Switch your card with another player's card, o pretend do to so. Only you will know if the swap goes through! Claim – Activate the ability of one of the cards in the game. However, if you claim a card, everyone on the table is given the opportunity to contest your claim. If anyone contests, then you and all of the contesters reveal your cards to the entire table. Whoever has the claimed card gets to take that card's action, even if it wasn't their turn! Everyone else who claimed but didn't have the card must pay 1 gold to the courthouse, so think carefully before claiming something!

The game is won when one player has 13 or more gold. Here are a couple of the cards and their effects:



Gain 3 gold

Take all gold from the courthouse

Swap gold supply with another player

Instantly win if you have 10 or more gold

