

SCOTT ALMES

SO, YOU'VE BEEN CURSED.

SURVIVAL GUIDE

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So, you've been cursed.

It happens, in the wizarding business. Occupational hazard. It is also the only logical explanation. At first, it looked like that feast last night must have caused the headache and the heartburn... but as you were about to brew the third digestive potion of the morning, it dawned on you.

You can't remember how you got home, and what you actually had for dinner. Then, you noticed the sheep bones in the kitchen, the sheep bones on the dinner table, the sheep bones in the washroom, the unidentified bones in the bedroom, the blood stains in... just about everywhere in the house.

It did not help that the town crier passed by your house, announcing the missing sheep from Scott's farm, the gouged-out stonework at the town hall, the missing merchant from across town.

So, there is a monster running around town at night, terrorizing the villagers and what's worse, eating them.

Luckily for them, it seems to be a nice, local monster, rather than one from out of town, so no worries there, they are safe from outsiders. Unluckily for you, it seems that the monster is, well, you.

But no need to despair! There is a cure! Maybe! You just need a whole lot of ingredients to brew and mix the potions listed in your spell book. And you need to get them, by any means necessary, before it is too late and your nocturnal form persists in its ravenous pursuit for long enough to permanently transform.


And who knows what the monster inside of you is thinking?


Or, rather, who knows what the monster is eating?

GAMEPLAY

So, You've Been Cursed. can be played as:

- A game for 2 players, with the Wizard player against the Monster player.
- A game for 1 player, with the Wizard player against a Rabid Monster.
- A game for 1 player, with the Monster player against a Possessed Wizard.
- A game for 0 players, with a Rabid Monster against a Possessed Wizard.

 *NOTE: The rules for a game with 2 players are in this rulebook - please read these first.*

 *The rules for games with 1 and 0 players can be found in the Solo Survival guide.*

GAME OVERVIEW

The game takes place over a series of turns, with **the Wizard player taking the first turn**. Players alternate in taking turns until one player has achieved their victory condition.

The Wizard player must obtain ingredients, steal coins, and cast spells in order to **find a cure** before they fully succumb to the curse. Their victory is achieved if the token on the Cure track has reached the final space at the top.

The Monster player must eat as much as possible in its quest to satisfy its hunger and grow in strength until it has **transformed into a legendary creature**. Their victory is achieved if the token on the Curse track has reached the final space at the top.

During the game, the Wizard and the Monster share the **same token**.

The location that the token is in at the end of the Monster's turn is where the token will be at the start of the Wizard's turn.

Likewise, where the token is at the end of the Wizard's turn will be where the token starts during the Monster's turn.

Rules for -1 player are still being playtested.

Not included:
- Silver bullet
- Wooden stake
- Holy water

COMPONENTS




NOTE: The components are limited, and the players may never accumulate more than the number available in the game.


SETUP




These setup instructions are for a game with **2 players**.

Setup instructions for games with 1 or 0 players are outlined in the Solo Survival Guide.



- 1 | Choose who will be the Wizard player, and who will be the Monster. In case of disagreement, the older player is the Wizard.
- 2 | Place the Village board in the middle of the table, making sure that the side with the Wizard icon  is facing up.
- 3 | Place the Player token on the Wizard's Laboratory space.
- 4 | Place the Panic tile **on the first space ("1")** of the Panic Track.
- 5 | Place the 6-sided and 20-sided dice next to the board.
- 6 | Place a number of Sheep tokens in each pasture equal to the number of sheep icons shown.
- 7 | Place the remaining Sheep tokens, the Energy tiles, the Coin tiles, and the Ingredient tiles next to the board to form a supply.

- 8 | Shuffle the Town Guard tiles and place one face-down tile on each path between districts. These are the bridges and the passages through the walls.
- 9 | Place all the Villager tokens in the bag. Randomly draw 20 villagers from the bag, one at a time, placing them on the Village board house spaces, starting from the space marked "1" and proceeding to the one marked "20".
NOTE: See VILLAGER CARDS VARIANT on page 4 for an alternative method of placing villagers on the board.
- 10 | Prepare the Spell card deck by selecting all cards with the Wizard icon .
Return the cards that do not have the Wizard icon to the box.
Shuffle the cards into a face-down deck and place it next to the Wizard board. The Wizard player draws 4 cards into their hand.

- 11 | Prepare the Power card deck by selecting all cards with the Monster icon .
Return the cards that do not have the Monster icon to the box.
Shuffle the cards into a face-down deck and place it next to the Monster board. The Monster player draws 4 cards into their hand.
- 12 | Wizard:
 - A. Place the Wizard board next to the Village board, making sure that the side with the Wizard icon  is facing up.
 - B. Place the Cure tile **next** to the Wizard board.
 - C. Place 3 Coin tiles on the wallet area of the Wizard board.
- 13 | Monster:
 - A. Place the Monster board next to the Village board, making sure that the side with the Monster icon  is facing up.
 - B. Place the Curse tile on the **first (lowest) space** of the Curse track.
 - C. Place 2 Energy tiles on the Energy area of the Monster board.

You are now ready to begin, **starting with the Wizard!**

Note that the following icons appear in these rules and on boards, cards and other components included in the game:



If you see any other icons, they may or may not be hallucinations. Check for any signs of a curse.

VILLAGER CARDS VARIANT

To ensure that players do not determine the shape of Villager tokens when drawing them from the bag, the Villager cards may be used instead:

- During **Setup**, shuffle the Villager cards and place the deck face down next to the board. Reveal 20 cards from the deck one-by-one and place the corresponding Villager tokens on the numbered spaces, starting from 1 and proceeding to 20. Keep the revealed cards in a face-up discard pile, which may be examined at any time by either player.
- **Whenever a new villager is to be placed**, draw the top card of the Villager deck to determine the type, place that villager, and discard the card.
- **IMPORTANT:** Whenever a Villager token would be returned to the bag (usually at the end of the Monster's turn), instead place the token in the supply and take a matching card from the discard pile to shuffle back into the deck.
- **NOTE:** The Villager cards in the discard pile should match the Villager tokens present on the board at all times!!

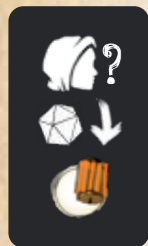
THE WIZARD'S TURN

On the Wizard's turn, two things happen: a new villager arrives, and then the Wizard takes up to 3 actions.

