



THE RULEBOOK



Day of the Dead™
— The Card Game —



Necromancers aren't what you think.

We aren't grave robbers, going out at night to dig up whatever corpses we may find.

We aren't gypsies telling your fortune and contacting your dead uncle or pet cat.

We aren't battle-scarred warriors standing upon piles of bones, summoning massive armies and cackling as our enemies are swallowed up by a sea of zombies. Although that would be cool.

The sad truth is that most of us have really boring jobs. **REALLY BORING JOBS!**

You know the kind, every day is the same. Your boss hates you, your coworkers are dull, and looking at the clock is better than whatever you're supposed to be doing.

Take me for instance. I work for the postal service, summoning zombies to deliver mail, skeletons to sort mail, whatever. The mail never lets up so I can't afford to either.





But one day of the year is different. One day of the year we get to show off our powers and have fun. We get to compete and show the rest of the world why we chose to be necromancers.

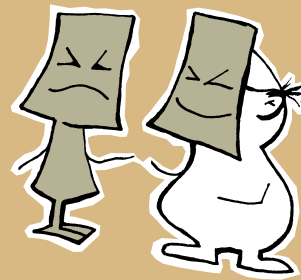
That day is the Day of the Dead, and that day is today.

WHAT IS GOING ON?

You and a friend are necromancers, summoning a team of undead fighters to compete in the Day of the Dead Games.

Each turn, you raise a new fighter to the field then go down the line comparing power totals. Winners score points while losers are flipped face down. Don't give up on the losers just yet, they come back to life again next turn. But if you hate to see the same guy go down over and over again, you can pull him out of line and turn him into a spirit. Spirits are powerful allies that make all of your fighters stronger and even let you replace less desirable ones.

At the end of six turns, the cleverest necromancer is declared **SUPER GRAND MASTER!** It's a pointless, stupid-sounding title, but you still want it.



BEFORE YOU PLAY

Make sure you have all of this stuff ready to go. Nothing is worse than playing a game with missing stuff.

Included in the Game:

- 38—Double cards (black backs)
- 38—Power Up cards (gray backs)
- 38—Unearth cards (white backs)
- 2—Red Player 1 counters
- 2—Blue Player 2 counters
- 1—Purple Priority counter
- 1—Score Board

Also Needed:

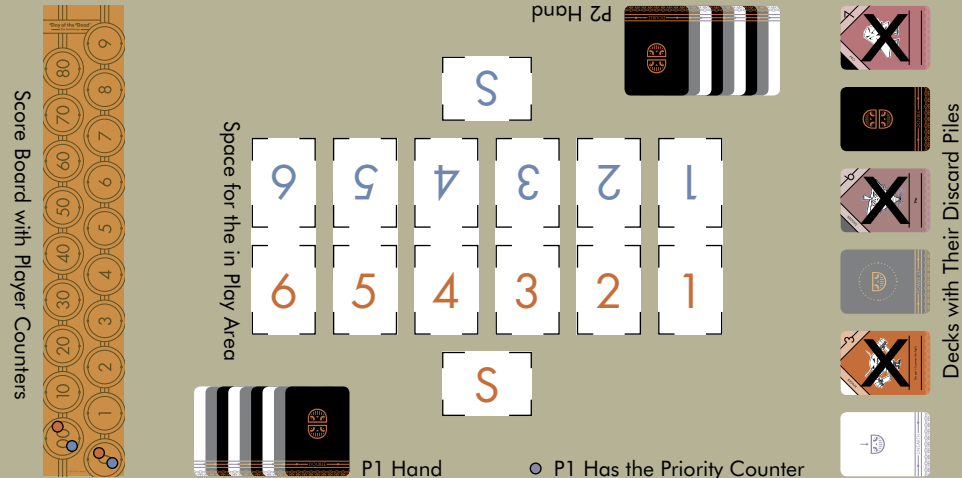
- 2—Players
- 30—Minutes (it will likely take up to 30 Minutes more if this is your first time and you need to read these rules)

Shuffle the Double, Power Up, and Unearth decks separately and deal both players 3 cards from each deck. Then put the decks aside and leave room for each deck to have a discard pile. If a deck ever runs out of cards, just shuffle the discard pile and make it a new deck.

Put the Player counters on the score board at 0 and 00. One of you is red and the other is blue. Randomly decide who goes first and give that player the Priority counter.

Leave space for the playing field. The game lasts six turns, which means at the end each player will have six fighters and one spirit in play.

Take a look to the right to get a better idea of what this all means.



