



Learn to Play



# The Rulebook

Your Guide to All of Susberg

It's a cozy little town, full of charm, quirky neighbors... and the occasional supernatural crisis. Now that you're official citizens, we regret to inform you: **you're the only ones who can save us!**

## Game Objective

Team up as childhood friends trying to save their hometown of Susberg from the strange and mysterious foes that would do it harm.



# Components

## 40 foe cards

- 8 level 1 foes
- 12 level 2 foes
- 16 level 3 foes
- 4 level 4 foes

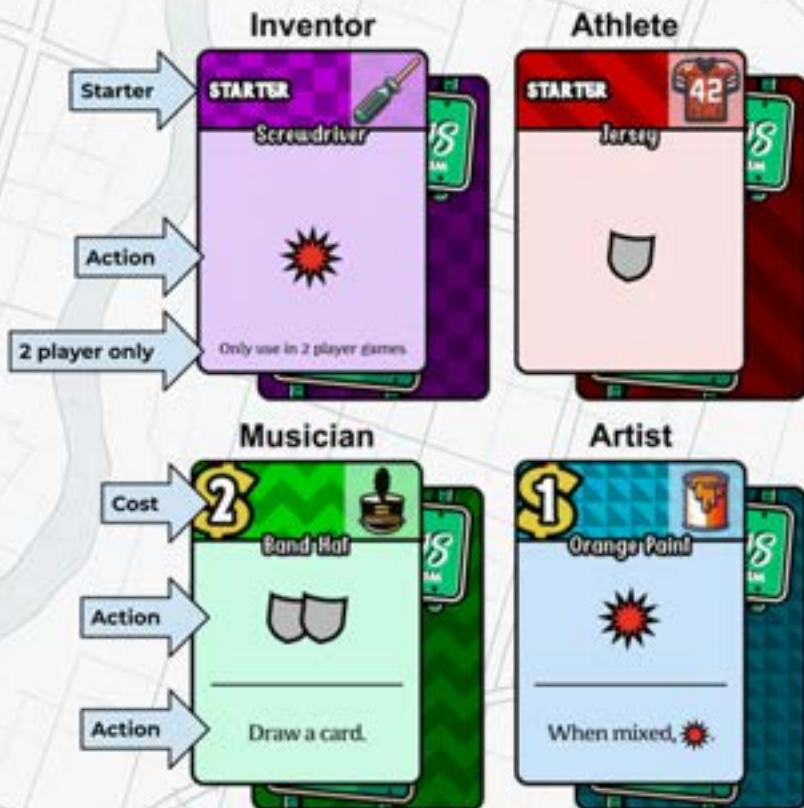


## 4 player rules card



## 136 player cards

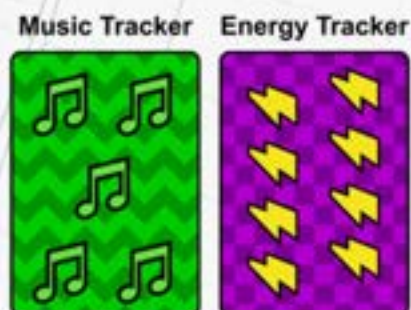
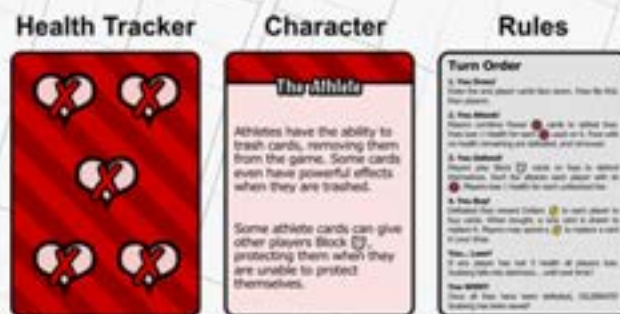
- 34x purple Inventor
- 34x red Athlete
- 34x green Musician
- 34x blue Artist



## 14 helper cards

Each character has a Health tracker, character, and rules card.

- 3 Athlete helpers
- 3 Artist helpers
- 4 Musician helpers  
(also has a Music tracker)
- 4 Inventor helpers  
(also has an Energy tracker)





# Setup the Player Area

1.) Choose a character and gather up their cards. Each character has a corresponding color and pattern; red for the Athlete, blue for the Artist, purple for the Inventor, and green for the Musician.