After the wizard has completed their turn, then it is the Monster's turn. Be sure to leave the token where it is! That will be the starting location for the Monster.

NOTE: The Wizard's turn may be affected by the Panic track (see Panic track effects on page 13).

A New Villager Arrives



The Wizard draws a random villager from the bag and rolls the 20-sided die.

The house marked with that number is where the new villager is placed.

If that house is already occupied, then the Wizard may place the villager in any empty house of their choice.

A villager **does not arrive** whenever all 20 house spaces are occupied, e.g. in the **first turn** of the game.

The Wizard Takes Actions

The Wizard may take up to 3 actions each turn. There are 4 available actions:



Buy Ingredients **Mix Cure** **Cast Spell** **Steal Coins**

The Wizard may choose to take **any of them in any order**, and may take the **same action more than once**.

Look out for Noble / Merchant hybrids - they are more ruthless than the Monster.



LOCATIONS

To take an action, the Wizard must be at a specific location. If already at that location, they simply take the action.

If the Wizard must move between locations, they may freely do so if those locations are **within the same district** - the area of matching background and enclosed by a wall or river. The distance between the locations is not important.

If the Wizard must move to a location in a **different district**, they must hire a carriage to take them through a gate or a bridge. Each time that a gate or bridge is crossed, the Wizard **must pay 1 coin**.

If the Wizard is not able or willing to pay to cross into a different district, they may spend **an action (if they have one) instead** of the total coin cost of moving.

EXAMPLE: WIZARD MOVEMENT

The Wizard wishes to Buy Ingredients from the Farmer in house 15.

To do so, they pay a coin to cross into the adjacent district.

They then visit the villager and buy a mandrake root.



BUY INGREDIENTS

The Wizard needs ingredients in order to mix potions that will help them find a cure.



To buy ingredients, the Wizard must be at a **house occupied by a villager** or at the **Market**.

If the Wizard buys an ingredient from a house space, then they may buy ingredients that **match the color and type** of the villager occupying it. The cost of each ingredient is noted in coins next to the house, and may be 1-4 coins. The Wizard may buy **multiple ingredients** from a villager using one action.

If the Wizard buys an ingredient from the Market location, then they pay 5 coins to buy **exactly one** ingredient of **any type**. If the Wizard wants to buy more ingredients from the Market, they must spend another action for each purchase.

The Wizard can only hold up to 3 ingredients at a time, placed on the pouches on the Wizard board.

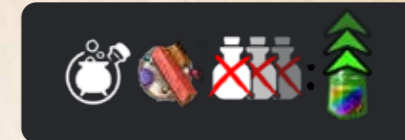


NOTE: Ingredient tokens may be freely discarded at any time and returned to the supply to make space for others.



MIX CURE

This action allows the Wizard to advance on the Cure track and towards winning the game.



The Mix Cure action must be taken by the Wizard at the **Laboratory** (the starting space).

In order to Mix Cure, the Wizard may spend an ingredient they hold that matches the ingredient shown on the next space of the Cure track. The spent ingredient is returned to the supply and the Cure tile advances to that space.

The Wizard may repeat this **any number of times without spending an extra action** if they have the required ingredients.

If the Cure tile reaches the last (top) space of the Cure track, the Wizard instantly wins the game!



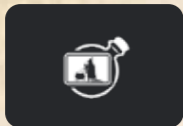
EXAMPLE: MIX CURE

The Wizard takes a Mix Cure action and spends one Silk Thread and one Wolf Claw. The Cure tile advances accordingly.



CAST SPELL

The Wizard spends ingredients to cast spells, gaining new abilities and earning coins.



In order to be cast, some spells may require the Wizard to be located in a **specific space**, and some require certain **ingredients** to be spent.

Most spells confer a special ability to the Wizard player, while a few impose an impediment on the Monster player. Every Spell card indicates an amount of **coins** gained as a byproduct of casting the spell.

To cast a spell, the Wizard player reveals a Spell card from their hand, indicates that they are in the correct location if necessary, spends any required ingredients and applies its effects, including gaining coins.

Each card effect may be one of the following types:



An immediate effect. The effect is applied and the card is immediately discarded.



An ongoing ability. The card is placed in front of the Wizard player, unless it shows any Monster icons, in which case it is placed in front of the Monster player. It remains in place and in effect until another effect causes it to be discarded.



NOTE: Spell card effects may cause villagers to be moved. A villager must always end up in an unoccupied house space, and no house space may hold more than one Villager token.

After applying the Spell's effect, the Wizard then takes the number of coins indicated on the Spell card and adds them to their wallet.

The number of coins held by the Wizard is open information.

NOTE: The number of coins is limited to the total value included in the game. If there are not enough coins in the supply for a Spell's effect to be fully applied, the Wizard may take as many as there are available.

All discarded Spell cards are placed in a face-up discard pile.

STEAL COINS

The Wizard may obtain coins by trying to steal them from houses.



To steal, the Wizard must be at a house space.

IF THAT HOUSE IS EMPTY:

The Wizard automatically succeeds at stealing 1 coin.

IF THAT HOUSE IS OCCUPIED BY A VILLAGER TOKEN:

Stealing from villagers is dangerous, as the Wizard may be noticed.

The Wizard player **must declare how many coins** they attempt to steal: At least 1 coin and up to the number shown next to the house.

They then roll the 6-sided die to check if they were noticed:

- If the number rolled is **higher** than the declared number, then stealing is successful and the Wizard takes **that number** of coins from the supply.
- If the number rolled is **equal to or lower** than the declared number, then the Wizard has been noticed. The Wizard player **may then spend an additional action** to create a distraction and avoid being detected. If they do, they may take that number of coins. If this Steal attempt was the final action of their turn, or if they are unwilling to spend that additional action, then the attempt was unsuccessful, and the Wizard does not take any coins.

NOTE: The Wizard should never attempt to steal more than the value of coins remaining in the supply.

What kind of a dog do wizards like?
(See page 12.)

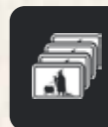


EXAMPLE: STEAL COINS ACTION

The Wizard is out of coins and decides to take the Steal Coins action. They move to this 4-coin house with a Farmer present so they can attempt to steal up to 4 coins. They declare that they will attempt to steal 3 coins and roll the die. They roll a 3 which is a failure. Fortunately that was their second action so they decide to spend their third action in order to take the 3 coins that they really need.



