

ENGLISH

WELCOME TO



A CARD GAME OF
LIGHTHEARTED
NECROMANCY

A new game from the publishers of
Rocket Race & Halfling Feast is
launching on Kickstarter
on November 23rd 2015.



INTRODUCTION

Triple Ace Games have teamed up with talented designer Kedric Winks to produce his latest card game Cadaver. Super fast to play and learn, Cadaver is a perfect mini game with a mix of resource collection and player versus player action balanced to perfection with over sixty blind playtests.

WHAT IS CADAVER?

Cadaver is a card game in which players must use a variety of arcane resources to reanimate a series of cadavers. One deck can be used by up to 3 players. Adding a second deck allows up to 6 players to compete for best necromancer! Each player takes a number of cards from a single deck looking for corpses to reanimate, collecting arcane resources and accomplices, coffin locks and keys or terrifying ghouls. The player with the most corpses raised by dawn wins the game!

THE CARDS

THE CORPSES



James Darkwell. The unfortunate criminal whose death came when his murderous poisoning spree came to a sharp end at the bottom of a hangman's noose! His fresh body with the addition of a few bolts in his neck will make James a useful pawn for an aspiring necromancer.



Priscilla Deravin. Miss Deravin was a socialite whose death was widely reported in the press. Some believe she was just plain unlucky and was in the wrong place at the wrong time and was slaughtered by none other than Jack the Ripper. Surely this is not the Ripper's work, a rich socialite was not his usual target and her corpse is in remarkable condition with little evidence of butchery!



Jebediah Whateley. Despite the advanced state of decay here, Jebediah has his uses. His demise came when Whateley's obsession with arcane magic led him to discover an ancient tome. After much study he discovered an arcane ritual which summoned a powerful demon. Unfortunately Whateley was unable to control the demon which devoured his soul.



The Abomination. Sometimes a corpse needs a number of suitable body parts to function. Bringing together individual parts takes great skill but much can be achieved in the world of necromancy. This monster is a dangerous creature. Not quite human, not quite beast it may be a powerful ally or a deadly mistake!

THE RESOURCES



Brains. Every corpse needs a brain, except for Jebediah Whateley, who seems to be imbued with more magic than any other corpse. If you do need a brain the fresher the better of course!



Potions. Is that a strong smell of formaldehyde? No-one is sure what makes this potion so potent. It is strongly rumored to have been stolen from Dr Jekyll's laboratory.



Spells. A spell of resurrection seems so old fashioned but these scrolls hold powerful magic that is invaluable to the aspiring necromancer.

WELCOME PACK & RULES

DIABOLICAL ACCOMPLICES



The Witch Doctor. A powerful voodoo priest with skills learnt from ancient tribal customs. Once the home of voodoo magic, Haiti held no interest for the witch doctor and he came to Europe in the search of more interesting brains! He will help to gather the best brains for your undead minions.



Professor Victor Drax. A mad scientist of considerable power and influence. His potions are coveted above all and with his aid you will expect a constant supply of these magical tinctures.



The Blind Scholar. The story of the unknown scholar is one of pain and suffering. Studying ancient magical texts is dangerous work as Jebidiah Whateley discovered. The blind scholar also followed this route and having signed a pact with a powerful demon traded his sight for the knowledge of necromancy. Ally with the scholar to unlock ancient scrolls.



Coffin Lid. These block access to a body and are held with powerful magic.



Coffin Keys. The only way to unlock a Coffin Lid. These magical items are rare but invaluable.



Ghouls. These hideous creatures inhabit graveyards especially where there is a charnel house situated. Necromancers are able to command these creatures to steal bodies and are useful in thwarting rival necromancers!

GAME RULES

'Cadaver' is a card game for 2 - 3 necromancers or 2-6 players with a second deck of cards, where they must compete to reanimate as many corpses as possible before the break of dawn. Different bodies require different types of resurrection so the necromancers must use an array of arcane assets and accomplices to do your dastardly deeds.

