

# THE WICKEDEST OF THEM ALL

## RULES OF PLAY





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For more information please visit:

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Relentless production does not believe in or wish to promote the belief in of magic or their supernatural. Nothing in this game is real nor are any of the events here based on real vents or the characters based on real people. All likenesses are strictly coincidental.

Designed for ages 16+  
Contains scenes of Sexual innu-  
endo Fantasy cruelty and  
Alcohol/Tobacco use.

No real mortals were harmed  
during the production  
of this game





# THE WICKEDEST OF THEM ALL RULES OF PLAY

## INTRODUCTION



HELLO *SWEETIE*,  
I'M *ROXIE* AND I'LL BE  
YOUR *HOSTESS* WITH THE  
*MOSTEST* AS YOU LEARN  
THE ENDS AND OUTS OF  
*WICKEDEST*  
OF THEM ALL.

AND NOW THAT  
WE'VE GOT *THAT* OUT OF THE  
WAY, LETS TALK ABOUT WHAT  
THIS *GAME* IS ABOUT



The story so far...  
Recently the city's  
head-witch was  
killed in an accident involving boom riding while  
being drunk and an airplane engine.

As is tradition a new head-witch must be chosen  
from among the local members of the world's  
"oldest sorority."

Also, tradition dictates witches can't  
directly harm each other. Which means the only  
way for those involves to prove who's the "best  
witch." is a contest of  
magic and malice.

WICKEDEST OF THEM ALL  
is a card game that allows 2-4  
players to take on the role of  
Witches vying for the title of  
head-witch.

Each player chooses a witch and  
does her best to do her worst and  
prove to everyone she's the wick-  
eder of them All!

Goal: After all the cards and the  
deck are gone through the player  
whose character has the highest  
Wicked wins.



# THE WICKEDEST OF THEM ALL RULES OF PLAY

## INTRODUCTION



SO WHY DID WE  
CHOOSE A "**WICKED CONTEST**"  
AND NOT ONE **INVOLVING**  
**SUMMONING CUTE MONSTERS**  
AND MAKING THEM FIGHT TO THE  
**DEATH** FOR **OUR AMUSEMENT**?

BECAUSE WE **CAN**.  
WE HAVE THE **POWER**,  
WE DO WHAT WE **WANT**... AND IF YOU  
HAVE A **PROBLEM** WITH THAT, I'M SURE  
THE OTHER **TOADS** YOU'LL FIND  
YOURSELF LIVING WITH IN THE **SWAMP**  
WILL BE MORE THAN **HAPPY** TO  
LISTEN TO YOUR  
**COMPLAINTS**.

## TERMINOLOGY

There are a few words you'll find in the game that you may not know. Luckily we decided to list them here for your nerdification.

**Action:** Something that a player can do thru their character on their turn. This can be an action marked with an, **A**, cast a spell or summon minion or have a minion attack.

**Play:** When a card is being used in the game it's considered in play. Cards not in play are out o play, discarded in a deck or hand.

**Rounds:** In he game after everyone has gone a round has passed. A round ends when a new round begins.

**Turn:** When a person goes on in a round it's there turn. In this game, you can do one action on your turn.

### Did you know?

All witches are female and wizards are a myth created by men who wanted people to think they had some kind of magical power?

Thos same insecure bastards also started witch burning and wrote all those horrible stories about witches being ugly.



# THE WICKEDEST OF THEM ALL

## RULES OF PLAY

### CARDS



NOW THAT WE'VE  
**INTRODUCED YOU TO THE  
BASICS, IT'S TIME TO LEARN  
ABOUT THE MOST IMPORTANT  
PART OF THE GAME,  
THE CARDS.**

#### CARDS 101

There are four types of cards in this game.

**Character:** These cards represent the witch the player is portraying.

**Equipment:** a powerful magical artifact used by a witch. A witch can only have two pieces of equipment in play.

**Minion:** A creature or person that works for the witch. They are 99.9% loyal.

**Spell:** An act of magic used by a witch (character). Using a spell counts as an action.

**Victim:** An innocent and occasionally not so innocent bystander who's lot in life is to suffer so witch can gain wicked.

