

# CURSED!

**CURSED!** is a card game of constantly shifting fortunes. Specifically, the fortunes that are told by your fellow fortune-tellers, who may have more power to shape the future than to simply see it.

**CURSED!** can be played with 2-6 players, and takes from 20-45 minutes. It can be played with children although some of the jokes may be more appropriate for teenage audiences and older.

## Objective

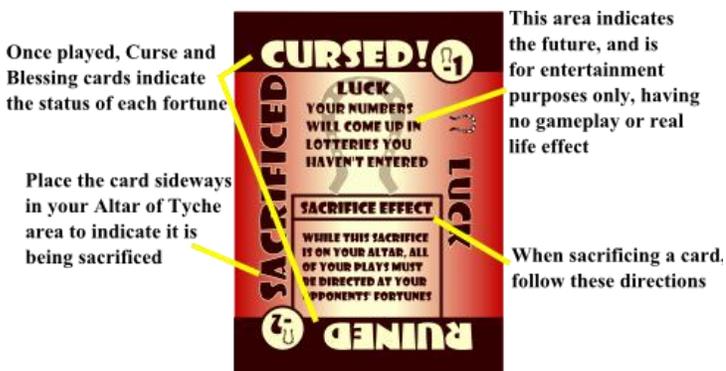
The objective of **CURSED!** is to savagely ruin the prospects of your fellow fortune tellers, and be the last player still in the game. Alternately, you can win by clearing your future of Curses, and retaining the promise of enough Blessings to ensure a bright future.

Your future is divided into five fortune categories: Fate, Health, Love, Luck, and Prosperity.

## Components

Your box should contain, aside from these directions, 100 cards. These cards are the fortunes that you will be casting on one another.

## Anatomy of a **CURSED!** Card



Cards in **CURSED!** contain a great deal of information, and serve as both plays from your hand, and indicators of status. There are three types of cards for each of the five fortunes.

**Curse** cards indicate bad futures. You will want to play these on your opponents' fortunes. When a fortune is cursed, display the cursing card in front of the victim, with the Cursed! text upright, indicating the fortune's status.

**Blessing** cards are good futures. You will prefer to play these on your own fortunes. When a fortune is blessed, indicate this by leaving the card in front of the fortunate player.

**Neutral** cards indicate a future which is, well, meh. They cancel

out a Blessing or a Curse when played, and you will want to use them accordingly.

For more detail on the effects of cards, see **Sacrifices and Blessings, Curses, and Ruination**.

## Setup

Shuffle all 100 cards, and deal four (4) to each player. Place the remaining cards in a pile where everyone can reach.

Whoever has had the most recent string of unfortunate events can go first. Play moves clockwise.

All fortunes start the game in a neutral state, neither Blessed nor Cursed.

## On Your Turn

On your turn, you are required to make three plays: one **outgoing**, one **reflexive**, and one **sacrifice**.

An outgoing play is a blessing or curse on another player's fortunes. A reflexive play is a blessing or curse on your own fortunes. Depending on what cards you possess, these plays may have to benefit your opponents or hurt you. Such is life.

A sacrifice is a card placed sideways above your row of fortune cards, and it invokes the sacrifice effect indicated on the card. All cards include a sacrifice effect in addition to their blessing, curse, or neutral status, and it is up to you in which way to use each card.

After making your plays, draw up to your hand limit (four cards, to start the game) and play moves to your left

## Winning And Losing The Game

You can win the game by having three of your fortunes simultaneously in the Blessed state, while neither of the other two is worse than neutral.

You are eliminated from the game when three of your fortunes are in the Cursed state (or worse), and neither of the other two is Blessed.

**When the game is down to two players**, victory and defeat only require three Blessings or three Curses, regardless of the state of the other two fortunes.

## Sacrifices

On each turn, you must sacrifice one of your cards on the Altar of Tyche, and invoke its effect. Most sacrifices involve a temporary rule change which lasts until you make a new sacrifice on your next turn. There can only be a maximum of one card on your altar at a given time.

When a sacrifice indicates that you can choose a player to do

something, you are always welcome to choose yourself unless specified in the sacrifice text.

## Blessings, Curses, and Ruination

Fortunes in **CURSED!** exist on a scale of their prospects, and each state can be indicated by the card that put it in that state.

When a fortune is **Blessed**, things are looking up for that player. In fact, it makes Curses cast by that player using that fortune doubly powerful. This is also the **only way** in which a fortune can be Ruined. An opponent's Blessing can be removed with a judiciously cast Curse.

When a fortune is **Cursed**, things are looking bleak but they are not beyond hope. The application of a Neutral card OR a Blessing card to that fortune will erase the Curse.

When a player casts a Curse while showing a Blessing in that same fortune, the Curse is doubly powerful. This means it sets a previously Blessed fortune to Cursed, and any other fortune to Ruined.

When a fortune is **Ruined** only a powerful sacrifice can restore it, and those are rare sacrifices indeed.

Curses played on already Cursed fortunes do nothing unless cast from a Blessed position. Blessings played on Blessings do nothing.

## Alternate Rules

If you want the game to go on a bit longer and be more strategic, set the starting hand limit to five cards. If you want it to be a bevy of mad fortune tellers casting spells all willy-nilly, set the starting hand to three cards.

If you want the game to be really long and drawn out, you could require all five fortunes to be simultaneously Cursed (or Ruined) to eliminate a player.

## An Example Of Play

Play starts with Axel, who Blesses his own Fate, then Curses Christine's Fate, Ruining it. He then makes a Sacrifice reducing the size of his hand, and so draws only two cards to bring his hand to three.

Bartleby leads off his turn with a sacrifice which instructs that all of his plays must affect other players. He then slams Axel with two Curses, one on his Fate, erasing the previous blessing, and another on Axel's Luck.

Christine, feeling grateful to Bartleby, pushes down those feelings and Curses Bartleby's Wealth. She then looks at her hand, which only contains Curses, and reluctantly curses her own Love fortune. She then plays a sacrifice which allows her to skip a player's turn, and elects to skip Dalmatia's turn, passing play back around to Axel.

## Credits

The following people made this game possible.

**Game Concept:** Andrew S. Bradley  
Jeff Sullivan  
**Artwork:** Andrew S. Bradley  
**Play Testers:** Ben Bradley  
Scott Dobos  
Yuliya Sullivan

And the strangers at  
Knight Moves Café Brookline, MA  
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Thank you all for your support. Without it, Cursed! would not be a reality now. It's difficult to express how much it actually means to us, and we hope you enjoy the game.

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