The end of the Wizard's turn



If the Wizard player is holding fewer than 4 Spell cards, they draw enough new cards to **refill their hand to 4 cards**.

If the Spell card deck is empty and a card needs to be drawn from it, the discard pile is shuffled to form a new face-down deck.

The Player token **remains** wherever it is at the end of the Wizard player's turn, and it is now the Monster player's turn.

GAME MODE
See setup step 10

REQUIREMENTS

Unending Hunger

∞

Special Placement: Wizard icon

Effect: Monster icon, 1 coin icon, No Monster icon

Coins Gained: 6

CARD NAME

CARD TYPE

SPECIAL PLACEMENT

EFFECT

COINS GAINED

THE MONSTER'S TURN

On their turn, the Monster can either take a **Feeding turn**, moving around the village and trying to feed on villagers and sheep, or take a **Quiet Night** turn.

Monster Turn Option 1: Quiet Night



During a Quiet Night, the Monster **does not take any actions**, and the following effects are resolved:



1 | The **Panic** level is reduced by 2.

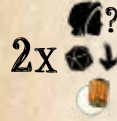


2 | The **Curse** level is reduced by 1.



3 | The Monster **may play one Power card** from their hand, ignoring any costs or requirements, and applies its effects.

This is the only way the Monster token may move during a Quiet night. If the Monster played a card it draws a new Power card.



4 | **Two new random villagers arrive, regardless** of the effect of current Panic level - see **Panic track effects** on page 13.

After these effects are resolved, the Monster's turn ends, and the Wizard's turn begins.



Monster Turn Option 2: Feeding

To feed, the Monster may take up to **3 actions**.

An action consists of two phases: moving and eating.

When eating, the Monster gains Energy, which can be spent to enhance its abilities.

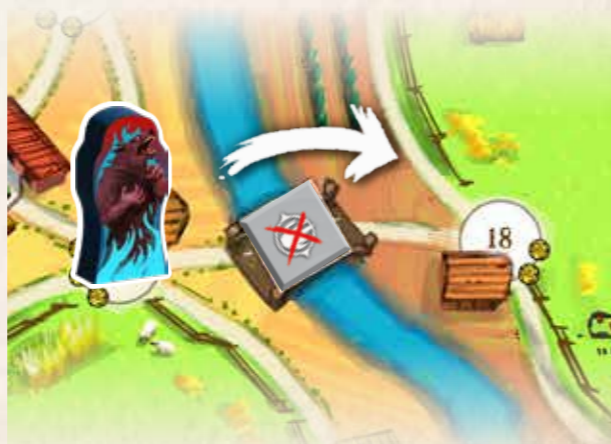
The Monster may also develop special powers by playing Power cards (see page 12).



EXAMPLE: MONSTER MOVEMENT

The Monster moves once and reveals the Town Guard token that shows so it loses its second movement.

The Monster could spend Energy to gain more movements. It does not, so movement ends in house 18. Since there is no villager there nor sheep in the adjacent pasture, the Monster does not eat during this action.



MOVING PHASE



Each moving phase can include up to two movements into adjacent locations.

IMPORTANT: Entering a house with a villager ends the moving phase for that action.

Locations are connected by the paths shown on the board as roads.

The Monster may move between districts (through gates in the walls or bridges across rivers).

Whenever such a move is made, if a Town Guard token is present, it must be picked up, revealing the effect noted underneath, resolving that effect, and removing the token from the game.



No Effect x2 -1 Energy x3 -2 Energy x3 -1 Movement x2 +1 Panic x2

NOTE: Town Guard token effects only ever apply to the Monster, never to the Wizard.

After concluding any movements and resolving any Town Guard token effects, the Monster **may** eat a villager or a sheep.

*NOTE: If the Monster begins their turn in a location with a villager, it **may** eat that villager without moving. This completes one action.*

EATING PHASE



To eat a villager, the Monster must be occupying the **same house space** as that Villager token.

To eat a sheep, a Sheep token must be present in a **pasture adjacent to the Monster's current location**.



As villagers and sheep are eaten, their tokens are placed in the leftmost empty stomach slot on the Monster board, and generate Energy for the Monster.

ENERGY

As the Monster eats, it gains Energy per villager or sheep eaten. This is represented by Energy tokens that are immediately awarded:

Sheep / Farmer / Hunter	1 Energy
Woodcutter / Butcher	2 Energy
Merchant / Noble	3 Energy

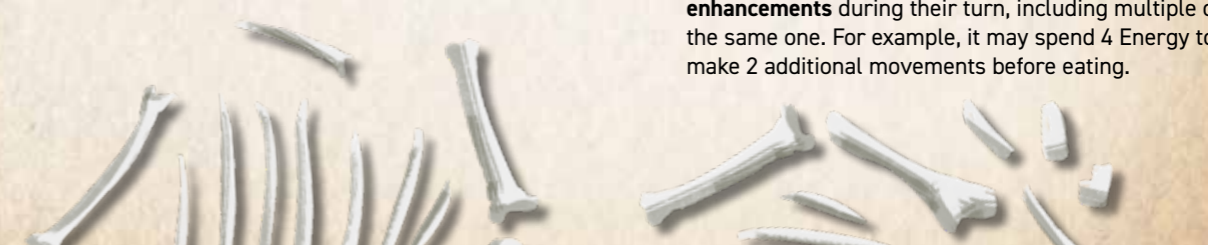
The Monster **may not have more than 9 Energy** at a time.

The amount of Energy is open information.

Energy can be **freely spent** by the Monster during any of its actions in order to enhance them:

		The Monster gains an additional movement for this action.
		The Monster may discard an ongoing effect Spell card from in front of either the Monster or the Wizard player.
		Reduce Panic by 1.

The Monster player may spend Energy on **multiple enhancements** during their turn, including multiple of the same one. For example, it may spend 4 Energy to make 2 additional movements before eating.



POWER CARDS

The Monster begins the game with a hand of Power cards which can be played before or after a Feeding action.


In order to be played, some Power cards require the Monster to have visited a **specific location**, some require a specific Villager or Sheep token **to be present** in a stomach slot, some require Panic to be increased, and some require **Energy** to be spent.