## Athlete

Uses strength to trash cards; their own and others. Trashed cards are removed from the game. The Athlete has a personal trash pile, and many of their cards trigger extra effects based on its size.



## Inventor

Helps players Tinker by checking the top card of their deck and keeping or discarding it. Gains Energy ⚡ over time, unlocking extra effects on certain cards.



## Artist

Stash their own and other players' cards, and set them aside for the next turn. Can mix Paint cards for extra effects when two or more with "paint" in the name are in play.



## Musician

Draws cards and helps others draw. Generates Music 🎵, which can be spent for extra effects. Success depends on balancing Music generating and Music spending cards.

2.) Find and set up the helper cards. Each character has a set of these cards to reference the rules and track their Health or other stats. To use a tracker, place a helper card on top of it, covering the icons completely to represent zero. When that value is changed, the top card is moved to display the new value. Here is an example of how this looks.



3.) Designate an area of the table to place cards that have been trashed. These cards won't be used for the remainder of the game. The Athlete, however, has their own trash pile.

4.) Separate your cards into two piles. One for starter cards and another for cards with a cost. You can determine this by looking at the top left of a card.

5.) If you have more than two players, remove the starter cards that say "Only use in 2 player games." Now shuffle the deck of starter cards. This will be the deck you play with. Just beside that is your discard pile where your cards will go at the end of each turn.

6.) The remaining cards with costs are shuffled together to make your shop deck. Draw three of these cards face up to create your shop. From here you will buy new cards to include in your deck.



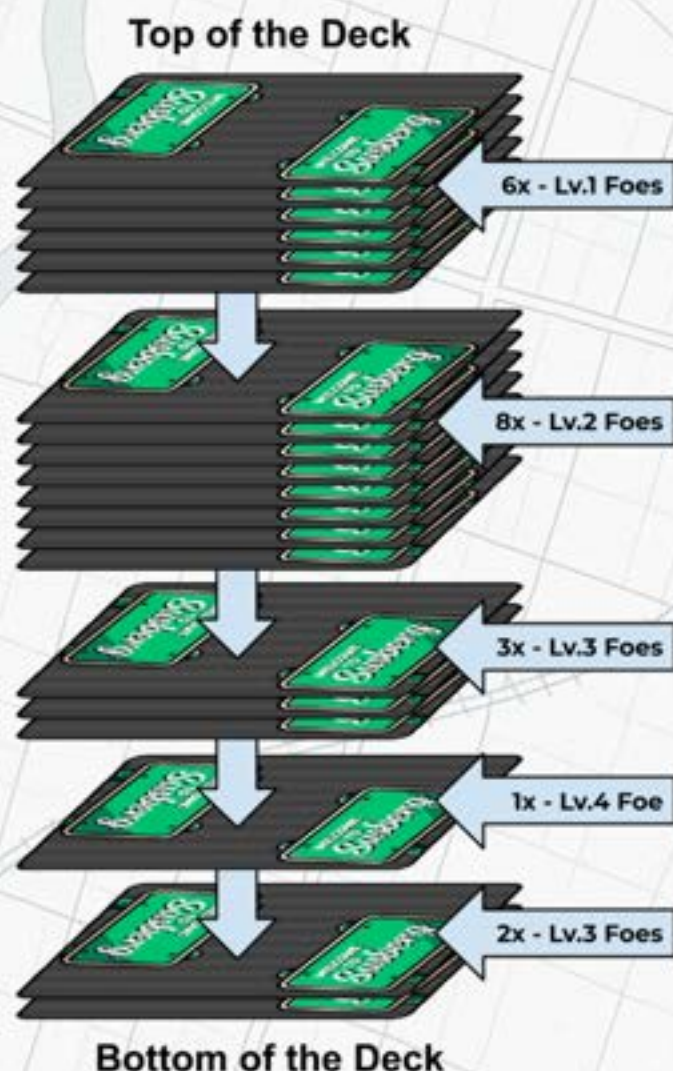
*This example shows how a player might arrange their board.*



# Setup the Foe Deck

Now create the 20 card Foe Deck that you will be playing against. Separate the Foe cards by level into 4 face down piles, and shuffle each pile. To create the Foe Deck for a 2 player game, place cards from these piles face down in the following order.

