

# DI\$COUNT \$ALMON

*A completely ridiculous card game for 2-4 players*

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## Premise

Players are fishmongers whose supply comes exclusively from Lake Miasma: notoriously renowned as the world's most contaminated body of "water". Every single thing that comes out of that cesspool has SOMETHING wrong with it. The player that can salvage the most fish from this storied pond will be the "winner."

## Object

This is a speed-based, trick-taking game in which players all simultaneously try to resolve fish quality issues to score points. Alternatively, players may make it more difficult for other players to score points by making bad fish even worse. The winning player is the one who has collected the most fish when all the lake fish cards have been resolved.

## Contents

- cards-fish.pdf
  - ◇ 25 Lake Miasma fish cards
  - ◇ 1 deep fryer cart (the length of two cards meant to be folded across the dashed line and propped like a tent, located in the cards\_fish.pdf)
- cards-modifiers.pdf
  - ◇ 81 modifier cards
    - » 63 positive (blue cards)
    - » 18 negative (red cards)
- rules.pdf
- Pure insanity

## Printing Directions

1. If you wish to **print both sides** of the cards and have access to a printer that prints **double sided**:
  - Print the files as is. Check your printer's settings and make sure it will flip on horizontal side.
2. If you wish to **print both sides** of the cards and have access to a printer that prints only **single sided**:
  - Print odd pages first. Print even pages on the backs of the odd pages (how you do this will depend on how you need to feed the paper into your printer to print on the backs).
3. If you wish to **only print the front sides** of the cards to save ink:
  - Print odd pages only.

## Setup

Cut all cards along the gray lines. There are 9 cards per sheet. **DO NOT** cut the two deep fryer carts apart; it is meant to be folded along the dashed line and propped like a tent.

Shuffle the Lake Miasma fish cards and form Lake Miasma by spreading them out face down in a lake-shaped pile equidistant from all players. Shuffle the modifier cards and deal five to each player. Place the remaining stack face-down alongside the Lake Miasma fish cards.

## Gameplay

1. **The player who hates fish the most goes first.** In the case that all players love fish, the player who most recently ate fish goes first. This player also receives the deep fryer card which should be placed in front of them.
2. **The first player randomly selects a card from the Lake Miasma pile and quickly flips it face up in the center of the play area.** This is now the target fish for all players.
3. **Once the card is revealed, all players examine the fish for defects.** The fish will have at least one problem and sometimes two. Players look at the modifier cards in their hands to determine if they can resolve the problem(s) with that fish, or if they would like to make the fish's problems worse to prevent other players from resolving the fish.
4. **Once the appropriate modifier cards are determined, players race to put their cards face up atop the target fish.**
  - Players can play as many valid modifier cards from their hands as they want at once. Invalid cards are returned to the player's hand. Cards are considered invalid if:
    - ◇ The positive modifier card does not fix any current issues (e.g. Perfume played when the fish is not Stinky).
    - ◇ The negative modifier card is a duplicate of an existing issue (e.g. Mustache played when the fish is already Ugly).
- The cards closest to the bottom of the stack on the fish are considered to have been played first and must be checked before any cards played atop them are considered at all.
- Fish problems must be unique and must be resolved 1:1, but this does not have to be done all at once. Players can elect to partially fix or further taint a fish by playing appropriate modifier cards atop it and then *IMMEDIATELY* drawing back up to five cards, but the cards played are communal.
5. **The player who plays the card that resolves the final issue will score the fish.** That trick is placed in front of the winning player and all players draw back up to five cards.
6. **The player who took the last trick reveals the next target fish and play continues.**

## Problems and their Corresponding Modifiers

Problem	Positive Modifier	Negative Modifier
Stinky	Perfume	Rotten Eggs
Ugly	Make-Up	Moustache
Dry	Lotion	Blistering Hot Sun
Not a Fish	Fish Costume	Fish Decoy
Poisonous	Antidote	Nuclear Waste

## Special Cards

- **Blender:** resolves all the fish's problems, but the player will be awarded the fish alone. All other cards played atop the fish are removed from play.
- **Andrew the Hungry Cat:** resolves the fish's problems, but removes it from play. No player is awarded the fish and all cards played on that fish are removed from play as well.

## Stalemates – How to Use the Deep Fryer Cart

Sometimes no single player has all the cards to fix the target fish and no players are willing to risk a partial fix. This is declared after about five seconds of complete inactivity from all players. In this case, the player with the deep fryer cart will happily claim the target fish and all cards played atop it as is. This player is *highly encouraged* to make frying sounds or bark out street vendor patter as they do this. When the deep fryer cart is used, its owner must pass it to the player on their left.

## Scoring & Game End

When all the fish from Lake Miasma have been claimed or there are not enough modifier cards for each player to draw back up to a hand of five, the game is over. Each player calculates their score by counting the number of Lake Miasma fish cards they successfully claimed (yes, the tires count). In case of a tie, the player who additionally claimed the greatest number of negative modifier cards will be declared the winner. Claimed positive modifier cards have no value.

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