Most Power cards confer a special ability to the Monster, while a few impose an impediment on the Wizard.


To play a Power card, the Monster player reveals it and indicates that they fulfill the requirements:

- If a location is shown, that location must have been **already visited** by the Monster at least once this turn.
- If a villager or sheep is shown, at least one Villager token of that type or Sheep token **must be present** on one of the 3 stomach spaces on the Monster board.
- If a Panic icon is shown, the Panic level **must be increased** by 1 step. Such a Power card may not be played if the Panic level is already at maximum.
- If an amount of Energy is shown, that number of Energy tokens **must be spent** by the Monster.

Each card effect may be one of the following types:

 **An immediate effect.** The effect is applied and the card is immediately discarded.

 **An ongoing effect.** The card is placed in front of the Monster player, unless it shows any Wizard icons, in which case it is placed in front of the Wizard player. It remains in place and in effect until another effect causes it to be discarded.

 **A single-use effect.** The card is placed in front of the Monster player, who can activate it at any time during their turn, including the turn in which it was played. The card is then discarded. The Monster can have **at most one** single-use effect card in front of them and if they play a second, they must immediately discard the previous one without effect.

All discarded Power cards are placed in a face-up discard pile.

NOTE: Power card effects may cause villagers to be moved. A villager must always end up in an unoccupied house space, and no house space may hold more than one Villager token.

A labracadabrador.

GAME MODE
See setup step 11

REQUIREMENTS



CARD NAME

CARD TYPE

MONSTER EFFECT

RABID MONSTER EFFECT

The end of the Monster's turn

PANIC AND CURSE TRACK ADJUSTMENTS

The level of alarm in the village is adjusted in the Panic track located on the Village board.

The Monster's evolution into a creature of legend is adjusted in the Curse track located on the Monster board.

Both are affected by the number and types of Villager tokens present in the stomach slots:

Amount & type of villagers	Track Adjustments
0-1 Villager tokens	Panic is <i>decreased</i> by 1
2 Villager tokens of the same type	Panic is increased by 1 Curse is increased by 1
3 Villager tokens of the same type	Panic is increased by 2 Curse is increased by 2

Eating sheep has no effect on the Panic or Curse tracks.

Eating more than 3 villagers of the same type (made possible by Power cards or special powers) has no further effect on the Panic or Curse tracks.

Only one type of villager is considered when determining adjustments in the Curse and Panic tracks. For example, if the Monster eats 2 Woodcutters and 2 Butchers in a single turn due to some card effects, Curse and Panic will each increase by 1 step.

If the Curse tile reaches the last (top) space of the Curse track, the Monster instantly wins the game!

DIGESTING

Any **Villager tokens** eaten are placed back into the bag.

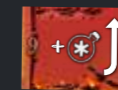
Any **Sheep tokens** eaten are returned to the supply.

If the Monster player is holding fewer than 4 Power cards, they draw enough new cards to **refill their hand to 4 cards**.

If the Power card deck is empty and a card needs to be drawn from it, the discard pile is shuffled to form a new face-down. The Monster token **remains** wherever it is at the end of the Monster player's turn, and the Wizard player's turn now begins.

PANIC TRACK EFFECTS

As the Panic level increases, the villagers get increasingly panicked and will hinder the Monster or give more benefits to the Wizard. These are shown on the Panic track:



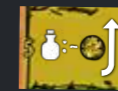
Get busy!

The Wizard has 1 additional action on their turn.



Stay inside!

Skip the "A New Villager Arrives" step at the beginning of the Wizard's turn.



A plethora of potions!

Ingredients cost 1 coin less.

The effects of the Panic track are cumulative. Once Panic has reached a certain level that triggers an effect, the effect continues to apply during every round in which it remains above that level.

For example, once Panic reaches level 7, both the **Stay Inside!** and **Get busy!** effects apply. After level 9, all effects apply to gameplay.





SPELL CARD INDEX

All card effects apply to the Wizard , except where noted by

A VILLAGE FEAST

Remove one sheep from each pasture with sheep.

BOX OF HOLDING

You may store a fourth ingredient on this card. If this card is discarded you may move an ingredient on it to an empty storage slot on the board. If there is no empty slot, return the ingredient to the supply.

BUTCHER'S BROTH

Gain a Wolf Claw and a Wishbone.

If the next step on the Cure track requires a Wolf Claw or a Wishbone, Cure is increased by 1. If the Wizard holds that ingredient, it is returned to the supply.

DIPLOSI

Gain an amount of coins equal to the amount of coins you already have.

NOTE: Coins are limited to a value of 25.

DISTRACT

Discard a permanent Power card from in front of the Monster.

Discard the leftmost permanent Power card from in front of the Monster.

FORAGER'S FEAST

Gain a Mandrake Root and an Ash Twig.

If the next step on the Cure track requires a Mandrake Root or a Ash Twig, Cure is increased by 1. If the Wizard holds that ingredient, it is returned to the supply.

GIFT OF THE GAB

The cost of buying ingredients from the Market is reduced by 1 coin (to a minimum cost of 0 coins).

HYDROPHOBIA

Place in front of the Monster.

The Monster must spend an extra movement to cross a bridge. This card is discarded if the Monster eats at least 2 villagers of different colors during their turn.

HYPNOTIZE

Choose a specific villager from the bag. Roll the 20-sided die and place it in the corresponding house.

Draw a random villager from the bag. Roll the 20-sided die and place it in the corresponding house.

INVISIBILITY

You may take a free Steal action once per turn. You may not spend an extra action to avoid being noticed.

LEFTOVERS

Curse is decreased by 1.

MEDITATE

Cure is increased by 1.

MIND CONTROL

Move a villager to an empty house.

NEGOTIATION CHARM

During this turn, the cost of buying ingredients from villagers is reduced by 2 coins (to a minimum cost of 0 coins per ingredient).

NEW FARMHANDS

Draw two random villagers from the bag, one at a time. Roll the 20-sided die and place each one in the corresponding house.

SPECTRAL SKELETON KEY

When taking a Steal action, you may reroll the die once.

Saucery.

STICKY FINGERS

During this turn, whenever the Possessed Wizard takes a Steal action, they gain twice the amount of coins.

