

Reiner Knizia's POISON

Components

54 cards:

- 14 cards in each of 3 colors (Red, Blue and Purple): 3x1, 3x2, 2x4, 3x5, 3x7)
- 8 Poison cards (Green)
- 3 Cauldron cards (Red, Blue, Purple)
- 1 First Player card

Score Pad and Pencil

Game Overview

In each round try to finish with as few points as possible. Play as many rounds as there are players. At the end of the game, the player with the lowest points total wins.

Game Setup

Place the three cauldron cards in the center of the table.

At the start of each round shuffle the cards and deal according to the number of players. Discard any remaining cards without looking at them.

- 3-4 players: 12 cards to each player
- 5 players: 10 cards to each player
- 6 players: 8 cards to each player

The player to the left of the dealer is given the First Player card and starts, then play progresses clockwise.



First Player card



Gameplay

On your turn, select one card from your hand and place it on the cauldron card matching its color. Green poison cards are wild cards and can be played on any cauldron card. However, *playing a green card doesn't change the color of the cauldron* (ie. playing a green poison card on the red cauldron doesn't make the cauldron green, red cards can still be played on it). As a courtesy to other players, announce the new total of the cauldron you played on.

- If the total of all cards on the cauldron, including any poison cards, does not exceed 13, it is then the next player's turn.
- If the total of all cards on the cauldron, including any poison cards, exceeds 13, you must pick up all cards previously played on that cauldron and place them face down in front of you. Only the card you just played and the cauldron card remain. It is then the next player's turn.



Table Piles

Sarah plays a Blue 2, for a total of 12. Note the poison card, they can be played on any pile.

Bill plays a Purple 4, which makes the purple cauldron total 15! Bill must pick up all the cards previously played on the purple cauldron and leave only his Purple 4 and the cauldron card.

Scoring a Round

The round ends when all cards have been played. Then the round is scored.

Each player counts their red, blue and purple cards. The player who has the most cards (NOT the value of the cards) in any of the three colors DISCARDS these cards. If there is a tie, no cards of that color are discarded. Once the most cards in each of the three colors have been discarded, all remaining cards score one point each, *except the poison cards which score two points*. Record each player's points on the score pad provided.

Once all scoring is completed, the First Player card is handed clockwise to the next player.

Game End

Play as many rounds as there are players. Once the last round is complete, the player with the fewest points wins.

Game Variant

At the start of each round, only deal five cards to each player, and put the remaining cards face down in a stack within easy reach of all players. After playing a card, replenish your hand by drawing a new card from the stack. The round ends when all cards have been played. NOTE: This may mean that a player is out of cards before other players, in which case they skip their turn until all cards have been played

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