THE FIGHTERS

Card Back

Power

Name



Effect

Active (Face Up)

This is the face up, or active, side of a card. It represents one of your goofy, undead characters that hopefully will clobber the other guy.

Fighters have a power value and an effect that can range from a small bonus to a massive, game-changing effect.

If a fighter wins a fight for you, you will score victory points equal to his printed power value.

Typically, the cards with lower printed power values have stronger effects and are more likely to win the fight. Cards with higher printed values gain you more victory points when they win, but have weak effects or even drawbacks to compensate for their potential victory point gains.

THE FIGHTERS/DOUBLE

Fallen (Face Down)

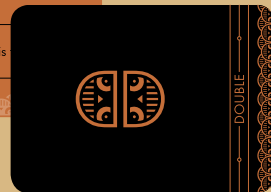
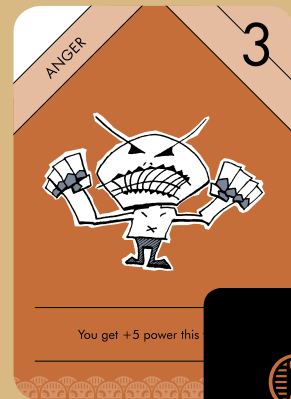
The face down, or fallen side of your fighter has one of three card backs, Double, Power Up, or Uneath. When a fighter becomes your spirit you have a potentially game-deciding bonus.

Spirit Effects—Double

Double makes you use all of your fighters' effects twice in a fight. You use the card's effect like normal, but then use it a second time. It can be a huge benefit if your fighter has a powerful effect, but can hurt you if your fighter has a drawback.

Double Example

Anger's effect gives you +5 power for this fight. If you have a Double Spirit, you'd get to use this effect twice, so it would be +5 then +5 again, for a total bonus of +10 power for this fight.



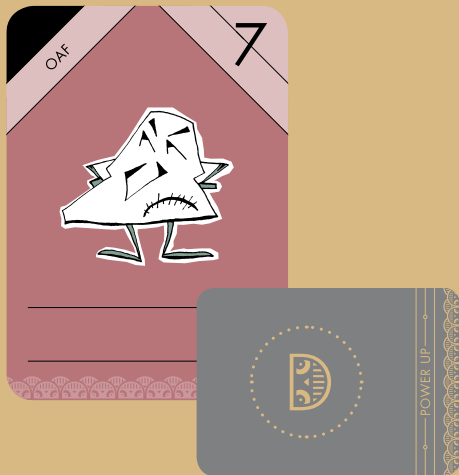
POWER UP

Spirit Effects—Power Up

While you have a Power Up as your spirit, you get +2 power during each of your fights. This is the most consistent spirit effect, and turns even matchups into decisive victories.

Power Up Example

Oaf has no effect because he's, well, an oaf. Double as your spirit would be completely useless for him, but Power Up is quite helpful. +2 Power helps to shore up his already sizeable 7 power, giving him 9 total power in a fight. If your opponent has an 8 power fighter (like Anger's 3+5, you just won a normally unfavorable matchup.



UNEARTH

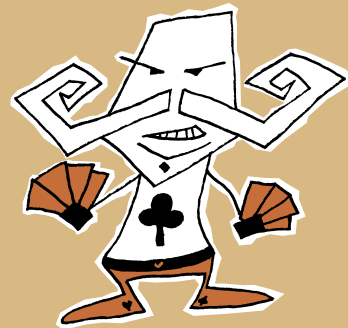
Spirit Effects—Unearth

Unearth is the most challenging spirit as it lets you replace your least favorite card. If you use it correctly, you can turn around your worst matches.

As soon as you get this spirit, you pick one of your cards in play that you don't like, and look at the top 3 cards of the deck with the matching back.

Choose 1 of those 3 cards to replace the card you selected to Unearth. Discard the card you Unearthed as well as the 2 unused cards.

The new card enters play in the same state as the old one, so if the replaced card was your spirit, a fallen fighter, or an active fighter, the new card will enter play in the same spot and in the same way (fallen or active).



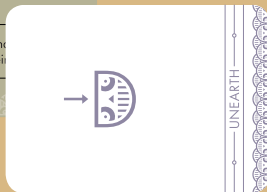
UNEARTH EXAMPLE



Unearth Example

Sometimes cards just don't work well in certain matchups. For example, Oaf may have 7 power but that can't beat Anger's 8 power after using its effect. Even having a Power Up to give Oaf +2 power can't compete if Anger has a Double spirit backing it up. That's where Unearth comes in.

