

MASKERA



Video rules
and FAQ

In Venice, rumors are spreading that the Doge is ill... With his iron grip fading, "La Serenissima" is the scene of a ruthless battle of influence, dirty schemes and vicious crimes!

Two dangerous figures are employing specialized agents ("Masks") to fight each other and seize power...

Playing as one of these two figures, you must choose which strategy to use, when to bluff, and above all, how to guess and counter your opponent's "Masks"!

OVERVIEW

Maskera is a game of **bluff** and **strategy**. With "Mask" cards at your disposal (5 different colors, each color having a distinct ability), you will attempt to **take control** of the city of Venice!

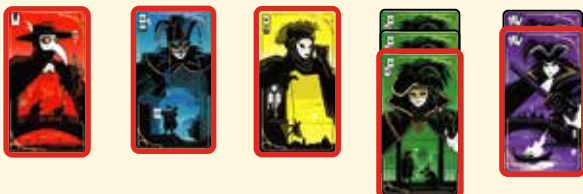
WINNING CONDITIONS

You **win the game immediately** when you are in your Player Area: **4 cards of the same color AND/OR at least 1 card of each color.**

4 CARDS OF THE SAME COLOR



AND/OR



AT LEAST 1 CARD OF EACH COLOR

ABILITIES



THE POLITICIAN

Draw 2 cards



THE RECRUITER

Draw 5 cards, place 1 in your hand and discard the rest.



THE SPY

Draw 1 card and look at your opponent's hand.



THE BRUTE

Discard 1 card (at random) from your opponent's hand.



THE ASSASSIN

Discard 1 card of your choice from your opponent's Play Area.



Each time you draw cards, add the card(s) to your hand.

COMPONENT

1 GAME RULES & 40 "MASK" CARDS

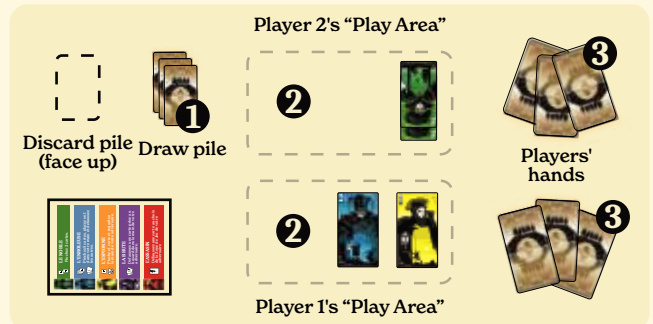


(8 cards of each color)

SETUP

- Shuffle the cards to form the draw pile. Place it, along with the recap of abilities, near the players.
- Reveal and place 2 cards face up in front of each player.
- Deal 5 cards to each player.

The first player is the last one who put a costume on.

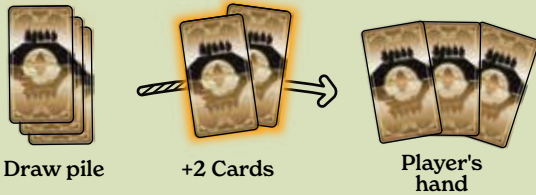


GAME TURN SEQUENCE

When it's your turn, you can choose between 2

DRAW 2 CARDS

Draw 2 cards and add them to your hand.



! When the draw pile is empty, immediately shuffle the discard pile and form a new draw pile.

OR

PLAY 1 CARD

Play a card from your hand and place it **FACE DOWN** in your Play Area.



Your opponent can either



! Your opponent can only **ATTEMPT TO COUNTER** if they have at least one card in their hand.

PASS

Reveal the card you played in your Play Area and use its ability.



In your Play Area, place your cards of the same color in columns.

ATTEMPT TO COUNTER IT

Your opponent tries to guess and announces the color of the face-down card you played. Then, reveal your card to show its color.

THE ANNOUNCED COLOR DOES NOT MATCH :



- Your opponent discards a card of their choice from their hand.
- You use the ability of your card and keep it in your Play Area.

THE ANNOUNCED COLOR MATCHES :



- Your opponent discards a card of their choice from their hand **THEN** use its ability. **They do not place this card in their Play Area.**
- You discard the card you just played, instead of placing it in your Play Area.

END OF YOUR TURN

No victory conditions were met ? The other player starts their turn !

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