

*Hi there! Thanks for checking out our game! If this is your first time playing it, we recommend you read through the entire tutorial before you start shuffling your cards. If you're just here to check some ruling, go for it and enjoy the time with your friends!*

*Before we start at length on how much fun we've had creating this game, we'll rather go straight to the core of the game and its mechanics. You see, this simple card game has its own little personal touch, which we'll look at in the second half of our tutorial.*

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### **The flow of the game:**

In this game you will build your own deck of cards and mix it with the decks of other players. Your main goal is to get the most *Treasure* throughout the game by using your Social Capital (the cards of the players). Unfortunately, the other players will try to hinder and attack you, leaving you out of the game if you lose all your *Life* cards. Likewise, you may attack other players if they get too rich too fast.

When you lose all your Lives you are out of the game, but you get to keep the amount of Treasures you have gathered along the way. In addition, when a player loses all his Lives, all other players still in the game will get 1 extra Treasure. If a player is the last person standing, 4 additional Treasures will be given. This is not a game for 2 players! When only 2 players are left, only 3 rounds remain before the game ends and the winner is declared.

### **Before starting the game:**

- Each player lays down as many *Life* cards as there are players.
- Merge and shuffle all the *Character cards*, before giving 2 to each player and letting them choose 1 to use.
- Merge and shuffle the rest of the cards (*Events* and *Buddies*) into a Draw pile.
- Each player draws 4 cards onto their hand.

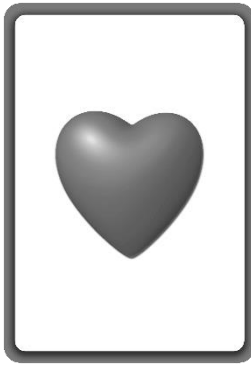
### **How to play the game:**

- On your turn you can perform 1 action. You can choose from 4 different actions:
  - A) Play 1 card from your Hand onto the Table in front of you and resolve its *Ability* and *Effect* (in this order).
  - B) Refill (draw cards from the Draw pile) up to your Hand limit (shown on your Character card).
  - C) Heal (requires Heal Stats on your Character card). You may heal as many Life cards as Stats acquired, during one action, or use less if desired.
  - D) Attack (requires Attack Stats on your Character card). You may attack another player as many times as Stats acquired, during one action, or use less if desired.
- Once you have performed an action and resolved it, check if you got any Tabled Events from last round and Scrap them (place them in the Discard pile).
- End your turn, giving it to the player on your left.
- *If at any point a situation arises where multiple players are going to perform at the same time, you always start with the one in turn, before resolve towards the turn order.*

## **The Deck:**

Well, since you now know how to play, let's introduce the different cards and how they function in the game. Since you're later going to create your own deck of cards, it is much easier if you know how they work beforehand. Feel free to look at them as you read through.

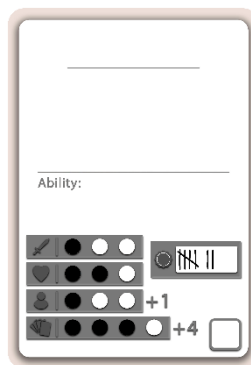
Your deck contains 4 types of cards that will help you in various ways: **6** Life cards, **2** Character cards, **3** Buddies and **17** Events.



### **Life cards:**

These cards represent your Lives in the game. If you lose all your Life cards you are out, so make sure to stay healthy!

Feel free to choose the amount of Life cards each player starts the game with. You are also free to choose the maximum a player can hold at the same time. We recommend you have as many Life cards as players and that this also is the maximum a player can hold. If you want to expand or reduce the game time, just add Life cards into the mix or leave them out.



### **Character cards:**

Your Character card helps you keeping control over your stats as they can be up- and downgraded during the game. It also gives you a permanent Ability that you always keep active.

Here we will give you a short introduction to each stat. For further information, we recommend you checking out the "Character card" info card that came with your deck.



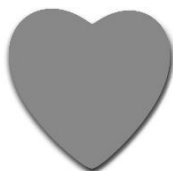
### **Attack action:**

When filled, you can use the Heal action on your turn. After performing the action, empty Stats used.



### **Buddy limit:**

Indicates the amount of Buddies you can Table (min of 1).



### **Heal action:**

When filled, you can use the Heal action on your turn. After performing the action, empty Stats used.



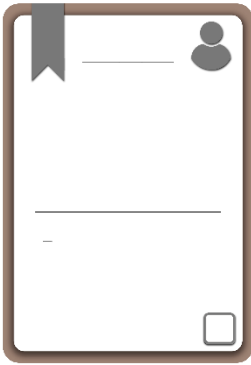
### **Refill limit:**

Indicates the amount of cards you get on hand when you Refill (min of 4).



### **Treasure collected:**

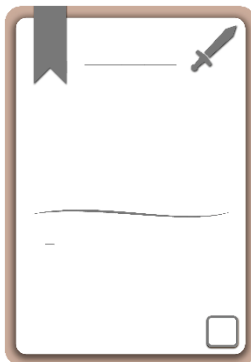
Shows the amount of Treasure you've collected throughout the game.



### **Buddy:**

Buddies give you an additional Ability that is held active when your Buddy is Tabled in front of you. You do not Scrap Buddies. Once Tabled, they cannot go back on your hand unless an Ability allows it.

You can only have as many Tabled Buddies as your Character card allows (minimum of 1). On your turn you may discard Tabled Buddies without spending any actions.