- 1.) Place 2 Lv.3 cards face down to start the deck.
- 2.) Place 1 Lv.4 card on top.
- 3.) Place 3 Lv.3 cards on top.
- 4.) Place 8 Lv.2 cards on top.
- 5.) Place 6 Lv.1 cards on top.



For a more difficult game, or a game with more players, you can create a more challenging Foe Deck. See the section "3-4 Players and More Difficulties" on **page 10**.

# How to Play

Players cooperate to defeat all Foes in the Foe Deck. Once all Foes have been defeated, Susberg is saved, and you win the game. However, if even one player takes 5 damage, your group is defeated and loses the game. The game takes place over multiple turns, on each turn do the following in order.

## 1. Players Draw

Players draw 5 cards (4 cards in a 3 or 4 player game). If at any point you must draw a card but have none in your deck, shuffle the cards in your discard pile to become your new deck, and continue drawing. Players place their cards face up on the board so that everyone can see. This is a cooperative game, and sharing information is encouraged.

## 2. Draw Foes


Draw Foes face up from the Foe Deck until 3 foes are on the board, or there are no more Foes to draw. Some foes have effects that occur "when drawn". These take place once all the Foes have been drawn. If the Foes have more than one of these effects, players decide the order that they occur.

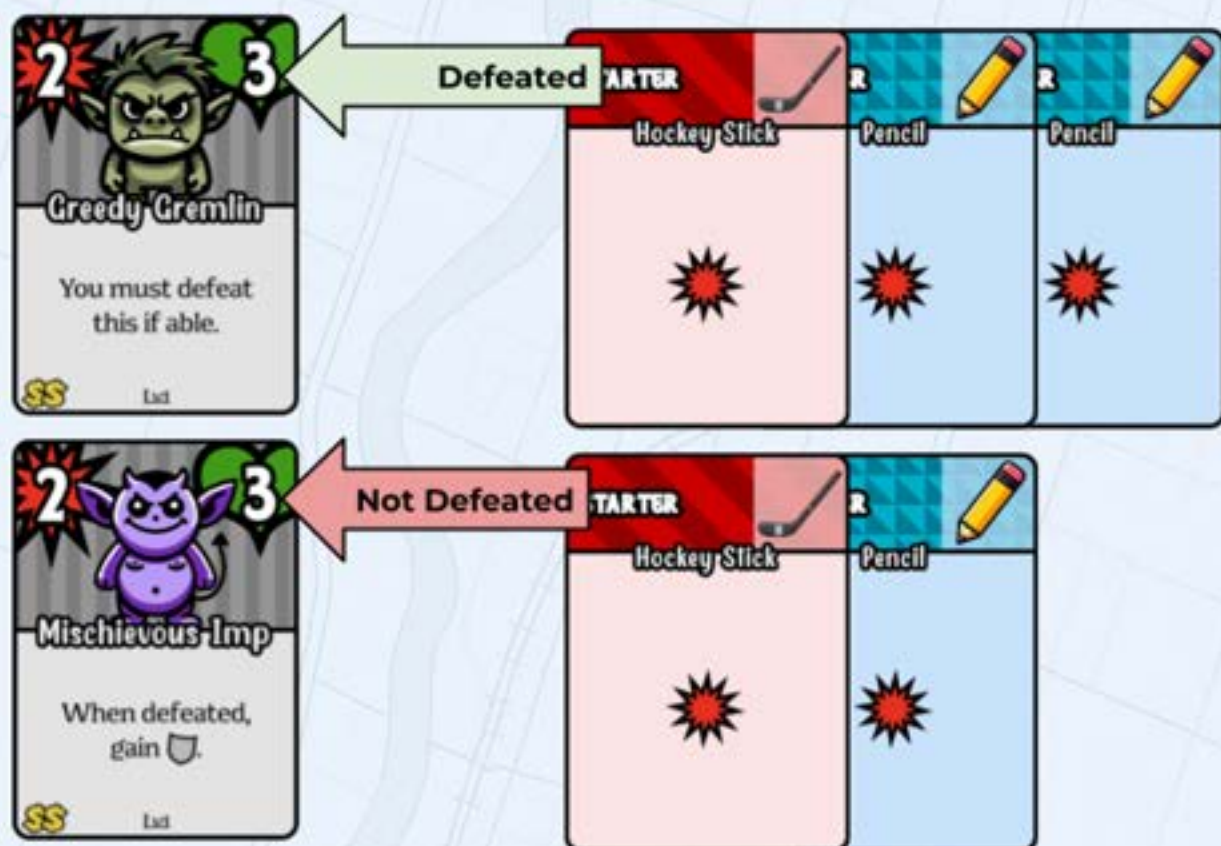


*This example shows the Foes board including a pile for defeated Foes, the Foe Deck, and the board which has three foes.*




### 3. Players Attack

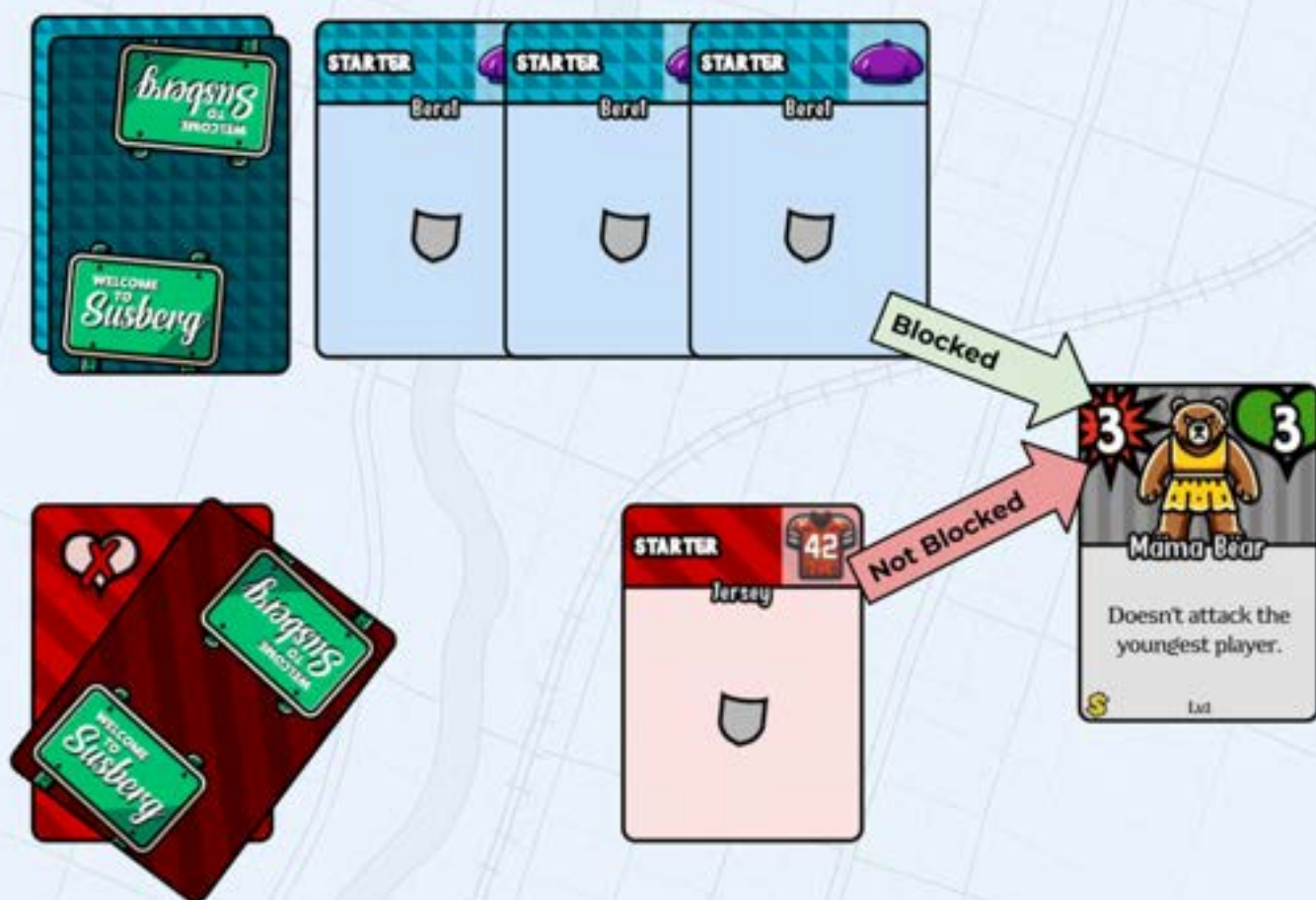
Players will now combine their Power  to defeat Foes. Discuss with each other how to distribute your Power amongst the Foes on the board. Foes will lose 1 Health for each Power played on it. Once all players agree on the plan, Foes with no remaining Health are defeated and set aside (they will be needed later in the turn). Any "when defeated" effects now occur. If there is more than one effect, players decide the order in which they occur. Foe Health resets at the end of each turn, and damage does not carry over.



