

# Tontine

## money and murder



### Plot Description

Tontine is a cutthroat card game for four players. In Victorian England, a group of university friends has entered into a pact, pooling their money into a common fund, with the last survivor of the group claiming the accumulated wealth. Years later, only the last four members of the group remain. Players will try to outwit and outlast the other members, who are doing their best to ensure their investment by any means necessary.

### Rules

**Players:** 4 Players are recommended to play this game

**Setup:** Each player is dealt five cards at the beginning of the game. Each player's hand of cards is for their eyes only. The remaining cards in the deck are placed in the middle of the table.

### Player's Turn

**Draw Step:** The current player may choose to draw one card from the deck.

**Play Phase:** The current player must play at least one card during their Play Phase. If the player has no cards that can be played, they must discard one card. After a player is done with their Play Phase it is the next player's turn.

### Losing

A player is considered dead if the results of an Accident card causes them to discard while having an empty hand. If an Accident would cause a player to discard to zero cards in hand, they are still alive. A player wins when everyone else is dead.

### Cards

**Cost and Damage:** Some cards require an additional number of card discarded in order to play, shown as a cards. On most Accident cards, the number of cards your Victim must discard is shown as a blood splatter.

**Turn Order Exception - Reactions:** Several cards abilities allow them to be played out of turn order, in response to other players or events.

### Card Types - general rules

**Accident:** Used on chosen player, then discarded.

**Action:** Used once, then discarded.

**Scheme:** Remain in play, owned by player who played it.

**Setting:** Remain in play; only one Setting may be in play at a time.

If another Setting is played, the earlier one is discarded.



### Terms

**Victim:** A player chosen as a target for an Accident.

**Harm:** Amount of forced discard from an Accident.