

PokerFace:

Description:

A game for 4 -7 players that is played with a deck of cards. Each player is given four cards. One card is the face card, and everyone except the holder will see the card. The face card is held facing away from the holder. The three other cards are called hidden cards, and only the holders of these cards can see them.



Win Conditions:

Players win by getting a flush of any four cards (for example, if a player has a King, Queen, and Jack in their hidden cards and has an Ace as their face card). Players must declare when they think they have a flush, and then flip all their cards face up to all players. If the player who flipped their cards does not have a flush, they become a communal draw pile. Additionally, if all other players have unsuccessfully called a flush, then the remaining player will win by default.

Turn Order:

The game begins with the dealer's turn. Subsequent turns proceed clockwise.

Trading:

Trades occur between active players during each player's turn.

Trade Types for active players:

- Trading a hidden card for a hidden card between two players:
 - When two players trade hidden cards, they select which cards from their hands they want to trade away.
 - Example: If Player 1 wants to trade hidden cards with Player 4, Player 1 may select a King from their hand and Player 4 may select a Queen from their hand to trade with each other. (See Figure 2)



- Trading your face card for your opponent's hidden card:
 - You cannot trade face cards two turns in a row.
 - This means that the person who trades away their face card will not look at their face card and select a hidden card from another player's hand without looking.

• Example: If Player 1 wants to trade their face card for Player 4's hidden card, Player 1 will take a hidden card from Player 4's hand and replace it with their face card without looking.

Trades cannot be rejected, but you cannot trade with someone who was just chosen to trade; however, you can trade with the person who initialized the trade.





DRAW PILES:

Players who are eliminated become draw piles.

When players are eliminated, they must show their cards to everyone at the table one time.

Afterwards, all their cards become hidden cards.

When initiating a trade with a draw pile, you select a card from your hand to trade away, and the draw pile selects one of their own to give to you.

Draw Pile trade types:

- Trading a hidden card for a hidden card between two players.
- When a draw pile player has been traded with two or more times, they may opt to trade a hidden card for another player's face card on the other player's turn.
 - Forceful face card swaps cannot be stacked (meaning you cannot have more than one available to use at one time) if you do not use the one you have gained.

Bluffs:

Calling a bluff is when a draw pile accuses an active player of having a flush in their hands.

To prevent players from waiting out other players, anyone who has been eliminated is allowed to call the bluff of someone who they may think has a flush.

The player who was accused will show their full hand to the accusing player to confirm if a flush has occurred.

If they are correct and the player who was accused had a flush in their hidden cards, they are now out.

Proceeding events...

- The two players will combine and shuffle their hands and re-deal out 4 new cards to each player.
- The player who was successfully accused now becomes a drawpile and must show their new hand to the table one time before their cards become hidden.
- The player who successfully won the call now will treat their new hand as if the game were just beginning by flipping over their top card and presenting it as a face card and their other 3 becoming hidden cards.

If someone fails a bluff, they remain a draw pile but must now permanently show their hand to the table. If someone who successfully called a bluff came back into the game and is eliminated again, they no longer have the opportunity to call their way back in.

Proof of Submission:



Game Designers:

- Alex Koeberl
- Reggie Paris
- Christian Young
- Gavin Jackson
- Jack Larson

Components:

- Traditional deck of playing cards

Status: Work In Progress

A submission for 2022 In-Hand Game Design Contest

About PokerFace:

PokerFace is an in-hand game that uses traditional playing cards. It can be played with anywhere between 4 - 7 players. Starting with 4 players, using the Aces, Kings, Queens, and Jacks for gameplay. With more players, add more card sets (for example, with 5 players, add the 10s). Each player is dealt four cards face down, and once everyone has their cards, they will flip their top card facing **away** from them; this is called a face card. Players can now look at their three other cards; these are called hidden cards. Players win by getting a flush of any four cards (for example, if a player has a King, Queen, and Jack in their hidden cards and has an Ace as their face card). Players must declare when they think they have a flush, and then flip all their cards face up to all players. If the player who flipped their cards does not have a flush, they become a communal draw pile, which is explained further in the rules. Trick your friends by giving them cards that match their face card, or by giving them random cards!

Changelog:

Version 1.1: The ruleset has been updated! Images have been added! Version 1.0: The initial game has been posted! We're all very excited to get feedback on it!

Link to Ruleset:

https://drive.google.com/file/d/1Ay-JgSt-A7XAmK5Npezg32qrxTZ...

What the game looks like from the perspective of a player:



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