SUMMONED STEED

When moving to the Laboratory, crossing Districts does not cost coins.

SWAP

Swap the villagers between any two occupied houses.

TELEPORT

Move to any location.

Roll the 20-sided die and move the Possessed Wizard to the corresponding house.

THE REVENANT

Draw a random villager from the bag. Roll the 20-sided die and place it in the corresponding house.

TRANSMUTE

Whenever you Mix Cure with 3 or more ingredients at the same time, gain 2 coins.

UNENDING HUNGER

Place in front of the Monster. The Monster does not gain Energy from eating sheep. This card is discarded after the Monster takes a Quiet Night turn.

UNHOLY PROTECTION

Discard a permanent Power card from in front of the Wizard.

Discard the leftmost permanent Power card from in front of the Possessed Wizard.



POWER CARD INDEX

All card effects apply to the Monster , except where noted by

A TASTE OF RURAL LIFE

Roll the 20-sided die twice. Eat any villager in the corresponding houses. If at least 1 villager was eaten, Curse is increased by 1.

AN EXTRA SERVING

Add one sheep to each pasture. If there are not enough sheep in the supply, you may choose which pastures to add the available sheep. If there are not enough sheep in the supply, add them to the pasture(s) closest to the Laboratory first.

COURIER HORSE

Gain 3 Energy.

DIGESTIVE MUTTON CHOP

This turn, if the Rabid Monster eats at least one Sheep, Curse is increased by 1.

FAST FOOD

Gaining an additional movement costs 1 Energy (instead of 2).

GREEDY COACHMAN

Place in front of the Wizard. When moving between districts, the Wizard must spend 2 coins (instead of 1). This card is discarded if the Wizard takes a Cast Spell action.

MIDNIGHT SNACK

You have an additional Feeding action.

MONSTROUS LEAP

Move to any location.

Roll the 20-sided die and move the Rabid Monster to the corresponding house.

NEW MOON

This turn, you may cross districts without causing any Guard tiles to be revealed.

NOBLE BLOOD

Curse is increased by 1.

ON THE SCENT

Draw an additional Rabid Monster card and add it to the ones that will determine the Monster's actions for this turn.

OTHERWORLDLY HOWL

Move a villager to an empty house within the same district.

PANIC! AT THE VILLAGE

Swap the villagers between two occupied houses.

PLUMB LAMBS

Gain 2 Energy from each sheep eaten (instead of 1).

SCARCE SUPPLIES

Place in front of the Wizard. The cost of buying ingredients from villagers is increased by 1 coin. This card is discarded if the Wizard buys an ingredient from the Market.

SECOND HELPINGS

Take an additional Feeding action using the first available Rabid Monster card.

SHAKY HANDS

When taking the Steal action at an occupied house, the Wizard may gain at most 1 coin. This card is discarded if the Wizard buys Silk Thread.

SHEEP SHUFFLE

You may move one sheep from one pasture to another twice.

SLOSHED STUMBLE

Move a villager to an empty house at a distance of up to 2 roads away from its current house.

SPELL-WRITER'S BLOCK

Place in front of the Wizard. The Wizard does not draw new Spell cards. This card is discarded if the Wizard buys Gold Dust.

SQUEAKY BOOTS

Place in front of the Wizard. When trying to Steal, the wizard must roll two dice and keep the lowest. This card is discarded after the Wizards succeeds in a Steal roll.

STUNNED STAG

Curse is increased by 1.

THE OTHER OTHER WHITE MEAT

Treat any sheep eaten this round as a new type of villager. Adjust Curse and Panic levels accordingly at the end of the turn.

VORACIOUS APPETITE

Every time you eat a Merchant, draw a random villager from the bag. Roll the 20-sided die and place it in the corresponding house. If the house is occupied, choose any empty house to place the villager instead.

If the house is occupied, the villager is placed in the empty house with a number closest to the number rolled - if there is a tie for closest house, it is placed in the one among them with the higher number.

SO, IT'S THE END OF THE GAME.

The game ends in one of two ways:



If the **Wizard** advances to the final, top step of the **Cure track** - then they instantly win!



If the **Monster** advances to the final, top step of the **Curse track** - then they instantly win!

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For any missing components enquiries, downloads, and more unique games, visit LudiCreations.com



The Wizard's Turn

A NEW VILLAGER ARRIVES

THE WIZARD TAKES ACTIONS

3 Actions / 4 Options:

- Buy Ingredients
- Mix Cure
- Cast Spell
- Steal Coins

THE END OF THE WIZARD'S TURN

Refill hand to 4 cards.

The Monster's Turn

OPTION 1: QUIET NIGHT

Reduce Panic by 2.

Reduce Curse by 1.

The Monster may play one Power card *for free* & draw a replacement.

Two new villagers arrive.

OPTION 2: FEEDING

3 Actions

Each action consists of 0-2 movements and then optionally eating a villager or sheep.

Eating generates Energy, which may be spent on enhancing abilities.

Any number of Power cards may be played.

THE END OF THE MONSTER'S TURN

Adjust Panic & Curse tracks.

Digest: Eaten villagers & sheep are removed from the Monster board.

Refill hand to 4 cards.

SCOTT ALMES

SO, YOU'VE BEEN CURSED.

SOLO SURVIVAL GUIDE

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SO, YOU'VE BEEN CURSED TO BE A RABID MONSTER.

A GAME FOR ONE (1) WIZARD PLAYER AGAINST AN AUTOMATED MONSTER.

In this variant, the Wizard faces off against an automated Rabid Monster.



