

-=] Cursed Rules [=]

Setup:

1. Give each player 1 Blue Villager Die.
2. Roll to see who will be the Monster for the 1st Round.
 - The Monster will change each Round, so don't be concerned if it is, or isn't, you. The Monster puts their Villager die aside for this Round.
3. Give the Monster one Green Die for each Villager they face.
 - Monster Dice should always equal all active players, minus one.
 - If any player perishes at the end of the round, Monster or Villager, remove 1 Monster Die and 1 Villager Die from the game.
 - The Monster's *MUST* hide their rolls. All Monster Rolls are Secret, and all Villager Rolls are public.
4. Give each player an even number of Life Tokens from the Token Bag.
 - Typical games use 9 to 12 Tokens per player.
 - This is your Life! If you ever run out, you DIE.
5. Shuffle the Ward Cards and deal 3 Cards to each Player.
 - These are your only "Free" Ward Cards. Additional cards cost Life!
 - More cards can be purchased, at the cost of One Token per Card.
 - Tokens used to buy Ward cards go into the Token bag, not the Void.
 - Place the remaining cards nearby as the Ward Deck.
 - You MUST have 1 Token at the start of each Round, or Perish.
 - Ward Cards cost Life and are often only useful in certain situations
 - See "[Know Your Ward Cards](#)" for examples.
 - Discarded Ward Cards are placed, face-up, in a nearby Discard Pile.
6. Place the Void.
 - Use the smaller of the two metal cups as "The Void".
 - This is where the Monster's losses will be going. Villagers do not earn the Monster's life when they're victorious, only prevent the loss their own life. Monster losses go to The Void.
 - The larger of the two metal cups can be used to either hide rolls for the Monster, or to hold unused Life Tokens. (Or ranch dressing, lol)

Gameplay Steps:

1st Step – Cover your Skull

- Every player, Monster and Villagers, must put one Token in a Red Skull Slot, closest to them. This shows you're still Alive!

2nd Step - Everyone Rolls their Dice

- Villagers Roll their Die Openly, for all to see.
- Monster Rolls their Dice Privately (Preferably using a Larger of the 2 Steel Cups as a dice cup, or some other visual obstruction)

3rd Step - Play Ward Card

- If you have any, each player has the option to play one Ward Card, Face Down, in front of them, *before* battle!
- Villagers may show other Villagers their Wards, but should never show the Monster.
- Ward cards should be tucked slightly under the Game Board to show they are in play.

The Story

You are part of a group of greedy Villagers who have disturbed the shrine of an ancient god in search of treasure. As your punishment, each night one of you is transformed into a hideous Monster who hunts the others. The curse can only be broken when only one of you remains alive....

SO WHO'S IT GOING TO BE?

Know Your Ward Cards

Ward Cards belong to the player that purchased them, and can never be given or traded. When a player dies, Ward Cards are simply discarded. Not every Ward Card is useful in every circumstance. For example:



This is a Spell Ward Card. This card is useful to both Monsters and Villagers, and can be used by either.

This is a Villager Ward Card. It only aids Villager Scores, not Monster, and therefore should only be used if you're currently a Villager.



This is a Monster Ward Card and only aids the Monster's Score. This card should only be used if you're currently the Monster.



If there are multiple Scroll Cards, start with the Monster's first, and then go around the table to the Monster's left until every Scroll card is accounted for.

4th Step – The Battle Begins

- The Monster adds as many tokens as their wish to the Green Monster Center of the game-board.
 - Monster can add as many, or as few, Tokens as they wish. Or skip adding Tokens and move on to Step 5 immediately, should they find their rolls to be weak and not wish to bluff the Villagers into Fleeing.
 - Never flee too soon! If the Villager Rolls are poor, they might allow you to win by Fleeing themselves!
- Villagers must match the Monster's Tokens as a group, not individually.
 - The total number of Tokens in all of the Blue areas **combined** must equal total number in the Green area.
 - Villagers add their Tokens to their individual blue sections, corresponding to the Red Skull they covered.
 - Any or All Villagers can match the Monster's Tokens. If no one wishes to match, then **all** Villagers are forced to Flee.
 - If the Villagers have nothing left to match the Monster's Tokens, then move on to Step 5. The Monster can NOT force the Villagers to flee, only force them to use all of the Life Tokens they have.
- The Monster may continue to add Tokens to the Green Center Area for as long as they have Tokens to do so, or stop at any time, and move on to Step 5.
- If either side has run out of Tokens, move on to step 5.
- Treat fleeing the same way you'd treat any lose.
 - The Monster is under no obligation to show their Dice if the Villagers flee.
 - As Fleeing marks the end of the round, discard all used Ward cards, even if no betting occurred.



5th Step - Show Dice/ Reveal Cards.

- The Monster reveals his Dice, and all players flip over their played Ward Cards.
- When counting Ward Card effects, start with Monster and then go clockwise around the board.
- If the Villagers rolls are greater, all of the Monster's board tokens go into the “The Void” Cup. Unless a Ward card allows it, the Villagers never gain Health, only the Monster. Villagers can only retrieve their own tokens.
- If the Monster's points are greater or equal to the Villagers, he/she claims ALL Tokens on the board, including the All Red Skull tokens. The Monster sweeps the entire board of Tokens into their pile! (optional evil laugh)
- Only the MONSTER can claim the board tokens. Villagers retrieve their own Tokens, from the Blue sections.
- Place all used Ward Cards, face up, in the Discard pile.

6th Step - Who died.

- If anyone has run out of Tokens, they die. Discard all of their Ward Cards.
- Should the second to last Villager die, the Monster devours the last Villager. Monster wins **ALL** Ties!
- Should the Monster die, the next player becomes the new Monster.
 - Should the Monster die when only 3 players remain, the next player becomes the Monster and devours the last Villager. Again, the Monster wins **ALL** Ties!
- If a Ward Card rewards a player without specifying a source, take the Tokens from the Token Bag.

7th Step - Buy Ward Cards.

- Ward Cards are NEVER Free! You pay for them with your LIFE!
- Ward Cards cost 1 Life Token and you can spend all but 1 of your Life Tokens on them.
- Tokens used to buy Ward Cards are returned to the Token Bag, not The Void. (There is a “Claim Void” Card)

Last Step – New Monster!

- The player on the Monster's Left becomes the new Monster.
- The old Monster hands the Monster Dice and Cup over to the new Monster.
- The old Monster retrieves their Villager Die and becomes a Village once more.
- Ward Cards and Life Tokens can NOT be shared between players!