12GoC Game 3: Elimination Game

Designed by Ellie Dix

3-6 players | 15 minutes | Age 6+

Components:

- 24 playing cards (1-8 in three suits)
- 1 double card
- 1 halve card

Set up:

- Each player starts with three lives. Keep track of players' lives on a piece of paper.
- Shuffle all the cards together.
- Randomly select a dealer for the first round and place the draw deck to the right of this player.

Aim:

Be the last player to lose all three of your lives, by ensuring you don't have the lowest total in each round.

How to play:

On each round:

- The dealer gives every player one card face down, then puts the deck back to their right.
- The dealer decides whether they want to:
    - Keep their current card or
    - Swap their current card with the player on their left.
- This continues clockwise around all players, each player making the same choice.
- When it is the turn of the player to the right of the dealer, if they wish to swap a card, they swap their card with the top card of the deck, which is on their left. Then they discard their own card face up in the centre of the table. If they choose to keep their own card, they discard the top card of the deck face up in the centre of the table instead.
- Now all players place their cards face up on front of them on the table.
- The dealer passes the deck to the player on their left and the next player becomes the new dealer, dealing out one card to each player. Again players choose to keep their card or swap to the left.
- The deck is passed one more time and a final third card is dealt to each player. When all players have chosen to keep or swap their card, these third cards are revealed.
- Now each player calculates the total of their three cards. The player with the lowest total loses a life. However, if they are the only player whose card total is lower than the total of the three cards discarded in the middle of the table, all other players lose a life instead.
- Now the cards are shuffled, the deck is passed left again and a new round begins.

End game:

When one player has lost all their lives, they are out of the game. (If they choose to, they can still play, but their cards won't be taken into consideration when determining who has the lowest total).

When there is only one player standing, this player is the winner.