Setup

- 1 | Place the Village board in the middle of the table, making sure that the side with the Wizard icon is facing up.
- 2 | Place the Player token on the Wizard's Laboratory space.
- 3 | Place the Panic tile on the first space ("1") of the Panic Track.
- 4 | Place the 6-sided and 20-sided dice next to the board.
- 5 | Place a number of Sheep tokens in each pasture equal to the number of sheep icons shown.
- 6 | Place the remaining Sheep tokens, the Coin tiles, and the Ingredient tiles next to the board to form a supply.
- 7 | Town Guard tiles and Energy tiles are not used in this game and are placed in the game box.
- 8 | Place all the Villager tokens in the bag. Randomly draw 20 villagers from the bag, one at a time, placing them on the Village board house spaces, starting from the space marked "1" and proceeding to the one marked "20".
- 9 | Prepare the Spell cards by selecting all cards with the Wizard icon on them. Return the cards that do not have the Wizard icon on them to the box. In addition, return all cards with the icon to the box. Shuffle the cards into a face-down deck and place it next to the Wizard board. Then draw 4 cards into your hand.
- 10 | Prepare the Power cards by selecting all cards with the Rabid Monster icon on them. Return the cards that do not have the Rabid Monster icon on them to the box. Shuffle the cards into a face-down deck and place it next to the Monster board.
- 11 | Wizard:
 - A. Place the Wizard board next to the Village board, making sure that the side with the Wizard icon is facing up.
 - B. Place the Cure tile next to the Wizard board.
 - C. Place 3 Coin tiles in the coin-pouch area of the Wizard board.
- 12 | Monster:
 - A. Place the Monster board next to the Village board, making sure that the side with the Rabid Monster icon is facing up.
 - B. Place the Curse tile on the **first (lowest) space** of the Curse track.
 - C. Shuffle the Rabid Monster cards into a face-down deck and place it next to the Monster board.

You are now ready to begin, **starting with the Wizard player!**

The Wizard's Turn

A NEW VILLAGER ARRIVES

The Wizard draws a random villager from the bag and rolls the 20-sided die. The house marked with that number is where the new villager is placed. If that house is already occupied, then the Wizard may place the villager in any empty house of their choice.

As in the game for 2 players, a villager **does not arrive** whenever all 20 house spaces are occupied, e.g. in **the first turn** of the game.



THE WIZARD TAKES ACTIONS

When playing against the Rabid Monster, the Wizard player chooses their actions according to the Rabid Monster cards.

First, all Rabid Monster cards are gathered and shuffled. Then 4 cards are drawn. Each such card shows a possible Wizard action.

The Wizard may then select **up to 3 of those actions** to take, **in any order**.

As an action is taken, the corresponding card is placed face-up next to the Monster board. The cards are arranged in the order their actions were taken. The unused card(s) are then discarded.

For each card that the Wizard selected for an action, the Rabid Monster will then attempt to eat the depicted villager on the Monster's turn.

THE END OF THE WIZARD'S TURN

If the Wizard player is holding fewer than 4 Spell cards, they draw enough new cards to refill their hand.

The Player token remains wherever it is at the end of the Wizard player's turn, and it is now the Monster's turn.



The Rabid Monster's Turn

THE RABID MONSTER DEVELOPS A POWER

The Rabid Monster draws and plays one Power card, ignoring any costs or requirements, and applies its effects.

THE RABID MONSTER TAKES ACTIONS

The Rabid Monster does not gain or use Energy.

For its first action, the Rabid Monster will try to eat a villager of the type depicted on the first Rabid Monster card used by the Wizard.

- If at least one such villager is in a location at a distance of **at most 2 roads away** from the Rabid Monster, the Monster moves there and eats the villager. If there are multiple options, the location with the highest number is chosen. The eaten villager is placed in the leftmost empty Stomach slot of the Monster board.
 - If there is no such villager in a location at a distance of 2 roads away from the Rabid Monster, but:
 - there is such a villager at a distance of **3 roads away**, and
 - there is **also at least one sheep in a pasture adjacent to the Rabid Monster's location**.
 Then the Monster eats that sheep and then moves to the villager's location and eats the villager. If there are multiple options, the location with the highest number is chosen. Both the sheep and the eaten villager are placed on the **same leftmost empty Stomach slot** of the Monster board.
 - Otherwise, the action is skipped and the card is ignored.
- The same procedure is followed for each of the **next (2nd or 3rd) cards** used by the Wizard, if any, or until the Monster has eaten **at least 3 villagers and / or sheep**.



EXAMPLE: RABID MONSTER MOVEMENT

For its first action, the Monster wants to eat a Butcher. There are two Butchers within 2 roads, in houses 1 and 7, so the Monster will stay where it is and eat the Butcher there.

For its second action, the Monster wants to eat a Farmer. There is no Farmer within 2 roads but there are two within 3 roads, in houses 3 and 11. And since there are sheep in the adjacent pasture, the Monster will eat one sheep from there and move to house 11 and eat the Farmer.

For its third action, the Monster wants to eat a Hunter. There is no Hunter within 2 roads from house 11 and the Monster is not adjacent to a pasture with sheep, so its third action will be skipped.

THE END OF THE RABID MONSTER'S TURN

PANIC AND CURSE TRACK ADJUSTMENTS

Amount & type of villagers	Track Adjustments
0 Villager tokens	Panic is <i>decreased</i> by 1
1 Villager tokens	Panic is increased by 1 Curse is increased by 1
2 Villager tokens	Panic is increased by 2 Curse is increased by 2
3 Villager tokens	Panic is increased by 3 Curse is increased by 3

DIGESTING

Any **Villager tokens** eaten are placed back into the bag.

Any **Sheep tokens** eaten are returned to the supply.

The Monster token **remains** wherever it is at the end of the Monster player's turn, and the Wizard player's turn now begins.



So, it's the End of the Game.

As in the game for 2 players:

The Wizard wins if they advance to the end of the Cure track.

The Monster wins if they advance to the end of the Curse track.



SO, YOU'VE BEEN CURSED BY A POSSESSED WIZARD.

A GAME FOR ONE (1) MONSTER PLAYER AGAINST AN AUTOMATED WIZARD.

In this variant, the Monster tries to satiate its hunger, obstructed by an automated Wizard. The game is set up and played as normal, with the following changes.



Setup

- 1 | Place the Village board in the middle of the table between the two players, making sure that the side with the **Possessed Wizard** icon is facing up.
- 2 | Place the Player token on the Wizard's Laboratory space.
- 3 | Place the Panic tile on the first space ("1") of the Panic Track.
- 4 | Place the 6-sided and 20-sided dice next to the board.
- 5 | Place a number of Sheep tokens in each pasture equal to the number of sheep icons shown.
- 6 | Place the remaining Sheep tokens, the Energy tiles, the Coin tiles, and the Ingredient tiles next to the board to form a supply.
- 7 | Shuffle the Town Guard tiles and place one face-down tile on each path between districts. These are the bridges and the passages through the walls.
- 8 | Place all the Villager tokens in the bag. Randomly draw 20 villagers from the bag, one at a time, placing them on the Village board house spaces, starting from the space marked "1" and proceeding to the one marked "20".
- 9 | Prepare the Spell cards by selecting all cards with the **Possessed Wizard** icon on them. Return the cards that do not have the Possessed Wizard icon on them to the box. Shuffle the cards into a face-down deck and place it next to the Wizard board.

