3 - 5

15 - 25

15+

叛逆玩家

玩命鬼牌

One Joker Too Many

Rulebook

"Congratulations, you 'lucky' chosen players. Welcome to One Joker Too Many."

That jeering voice rings in your ears. Then, once again, you are swallowed by utter darkness. When you look up, the card table and lights are back, along with those familiar faces. And, of course, him.

"This game will be played over three rounds. Each stage is built from your Risk Cards. Take turns entering a stage and push your luck as far as you dare! The deeper you go, the more points you score. But reveal a second Joker in the same stage, and you'll get 'hurt' on the spot!"

Another one of these pointless experiments?
This damn system has never seen people as anything more than test subjects.
That thing calling itself "God" keeps testing just how far it can push him.
Fine. There's only one way to deal with it now—go crazy.

Components



Setup

Each player chooses 1 character and takes all components for that character (see right).

❶ 3 Character Cards
(stack them in the order shown on the right)

❷ 9 Risk Cards
- 5 Jokers
- 2 Swaps
- 2 Steals

❸ 7 Card Sleeves

❹ 1 Score Tracker
(set your starting score to 10)



Game Flow

The game lasts 3 rounds.

Each round consists of the following 4 phases, in order:

I. Preparation Phase ▶ **II. Stage Setup Phase** ▶ **III. Challenge Phase** ▶ **IV. Recovery Phase**

I. Preparation Phase (Exchange and Sleeve Risk Cards)

In the first round, all players **simultaneously** perform the following steps in order:

1. Choose 4 of your Risk Cards. Give 2 to the player on your left and 2 to the player on your right.
2. Secretly look at the 4 Risk Cards you received from the other players.
   Put all 4 into your own sleeves, then place them face down in the center of the table.
3. Choose 3 of your remaining Risk Cards, put them into your own sleeves, and place them face down in the center of the table.
4. Keep your remaining 2 cards beside you as your reserve cards for this round.
   You may look at them at any time.

In the second and third rounds, perform the following steps **instead**:

1. Choose 0–2 of the 7 sleeved Risk Cards and remove them from their sleeves.
   Then sleeve the same number of reserve cards.
2. After the exchange, place your 7 sleeved Risk Cards back in the center of the table.

II. Stage Setup Phase

❶ Shuffle all Stage Tokens face down. Take a number equal to the number of players and arrange them in a row. Return the rest to the box (the example on the right shows a 3-player game).

❷ Shuffle all sleeved Risk Cards in the center of the table. Deal them face down at random behind the Stage Tokens to form the stages.



Continued on back

III. Challenge Phase

In the first round, the starting player is whoever has seen a rabbit.
Players then take turns clockwise, skipping any player with 0 HP.

In the second and third rounds, the player with the lowest score goes first.
If tied, play rock-paper-scissors to decide.

On your turn, perform the following steps in order:

❶ Choose a Stage

Choose 1 stage.



❷ Reveal and Resolve

Reveal the face-down Risk Card closest to that Stage Token, then resolve its effect.
If this was the last card in the stage, take its Stage Token without looking at it and keep it face down beside you. Score the corresponding points shown on the Streak Bonus Reference Card, then end your turn.

❸ Stop or Push Your Luck?

→Stop! Score the corresponding points shown on the Streak Bonus Reference Card, then end your turn.

→Push Your Luck! Repeat steps ❷ and ❸ until one of the conditions below occurs, then end your turn.

- **Bust!** (You have revealed 2 Jokers this turn that have not been discarded.)
  - You score no streak bonus and lose 1 HP.
  - Flip your top Character Card and place it to the left of your remaining Character Cards. On later turns, you may use the ability on the card to the left.
  - If that Joker was the last card in the stage, return that Stage Token to the box.


▲ Current Ability ▲ Character Status

Turn & Scoring Example

It is John's turn.

Stage B has already been cleared, so he chooses Stage A from the remaining Stages A and C. He reveals a Steal, a Steal, a Swap, and a Joker in that order (shown in the red box on the right), then chooses to stop.

Jokers do not count toward the streak bonus, so John counts 3 cards and scores 8 points.



When does the Challenge Phase end?

At the end of a turn, the Challenge Phase ends if either of the following is true:

【Only 1 Stage Token remains in play】OR【Only 1 player is still able to take turns in the Challenge Phase】

IV. Recovery Phase

All players perform the following at the same time:

- Reveal the point values on the Stage Tokens you collected and add those points to your score.
- Take back all Risk Cards in your own sleeves.
- If your HP is currently 0, lose 9 points, then reset your character to HP2 for the next round.

End of the Game

The game ends after the third round. The player with the highest score wins.

Risk Card Effects


Joker
This card does not count toward your streak bonus.


Swap
Swap any 2 face-down Risk Cards in any stage(s).


Steal
Choose 1 player. They give you 1 point.

FAQ | Rules

Q: Can I end my turn without revealing any cards?
A: No. You must reveal at least 1 card each turn.

Q: If the first card I reveal is a Joker, can I stop immediately?
A: Yes, but you score no points this turn.

Q: If I bust, can I still take that Stage Token?
A: No. Return it to the box face down. No player may look at it.

Q: In rounds 2 and 3, can I choose not to exchange any cards, or exchange cards without changing which cards are sleeved?
A: Yes. You may exchange no cards, or make an exchange that leaves the same cards sleeved.

Q: Can the streak bonus count more than 7 cards?
A: No. The streak bonus is capped at 7 cards. Even if character abilities or other effects increase the count beyond 7, the bonus does not increase further.

Q: Can I Steal from a player with 0 points?
A: Yes, but you gain no points. All points gained by Steal must come from the chosen player, and a player's score cannot go below 0.

Q: Can I Steal from a player with 0 HP?
A: Yes.

FAQ | Characters

Q: How do I discard a card?
A: Return it to the player whose sleeve it is in.

Q: LINMU reveals a Joker, and The Renegade Player discards it. Can LINMU end their turn and trigger their ability?
A: LINMU may end their turn, but the ability does not trigger. The Joker was "discarded," but it was still "revealed." Therefore, if LINMU ends their turn now, the last card they revealed was still a Joker, so the ability's condition is not met.

Q: LICHEN successfully uses their ability, and the card is the first Joker they reveal this turn. Can The Renegade Player trigger their ability and Steal from LICHEN?
A: No. That Joker has already been discarded by LICHEN's ability. If LICHEN reveals another Joker later in the turn, The Renegade Player still cannot trigger their ability, because it is no longer LICHEN's "first time revealing a Joker."

Q: Can LICHEN choose a stage with only 1 card remaining and use their ability?
A: Yes. If that card is a Joker, at HP2 the streak count is 0 + 2 = 2 cards, for 5 points; at HP1 it is 0 + 3 = 3 cards, for 8 points.

Q: Do the abilities of The Joker or LUJUN fail if the card is discarded?
A: No. Their abilities fully resolve before the card is discarded.

⚠ **Safety Information** (Please Read)

▼ Contains small parts. Do not swallow. ▼ Keep out of reach of young children. Not suitable for children under 3 years old. ▼ To prevent warping or damage, keep away from moisture, high temperatures, direct sunlight, and corrosive solvents. ▼ Keep away from flames and heat sources to prevent fire.

Shi Chen / Game Design
Misty系田 / Character Illustration
高橋麺包 / Background Illustration
花於景 / Original Novel
Dray Yang / Game Editing
Yawen Jheng / Graphic Design
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