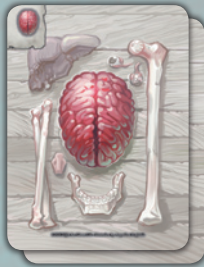
TO BEGIN

To set up the game remove two of each resource cards (Potions, Magical Scrolls and Spare Brains) and place them in the centre of the table in three Resource Piles: Potions, Brains and Scrolls. Now shuffle the remaining deck and deal each player a hand of five cards. The player who is closest to death goes first.

Table Setup



Deck



Resource Bank

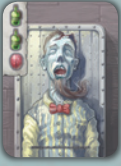
TURNS

Each player's turn has three phases which must be followed in order: Laying, Drawing and Trading. Once these are complete the player's turn is over and play passes clockwise to the next player.

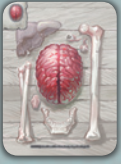
LAYING

The player may lay up to two cards. How and where the player may lay the cards depends on the card type. The player can discard cards but this counts as laying.

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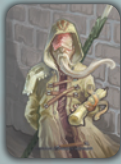
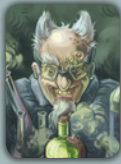
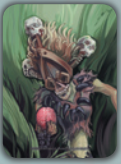


CORPSES are laid in the area in front of the player. Cards laid in this area are owned by the player that laid them. Each Corpse requires three Resources to Raise it, these are shown by the symbols at the top of the Corpse.



RESOURCES are laid on Corpses. When the correct three resources are laid, the player has Raised that Corpse. Raised Corpses are turned sideward to show that they are no

longer in play and put in a scoring pile scoring for use at the end of the game. The used Resources are returned to the bottom of the Resource Piles.



ACCOMPLICES are dubious individuals who allow you to draw Resources from the Resource Piles.

When players lay an Accomplice card they place it down in front of them to show that they own it. During the drawing phase any player who owns an Accomplice card may choose to draw cards from the Resource Pile that corresponds to the Resource that the Accomplice is holding.



GHOULS are laid by the player and then immediately discarded. Laying a Ghoul allows a player to take any Corpse or Accomplice that an opponent owns and place it in front of themselves to show that they now own it. Any Resources or Coffin Lids on the card are also moved.



COFFIN LIDS are laid on top of a Corpse, Accomplice or one of the Resource Piles. The Coffin Lid stops all players from using the cards underneath it until it is removed.



KEYS are laid on top of Coffin Lids, then both cards are discarded.



AMULET has two uses. It can be used for a wild card Resource. E.g. you may discard the amulet to replace a Potion, Scroll or Brain card. Also you can lay an Amulet outside of your turn to stop the effect of a Ghoul. Discard both cards.

DRAWING

If after laying, if a player has less than five cards in their hand, they may draw cards from the deck, or Resource Pile if they have the right Accomplice, until they reach five.

TRADING

At the end of a player's turn they may trade some cards, from their hand, with one other player who agrees to the trade.

HAND SIZE

You are allowed to have more than 5 cards in your hand which may happen after trading. You cannot draw any more cards until you are below 4 or less cards.

DISCARDING

You may discard up to 2 cards in your turn. A discard costs you a card lay. E.G. if you discarded a card you could still play 1 card from your hand. If you discarded 2 cards from your hand you may not play any cards. After discarding up to 2 cards you may redraw back up to 5 cards.

DAWN

The drawing of the final card from the deck signals that it is dawn. Players now have only one turn each remaining. During this final turn players may trade before they lay and they may lay as many cards as they like, then they are out of the game.

SCORING

Players arrange the Raised Corpses from their Scoring Pile into sets worth different amounts of points. No single Corpse can be in more than one set. The player with the most points wins the game.

WELCOME PACK & RULES

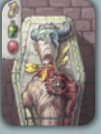
A set of three different Corpses is worth 7 points.



A set of three of the same Corpses is worth 5 points.



The Abomination Corpse is worth 3 points.



An individual Corpse is worth 1 point.



ABOUT KEDRIC WINKS

Kedric Winks is an independent games designer who is finding his stride. Only discovering gaming in his late twenties he almost immediately transitioned from player to designer. Originally inspired to write games as a way to challenge industry conventions, Kedric now has to write games to keep all the ideas from taking over his limited brain space.