- 10 | Prepare the Power cards by selecting all cards with the Monster icon on them. Return the cards that do not have the Monster icon on them to the box. In addition, return all cards with the icon on them to the box. Shuffle the cards into a face-down deck and place it next to the Monster board. Then draw 4 cards into your hand.

- 11 | Wizard:
 - A. Place the Wizard board next to the Village board, making sure that the side with the **Possessed Wizard** icon is facing up.
 - B. Place the Cure tile next to the Wizard board.
 - C. Place 3 Coin tiles in the coin-pouch area of the Wizard board.

- D. Shuffle the Possessed Wizard cards into a face-down deck and place it next to the Monster board. Draw 3 cards and place them facing up in a row below the Wizard's board.

- 12 | Monster:
 - A. Place the Monster board next to the Village board, making sure that the side with the **Monster** icon is facing up.
 - B. Place the Curse tile on the **first (lowest) space** of the Curse track.
 - C. Place 2 Energy tiles on the Energy area of the Monster board.

You are now ready to begin, **starting with the Possessed Wizard!**



The Possessed Wizard's Turn

A NEW VILLAGER ARRIVES

If the house where a villager would be placed is occupied, the villager is placed in the empty house with a number closest to the number rolled - if there is a tie for closest house, it is placed in the one among them with the higher number.

As in the game for 2 players, a villager **does not arrive** whenever all 20 house spaces are occupied, e.g. in the **first turn** of the game.

THE POSSESSED WIZARD CASTS A SPELL

The Possessed Wizard draws and plays one Spell card, ignoring any costs or requirements, and applies its effects.

THE POSSESSED WIZARD TAKES ACTIONS

The Possessed Wizard performs up to 3 actions.

Each action is either a Mix Cure action or a card action.

- If the Possessed Wizard is holding **3 ingredients** that match the next steps of the Cure Track, or if they are holding 1 or 2 ingredients that match **the last 1 or 2 steps** of the Cure track, they take a Mix Cure action:

Mix Cure

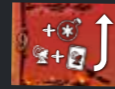
The Possessed Wizard **returns to the Laboratory**, paying coins normally if they have to cross districts. If they do not have enough coins, they still move back to the Laboratory, spending all that they do have.

All ingredients the Wizard is holding are returned to the supply and the Cure advances a number of steps equal to the ingredients spent.

The leftmost Possessed Wizard card is then **discarded** with no effect, ending the action.

- If the Possessed Wizard is holding **fewer than 3 ingredients**, they take the card action depicted on the leftmost Possessed Wizard card. If it is not possible to take it, the action is skipped and the card is ignored.

PANIC TRACK EFFECTS - POSSESSED WIZARD



Maximum Possession!

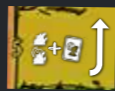
The Wizard has 1 additional action on their turn.

An additional Possessed Wizard card is drawn and placed below the Wizard's board at the end of the Wizard's turn.



Stay inside!

Skip the "A New Villager Arrives" step at the beginning of the Wizard's turn.



Possession intensifies!

An additional Possessed Wizard card is drawn and placed next to the Monster's board at the end of the Wizard's turn (to be used only for its Feeding effect).

THE END OF THE POSSESSED WIZARD'S TURN

After taking 3 actions, all the Possessed Wizard cards are gathered and shuffled.

Then, **3 Possessed Wizard cards are drawn** and placed below the Wizard's board. These cards will determine the Possessed Wizard's actions during their **next turn**.

Finally, **1 Possessed Wizard card is drawn** and placed next to the Monster board, to be used only for its **Feeding effect**.

The Monster's Turn

The Monster's turn works the same way as in the game for 2 players, with one exception:

Whenever the Monster **eats a villager of the type depicted on the Possessed Wizard card** placed in front of them during the Wizard's turn, the **additional effect** shown on the card is applied, if possible.

So, it's the End of the Game.

As in the game for 2 players:

The Wizard wins if they advance to the end of the Cure track.

The Monster wins if they advance to the end of the Curse track.

Possessed Wizard actions

CAST SPELL (x1)

The Wizard draws and plays one Spell card, ignoring any costs or requirements, and applies its effects.



BUY INGREDIENT FROM CURRENT DISTRICT (x2)

If the Possessed Wizard **does not already hold the next ingredient** needed to advance the Cure track, they will seek to buy it.



If there is a villager of that type in a location **in the Wizard's current district**, the Wizard moves to that location and buys that ingredient. If there are multiple options, they will choose the cheapest one. If tied for cost, they will choose the closest location among the tied ones. If still tied, the location with the highest number is chosen.

If the Possessed Wizard does not have enough coins to buy the ingredient, then the action is skipped.

BUY INGREDIENT FROM ADJACENT DISTRICT (x2)

If the Possessed Wizard does **not already hold the next ingredient** needed to advance the Cure track, they will seek to buy it.



If there is a villager of that type **in a location in a district adjacent to the Wizard's current district**, the Wizard moves to that location and buys that ingredient. If there are multiple options, they will choose the cheapest one. If tied for cost, they will choose the closest location among the tied ones. If still tied, the location with the highest number is chosen.

If the Possessed Wizard does not have enough coins to move to a location in an adjacent district and buy the ingredient, then the action is skipped.

BUY INGREDIENT FROM THE MARKET (x1)

If the Possessed Wizard **does not already hold the next ingredient** needed to advance the Cure track, they will seek to buy it from the Market.



The Wizard moves to the Market and buys that ingredient.

If the Possessed Wizard does not have enough coins to move to the Market and buy the ingredient, then the action is skipped.

BUY INGREDIENT FROM ANY DISTRICT (x2)

If the Possessed Wizard does not already hold the next ingredient needed to advance the Cure track, they will seek to buy it.



If there is a villager of that type in a location **in any district**, the Wizard moves to that location and buys that ingredient. If there are multiple options, they will choose the cheapest one, including any costs for moving between districts.

