











## Rules of the game

Number of participants: 1 to 7.6 billion

Aim of the game: Survival

Set-up: to be completed with a classic deck of cards. Players each draw one trump at random, which will remain the same throughout the game.

Players take turns: each player puts down one card, the strongest wins a life.

Each player starts with 5 lives. The winner is the last alive

The King: can choose the direction of play and who starts the game

The psychosis: in each round, he must recite a poem in reverse: +1 life if success, -1 life if failure.

The order: can pinch one of his neighbours once per turn

The time: hold the stopwatch. Each game lasts one minute, otherwise everyone loses a life...

The science: +1 life to anyone, once every three turns

At every turn:

The network: Allows you to look at the cards of two other players...

The saviour: +1 life to the neighbour on the right, and -1 life if the person's first name begins with a vowel.

The people: applaud at every turn or risk losing a life. Not allowed to speak or move. The other players may signal when this one breaks the rule.

The disrupter: -1 to his neighbour on the right and left

The market: -2 lives to the player with the fewest lives in the game.

The spring: watch the game without playing

The healer: +1 life for yourself, only if a healer is next to you