#### TEN THINGS YOU NEED TO KNOW ABOUT WITCHES. PART I.

1. While some witches re born witches, most are reborn after an early and often tragic death involving one of the four elements.
2. Witches are not immortal. They can be killed (it's just really hard) and can age if they choose to.
3. Magic words can be anything and are more a tool of focus than actual incantation.
4. All witches can senses other witches, ,move things with a thought and see and senses other supernatural beings.
5. Witches re immune to all human disease, most poisons and can heal completely from all non magical wounds.

#### Did you know?

There are 70 cards in the starting deck of "Wickedest of them All". 68 game cards and two rule cards.

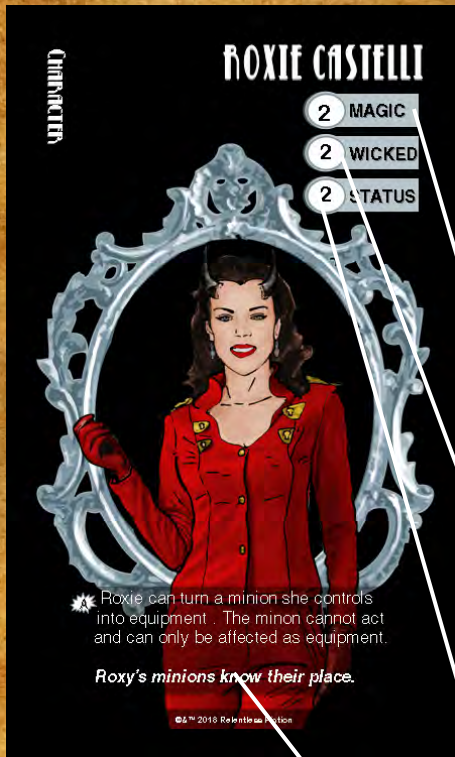


# THE WICKEDEST OF THEM ALL

## RULES OF PLAY

### CARDS

#### CHARACTER CARD



The character card is a black card with a picture of the witch in front of a black mirror. It also has the character's name, her attributes, special action or ability and a little quote about or from the character.

#### Attributes

All characters have three attributes: Magic Wicked and Status.

**Magic:** How powerful a Witches magic is. This attribute goes up and down based on other cards in play like equipment. A witch can only cast a spell with magic equal to or less than her own.

**Wicked:** The most important attribute. A witch wins the game by having the highest wicked in the end. Wicked is gained by casting spells, destroying mortals and minions and other acts of maliciousness.

**Status:** A witch's social standing among witches and the world. Status is used to summon minions. A witch can only summon a minion with a status rank equal to or less than her status rank.

**Action:** An action is a special ability a witch can use on her player's round. All witches have unique actions.



#### Did you know?

Roxie is a succubus type witch. Succubi normally have blue or red skin, horns, cloven hooves, and tails. Myths and lore about demons come from Succubi-Witches.

Succubi witches can draw magical energy out of other living things to make themselves even more powerful. The exchange must be willing, and it's for this reason

Succubi tend to make deals with mortals. A Succubi uses her magic to help a mortal, and that mortal binds themselves to the Succubi for all time, becoming a minion even after death.



# THE WICKEDEST OF THEM ALL

## RULES OF PLAY

### CARDS

#### EQUIPMENT CARD

The equipment card has a silver border and a picture of the equipment on a green.

Equipment cost nothing to play and may only be destroyed by magic. Some Minions and victims can limit the number of equipment or steal equipment.

Equipment cards have three attributes:

**Magic:** A bonus or minus to its owner's Magic.

**Wicked:** A bonus or minus to its owner's Wicked.


**Status:** A bonus or minus to its owner's Status.

Equipment also has special abilities. Those abilities are usually a bonus or a unique action. A player can uses in place of a character's action if thy choose.



#### MINION CARD

Minion cards have a red border and a picture of the minion.

They also have some hearts  that represents there health. Playing a Minion or attacking with a minion counts as an action. Minions are Worth one wicked if destroyed.

Minions have two attributes.

**Status:** What level of Status a witch needs to take them out of their hand and place hem in play. If a withes Status drops under that number, the minion can longer perform actions for her.

**Attack:** Minions as a player per round action can attack a rival minion or victim. Their attack is how many hearts their card being attacked loses. A card loses all their hearts they are destroyed and placed in the discard pile.

