

End of the Game

You win the game as soon as you have only one Question Card in front of you.

If more than one team achieves this in the same round, each tied team says out loud what they think is the answer to their remaining card. Each team then reveals their answer: the team closest to their answer wins. If they are still tied, they share the victory!

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Scorpion
Masqué

15'
12+
2-12



We finance the re-planting of all trees used in the production of this game.

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Power Cards

BEFORE flipping your Question Card, you can play one or more Power Cards.



One side of this card adds exactly 50 to the value of the answer on your card, the other side subtracts exactly 50 (choose your side wisely before flipping your Question Card!)

One side of this card adds exactly 20 to the value of the answer on your card, the other side subtracts exactly 20 (choose your side wisely before flipping your Question Card!)



Play this card when you think that **your answer is, at most, 5 away from the Target number.** If you are right, discard one of your remaining Question cards.

NOTE: With this card you can actually find yourself with 0 cards on the table in front of you. This will give you a Supreme Victory!

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A game by Antonin Boccara



Goal

Get rid of your Question Cards by guessing which of your questions is closest to the target. The first team with only one card remaining wins!

Contents

158 cards

Question side

Answer side



9 Power Cards
(one colour per team)



1 Starting Card



Learn the rules in 1 min.
scorpionmasque.com

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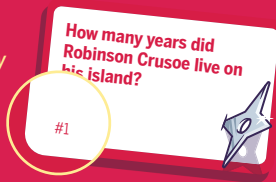
Setup

- Make **3 teams** (the number of players can vary from team to team).

2 PLAYERS: Form only 2 teams.

- Place the Question Card deck on the table, QUESTION SIDE VISIBLE.
- Place 6 Question Cards in front of each team, Question side visible. **Never take the question cards into your hands; this will show the answers!**
- Give **3 Power Cards** of the same colour to each team.
- Place the Starting Card (with 50 on both sides) in the middle of the table. This is the target for the first round.

TIP: Start with card #1. Do not shuffle the cards, even between games, to play with the most new cards possible every game.



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Gameplay

The game plays over a number of rounds. Each round follows the same steps.

- 1** Discuss with your teammates **which of the questions in front of you has an answer that is closest to the target number**. Do this without looking at the answers on the back of the cards, obviously!
- 2** **Slide the question** you have chosen forward, without flipping it over. **OPTIONAL:** You can add one or more of your remaining Power Cards. See their effects a little further on.
- 3** When all teams have chosen their question, each one **reads theirs out loud**, flips it over, and gives the answer.

Once all answers have been revealed, compare them.

IMPORTANT: All questions have an answer from 0 to 100

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The team **whose answer is the furthest** from the target must:

- 1** Place their Question Card in the centre of the table, answer side visible: **this is the new target for the next round**.
- 2** **Take a new Question Card** from the deck and place it in front of themselves (question side visible). If there is a tie for the furthest question, all teams take a new Question Card.

Discard all cards used this round (Target, Question, and Power) for the rest of the game.



NOTE: The teams whose answers weren't the furthest do not take a new Question Card. Although they are one step closer to victory, their difficulty increases because they have fewer cards!

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