



CURSED HAND



A bluffing game for 2-6 Players

Cursed Hand is a cute little horror-themed bluffing game, inspired by John Kovalic's **Shallow Ones** deck. You can, of course, play Cursed Hand with any Pairs deck.

In Cursed Hand, players are trying to avoid penalties. You will take turns passing a secret hand, which is “cursed” if it contains a pair. You can earn a penalty by passing a cursed hand and being discovered, or by falsely accusing a player who passed you a safe hand.

As in the basic **Pairs** game, there is only one loser. But unlike that game, this one has secret information, bluffing, and deduction!

Players: 2 to 6

You Need: A Pairs deck

To Begin: Shuffle the deck and deal a hand of seven cards to each player. If there are six players, deal hands of six cards instead.

Each player chooses one card to start their *graveyard*. This will be a collection of faceup cards on the table in front of you.

Reveal these cards simultaneously. The *highest unique card* will take the first turn. If there is no such card, then randomly choose from among the highest cards.

Summary of Play: Players will pass around the “ghost hand,” a hand of cards that grows by one card each time it is passed.

The ghost hand is “cursed” when it contains a pair (two cards of the same rank). Otherwise, it is “safe.”

The ace is wild, and it always matches the highest card.

Starting the Ghost Hand: If there is no ghost hand, start your turn by drawing a card from the deck into your hand. Then you will create a new ghost hand using *any two cards from your hand*.

Pass these cards to the player on your left, face down.

Receiving the Ghost Hand: When you are passed the ghost hand, you have two options: you may *call*, which exposes the hand, or *accept*, which means you will take the hand, look at it, and add another card. You should call when you believe the hand is cursed, and accept it when you think it is safe.

Call: Turn up the ghost hand. If it is *cursed* (if it contains a pair), then you were correct to call, and the player who passed it to you must add one copy of *each paired* card to their graveyard.

If the ghost hand is *not* cursed, then you were wrong, and you must add the *highest card* to your graveyard.

Either way, the ghost hand is discarded and you will start the next round (unless the game is over).

Accept: Look at the ghost hand. Then you add one card to it from your hand, and pass it to the next player.

*If you accept the ghost hand but you have no cards left, then the hand is revealed, but the penalties are reversed. In this case, you are penalized only if the hand **is** cursed.*

Ace is Wild: The ace (the one) is *wild*, and always matches the *highest card* in the ghost hand. This card is never taken as a penalty; you will always keep the natural card of any pair.

End of Game: When any player collects a pair *in their graveyard*, the game is over and that player loses.

The game can also end if the deck, or any player's hand, runs out of cards. In this case, the loser is the player with the most total points in their graveyard. In this case there can be more than one loser.

Extended Play: For a longer game, you can play until one player has lost a total of three times.