Most Minions have special abilities that grant hem bonuses or special powers.





## CARDS

**EAT SOUL**

3 MAGIC

+1 WICKED

0 STATUS

Destroy a victim or minion. That victim or minion provides no **wicked**.  
The character gains +2 Magic.

Mmmm, tastes like innocence.

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The Spell is description is what a spell does. In game time spell descriptions tend to start the instant the spell is cast. The exceptions are spells that stop or block spells which happen before other spells.



# THE WICKEDEST OF THEM ALL

## RULES OF PLAY

### CARDS

#### VICTIM CARD

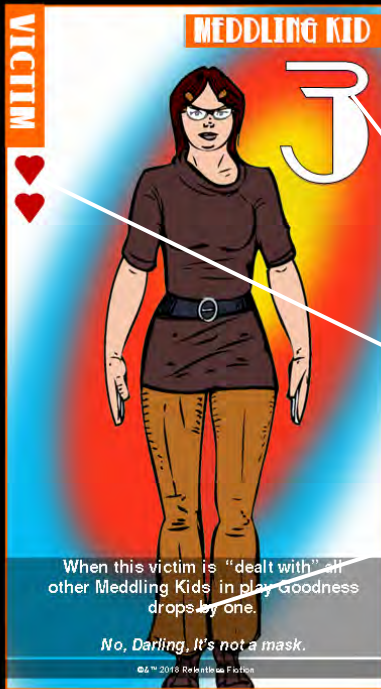
Victim cards have orange borders and a picture of the victim.

Victims have two attributes.

**Goodness:** Goodness is the large number and represents the number of wickedness a witch gains for destroying them.

**Health:** Like minions, Victims have health represented with a heart. If a victim accrues some damage equal to or more than their health they're destroyed.

Most Minions have special abilities that determine how they interact with some cards.



WHILE IT GOES WITHOUT SAYING IF A CARD'S INTERACTION WITH ANOTHER CARD IS CONFUSING IT ALWAYS GOES IN THE **CHARACTER** CARD'S FAVOR FIRST, THEN SPELLS, THEN EQUIPMENT THEN MINIONS AND LASTLY VICTIMS, BECAUSE THEY MATTER THE LEAST.



# THE WICKEDEST OF THEM ALL RULES OF PLAY

## SET UP



GOOD, YOUR STILL HERE. NOW THAT YOU KNOW WHAT YOUR **CARDS** ARE AND HOW THEY **WORK** IT'S TIME SET UP YOUR **GAME** AND GET WICKED.

### TEN THINGS YOU NEED TO KNOW ABOUT WITCHES. PART 2.

6. The more a witch uses magic the more energy she spends. Most Witches relax or meditate to restore their magic.
7. A witch can do almost anything with magic, but the more world changing or the more things the act affects. Turning one person into a toad is easy. Turning a room of people into toads, difficult. Turning a stadium of people into toads, exhausting.
8. Witches are the top of the supernatural heap in power.
9. Children and some animals can sense when witches are near.
10. The First witch was Hecate and was born almost 70 thousand years ago.

### SET UP

Setting up your game is simple.

1. First, remove all the character cards
2. Shuffle your remaining cards, that's the draw deck.
3. Every player needs a character; you can pick them or randomly draw them, that's up to the players. Play the character card face up.
4. Draw five cards. Five cards, by the way, happens to be the most cards you can have. If you ever have more than five discards down to five.

### CHARACTERS



DISCARD AREA

DECK



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## RULES OF PLAY

### ACTIONS AND TURNS



I THINK YOU'LL  
MAKE A GREAT  
**MINION**, YOU SEEM TO  
FOLLOW INSTRUCTIONS  
**REALLY WELL.**

### ORDER OF PLAY.

1. Every turn a player has a set number of things they can do. These things should be done in the following order if applicable.
2. Draw a card.
3. Place victims or equipment (Maximum of two pieces of equipment per player.
4. Perform a single action, (character action ability, cast a spell, use a minion to act).
5. Count up total wicked and Status lost or gained.
6. Discard down to five cards.

### ACTIONS

Actions are the playing of cards or use of card abilities that change the game in some way. Usually, a player can only do one action on a turn. Some cards can change that, but they are rare.

