

Loyalty or Treachery

A Game by Sam Smyth

Abstract

“Loyalty or Treachery” is a modified and expanded version of the card game “Red or Black.” Two players face off against one another by drawing from the same deck, guessing the color of the card prior to drawing. Guessing correctly means they have the chance to manipulate the state of the game. Guessing incorrectly means they pass that chance, and card, over to the other player. When the main deck is gone, the player with the most cards wins.

Rules

Materials and Players:

Materials: A fifty-two card deck of playing cards.

Players: 2

Setup:

For setup, shuffle the deck and place it in between the two players. Make sure there is enough room for players to differentiate between their individual pile and the deck.

Players determine who goes first by guessing red or black and drawing from the deck. The player to guess correctly first chooses who goes first.

Play:

The starting player draws the top card from the deck, stating Loyalty (red) or Treachery (black) prior to picking up the card. If the player guesses correctly, they put the card they drew into their pile. Then, they **MUST** choose one of two actions.

Loyalty Action: If the player chooses the Loyalty Action, they may draw additional cards from the main deck up to the number of cards determined by the Draw/Return chart.

Treachery Action: If the player chooses the Treachery Action, they may return cards from their pile in any order to the top of the main deck up to the number of cards determined by the Draw/Return chart.* After the Treachery Action is complete, if the opposing player guesses incorrectly when drawing a card returned to the main deck by a Treachery Action, then the opposing player must give the card they drew over to the player who committed the Treachery Action and also let that player draw up to the number of cards determined by the Draw/Return chart from their pile.

***Note: If a player Returns cards to the top of the deck which already has cards Returned by the opposing player, the player whose cards were Returned most recently gains the benefit of the Treachery Action.**

Once either action is completed, the players turn ends. If they player incorrectly guesses Loyalty or Treachery at the beginning of their turn, the card they draw is added to the opposing players pile and their turn ends. A player does not have to pick an action if they are drawing the last card in the main deck. Players may look at and manipulate their piles at any point in the game.

Draw/Return Chart:

Card Drawn	Loyalty Action	Treachery Action
2 – 5	Draw 1	Return 1
6 – 10	Draw up to 2	Return up to 2
Jack – Ace	Draw up to 3	Return up to 3

Example of Play:

Example #1

Grey chooses Loyalty prior to drawing from the main deck. They draw a red 6 and choose the Loyalty Action, drawing two additional cards from the main deck. Michelle chooses Loyalty and draws a red 9. She chooses the Treachery Action and returns two cards to the main deck, a black King and a red Queen. Grey chooses Loyalty and draws Michelle's black King, meaning they have guessed incorrectly. They give the black King to Michelle. Michelle then draws three cards from Grey's pile. It is now Michelle's turn again. She chooses Loyalty prior to drawing, knowing her red Queen is the next card. Her guess correct, she takes the Queen and draws three additional cards from the main deck.

Example #2

Sam chooses Treachery prior to drawing from the main deck. He draws a black Ace and chooses the Treachery action, returning 3 cards to the main deck, a black 7, a red 2, and a red Jack (the black 7 is on top). Burk chooses Treachery prior to drawing from the main deck. Guessing correctly, Burk does not fall for Sam's Treachery. Burk chooses Treachery himself, returning a red 6 and black 2 (the red 6 is on top). This voids Sam's previous Treachery action. Sam guess Treachery on

his next turn. Guessing incorrectly, Sam gives the red 6 to Burk and Burk draws 2 additional cards from Sam's pile. Prior to Burk drawing from his pile, Sam shuffles his pile so Burk cannot get his higher cards.

Game End and Winning:

The game ends when players can no longer draw cards from the main deck. Once this occurs, players count the number of cards they have in their piles. The player with the most cards wins. In case of a tie, the player who can make the best poker hand wins.