Using an Unearth on Oaf will replace it. First, Oaf is put into the discard pile matching its back (for this example, Double). Next, you look at the top 3 cards of the Double deck and select one to fill Oaf's former slot. In this case, the choices are fairly limited (someone snuck two more copies of Oaf onto top of the deck), but there is a Nemesis. Since Nemesis wins its fights immediately and doesn't care how much power Anger has, it's a great choice for this matchup.



HOW TO PLAY/SUMMONING

Turn Order

1—Summoning: Bring new cards to the field.

2—Fighting: Fighters get to work.

3—Rewards: Gain victory points.

1—Summoning

A—A New Slot Opens

Each turn a new slot opens up on the field for both players. On the first turn, each player takes a card from their hand and places it as a fallen fighter in this new slot.

On each turn after that, they will take their current spirit card and place it there.

B—Play a New Card

Fighters start their undeath as spirits, face down and slightly below the rest of your fighters. Spirits are also rotated 90 degrees; they are special.

You can only have 2 cards of each back in play. But on turn 6, the final turn, you are allowed to break this rule and choose any card back you want.

C—The Field Becomes Active

Flip all your cards in play face up (except for your spirit, it's not in any fights this turn though it will be watching with considerable interest).

If any player chose an Unearth card to be their spirit, they use it now. If both players did, the one with priority does their Unearth first. Then you are ready to fight!

SUMMONING EXAMPLE

A—A New Slot Opens

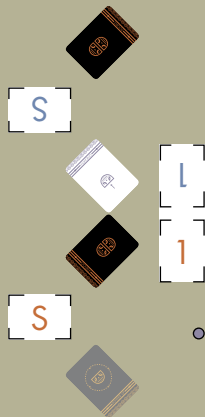
Let's pretend it's turn 1. You are red and the other guy is blue. You have priority, good for you.

The first slot becomes available (1). Normally, you'd take the card that was your spirit last turn (it would be located at S) and place it here, but since this is the first turn you take a card from your hand and put it face down.

You've selected everyone's favorite card, Oaf (Double back). It looks like your opponent has selected a card with an Unearth back.

B—Play a New Card

Having read the rules this far, you've correctly deduced Power Up is a good spirit for Oaf. Your opponent has chosen Double.



C—The Field Becomes Active

Time to show your opponent Oaf! Unfortunately, your opponent is playing Anger which as we've learned, beats Oaf when it's supported by a Double spirit.



FIGHTING

Each turn has a series of fights, 1v1 battles starting with fighters in each player's newest slots.

A—Use Effects

Starting with the player who has the Priority counter, both fighters must use their effects. A player with a Double spirit, must also use their fighter's effect again.

B—Add Up the Power

Add on the printed power of each fighter to any power bonuses via effects. A player with a Power Up spirit, will also get +2 power.

C—Compare Power

The higher-powered fighter is declared winner and stays active. The lower-powered fighter is the loser and flips face down, fallen.

FIGHTING

What if There is a Tie?

In the event of a tie, both fighters are considered winners and stay active.

D—The Loser May Become a Spirit

If your fighter lost its fight this turn, you can pull it from line and turn it into a spirit. To do this, pull your fallen fighter out of its slot on the field. Move all your fighters that fought before it down one slot in line to fill the gap. Place your previous spirit in the new empty slot in the line. Your fallen fighter becomes the new spirit. If your new spirit is an Unearth card, use it now.

E—Move on to the Next Fight

Repeat this process until every filled slot has had a fight. Once all the fights have occurred, it's time to get some rewards.

REWARDS

A—Score Victory Points

Each player scores victory points equal to the printed power values on their active fighters. Yes, even the ones who tied will score points. But, fallen cards score no points. Use the score board to keep track of it all.

B—Pass Priority

The player who currently has the priority counter passes it to the other player. Next turn, that player will be able to use their effects first. This turn is now over!

Winning

If this is the 6th and final turn, a winner is declared. Whoever has the most victory points is that amazing necromancer!

FIGHTING EXAMPLE

In case you were curious to see more of that classic battle between Oaf and Anger, here it is.

A—Use Effects

Since you have the priority counter, you have to use your effect first.

Oaf has no effect, so you can fill this awkward pause by getting a snack, staring into space, or even crying. Now your opponent gets to go. Since he/she/it has Double, they get +5 for this fight, then an additional +5 power for this fight. If you opted to cry, you might want to keep it up.

B—Add Up the Power

Thanks to Power Up, you have $7+2=9$ power. Your opponent has $3+5+5=13$ power, which is totally unfair. Again, crying seems like a safe bet.



FIGHTING EXAMPLE

C—Compare Power

Since $13 > 9$, Anger wins and Oaf has fallen.

