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# SHOCK!

KNIGHTS & POISONS



Game Rules

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## COMPONENTS



44 Number Cards

(1 to 11) in four suits: ♥, ♠, ♦ and ♣



24 Chest Cards

(6 Poison Cards and 18 Jewel Cards)



1 Round Board



90 Jewels

55 transparent jewels worth 1 point each,  
25 red jewels worth 5 points each,  
10 golden jewels worth 10 points each



5 Bolsas de Tesouros



1 Round Marker

## OVERVIEW

Players take on the roles of brave knights exploring a dungeon filled with poisonous creatures in search of precious jewels. The deeper you venture into the dungeon, the better your chances of finding valuable treasures. But beware of getting poisoned by the dangerous creatures lurking in the dark, since you don't want to suffer an anaphylactic shock! At the end of the game, the player with the highest total jewel value wins.

## OBJECTIVE

Have the highest total value of jewels inside your Treasure Bag at the end of the 5th round.

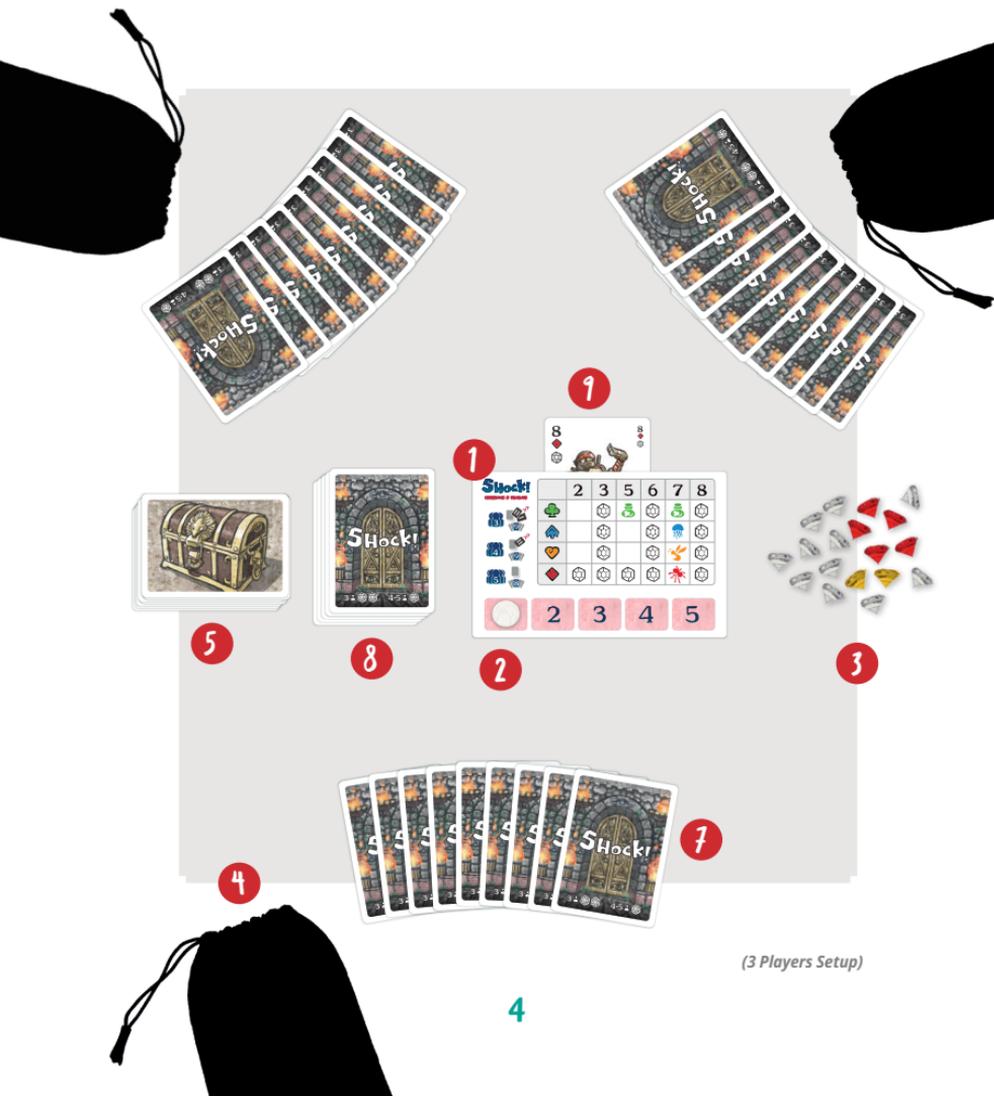
## SETUP

- 1 Place the Round Board in the center of the table where everyone can easily see it.
- 2 Place the Round Marker on the first space of the round track at the bottom of the Round Board.
- 3 Form a general supply with all Jewels accessible to all players.
- 4 Give each player a Treasure Bag.
- 5 Shuffle all Chest Cards together and place the deck face down in the center of the table.
- 6 Depending on the number of players, remove some Number Cards as follows:
  - **3 players:** remove all "1" and "11" cards.
  - **4 players:** remove all "11" cards.
  - **5 players:** no cards removed.
- 7 Shuffle the Number Cards and deal:
  - **3 or 4 players:** 9 cards each.
  - **5 players:** 8 cards each.

