

# WIPE O'EM OUT!



Rule book

## Story

A geologist that lives in the tiny village of Anwon started their research for new mining spots in a sysmic cave recently formed. While in it, they didn't get a warm welcome as the monsters came out of it and started attacking the village.

To guarantee their protection and the villagers safety, heroes were called to help and exterminate these monsters, fighting for the amazing treasures that await them inside the cave.

In Wipe'em Out, you get the role of these heroes and fight your friends to conquer the big treasure.



## Game objective

Your objective is to gather the most points by defeating monsters. The game ends when all monster cards have been used.



## Components

This game has 144 cards, divided in two decks, of monsters and items. The monster deck has 72 cards and the item deck has 48 artifacts and 24 spells.

## Monster cards

5x Giant Rat	10x Werehyenas
4x Mimic	10x Werewolves
5x Peuchens	4x Zombie 1
10x Slimes	8x Zombie 2
10x Vampires	6x Zombie 3



## Artifact cards

1x Axe	3x Legendary glaive
3x Blessed trident	3x Lucky chest
3x Bolas	3x Magic mirror
2x Claw	3x Magical saw
3x Endless purse	2x Ornated bow
3x Fusion	3x Scythe
3x Gun sword	3x Shapeshifter sword
3x Hungry battle-axe	3x Steam crossbow
1x Kunai	3x Whip

## Spell cards

4x Broken artifact	4x Shrinking potion
4x Enlarging potion	4x Power boost
4x Magic shield	4x Swift hands

## Vocabulary and differences between cards

Number on top of the card. Cards without power are spells. Cards with power are artifacts.

**Power**


**3** | Hungry Battleaxe



Effect: Look at another player's hand, choose a card, and add it to your hand.

**Effect**

Artifacts may have active effects, done in your turn, while in the artifact stage.



**Vampire**

Monsters	Points	
1	<b>3</b>	A player can make more than 1 coven of vampires per game. The player may only start a new coven after completing the first one.
2	<b>7</b>	
3	<b>11</b>	

## Points

These points are for the ending part of the game. Monsters don't have a minimum value for artifacts to work on them. All equipment work against monsters.

## Setup

Shuffle all monster cards, without revealing these cards, separate them depending on the number of players, and place them in the playing area:



14 monster cards

18 monster cards

20 monster cards

24 monster cards

Place the rest of the cards in a face-down pile at the side. You might need to use them.

Shuffle all equipment cards and deal 5 cards to each player. Place the rest in a face-down pile at the center of the playing area.





## How to play

The game has 4 stages within the same round, namely: **Preparation Stage**, **Artifact Stage**, **Spells Stage**, and the **Collection Stage**. The game ends when all separated monster cards run out.

### Preparation stage

To start a round, one of the players reveals 2 monsters from the pile in the middle of the playing area. (In a game of 2 or 3 players, reveal only 1 monster per turn.)

After being revealed, all players choose any 1 artifact card from their hand that they would like to play and place it face-down in front of them.

When each player has done this, everyone reveals their chosen artifact simultaneously playing it on one of the desired monsters, starting the **artifact stage**.

**NOTE:** In games of 4 and 5 players, if a monster is not attacked, it is discarded.

## Artifacts stage

After revealing their cards, the players compare the power of each artifact, and the one with the highest power begins. If the card has an effect, it will be solved at this point, after that, pass to the player on the left.

When the turn order returns to the player who had the artifact with the highest power, the **spell stage** begins.

**NOTE:** In case of a tie between two artifacts, the player who has an artifact with effect starts. If both have effects, the player who has, on his left, the card with lower power begins.

## Spell stage

The player who initially owned the artifact card with the highest power may or may not play a spell card. If he chooses to play, he must perform its effect and pass the turn to the next player. Otherwise, play passes to the player on your

left, and so on.

Whenever a spell card is played, all players must take a turn to answer with another spell card. If no one plays a new spell card and the turn returns to the last player who played a spell card, the step ends; starting the **collection stage**.

**NOTE:** After playing a spell card, it becomes one with the target artifact this means that even if you change artifacts, the previous spell cast on them is moved. For example, Mark plays the magic card Power Boost on his Endless Purse, boosting its power to a 9. In response, Olivia plays the magic card Swift Hands, changing her Claws for Mark's Endless Purse. Olivia now has the Endless Purse with power 9 and Mark has the power 4 Claws.

**7** | Limitless Purse

**Power Boost**



The target artifact has its power increased by 2 points.

**4** | Claws



...the tiger in your hands.\*

**Swift Hands**



When playing this magic you swap 2 players' artifacts, it may be your artifact.

## Collection Stage

At the end of the **magic step**, the player who has the artifact with the highest power collects the monster card and adds it to their possession.

At that time, all players can perform one of 2 actions:

- Discard your entire hand and draw cards from the artifact deck until you have 5 cards in your hand.
- Draw from the artifact deck until you have 5 cards in your hand.

When all players have 5 cards in their hands, the **preparation stage** begins.

**NOTE:** If the player has more than 5 cards on their hand at the end of the collection step, they do not draw new cards.

**NOTE:** In case of a tie between two artifacts, the monster is discarded and neither player receives that card.

**NOTE:** If the deck of items runs out, players must shuffle the cards discarded and buy from that new deck.

**NOTE:** If the player does not have any

equipment card on their hand, they must discard their entire hand and draw 5 new cards.

## Ending the game

After the last monster card is picked up by a player, the scoring phase begins. After counting, the player with the most points wins. In a case of a tie, reveal the next monster from the monster deck and the player who has the most amount of the revealed monster wins.

**NOTE:** In games of 2 or 3 players that get tied, reveal a new monster from the deck and play a last round, the winner of this round wins the extra monster, making it possible to determine the winner.

## Scoring

**Mimic:** If you have a mimic, during the scoring phase, transform it into a copy of another monster in your possession and count it as part of its set.



If you have only a mimic and no other monster, the player won't have any points.



**Zombie:** Each player adds up the number of zombies he has, the one with the biggest horde of zombies receives **6 points** and the second with the most zombies receives **3 points**. In case of a tie, the players share the points

equally among themselves.

**Werewolf:** A pack of 2 werewolves scores **5 points**. A lone werewolf scores **2 points**. A player can make more than 1 pack per game. The player may only start a new pack after completing the first one.



**Vampires:** A coven of 3 vampires scores **11 points**. A coven of 2 vampires scores **7 points**. A vampire alone scores **3 points**. A player can make more than 1 coven of vampires per game. The player may only start a new coven after completing the first one.



**Slimes:** The more slimes you have, the more points you will make. The player will form only one ooze of slimes and after gathering more than 5 slimes, the player won't receive more points for the new collected slimes, but they can add them to the group. 1 slime scores **1 point**, 2 slimes score **3 points**, 3 slimes score **6 points**, 4 slimes score **10 points** and 5 slimes or more score **15 points**.



**Giant rat:** A giant rat scores 1 point.



**Werhyena:** A werhyena scores 2 points.



**Peuchen:** A peuchen scores 3 points.

Game by  
Rodrigo Senice and Fernanda Giachini

Art, assistance and graphic design  
Giulia “Zurikki” Ashidani

Special thanks to  
Vitória Grandi, Talita Cunha, Francisco  
Mastrochirico, BASE ESPM

Find our games at  
**[caramelogames.com](http://caramelogames.com)**  
and follow us in our social media!



**CARA  
MELO  
GAMES**