

ONE

THE OBJECTIVE OF THE GAME

One is a fresh and original card game in which you win by getting rid of all of your cards first. That's it. Once your hand is empty, you win. As for how to go about that?

Here's the path to becoming blissfully card-free, starting with...

THE SET-UP

Shuffle the deck and deal each player seven cards. Place the rest of the deck face down. This is now the Draw Pile, from which players will draw new cards when necessary.

HOW TO BECOME BLISSFULLY CARD FREE

The starting player (decided by proximity to the dealer, age, next birthday in line, slapfight, battle royale, or any other method of your choosing) puts down their first card, face up, next to the Draw Pile. This starts the Discard Pile. This is where the magic happens.

Each player in turn (initially moving clockwise), must now match either the number or the colour of the top card on the Discard Pile with that of a card of their own. If they cannot do this (or choose not to), they must pick up a card from the Draw Pile. Freshly drawn cards may be played immediately if their colour or number matches that of the top card on the Discard Pile.

But now, distressingly, you must know about...

THE ACTION CARDS

Here's where you get to rise above the inherent randomness of this fresh and original game's basic rules, and use your tactical agency to be a colossal jerk to your fellow players. The One deck contains five special Action Card types, which can be deployed upon discarded cards of the same colour, or by matching Action Cards already on top of the Discard Pile.

THE TURN SKIPPER



This one forces the next player to skip their turn, unless they can match it with a Turn Skipper of their own, in which case the next player takes the hit. Unless the next player can ma... You see where this is going.

THE REVERSE-O-MATIC



This changes the direction of play. It can be countered with a second Reverse-o-matic, which will cancel out the action and evoke a vague air of disappointment.

THE COLOUR CHAOTICIAN



Can be played on top of a discarded card of any colour, as long as you do not have another card that matches that colour. You need not play any matching numbers or Action Cards. When played, this card allows its user to freely choose the next colour in play. Anarchy!

DOUBLE DAMAGE

+2

Played on a card of the same colour, this monster forces the next player to pick up two cards from the Draw Pile, unless they can pass on the curse to the next player by playing a Double Damage of their own.

QUAD DAMAGE

+4

The same rules as above, except with a four-card pick-up penalty for the victim. An eldritch terror of a card, to be avoided at all costs