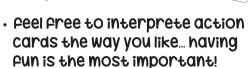
# winning condition

- · the winner of each round will pass a toxic token to the loser
- the first player who gets Stuck with 3 toxic token loses

#### Notes on action cards



- some action cards like No man are reactionary and can only be played when challenged
- · some action cards like sickly are played only when a player gets a toxic token
- · some action cards like one upper are kept with a player throughout the game



### Other notes to take note of

- players cannot skip turn unless they have no options left to play
- · players may reveal their winning hand in stages (eg: show one pair before showing another pair)

## optional rules

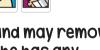
 players may wish to include straights (1 OF each toxic card) to form the highest rank for the winning hand:









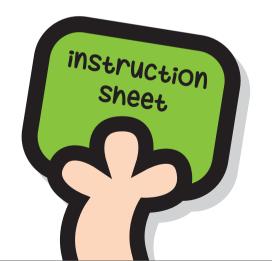


· the winner of each round may remove a toxic token if he or she has any (this will probably lengthen game time)









## came setup

There are 2 types of cards:

TOXIC CardS (those With black headers)



Action cards (those with red headers)



• a deck has 48 (8 X 6) toxic cards and 15 action cards

#### choose action cards

- select 10 action cards to be used in the game
- you can select or randomly choose these 10 action cards
- this will vary the dynamics and toxicity of every game!

# The gameplay has 3 stages:

### 1) Deal cards

- Shuffle the deck at the start of each round
- players take turns in a clock wise manner to deal cards
- each player is dealt with 5 cards

# 2) Exchange cards

- each player takes turn to replace any number of his/her cards with cards from the deck
- a player can replace both toxic and action cards
- discard unwanted cards face up in a discard pile

# 3) Play cards

 each player takes turn to reveal their winning hand or play an action card  the player with the highest winning hand will win the round (use the ranking chart below)



 in the event of a tie, use the alphabetical order of the cards to resolve (eg: Ass kisser pair wins back stabber pair)