### **Events:**

Events are cards that contain an Ability that happens immediately when played. Events also contain an Effect (embedded at the right upper corner on each card), which happens right after the Ability has taken place. After you've played an Event, it is left on your Table until the end of your next turn. That is when you Scarp it and put it in the Discard Pile. In total there are 8 different Effects spread out over the 17 Event cards. And this is what they do:



#### **4 Attacks:**

Attack another player of your choice, removing 1 Life card from them.



#### **2 Stat buffs:**

Increase any Stat on your Character card by 1.



#### **1 Shield:**

When influenced by a player, you may play this card to cancel it (*does not contain an Ability*).



#### **2 Steal:**

Take any card from another player onto your Hand (*Handed cards at random, Tabled cards as you wish*).



#### **2 Health:**

Get 1 of your Life cards back.



#### **1 Shadow:**

Perform the Ability on this card twice.



#### **4 Treasures:**

Collect the amount of Treasure given on the Effect.



#### **1 Share:**

Another player of your choice must perform the card's Ability after you.

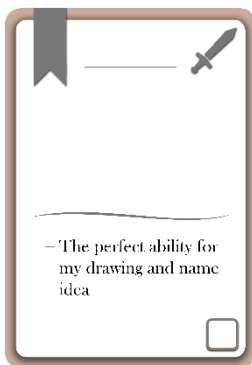
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There, we've done it! Hopefully, you know understand the basics of the game and feel excited to make your own deck and start playing! This is where you make the game unique, different, and completely yours, ready for the merge of the Social Capital!

We'll guide you through 3 steps, but feel free to do them in any order you want! So, get your deck out, the pencil from the box and find the Ability Table provided! (We recommend you writing with a pencil. You may want the possibility of changing any error that may occur).

### **Creating your deck:**

If you look at your cards, they are quite empty. There is a name space at the top, an open space in the middle for drawings and a tick mark for your Abilities at the bottom (your character cards, Buddies and Events differ in design, but this principle is the same for them all). Let's start with choosing what Abilities your cards are going to have.



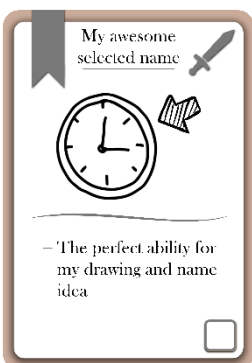
#### **Abilities:**

The Ability Table contains 3 sections of Abilities, one for *Events*, one for *Buddies* and one for *Character cards*. We hereby grant you the power to write down 1 Ability onto each of your cards, but only if you select Abilities for the right card types. Otherwise, we will call you a cheater! Be aware that we only allow you to write down an Ability from the Ability Table once. You cannot have more than 1 Ability on you cards either. This is for your own safety!



Have fun either making an all-round deck or a deck with Abilities that focus on a particular aspect of the game. Just remember that you will merge your deck with the decks of other players when playing, so that amazing combo you create might play in favor for others down the road. But don't let that stop you!

If you, by all means, regret your selection of Abilities, feel free to erase and start over. If you want to create different types of decks, but do not want to erase this one over and over, there are always more decks to get in the future (just remember to save your ideas for later).

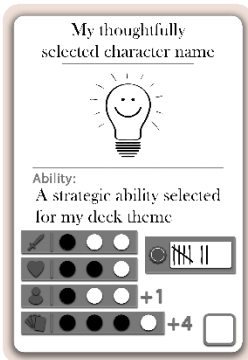


#### **Drawings and naming:**

Now that you have written down the Abilities, your deck is technically ready to go. But the game levels up with a touch of your own signature *drawings* and funny *names* to go with it. This is where you get creative!

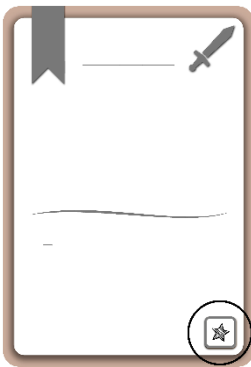
You can try to come up with a name and a drawing that represents something of the card's Ability, or you can just name and draw something you enjoy or find funny or ironic! It can come from your own life experience or your deep inner fantasy (just remember that you mom may merge with you in a distance future). And no need to feel like your

drawings aren't good enough! Some of the best moments we've had of playing the game came from stick drawings!



To help spark your creativity you can think of things that happened in your life (like your first day of school, a conversation you enjoyed, that time your phone's battery died at the worst possible time etc.). Or maybe an item that you like or dislike (like blue cheese, your favorite teddy, victory in that last videogame, or that hill you always must climb when you're home for the holiday). It could be a meme you find hilarious or a movie title, a dream you have or a skill you want to learn! Maybe your Buddy is *time* itself or that kid who always runs towards you when seeing you coming. The possibilities are endless, but the important part is to make something you enjoy!

And in the end, every creation should have a *name*, your cards included. So put the finishing touch down by giving each card a splendid name!



#### **It is YOUR deck of cards:**

If we can add on to the end note, you will see this little box in the right lower corner of each card (except on your Life cards). This is for uniqueness purposes. Even if the decks usually have different colors, you may happen to get across another deck of your or similar colors.

Draw a little symbol in each of the boxes to be completely certain none of your cards gets swapped by accident.

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And congratulations! You just made your own unique deck and are ready to go!  
All there is left is for us to say:

*Have a fun treasure hunt in the depth of your Social Capital!*