

GRIN

The Masks:

Master – A single story teller

Players – One to four Characters

The Cards:

A standard deck of 52 playing cards

A single Joker playing card

The Dance:

When a Player wishes their Character to take a difficult action where failure is meaningful, the Master may require them to draw a card or more from the deck. Drawing any card other than the Joker means the character succeeds in their attempted action. Drawn cards are then placed in a discard pile.

If the Joker is drawn, the Player's Character is removed from the game in a manner befitting the narrative. This is usually death or insanity.

If a Face Card is drawn, the Player must draw an additional card to succeed in their attempt.

If an Ace is drawn, The Player keeps it in front of them. They may spend it by placing it in the discard pile. An Ace may be spent in lieu of drawing a card, or force another Player to draw an additional card.

The Beginning:

For each Character less than four, the Master removes any four non-joker, non-Ace, non-Face cards from the Deck. They are removed from the game and are never reshuffled.

The Master then shuffles the remainder of the deck with the exception of the Joker.

The Master will always place the first Joker randomly in the bottom twenty cards.

The Ending:

When a Character dies the Master repeats the steps of *The Beginning*. The four removed cards are given to the Player whose Character died.

A Player with a dead Character may spend each of their four cards to make another Players with a living Character draw an additional cards or avoid a draw. Once spent, each card is turned face down in front of the spending Player. They are never reshuffled.