

Poison

A party full of hidden agendas and deadly cocktails...

- Poison is a 2-4 player, medium sized game.
- It uses a small box, a deck of domino shaped cards, a score pad and pencil.
- 20 mins to play, but lends itself to multiple cumulative games.
- Lots of player Interaction.
- It is a serious gamer's warm up game, or a casual gamers event of the evening.
- The level of difficulty could be understood and played by a bright 10 year old.
- It has an elegant gothic noir vibe that has elements of art deco and Victoriana.
- It has been illustrated by the talented [Augustinas Raginskis](#) and is visually quite unique.
- Poison is publish ready now. It has been thoroughly play tested and the art/packaging is complete.



Theme: *Nobody refuses an invitation to one of Baroness Belladonna's cocktail parties. She is far too important to snub. Belladonna's parties are famous for two things, exorbitant drinking and the occasional guest dropping dead! That's right over the years the Baroness has had a suspicious number of fatalities at her festivities. The only possible explanation is a poisoner at large in Castle Curare. What their motive is nobody knows, but then Belladonna's parties are always full of hidden agendas. Should you decide to attend you'll no doubt have an agenda of your own.*

Play: Set in a high-class cocktail party players each lay Drinks cards of differing suits trying to win tricks by playing the highest card in the current suit. Winning tricks wins you points as does completing your open and hidden agendas which are different for every player. Unlike other trick taking games the trump suit in Poison is a bad thing that negatively affects you if you play it. It is literally a poisoned chalice. The player with the highest score after 9 hands wins the game.

Learn More

- Download the [rules here](#)
- Download the [Print & Play cards here](#)
- Contact the designer Kedric.winks@gmx.com
- See other games www.ghastlygames.com

