**Razor: Further Adventures**

**A game of fantasy and arguments.**

**(2 or more players)**

**CARD INFORMATION:**

Razor cards contain two or three boxes next to the card’s name. These boxes indicate what type of card it is, what element it is identified with, and, if applicable, how much HP the card has. Card Types and Elements are each identified by unique icons.

**Card Types:**

1. Good Guys (Identified by a Helmet)

2. Bad Guys (Identified by a Skull)

3. Creatures (Monster Face)

4. Items (Gear)

5. Spell (Swirl)

(Good Guys and Bad Guys are collectively referred to as Humans)

(On some cards, the term “Monster” refers to both Humans and Creatures)

**Card Elements:**

1. B-Movie (Identified by a B inside a Star)

2. Dad (Necktie)

3. Dark (Frowny Face)

4. Electric (Lightning)

5. Fire (Fire)

6. Magic (Wizard Hat)

7. Metal (Sickle)

8. Nursery Rhyme (Shepherd’s Crook)

9. Plague (Boarded-up Window)

10. Plant (Leaves of Three)

11. Rainbow (Rainbow)

12. Stone (Cracked Boulder)

13. Water (Water Drop)

14. Wind (Tornado)

**GAME PLAY:**

**(I.) Setup:**

1. The DEALER looks through the Deck and decides whether or not to remove the cards that do nothing or are too nerdy or complicated.

2. The DEALER shuffles the Deck thoroughly.

3. The DEALER deals all cards to the players. Don’t worry if some people get one more card than others, it probably won’t give them an advantage.

**(II.) Beginning the Game:**

1. Each Player selects a good guy, bad guy, or creature card.

2. The DEALER counts to three, at which point all players place their card face-up on the table in front of them.

3. The Player who has The Ace in their hand takes the first turn, and turns progress to that Player’s left.

**(III.) Taking a Turn:**

1. In a turn, a Player may put one human or creature into play, unless that Player already has two humans or creatures in play. If this is the case, one of these cards may be swapped out for another creature or human in the Player’s hand, or the Player may choose to take one back into their hand and not play another.

2. Each of a Player’s in-play human or creatures has four possible options as to what they can do in a turn.

A. The card can attack, causing the effects described on the card to take place.

B. Any human or creature may use an item, causing the effects described.

C. Any Magic human or creature may use a spell, causing the effects described.

D. The player may choose to have his cards take no action.

3. The player must have at least one creature or human in-play at the end of their turn.

**(IV.) The Discard Pile:**

1. During the game, when humans and creatures run out of HP, or when items and spells are used up, they are placed in a Discard Pile, which acts as a graveyard of sorts.

**(V.) Winning the Game:**

1. When a player has no more humans or creatures to play, they are out of the game.

2. The last player to have humans and creatures remaining alive is the winner of the game, and deserves kudos for being one of the few people to have won a full game of Razor.

3. All players should congratulate themselves on having finished an entire game.

**NOTES:**

**Arguing:**

You’re going to have to do it. Try to determine a group consensus and roll with it. The cards may be modified after the game.

**Making More Cards:**

Having played a game, you may wish to make cards of your own to add to the experience. Cards are divided into three regions:

1. At the top is the box for the card’s name, card type, element, and HP. This box is ½” tall. Mark off a small square and insert the symbols denoting card type and element.

2. At the bottom is the box for the card’s attack descriptions. Flavor text is also encouraged. This box is 1.5” tall.

3. The area in between the top and bottom boxes is used for an illustration of what the card represents.

4. Remember, if your cards are too nerdy or complex, they might not be used every game.