

CURSED!

THE RULES

Shuffle the cards and deal each player five cards. Starting with the player to the left of the dealer, play rotates clockwise.

ON YOUR TURN

On your turn you must make three plays, in the order of your choosing:

- One **OUTGOING** spell, cast on another player
- One **REFLEXIVE** spell, cast on yourself
- One **SACRIFICE**, placed on your Altar of Tyche

FIVE FORTUNES

Each of the player's Five Fortunes is always in one of four states:

- 1) Devastated: this Fortune is hopelessly Cursed and can never be moved from this state (absent a rules change from a sacrifice).
- 2) Cursed: this Fortune is in a bad way, but it can recover. If at any moment, all five of your Fortunes are Cursed or devastated (even if it is in the middle of someone's turn), you are out of the game.
- 3) Neutral: the starting point of the game
- 4) Blessed: wonderful news for you, bad news for your opponents.

TYPES OF CARDS

All the cards in **CURSED!** are spell cards. Each card affects a single Fortune, with either a Blessing, a Curse, or a Neutralizing effect. Each spell card also has a rule-changing Sacrifice effect, invoked by placing the card in a horizontal orientation on the Sacrifice move during your turn.

BLESSED cards improve the state of a Fortune, moving it from Neutral to Blessed, or from Cursed to Neutral

CURSED cards wound the state of a Fortune, moving it from Neutral to Cursed, or Blessed to Neutral

Playing a Curse card in a Fortune that is Blessed for you (the caster) makes the Curse doubly effective, sending it from Blessed to Cursed, or from Neutral or Cursed to Devastated. Cursing a Neutral or Cursed Fortune with a Blessed Fortune is the only way to Devastate an opponent's Fortune.

SACRIFICES

Sacrifices change the rules of the game while they are in effect.

Some have an immediate effect and are immediately discarded, leaving the player's Altar of Tyche vacant (e.g. *Choose a player to redraw their hand*).

Some sacrifices last until they are used (e.g. *Redirect one Reflexive play*) and can be invoked at any time while they are on the player's altar, being discarded once used.

Some sacrifices endure while they are on the player's altar (e.g. *Both of your plays must be outgoing*). These sacrifices can be used twice, or not at all, based on how the player invoking them chooses his or her turn order.

ENDING THE GAME

Players are eliminated when all five of their fortunes are simultaneously Cursed (or Devastated), for even a single moment. The game ends when only one player remains.