Some equipment grants character access to more unique special actions. Using those actions still count as the single action.





# THE WICKEDEST OF THEM ALL RULES OF PLAY

## ACTIONS AND TURNS



NOW FOR  
THE FUN  
PART.

### IN CASE YOU FORGOT.

- **Discarding Cards:** Discarded cards are placed in a pile all on their own, those cards cannot normally return to the game. Unless a card states otherwise a destroyed card is discarded.
- **Familiar:** A character can only have one familiar in play at a time.
- **Characters:** No Points to play. But each character's stats determine what cards they can use.
- **Equipment:** Equipment uses no state, but you can only have 2.
- **Magic:** Magic uses character's current Magic stat. (COUNTS AS AN ACTION)
- **Minions:** Minions use a character's current stats. (COUNTS AS AN ACTION)
- **Victims:** Uses no stat.
- **How to win:** When all the cards are played or if no card can be played, the person with the highest wicked wins. In case of a tie, play again.

### DESTROYING MADE EASY

**Destroying cards:** A card is considered destroyed when all its hearts are removed, or a card or action states a card is destroyed. Characters cannot be destroyed (Witches are above such things). Minion, equipment, and Victims can be. Equipment by a spell, The others under spell or attacks.

**Destroying a Minions:** If a Minion is destroyed, they grant the character destroying them one wicked. Keep in mind you can destroy your minions.

**Destroying a Victims:** Normally a Victim grants an amount of wicked to character based on their goodness. So if a Victim has the goodness of three, they grant three wicked. Some cards can increase or decrease that number.

### MINION AND VICTIMS IN GAME

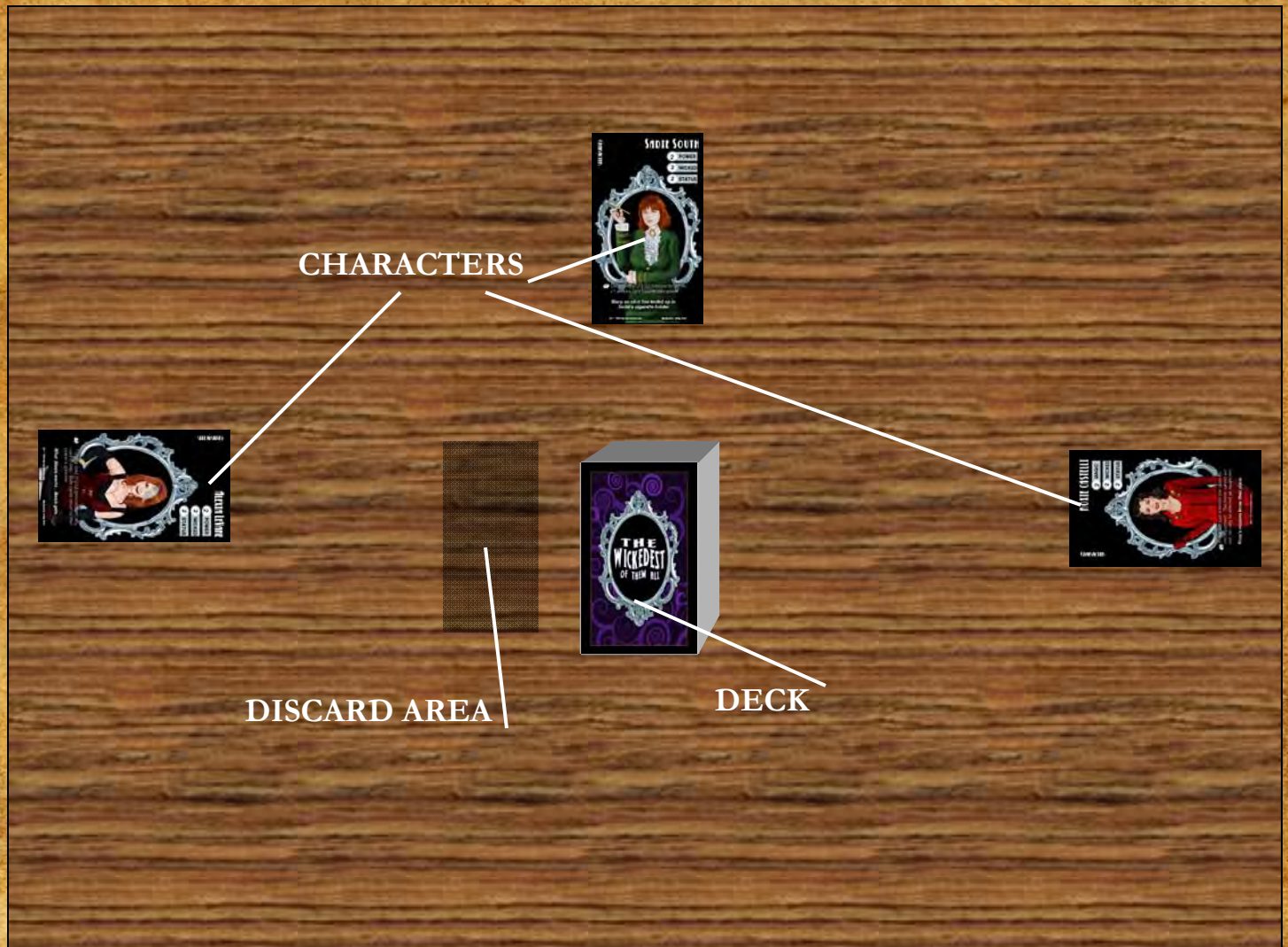
**Minion attack:** A Minion as an action for a character can attack another Minion and do their attack damage removing that number of hearts. All damage done in the game is cumulative. This is a character has four hearts, and take two damage one round, next round they only have two hearts.

