

HOW TO PLAY SCHEMA

FIRST EDITION RULES

NUMBER OF PLAYERS

Although Schema has no known limit on the number of players, it is best played between 2-6 players, of any age and disposition.

THE DECK

Schema is a complete game that is played with one deck of 54 cards. The pack contains:

- 14 Schemas: Each a set of symbols without any wording or effects
- 38 Symbols: Each with an action or effect
- 1 Fool card
- 1 Universe card

OBJECT OF THE GAME

To collect Schemas. The winner is the first to collect a set number of Schemas, as decided by all players at the beginning of the game. Most games start as a "first to three" proposition.

SETUP

The dealer (who provides the deck) shuffles all the cards and deals five to each player. The remaining cards become the draw pile. The dealer draws one as the basis of the discard pile. The player to the dealer's left takes the first turn, and play proceeds clockwise.

ON YOUR TURN:

Player turns have three parts: Draw, Play and Burn. A player may elect to pass on parts of their turn at any time.

1. DRAW A CARD

As a player, you always draw one card at the start of a turn, unless there is a card in play that forbids you to do so. If there are no cards remaining in the draw pile, shuffle the discard pile to make a new draw pile, and remove the top card to form the basis of a new discard pile.

2. PLAY A CARD

You then may **play one card** from your hand into the center in either of these two ways:

You may play a Schema card from your hand into the center of the table. This puts the Schema into play, where all players may now lay cards onto it.

You may play a Symbol card onto its matching Schema in play. Lay the matching symbol adjacent to the matching Schema but do not obscure it. Cards played onto Schemas do not take their action or effect.



If this play completes a Schema (creating a set of all the symbols in the Schema), you collect it. Discard the symbols and keep the Schema card facedown in front of you.

3. BURN A CARD

You may "burn" a card to play its action or effect. To burn a card, you discard it and immediately carry out its written effect. Some cards ask to be played in front of you, face-up, when burnt. These cards have persistent effects that remain in play until they are discarded or removed by another card.

TABLE VARIATIONS, HIDDEN GAMES and GAMBLING

The game described here is the basic version, suitable for most players. After a time, players may choose to customize their games by adding layers of meaning or complexity. Some variations include:

GAMBLING: A round of wagers may be inserted upon the play of any Schema. The player who lays down the Schema also places a bet- tokens or otherwise- on top of it. Players must match this initial bet (and may raise or call) to "buy in" to the Schema. Players who do not match the bet may not play on the Schema. Likewise, whenever a card is played into the Schema, another round of wagering takes place. This continues until the Schema is won, and the winner takes the kitty. If a Schema is discarded before it is won, then the wagers go into a larger "table pot" which goes to the winner of the overall game.

HIDDEN GAMES and VARIATIONS: Each card in the deck may be associated with a hidden game of the player's design. These variations may be decided by the dealer, or by the table as a whole. For a collection of these games as contributed by players, please see alealudus.com.

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