These cards form each player's hand and should be kept hidden from opponents.
- 8 The remaining Number Cards form the Dungeon Deck, face down next to the Chest Deck.



- 9 Draw the top Number Card from the Dungeon Deck and place it partially visible under the Round Board (only the top half visible). The suit of this card is the trump suit for the first round.
- 10 The player with the most allergies becomes the first Leader. If tied, decide randomly.



(3 Players Setup)

## HOW TO PLAY

A game of **Shock! Knights & Poisons** lasts 5 rounds.

Each round consists of multiple tricks.

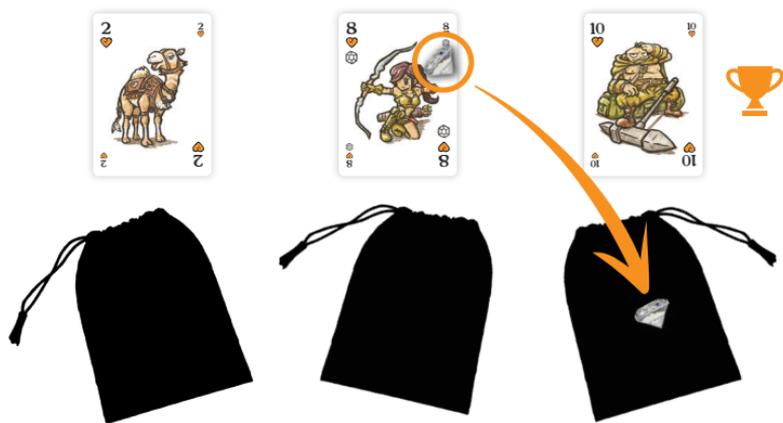
On each turn, each player, starting with the Leader and proceeding clockwise, plays one card from their hand face up on the table. The Leader may play any card from their hand; the suit of this card is the **lead suit**. Other players must follow the **lead suit** if possible; if not, they may play any card.

If the card played has a Jewel icon below its number, place a transparent Jewel from the general supply on the card.

After all players have played one card, determine the trick winner:

- If any **trump suit** cards were played, the highest trump card wins.
- Otherwise, the highest card of the **lead suit** wins.

The trick winner collects all transparent Jewels placed on cards played during the trick and places them on their Treasure Bag.



If any Poison Cards (“7” of suits ♡, ♠, ♣) or Potion Cards (“5” and “7” of suit ♣) were played in the trick, the winner places them face up in front of themselves. This may cause them to be eliminated from the round (see “Anaphylactic Shock” on page 8).

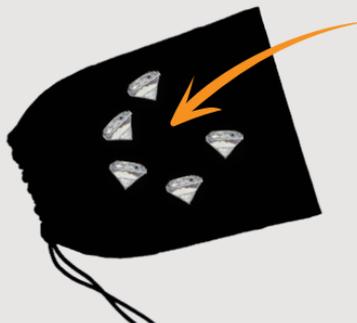
Other cards are placed face up in a discard pile next to the Dungeon Deck.

