

CHAKARA



2-6 Players Age 8+ 10 Minutes

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Introduction

Bet on the outcome of battles and win the pot. Using a card with three values, guess whether your card's values can beat the other players' cards for the same category. Bet correctly and win the pot.

Credits

- Designer: Xay Voong

Cards

Each card has 3 values placed on the TOP, CENTER, and BOTTOM rows. These will determine the outcome of each round.

Set Up

- A deck of at least 10 cards
- An 8-sided die

How to Play

The rules for each round are as follows:

- A. Dealer deals 3 cards to each player.
- B. Each player antes a small amount.
- C. Dealer rolls an 8-sided die. Consult the events list if your card can win this turn.
- D. Each player wagers or folds.
- E. All players reveal one card from their hand. If a card from a player who didn't fold matches the event condition in step (c), that player takes the pot. In case of a tie, those players wager some more and continue with step (c) using the same revealed cards until there is one winner.
- F. Remove the revealed cards, then replay steps (b) to (e) for the remaining 2 cards in hand.

Events List

Consult the list below after rolling the die.
Card with matching criteria wins the pot.

1 = Lowest TOP value.

2 = Lowest CENTER value.

3 = Lowest BOTTOM value.

4 = Highest BOTTOM value.

5 = Highest CENTER value.

6 = Highest TOP value.

7 = Highest TOTAL value.

8 = Lowest TOTAL value.