If tied for cost, they will choose the closest location among the tied ones. If still tied, the location with the highest number is chosen.

If the Possessed Wizard does not have enough coins to move and buy the ingredient, then the action is skipped.

STEAL FROM CURRENT DISTRICT (x2)

The Wizard moves to the occupied house with the most coins **in the Wizard's current district** and takes the Steal action.



If the attempt to Steal fails, the action ends - the Possessed Wizard may not spend an additional action to create a destruction and force a success.

If there are multiple options, the location with the highest number is chosen.

If there is no occupied house in the Wizard's current district, then the action is skipped.

STEAL FROM ADJACENT DISTRICT (x1)

The Wizard moves to the occupied house with the most coins **in a district adjacent to the Wizard's current district** and takes the Steal action.



If the attempt to Steal fails, the action ends - the Possessed Wizard **may not spend** an additional action to create a destruction and force a success.

If there are multiple options, the location with the highest number is chosen.

If there is no occupied house in the Wizard's current district, then the action is skipped.

MIX CURE (x1)

The Possessed Wizard returns to the Laboratory, even if they do not have enough coins to move across districts (spending all coins they do have).



All ingredients the Wizard is holding are returned to the supply and the Cure advances a number of steps equal to the ingredients spent.



SO, A POSSESSED WIZARD WAS CURSED TO BE A RABID MONSTER.

A GAME FOR ZERO (0) PLAYERS AND AN AUTOMATED MONSTER AGAINST AN AUTOMATED WIZARD.

In this game, an automated Wizard is pitted against an automated Monster.



Setup

- 1 | Place the Village board in the middle of the table between the two players, making sure that the side with the **Possessed Wizard** icon is facing up.
- 2 | Place the Player token on the Wizard's Laboratory space.
- 3 | Place the Panic tile on the first space ("1") of the Panic Track.
- 4 | Place the 6-sided and 20-sided dice next to the board.
- 5 | Place a number of Sheep tokens in each pasture equal to the number of sheep icons shown.
- 6 | Place the remaining Sheep tokens, the Coin tiles, and the Ingredient tiles next to the board to form a supply.
- 7 | Town Guard tiles and Energy tiles are not used in this game and are placed in the game box.
- 8 | Place all the Villager tokens in the bag. Randomly draw 20 villagers from the bag, one at a time, placing them on the Village board house spaces, starting from the space marked "1" and proceeding to the one marked "20".
- 9 | Prepare the Spell cards by selecting all cards with the **Possessed Wizard** icon. Return the cards that do not have the Possessed Wizard icon to the box. In addition, return all cards with the icon to the box. Shuffle the cards into a face-down deck and place it next to the Wizard board.

- 10 | Prepare the Power cards by selecting all cards with the **Rabid Monster** icon. Return the cards that do not have the Rabid Monster icon to the box. In addition, return all cards with the icon to the box. Shuffle the cards into a face-down deck and place it next to the Monster board.
- 11 | Wizard:
 - A. Place the Wizard board next to the Village board, making sure that the side with the **Possessed Wizard** icon is facing up.
 - B. Place the Cure tile next to the Wizard board.
 - C. Place 3 Coin tiles in the coin-pouch area of the Wizard board.
 - D. Shuffle the Possessed Wizard cards into a face-down deck and place it next to the Monster board. Draw 3 cards and place them facing up in a row below the Wizard's board.

The Possessed Wizard's Turn

The Possessed Wizard's turn works the same way as in the "So, You've Been Cursed By a Possessed Wizard." game.

The Rabid Monster's Turn

The Monster's turn works the same way as in the "So, You've Been Cursed To Be A Rabid Monster." game with one exception:

Whenever the Monster eats a villager of the type depicted on the **Possessed Wizard card** placed in front of them during the Wizard's turn, the **additional effect** shown on the card is applied, if possible.

So, it's the End of the Game.

As in the game for 2 players:

The Wizard wins if they advance to the end of the Cure track.

The Monster wins if they advance to the end of the Curse track.



- 12 | Monster:
 - A. Place the Monster board next to the Village board, making sure that the side with the **Rabid Monster** icon is facing up.
 - B. Place the Curse tile on the of the Curse track.
 - C. Shuffle the Rabid Monster cards into a face-down deck and place it next to the Monster board.

You are now ready to begin, **starting with the Possessed Wizard!**



POSSESSED WIZARD CARDS

	Wizard Action	Villager Eaten & Feeding Effect	
PW01	Cast Spell	Farmer (Green)	The Wizard gains 1 Coin
PW02	Steal from from adjacent district	Hunter (Black)	The Monster gains 1 less Energy
PW03	Steal from current district	Woodcutter (Brown)	The Monster gains 1 less Energy
PW04	Buy Ingredient	Farmer (Green)	The Wizard gains 2 Coins
PW05	Buy Ingredient from adjacent district	Hunter (Black)	The Wizard gains 2 Coins
PW06	Steal from current district	Butcher (White)	The Monster gains 1 less Energy
PW07	Buy Ingredient from current district	Farmer (Green)	The Monster gains 1 less Energy
PW08	Buy Ingredient from Market	Hunter (Black)	The Wizard gains 1 Coin
PW09	Buy Ingredient	Woodcutter (Brown)	The Wizard gains 2 Coins
PW10	Mix Cure	Butcher (White)	The Wizard gains 2 Coins
PW11	Buy Ingredient from adjacent district	Merchant (Yellow)	The Wizard gains 3 Coins
PW12	Buy Ingredient from current district	Noble (Purple)	Panic is increased by 1



RABID MONSTER CARDS

	Wizard Action	Villager to Eat
RM01	Cast Spell	Farmer (Green)
RM02	Cast Spell / Steal	Hunter (Black)
RM03	Cast Spell / Mix Cure	Woodcutter (Brown)
RM04	Buy Ingredient	Farmer (Green)
RM05	Buy Ingredient	Hunter (Black)
RM06	Buy Ingredient / Mix Cure	Butcher (White)
RM07	Buy Ingredient / Steal	Farmer (Green)
RM08	Cast Spell / Mix Cure	Hunter (Black)
RM09	Buy Ingredient	Woodcutter (Brown)
RM10	Buy Ingredient	Butcher (White)
RM11	Steal	Merchant (Yellow)
RM12	Steal	Noble (Purple)



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