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Faction: Trolls

GAT 210A—Spring 2014

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Draw and Dare Rules

Components

* Standard deck of playing cards
* Two d6 dice

Players

2 players

Objective

The objective of “Draw and Dare” is to have more cards than your opponent by the end of the game.

Setup

Players each take one of the six-sided dice and sit opposite of each other at a table. One of the players shuffles the deck of cards and places the shuffled deck facedown to serve as the draw pile for the first stage of game.

Rules

There are **2 stages** to the game: **Draw** and **Dare**.

**Stage 1 - Draw**

The **objective of the Draw stage is to get higher value cards than your opponent** to help you win the game. Cards are worth their face value, with the exception of Jacks, Queens, and Kings which are worth 10 points and Aces are worth 11 points.

**Turn Sequence:**

* **Roll**

Both players **roll their die** and **the player with the highest die roll wins** the “Swap or Not” for that turn.

* **Draw**

Both players **draw one card from the draw pile, starting with the player who has won the roll**.

* **Swap or Not**

The player who has won the die roll **chooses one** of the following:

* + **Swap their card with their opponent’s card(s).**
  + **Have both players keep their current card(s).**

After the “Swap or Not” is completed, both players place their cards facedown in front of them. This will be their deck for the Dare stage of the game.

**Tiebreaker**

If the players tie during the die rollthen both **players draw cards facedown equal to number of the dice and reveal the last drawn card. The player with the higher value card wins the “Swap or Not” for that turn.** If these cards also tie, then another card is drawn and revealed until one player wins. If no more cards remain, then no one wins the “Swap or Not” and players keep their drawn cards. **All drawn cards are swapped (included those revealed) if the player chooses to swap that turn.**

**Stage 2- Dare**

After all cards have been dealt from the original draw pile, the Dare stage begins. **The objective of the Dare stage of the game is to win more cards than your opponent**.

**Turn Sequence:**

* **Roll**

Both players **roll their die** and **the player with the highest die roll wins** the “Swap or Not” for that turn.

* **Draw**

Both players **draw two cards from their draw pile and keep them hidden from the other player**.

* **Swap or Not**

The player who won the die roll **chooses one** of the following:

* + **Swap one of their cards for one card from their opponent’s hand (you may not see their cards before you pick which one to swap).**
  + **Have both players keep their current card(s).**

After the “Swap or Not” is completed, **both players reveal their cards and count their points.** Scoring is as follows:

* Number cards are worth their face value
* J, Q, K are worth 10
* Aces are worth 11

**The player with the most points keeps all cards used that turn**, and **places these cards into a separate pile** to be counted at the end of the game.

**Tiebreaker**

If the players tie during the die rollthen both **players draw cards equal to number of one of the dice and reveal the last drawn card. The player with the higher value card wins the “Swap or Not” for that turn.** If these cards also tie, then another card is drawn and revealed until one player wins. If no more cards remain, then no one wins the “Swap or Not” and players keep their drawn cards. **All drawn cards (included those revealed) are swapped if the player chooses to swap that turn.**

Victory

Once the players have dealt out all cards from their draw piles the game is over. The player who has the most cards wins the game. In the event of a tie, both players shuffle their won cards and replay the Dare stage of the game again.