*This example shows the Athlete and Artist attacking the Greedy Gremlin and the Mischievous Imp. The Gremlin has 3 Health and is attacked with 3 Power. It is defeated. The Imp has 3 Health as well, but only 2 Power attacking it. It is not defeated.*

## 4. Players Defend

Players will now defend from the remaining Foes. Each remaining Foe attacks each player. A player can protect themselves by playing Block  on a Foe. If the Block played is equal to or greater than the Foe's Power, that player is not hit. If a Foe is not blocked, the player is hit and they take 1 damage (regardless of how much power the Foe has).

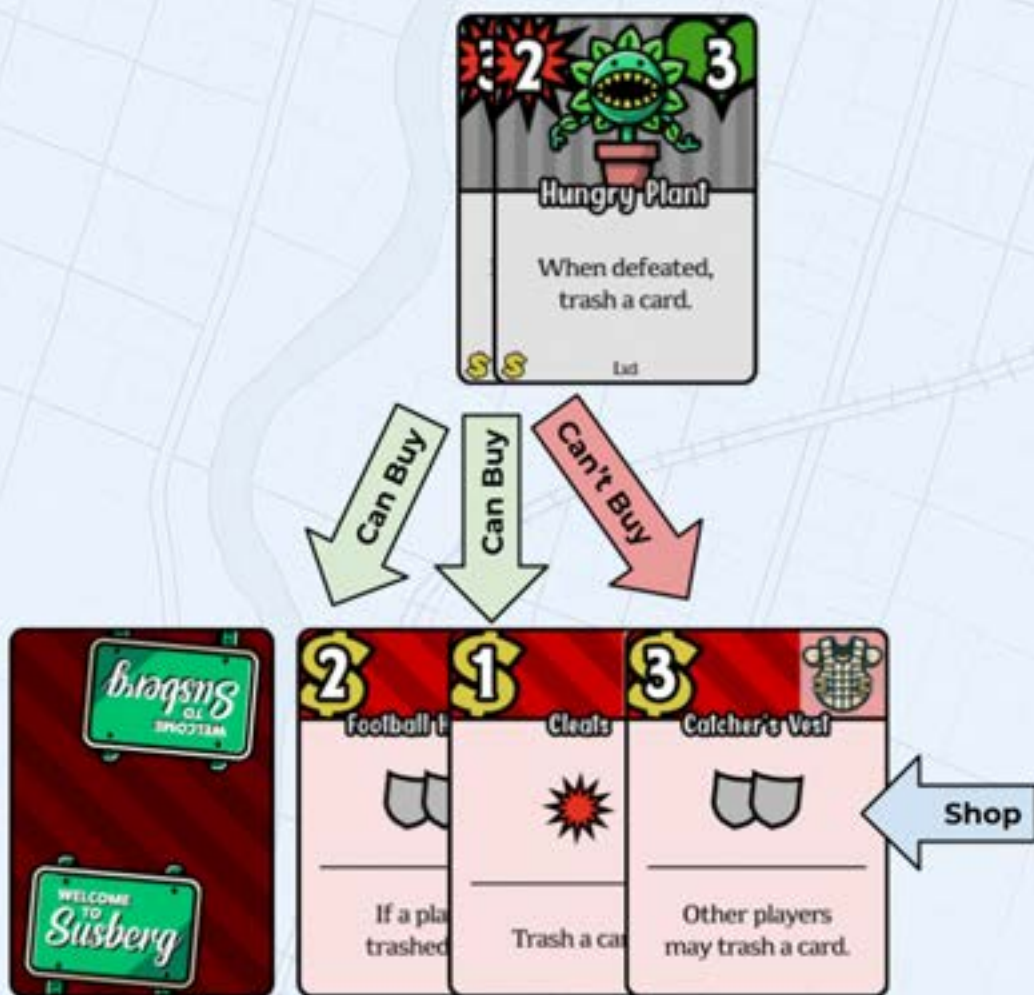


*In this example, the Mama Bear is blocked by the Artist as they have 3 Block and the Mama Bear has 3 Power. The Athlete however only has 1 Block, and the Mama Bear hits them and they take 1 damage. A player only takes 1 damage when hit by a Foe.*



## 5. Players Buy

Players will now buy new cards to add to their discard pile. Defeated Foes reward an amount of Dollars \$ at the bottom left of the card. Each player can spend up to this amount. They can buy any cards in their shop so long as they have enough Dollars to spend. When a card is purchased, it is put in that player's discard pile, and a new card is drawn from their shop deck to replace it. If a player doesn't like the options in their shop, they may also spend a Dollar to replace a card in their shop. Any replaced shop cards are placed at the bottom of the shop deck.



*In this example, each player is rewarded with 2 Dollars. The Athlete could buy either the Cleats or the Football Helmet as they each cost 2 Dollars or less. They cannot buy the Catcher's Vest though, as they do not have enough Dollars.*

## 6. Clean Up

The turn is now over. Defeated Foes are removed and placed in a Defeated Foes pile next to the Foe Deck. Players move their cards into the discard pile. The turn is now complete.

## Win or Lose

Once all Foes in the Foe Deck have been defeated, **CELEBRATE!** You saved Susberg! But if any player has taken 5 damage, the game is over and Susberg falls into darkness... until next time?

## Card Actions

- Some cards have more than one action on it. Both can be used during a turn unless otherwise stated.
- Card actions can be used at any time and any order during the turn. However, Power is only applicable when players attack, and Block only when players defend.