**Victims rights:** As stated before the first round a Victim is played only the player playing the Victim card's character can do act like that Victim. Starting the next round, the Victim is the open game. Minions don't have that luxury.



# THE WICKEDEST OF THEM ALL RULES OF PLAY

## SAMPLE ROUND 1



### Round one– Part one

So how should a round play out?

- First, all players should choose a character card. This is the easy part.
- Next, they should decide who goes first be it by rolling a dice, coin flip or oldest or youngest player goes first. Once decided each player takes a turn moving clockwise.







# THE WICKEDEST OF THEM ALL

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### SAMPLE ROUND 1



#### Round one– Part 4

##### Player 1:

Plays A minion with a Status of 1 The Minion grants 1 Magic.

Plays a Victim with a good of 2.

Plays Equipment. The Equipment grants +1 Magic.

Plays a Spell with a magic of 2 on a Victim. Grants +1 Wicked.

Player one now has a Magic of 4, Wicked of 3 and Status of 2.



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## RULES OF PLAY

### SAMPLE ROUND 1



#### Round one– Part 5

##### Player 2:

Plays A minion with a Status of 2.

Plays a Victim with a good of 2.

Plays a Spell with a Magic of 2. The spell destroys the victim but grants -1 Wicked.

Player one now has a Magic of 2, Wicked of 3 and Status of 2



# THE WICKEDEST OF THEM ALL RULES OF PLAY

## SAMPLE ROUND 1



### Round one– Part 5

#### Player 3:

Plays Equipment that grants +1 to Magic and Status

Plays a Victim with a good of 2.

Plays a minion with a Status of 3

Plays a Spell with a Magic of 2. The spell steals a characters equipment.

Player one now has a Magic of 3, Wicked of 2 and Status of 4.

They have reached maxi maximum Equipment.



## SAMPLE ROUND I



## Round one– Part 5

## Clean Up.

Counters paper or dice should be used to mark changes in Victims and Minions.

While this can (and should) be done at the end of each turn. Players should remove cards that no longer effect play like hexes and destroyed cards into the discard pile.

**Make sure everyone knows everyone's current Wicked.**



# THE WICKEDEST OF THEM ALL RULES OF PLAY

FINALE



IF YOU'RE  
READING THIS YOU  
ARE READY TO PLAY AND  
BASK IN OUR MAJESTY.  
HOWEVER IF YOU STILL HAVE  
**QUESTIONS** WE HAVE  
**MINIONS** WAITING TO  
ANSWER. THEM

IF YOU HAVE QUESTIONS PLEASE POST THEM ON

<https://www.facebook.com/wickedestofthemail/>