

Cursed!



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A cooperative game by Steffen Benndorf
with illustrations by Jan Bintakies

Players: 1 to 5

Ages: 10 and up

Duration: about 15 minutes

The Story

England, 1897—Lord Somerset has asked for your help in dealing with the growing number of cursed creatures appearing on his estate. Well, maybe he should not have built his villa on the grounds of an old graveyard! You are well-known for opposing any and all unnatural creatures, however, and only too willing to cleanse the estate. When you arrive at Lord Somerset's grand Victorian mansion, rain is pouring down and the night is pitch black except for lightning flashing in the sky. As soon as you enter the house, the door swings shut behind you as if slammed by an invisible hand, and you hear strange noises all around. You hear a scream from one of the rooms and rush towards it...

Components



40 **Creature** cards,
valued 1 through 40



40 **Item** cards,
valued 1 through 40



front back
5 Seal cards

The Idea of the Game

You are all stuck in a mansion full of cursed creatures. Every card you turn over will either be a **Creature** or an **Item**: Use the items to banish the creatures before they attack you. You'll need to coordinate your efforts and play together, though—only then can you hope to make it through the night safe and sound!

Setting Up the Game

Mix and shuffle all the **Creatures** and **Items** together and put them on the table all jumbled together. Depending on the number of players, lay out the following number of Seals:

- 1 player: 3 Seals
- 2 or 3 players: 4 Seals
- 4 or 5 players: 5 Seals

Put the Seals next to each other with the green side up.



Leave room on the table to display **Creatures** over the course of the game.



Playing the Game

You need to play together, because you will win – or lose – together!

The bravest player begins. Then the turn to play passes in clockwise order. On your turn, play through the following steps:

1. Draw 1 card, face-down, from the table and look at it without showing it to the other players:
If the card is a **Creature**, put it face up in the display area next to the Seals; if it is an **Item**, add it to your hand. There is no limit to the number of cards you can have in your hand.
2. After that, play as many **Items** as you like in order to banish **Creatures**.

Then it's the next player's turn.

BANISHING CREATURES

Only you can banish Creatures during your turn, the other players cannot!

To banish a **Creature** from the display, you have to play one or more **Item** cards from your hand. The total value of the **Items** must be equal to or greater than the value of the **Creature**. You have to banish each **Creature** separately.

When you successfully banish a **Creature**, put that **Creature** and all **Items** used to banish it aside, in a face-up discard pile.



Sam plays a 12 and a 14 to banish the 26 Creature, and also uses his 22 to banish the 16. All five cards are put on the discard pile.



TALKING TO THE OTHER PLAYERS

You may – in fact, you should – talk to each other at any time about the current state of the game. You can tell the other players which Creature/s you can banish yourself, and which ones you can't. Also, feel free to make suggestions about which Creatures the other players should banish when it's their turn.

The only thing you're not allowed to tell the other players is the VALUES of the Items in your hand!

THE CREATURES ATTACK

A Creature attack occurs when either of the following happens:

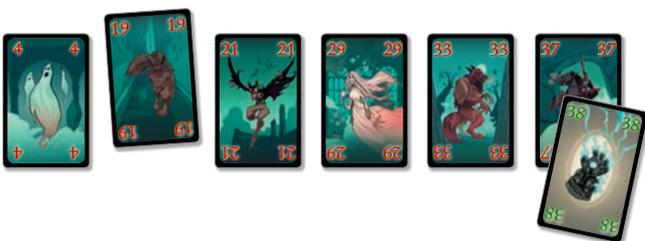
- You add a sixth Creature to the display; or
- Some of the Creatures in the display form a **group**.

When an attack occurs, you have no choice but to **immediately** banish one or more Creatures, depending on the situation:

a. The Sixth Creature

When you add the sixth Creature card to the display, the Creature with the **highest value** attacks. You **must** banish that Creature immediately using your Item cards. If you can't do that, you have to use a Seal.

Dean puts a **19** into the display area. Since this is the sixth Creature, the **37** attacks. No problem for Dean, however, he can swiftly banish it with his **38**.



b. Creature Groups

Two or more Creatures in the display form a **group** if their values are adjacent to each other. The group attacks you and you have to banish **all** the Creatures in the group. The following special rules apply to a group attack:

- All players** can take part in banishing the group (even though it's not their turn). However, any other Creatures in the display can still only be banished by the player who is taking their turn. You need to agree who is going to banish which Creature **before** playing any Item cards, and each Creature must be banished by a single player: you may **not** combine Items from several players against a single Creature or group.
- A player may banish more than one Creature in a group at the same time. To do so, the total value of his/her Items must be at least equal to the total value of the Creatures he/she is going to banish.

If you are not able to banish **all** the Creatures in the group, you have to use a Seal.

Charlie puts a **20** into the display, which now forms a group with the **19** and the **21** already there. The three Creatures attack. Sam banishes the **21** with his **23**, and Dean banishes both the **19** and the **20** with his **9** and his **30**.



If adding the sixth card to the display also creates a group of Creatures, only the group attacks. The Creature with the highest value does not attack – unless it is part of the group.

USING A SEAL

During an attack, you can use a Seal to remove an attacking Creature from the display. If all players agree to use a Seal, flip it over from the green side (showing an intact Seal) to the red side, which shows a broken Seal. Shuffle the Creature removed by the Seal back into the face-down cards.

When you use a Seal on a group attack, remove **all** of the attacking Creatures and shuffle them back into the face-down cards.

The End of the Game



All players jointly **lose** the game if, when one or more Creatures attack, you are not able to banish all the attackers **and** you have already used up all the green Seals.

All players jointly **win** the game if you have drawn all the face-down cards and successfully resolved all attacks. Each player then takes one last turn and can banish Creatures with their remaining Item cards. Then, for each green Seal you have left, put one Creature from the display on the discard pile, beginning with the Creature that has the lowest value.

The total value of the Creatures remaining in the display area after that is your score. The lower your score, the better you held your ground on Lord Somerset's estate.

Of the five Creatures remaining in the display, Charlie can still banish the **32** with her **5** and her **28**. Sam, Charlie, and Dean have two active Seals left, which they use to remove the **7** and the **23**. Their joint score is **28 + 38**, so **66** total.



Playing-Cursed-Solo

If you are playing on your own, the only thing that changes is the number of Seals. All other rules remain the same.



You have purchased a quality product.

Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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