Then, if the winner was not eliminated, they must perform a **Chest Challenge** (see “Chest Challenge” on page 7).

Finally, the winner becomes the Leader and starts the next trick.

If the new Leader suffered an Anaphylactic Shock, the next player clockwise still in the round becomes the Leader of the next trick.

***Important:** Jewels gained by winning tricks and from Chest Challenges are not placed directly inside your Treasure Bag. They remain on top of the Treasure Bag and will be stored when you withdraw from the round (see “Withdrawal” on page 10) or reach the end of the round without suffering an Anaphylactic Shock (see “Anaphylactic Shock” on page 8).*



## CHEST CHALLENGE

After winning a trick, reveal a card from the **Chest Deck**.

If the revealed card is a **Jewel Card**, you receive one transparent Jewel for each **large Jewel icon** on the left side of the card, and each other player still in the round receives one transparent Jewel for each **small Jewel icon** on the right side. The Jewels received are placed on the players' Treasure Bags. Place the Jewel Card face up in a discard pile next to the Chest Deck

If the revealed card is one of the three types of Poison Cards, you receive one transparent Jewel (as indicated on the left side of the card), and all players, including you, are poisoned. Place the card face up in the center of the play area. All players remaining in the round are considered affected by that poison.

After revealing and resolving the first card, you may reveal and resolve up to two additional cards if you wish (resolve one card completely before revealing the next).



**Note:** If the player performing the Chest Challenge is eliminated (see "Anaphylactic Shock" on page 8), the Chest Challenge ends immediately.



## POISONS



During the round, players can be infected by three types of poison:

**Jellyfish** Poison , **Spider** Poison or **Bee Poison** .

Poison Cards are found:

- On **Number Cards** with number **7** of suits , , . These cards poison the player who wins the trick where they were played. This player places the Poison Cards obtained in front of themselves.
- On some **Chest Cards**. These cards poison all players still in the round.



## ANAPHYLACTIC SHOCK

When poisoned twice by the same type of poison during a round, you suffer an Anaphylactic Shock and must return all Jewels on your Treasure Bag to the general supply, then place your Treasure Bag in front of you to indicate you are out of the round. Until the end of the round, you:

- Will not be affected by new Poison Cards;
- Will not gain Jewels from small Jewel icons on the right side of Chest Cards revealed by your opponents;
- Whenever it is your turn to play a card in a trick, you must choose any card from your hand and play it face down in the trick (it does not need to follow the lead suit), then place 1 transparent Jewel from the supply on it. Your card will not be considered when determining the winner of the trick, but it will add one Jewel to the trick.

*In 3-player games, place 2 Jewels on each card played face down.*

## POTIONS

Like Poison Cards, the trick winner can obtain Potions to cure poison effects.

There are 2 Potion Cards in the game: Number **5** and **7** of suit .

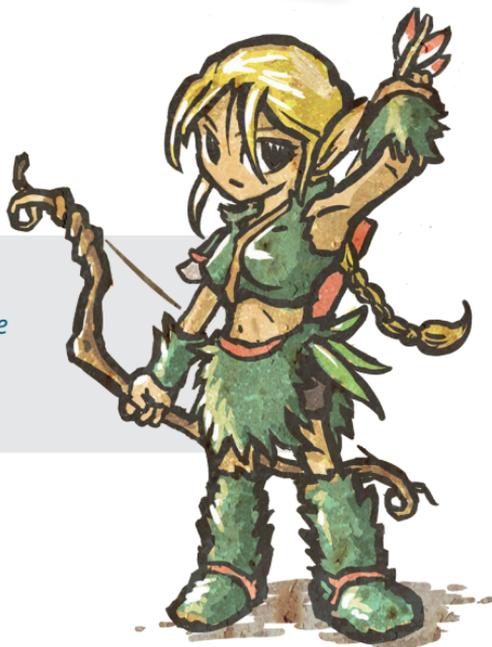
When winning a trick in which a Potion Card was played, you may immediately use it to cover one of your Poison Cards in front of you, nullifying its effect.