- When a player's card refers to another card, that means another card owned by that player and in play.
- If a card action says to do something, the card's owner is the one who must do it.

## Foe Rules

- If a foe's effect tells a player to do something, each player must do it.
- "When drawn" effects on Foes occur in the order decided by all players. The same goes for their "when defeated" effects.
- Players cannot use their cards until all Foes have been drawn and their "when drawn" effects have resolved.
- Damage dealt to Foes does not carry into the next turn.



## 3-4 Players and More Difficulties

For a more difficult game, or a game with more players, you can create a more challenging Foe Deck. The below table offers a variety of deck stacking patterns for different games. Choose a difficulty and use the following table from left to right to stack Foes according to their level.

		1st Bottom Lv.3	2nd Lv.4	3rd Lv.3	4th Lv.2	5th Top Lv.1	
2 player	Normal	2x	1x	3x	8x	6x	
	Hard	2x	1x	7x	5x	5x	
3 player	Normal	2x	1x	4x	8x	5x	
	Hard	2x	1x	8x	5x	4x	
4 player	Normal	2x	1x	4x	8x	5x	Foes have +1 Health
	Hard	2x	1x	8x	5x	4x	Foes have +1 Health

If you have 4 players, set the 4 player rule card face up beside the Foe Deck. This is a reminder that in a 4 player game, Foes have +1 Health.



# Keywords

## Trash

Trashing a card means to remove it from the game. While some Foes have this, the Athlete specializes in it. While other players' trashed cards are removed from the game, trashed Athlete cards go in their own pile.

## Stash

Stashing a card means to set it aside to be used the next turn. If it isn't used during the next turn, it is placed in the discard during clean up.

## Mixing

Mixing occurs when the Artist has two or more cards named 'Paint' in play. If this is the case, those cards are considered mixed, and may have additional effects.

## Music

The Musician has cards that give a resource called Music 🎵. They also have cards that may spend it for additional effects.

## Energy

The Inventor has a resource called Energy ⚡. This is not spent, and only grows larger. Once a specified minimum of Energy is gained, some Inventor cards have access to additional effects.

## Tinker

The Inventor lets players Tinker their deck by looking at the top card, and keeping it on top, or discarding it. Some cards may allow doing this with more than one card at a time.