

# Victor or Victim

The cards may spell “doom” for you!

This is a set-building card game for 2 to 8 players wherein essential cards are needed to win AND lose, and passing another player the losing card is a sweet feeling.

## Objective

The winner is the first player to spell the word “Victor” in one of the three letter colors with the cards on the table before him, OR to avoid spelling the word “Victim” longer than anyone else. Those who end up with the word “Victim” spelled all in one color are eliminated.

## Components

There are 66 Letter Cards in three color groups: red, blue, and yellow. The letters and quantities are: (3) V, (3) C, (3) T, (3) M, (2) O, (2) R, and (6) I in each color.

...and there are four special symbol cards:

- 6 “Acquisition” cards (with a gem image)
- 6 “Pass Two” cards (with a twin-wave pictograph)
- 4 “Change Direction” cards (with a swirl symbol)
- 4 “Lose a turn” cards (with an “X”)

## Setup

The cards are to be shuffled well and place in a face-down draw deck in reach of all players.

The game begins with each player drawing **THREE CARDS** from the draw deck and laying them face-up on the table in full view of the other players. **NOTE:** If a player draws a non-letter card during this first round, replace it randomly back into the deck and draw another. All players must start with three randomly-drawn letter cards.

## How To Play

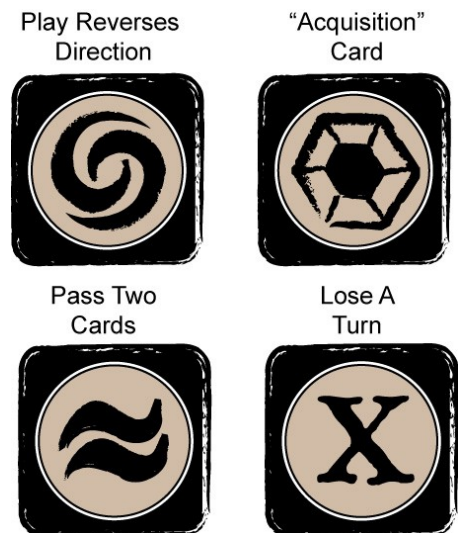
Each player on his/her turn **draws a card from the deck, plays that card face-up to the table, then (usually) passes any one of his or her cards to the next player** which ends the turn. Which card or cards are passed to the next player is entirely up to the current player, either taken from his/her cards already up on the table or the card just drawn.

Play begins “clockwise,” passing cards to the left. (This playing direction will change as the game progresses.)

- When a “**Letter**” card is drawn, the card is played to the table in front of the current player in full view of all.
- When an “**Acquisition**” card is drawn, the Acquisition card is played to the discard pile, then the player may take any card on the table from any player and claim it as his/her own. The player does NOT pass a card during this turn.
- When a “**Pass Two**” card is drawn, the Pass Two card is played to the discard pile, then the player must pass any two cards from his/her collection on the table to the next player. If the player runs out of cards, the turn ends.

- When a “**Change Direction**” card is drawn, the Change Direction card is played to the discard pile, then the direction of play returns to the previous player. (That is, if the play is going leftward, and a player draws a “Change Direction” card, this card is played to the discard pile, and the next player to the right then takes a normal turn.) The player who draws this card does NOT pass a card on this turn.

- When a “**Lose A Turn**” card is drawn, the card is simply played to the discard pile and the player’s turn is over. The player does NOT pass a card on this turn.



## Winning and Losing

The instant the word “**Victor**” is spelled out in a set of cards of the same color in one player’s collection, that player wins the game. Also, the instant the word “**Victim**” is spelled out in a set of cards of the same color, that player is eliminated from the game.

An eliminated player’s cards are immediately shuffled into the “draw deck” and the game continues until there is a single winner, either through spelling “**Victor**” or avoiding the losing combination longer than any other player.

## Credits

Game designed and crafted by David McCord  
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