



# RULEBOOK



# OVERSEERS





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Since the beginning of time, there have been two opposing forces that are the pillars of the universe and coexist in eternal balance.

Our Goddess in her infinite wisdom has sent a group of Overseers to protect our world.

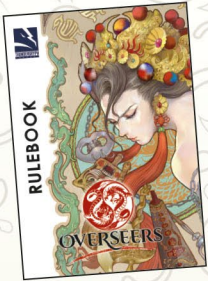
They have the power of bending human traits at their will and will always battle between each other to create the perfect symmetry between virtues and vices of humankind.

It will be your choice to find the best balance, or completely crush it for your own good.

Overseers is a drafting and bluffing card game for 3 to 6 players.

Deceive your opponents, use your character abilities wisely and reach the best score after three rounds.

## INSIDE THE BOX



1 x Rulebook



9 x Character Cards



1 x Leader Card



6 x Reference Cardboards



36 x Trait Cards  
(6 types)



6 x Voting Token



80 x Scoring Token  
(30 x 1 point 10 x 5 points  
20 x 10 points 20 x 20 points)

## GAME FLOW

This is a turn-based game which will last three rounds, the player with the highest score at the end of the final round will win the game.

A game round has eight stages:

**Deal** ▶ **Draft** ▶ **Placement** ▶ **Vote** ▶ **Judgment** ▶  
**Showdown** ▶ **Greed** ▶ **Scoring**

## SET-UP







For the first round, assign the Leader card randomly; for the following rounds, the player with the lowest score in the previous round regardless of cumulative score acts as the Leader.

The Leader has the ability to resolve all ties during the course of that game round.

Take the Trait cards based on the number of players as instructed on the Aid card, and keep the remaining Trait cards in the box.



## Trait Cards

Type	● 3 - 4	● 5	● 6	Score
 殺生 ANGER	3	4	5	6
仁愛 BENEVOLENCE 	4	6	6	4
 奸惡 LUST	5	6	7	3
忠信 COURAGE 	5	6	7	1 Card / 2 Cards / 3+ Cards 2 / 10 / 18
 孝行 HOPE	5	6	7	1 Card / 2 Cards / 3+ Cards 0 / 6 / 21
竊盜 GREED 	3	4	4	2
<b>Total No. of Cards</b>	<b>25</b>	<b>32</b>	<b>36</b>	

When calculating the score of Courage and Hope if a player holds more than three of these types of cards, the extra cards are worth zero points.



## 1 Deal

Shuffle and deal six Trait cards to each player, when every player has received their cards shuffle again and deal one Character card randomly to each player, everyone has to show their Character cards immediately after receiving them.

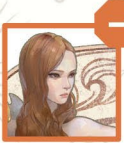
## 2 Draft

Players will choose one Trait card they would like to keep, after that, they will pass the rest of the cards to the player at their left until every player has chosen five cards, then everyone has to discard their sixth card to form the discard pile.

※Variant: If you want to mix things up, you can change the orientation of the drafting from clockwise to anti-clockwise on each turn, for example: during the first turn all players will pass cards to the left, the second turn all players will pass cards to the right.

## 3 Placement

At the beginning of this stage these character abilities are used:



You are only required to show two cards face-up in the top row, your other three cards will be face-down in the bottom row.

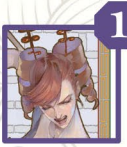
All players arrange the cards they drafted in two rows: the top row will consist of three cards, and the bottom row of two cards; after everyone has placed their cards, all players will reveal their top row. The bottom row will stay face-down.





## 4 Vote

At the beginning of this stage these character abilities are used:



Choose one card in front of you and turn it horizontally either face-up or face-down, that card and all cards of the same color you own will no longer have any special attributes and count as 5 points each.



Shuffle the discard pile and draw two cards, pick one and add it face-down to your card combination and then return the other to the discard pile.



1) You can peek at two face-down cards from a player of your choice.  
2) You will get 3 points in this round, this applies for the voting phase as well.



Choose one card from your combination, turn it horizontally and put it face-down under any other card, that card will copy the one on top but it will lose any special abilities the original card had.

Based on what the players can see from the face-up row and knowing how many Trait cards there are in total, everyone will discuss to find out the possible player with the highest score in the round. During the discussion process, everyone can bluff or persuade other players to change their minds, but, it is not allowed to disclose any number-related information if you saw them using Meixiu's ability.

After discussion, every player puts their character card in the center of the table, and everyone, at the same time, will place their judgment token on the player they think has the highest score.

In case of a tie, the current Leader will decide who will be the character with the highest score.

## 5 Judgement

The player who received more votes has to decide between the following options:

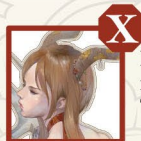
- a) **DENY:** Proceed directly to the next stage.
- b) **ADMIT:** The player will choose and discard two of his own cards.

## 6 Showdown

At the beginning of this stage these character abilities are used:



During the showdown phase, Courage and Hope cards will count as 1 more point each. This will also apply during the scoring phase.



During the showdown phase, anger cards will receive 2 more points resulting in 8 points each. This will also apply during the scoring phase.



Players reveal their face down cards and the player with the highest score will be declared, if in the previous stage the voted player denied and has the highest score he loses the two cards that grants him the best score, however, if he isn't, he takes a card of his choice from the discard pile.

When the voted player that denied ends up tied with the highest score against another player the Leader will decide if he has to pay the penalty or not.

## 7 Greed

At the beginning of this stage these character abilities are used:



- 1) During the greed phase, take all the Greed cards from the discard pile and add them to your combination.
- 2) You can't get robbed in the greed phase.

The player with the most Greed cards can steal one card from another player; the selected player will decide which card to give.

In case of a tie, the current Leader will choose who will be the one to steal.

## 8 Scoring

At the beginning of this stage these character abilities are used:



- In the scoring phase, the player of your choice will lose 1 point for each card in his/her combination.

All players calculate the total scores and take the scoring tokens accordingly and will hide them from the other players; the player with the least amount of points will be the new Leader for the next round.

## END OF THE GAME

At the end of the third round, the player with the highest victory points will win the game.

In case of a tie, the player that never got the Leader card during the game wins.

In case of a further tie, the players will share the victory.