



## Introduction

On the **Island**, when Carnival arrives, masks are not worn: **they walk**.

The **Boes**, pressed tightly together, stamp and toil; the **Merdules** keep them in check, cracking their whips. The **Colonganos** advance in silence, like faceless nature, while the **Limpas**, pure and distant, watch with cold disdain.

And then, like inescapable fate, comes the **Filonzana**: she does not command, she does not fight, but reminds everyone that Carnival does not last forever.

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**Mascheras: The Carnival of Sacrifice** is a fast, competitive card game inspired by the ritual Carnivals of Sardinia.

Players use the masks of the Island's folklore to capture other masks, building a **Tribute Pile** destined for the pyre that will close the Carnival.

The goal of the game is to capture the most **Re Cancioffali** (aka "**Kings**"), symbols of order hidden behind the masks, which give value to each player's Tribute Pile.

During the chaos of the **Parade**, players must never lower their guard: the player who has captured the most Kings becomes the **Scapegoat**, an easy target.

When the **Filonzana** arrives, the Carnival enters its most violent phase, making it possible to capture entire Tribute Piles.

When the Parade ends, the Carnival closes: the order of the Kings is burned, the sacrifice is complete, and the cycle can begin again.

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## Components

- 60 **Mask Cards**, divided as follows:
  - **Boes** x17
    - including 2 **Re Cancioffali** (aka “**Kings**”) cards
  - **Merdules** x11
    - including 1 King card
  - **Colonganos** x23
    - including 3 King cards
  - **Limpias** x8
    - including 4 King cards
  - **Filonzana** x1
    - not a King
- 1 **Scapegoat Token**



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## Setup

1. Deal **3 cards** (called *Masks*) to each player.
  2. Place a number of face-down Mask cards equal to the number of players in the center of the table. These cards form the **Carnival**.
  3. Place the remaining cards face-down in a single deck called the **Parade**.
  4. The oldest player takes the **Scapegoat Token** and will act **last** during the turn order.
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## Round

If this is the first round, proceed directly to the **Turn**. If the Parade deck is empty, the game ends. Otherwise, follow these steps:

1. **Determine the Scapegoat:** check how many **King cards** each player has captured. If a player has captured more Kings than the current Scapegoat, that player becomes the new **Scapegoat** and takes the token.
  2. **Refill Hands:** starting with the player to the left of the Scapegoat, deal one mask at a time from the Parade until each player has **3 cards in hand**, or until the Parade runs out.
  3. **Refill the Carnival:** place a number of face-down Mask cards from the Parade into the Carnival equal to the number of players, or until the Parade runs out.
  4. **Play Turns:** starting with the player to the left of the Scapegoat, players take turns. The Scapegoat always plays last.
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## Turn

On your turn, you must play **at least one Mask card** from your hand. You may play **two or all three** cards if you wish. When you play a Mask, you may capture other cards according to that Mask's effect.

Once you capture masks, turn the masks you used and the captured ones face-up. Place the masks used for the capture over the captured masks, and then add them all face-up into your **Tribute Pile**, together with the Mask(s) you used to perform the capture. The masks used to capture will appear on top of the Tribute Pile.

If the played Mask **cannot capture anything**, it is simply added face-down to the Carnival.

If a captured card contains the **King Icon**, rotate it so that it is always visible in your Tribute Pile.

When you have finished all your actions, play passes to the next player clockwise. When the Scapegoat finishes their turn, the round ends.

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## End of the Game

The game ends when, at the end of a round, the Parade deck contains no cards. The winner is the player who has captured the **most Re Cancioffali**. In case of a tie, the tied player who has captured the **most total Masks** wins.

## Masks





## English Translations

*Boes*: Capture one mask which isn't a Boes nor a Filonzana, but only if it's inside the Carnival in a lower number than the Boes (including this one).

*Merdule*: Capture one Boes mask, or play it together with a Boes mask to capture any mask.

*Colonganu*: You may capture another Colonganu mask. In alternative, you can play this mask into the Carnival without capturing any mask.

*Limpia*: Capture up to two Colonganos masks.

*Filonzana*: As long as she's in the Carnival, players may capture entire Tribute Piles by capturing the masks on top of those piles, just like they were in the Carnival.