

# CANYONS

*The only real rule of Canyons is that you have to play by your own rules. Every group is different so every game is different.*

*This game can be played with a Canyons deck or with any standard deck of playing cards.*

*To play the most simple version of Canyons just take turns picking cards one player at a time. If you pull a red one choose someone to ask you a question, pull a black one & you ask someone else a question.*

*The rest of the rules are just to make the game more interesting so it's up to you how you play.*

*There are no points, no winners, & no losers, but you can be good at it if you remember that how you play far is more important than what you say.*

**-The Original Rainmaker**

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## The Rules

The deck of cards is the River.

The Rainmaker pulls the first card from the River.

Black cards the player asks someone a question.

Red cards the player chooses someone to ask them a question.

Face cards are magic. They each have their own power.

Players can earn karma cards for their Canyon that they can play back into the River for extra turns or bonuses.

Karma cards can be given by any player for any reason, at anytime, to any player other than themselves.

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## The Magic Cards



~~The  
Time Traveler~~

Jack is  
***The Time Traveler***  
Return to any  
point in the game.  
Can do whatever  
the last magic card  
played could.



~~The  
Wizard~~

King is  
***The Wizard***  
Make up a new rule.  
Lasts until the next  
Wizard shows up.



~~The  
Lover~~

Queen is  
***The Lover***  
Black you get to  
compliment someone.  
Red you pick someone  
to compliment you.  
Easy way to ask  
for a group hug.



~~The  
Philosopher~~

Ace is  
***The Philosopher***  
Everyone answers  
the last question  
or gets the last  
magic power.