**Note:** *This can be done even on a Poison Card obtained in the same trick as the Potion Card (preventing a possible Anaphylactic Shock).*

If you do not have any Poison Cards, keep the Potion Card in front of you and you must use it as soon as you receive a Poison Card.



**Important:** *Potion Cards do not nullify Poison Cards placed in the center of the table (from Chest Cards).*



## WITHDRAWAL

Just before playing your card in a trick, you may declare that you are withdrawing from the dungeon.

To do so, store all Jewels you have on your Treasure Bag inside it. These Jewels are protected and will count for you at the end of the game. Then place your Treasure Bag in front of you to indicate you are out of the round.

Until the end of the round, you:

- Will not be affected by new Poison Cards (so you cannot suffer an Anaphylactic Shock);
- Will not gain Jewels from small Jewel icons on the right side of Chest Cards revealed by your opponents;
- Whenever it is your turn to play a card in a trick, you must play any card from your hand face down in the trick (it does not need to follow the lead suit), then place 1 transparent Jewel from the supply on it. Your card will not be considered when determining the winner of the trick, but it will add one Jewel to the trick.

**Exception:** *In 3-player games, place 2 Jewels on each card played face down.*

**Note 1:** *When storing transparent Jewels in your Treasure Bag, exchange them with the general supply for higher-value Jewels if possible, so there are always transparent Jewels available in the general supply. Each red Jewel equals 5 transparent Jewels, and each golden Jewel equals 10 transparent Jewels.*

**Note 2:** *If the Leader withdraws from the trick, the next player clockwise becomes the Leader of that trick.*

**Note 3:** *se todos os jogadores que restam na rodada se retirarem If all remaining players in the round withdraw, the current trick ends without a winner and the round ends immediately.*

## END OF ROUND

The round immediately ends if any of the following occur:

- All cards in players' hands have been played; **OR**
- No players remain in the round because all suffered Anaphylactic Shock or withdrew from the dungeon; **OR**
- Only one player remains before a trick starts.

At this time, players still in the round (if any) store the Jewels they obtained inside their Treasure Bags (just as they would if withdrawing from the round).

If the Round Marker is on space 5 of the Round Track, proceed to the End of Game. Otherwise, perform the following steps to prepare **the next round**:

- 1 Advance the Round Marker to the next space on the Round Track.
- 2 Gather all Chest Cards (including deck, discard pile, and poisons in the play area) and shuffle together to reform the Chest Deck.
- 3 Each player places their Treasure Bag beside them.
- 4 Gather all Number Cards in the discard pile, deck, poisons in front of players, and the card under the Round Board; shuffle all and deal enough cards so each player has 9 cards in hand (8 cards in games with 5 players). *Cards remaining in players' hands from the previous round remain with them.*
- 5 Gather all Number Cards in the discard pile, deck, poisons in front of players, and the card under the Round Board; shuffle all and deal enough cards so each player has 9 cards in hand (8 cards in games with 5 players). Cards remaining in players' hands from the previous round remain with them.
- 6 Start a new round. The last player to win a trick in the previous round becomes the first Leader of the new round.

## END OF GAME

At the end of the fifth round, the game ends and players count the total value of all Jewels obtained, removing them from their Treasure Bags and summing their values.

The player with the highest total jewel value wins! In case of a tie, tied players share the victory.

## SIMPLIFIED VARIANT

When playing for the first time or introducing the game to new players, we suggest using this variant:

At the end of the round, instead of keeping the Number Cards remaining in your hand, players discard all their cards, which will be shuffled back into the Number Deck before dealing new hands.

Using this variant, you do not need to worry about which cards you will play in tricks occurring after you withdraw from the dungeon or suffer an Anaphylactic Shock, since none will remain in your hand for the next round. When playing a card face down in the trick, it does not matter which card you play, but it still adds Jewels to the trick (1 or 2, depending on the number of players) as usual.

## CREDITS

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