

## Maskmen: Climbing/Shedding game for 2-6 players

Deck: 60 Cards. 6 suits of 10 cards, no ranks.

Start a Season: Deal 15/12/10 cards to 2-4/5/6 players.

### Strength:

A Wrestler is **stronger** than any Wrestler who they have **defeated** during **this Season**. They're also stronger than all those who the Wrestlers they defeated are stronger than. Two Wrestlers who haven't fought, or for whom there isn't a chain of fights, their relative strength is unknown.

### Round:

The player who last watched a Pro Wrestling Match is the first Host.

### The Host plays:

- ✦ 1 card of a Wrestler who has not already been played this Season. *Debut*
- ✦ Or 1, 2, or 3 cards of a Wrestler who has already been played this Season. *Established*

### Following:

Each player, in turn order, must **defeat** the Wrestler played by the previous player or **pass**

- ✦ If playing a Wrestler who's known to be stronger than the previous Wrestler:  
Play the **same number of cards** as the previous player.

- ✦ If playing a Wrestler whose strength relative to the previous Wrestler is **unknown**:  
Play **one more card** than the previous player did.
- ✦ *You cannot play more than 3 cards, nor the same Wrestler, nor a weaker Wrestler.*
- ✦ Then, if necessary, update the Strength Markers.

**Pass:** If a player passes they cannot play again this Round.

**End of the Round:** Players continue until all but one player has passed.

Discard the played cards, the player who didn't pass is the Host of the next round.

*If this player's hand is empty, the player to their left Hosts the next round.*

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**End of the Season:** When all but one player has emptied their hand.

**Scoring the hand:** 1<sup>st</sup> player to empty their hand gets a +2 Token. 2<sup>nd</sup> gets a +1 Token.  
Player who didn't empty their hand gets a -1 Token.

**Start a New Season:** Reset the Strength Markers, deal each player a new hand, the player who got the -1 Token Hosts the first Round of the new Season.

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**End of the Game:** Play 4 Seasons. Winner is the player with the most points.

*If tied, tied player with the most +2 chips, if still tied, tied player who won the last round.*

At 2 players, first to win 3 Seasons wins the game.

## STRENGTH MARKERS

The Strength Markers are used to record and display the relative Strengths of the Wrestlers who have been played so far.

**GOLDEN RULE: A Wrestler is Stronger than the Wrestlers below them...**  
*...and any Wrestlers who are below those Wrestlers in other columns.*

Follow the flow chart and example to update the Strength Markers after each play.

*The Markers are only a representation of the Wrestlers' strengths, they don't affect the game. You don't need to update them in exactly this way. You may find it easier to update it less when you get used to the game, or you might prefer to represent the strengths with a branching diagram.*

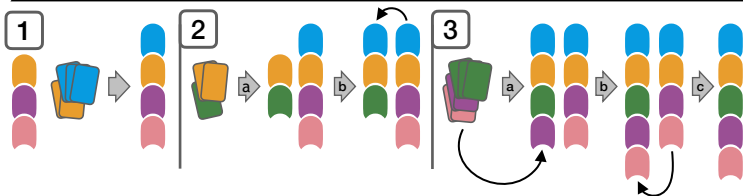
For Example,  
this situation:



Can also be  
represented  
like this:

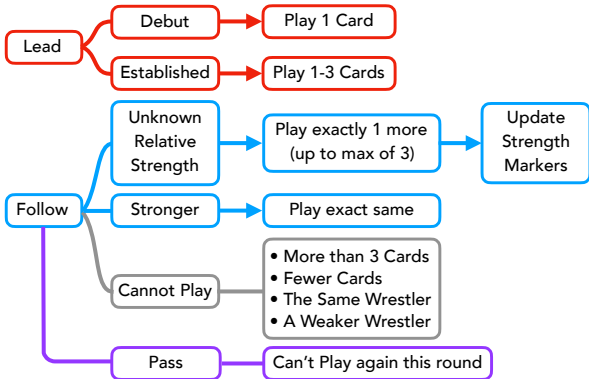


*It is possible that you'll run out of  
Masks, however this is very  
unlikely. If it does happen you can  
use the branching method until  
some columns can be removed.*

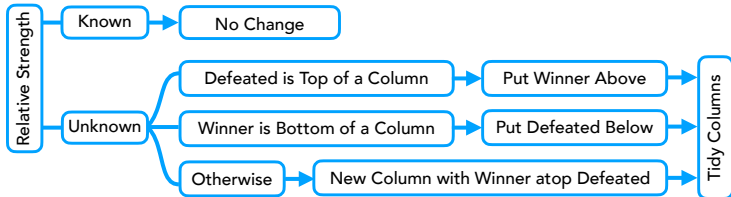


1. Blue defeats Orange, so Blue is placed above Orange.
- 2a. Orange defeats Green, Orange isn't on the top of any column and Green is a debut Wrestler, so we create a new column, with Orange on top.  
2b. We copy over the Blue that was above Orange in the other column.
- 3a. Purple beats Pink. Their relative strength was already known, so there's no change. Green defeats Purple, so Purple is placed below Green.  
3b. We copy over the Pink that was below Purple in the other column.  
3c. All the masks in the shorter column are also in the longer column, we don't need the shorter column anymore, so we get rid of it.

## Playing a Wrestler



## Updating Strength Markers of the Winning and Defeated Wrestlers



Tidy Columns

- ✦ If the Winner is also in another column, but not at the top of it, duplicate the pattern above it in that column and place it above the newly placed mask.
- ✦ Similarly, if the Defeated is also in another column, but not at the bottom of it, copy over the pattern below it.
- ✦ If all the masks of a column are also in another column, remove the smaller one.