

## **IN VINO MORTE - BY CHRIS ANDERSON (3-8 players)**

*Everyone likes a pixel version, right? Now you can poison your friends with pixels!*

*You've been invited to a top notch dinner party, and the host offers you a glass of wine. Do you drink it or pass on it? As your neighbors drop like flies, you need to press on, and most importantly, stay alive.*

### **ROUND SETUP**

Choose a player to be dealer. If you cannot decide amongst you who should be dealer, you shouldn't be having a glass of wine, poison or no.

The dealer takes all 16 cards, looks at them, then chooses and places one card face-down in front of each player (including themselves).

The dealer must place at least one wine card and at least one poison card each round.

Players may not look at their cards.

Any unused cards are placed aside, face down.

The player to the left of the dealer goes first.

### **TURN**

Starting with the first player and going clockwise, each player will choose to **drink** OR **swap**.

**DRINK** - If they choose to drink, they flip their card over. If it's a bottle of wine, they survive to play the next round. If it's a bottle of poison, they die and are out of the game.

**SWAP** -If they choose to swap, they trade cards with any other player that has a face-down card. Both of these cards remain face down.

Play continues clockwise until each player, except the dealer, has taken a turn.

Once it gets back around to the dealer, each player who hasn't drank flips their card. Anyone revealing poison dies and is out of the game. All cards are collected, and all surviving players play another round with the surviving player to the right of the dealer being the new dealer.

### **GAME END**

Continue playing rounds until only one player is left. That player is the winner.