D—The Loser May Become a Spirit

Sure, why not? First, pull Oaf out. Since there are no other fighters, you don't have to move anyone down to fill the void Oaf left in your life. Then your Power Up card takes Oaf's place in line, and hopefully it will do a better job for you (if your Power Up card is something like Nemesis, it will). Now you have a Double spirit, but that's not a big deal since you have no other fights this turn.



SPIRIT EXAMPLE

D—The Loser May Become a Spirit

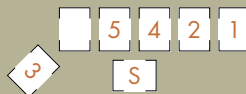
Since turn 1 is pretty simple, let's try a harder conversion, say turn 5. Let's switch to numbers for this example, so be careful. Once again you're red and your Turn 3 slot [3] just lost. You want it to become your new spirit. Here goes nothing...



1—Pull [3] out from the field.



2—Fill the gap by moving down [4] and [5].



3—Place your previous spirit [S] in the empty slot at the end of the line.



4—[3] becomes the new spirit, done!



KEYWORDS

Some fighters have keywords because the game designer was too lazy to copy and paste the same thing over and over again, and you're probably too lazy to read it over and over again.

Dig

Draw a card from any deck, then discard a card from your hand with the same back.

Unearth

Functions just like the spirit ability.

FREQUENTLY ASKED QUESTIONS

Sometimes, something strange comes up. Don't worry, you can probably find the answer here.

Alchemy: If for some reason your next fighter gets unearthed before it uses its effect, then the new fighter will have to use its ability again.

Cancel: Even if fighters change up before the next fight begins (via an Unearth spirit, for example), they still can't use their effects for this fight. However, these fighters can have their effects copied later on by other fighters.

Challenge: If you win the fight via this effect, the fight is over. Don't use this effect again if you have a Double spirit, if you had priority your opponent doesn't get their effect, you never compare power or any of the other parts of fighting.

Control: It can be helpful to rotate cards affected by Control 180 degrees so that they're upside down and easy to identify. A card with no effect can't have its effect copied by another card. If you have a Double as your spirit you can choose the same card twice for this effect, but the card you chose still gets its ability back next turn.

Cultivate: If for some reason your next fighter gets unearthed before you add up the power, then the new fighter is the one you check for the +X power bonus.

Famine: If you have a Double spirit, you use this effect then use it again. So if you have 31 victory points and your opponent has 34 victory points, the first time your opponent loses 6 victory

points. Now you have 31 victory points and your opponent only has 28, so the second time the effect will do nothing. If your opponent was still ahead of you, the effect would trigger again but checks the new conditions (if you had 21 victory points at the start of this scenario, your opponent would lose 6 and go to 28 victory points, then when the effect happens again lose 5 and go to 23 victory points).

Forget: It can be helpful to rotate cards affected by Control 180 degrees so that they're upside down and easy to identify. A card with no effect can't have its effect copied by another card. If you have a Double as your spirit you can choose the same card twice for this effect, but the card you chose still gets its ability back next turn.

Greed: If you have a Double spirit, you use this effect then use it again. So if you have 39 victory points, the first time you gain 3. Now you have 42 victory points, so the second time you use this effect you gain 4 and go up to 46 victory points.

Grief: If your opponent has no victory points, they don't lose any.

Moody: Win or lose, your opponent may make you Unearth Moody, but you get to pick what card you replace it with. If Moody lost the replacement card will be fallen, and your opponent will not see your choice until it becomes active next turn. If Moody won the replacement card will be active, possibly allowing you to pick a card that will score you extra victory points during the Rewards part of the turn.

FREQUENTLY ASKED QUESTIONS

Nemesis: (See Challenge).

Return: If there are no cards in the discard pile with the same back, Return's effect does nothing. If you have a Double as your spirit when you use Return's effect, use Reutrn's effect then your new fighter's effect.

Spook: If you choose an opponent's card to unearth, you still get to choose what the replacement card will be. If you use Spook on a card currently in the fight that has already used its effect, the replacement card doesn't get to use its effect but its printed power will be used. This can be beneficial if you replace Spook with Paranoid (9 printed power) and suddenly win the fight, or tragic if you replace your opponent's Anger that's already used its effect with Paranoid (+5 power

from Anger's effect on top of the 9 printed power from Paranoid).

Spy: You may unearth Spy if it won or lost the fight. If Spy lost the replacement card will be fallen, and your opponent will not see your choice until it becomes active next turn. If Spy won the replacement card will be active, possibly allowing you to pick a card that will score you extra victory points during the Rewards part of the turn.

Troll: If your opponent has priority, they will be able to use their effect before Troll has a chance to stop them.

Vampire: If your opponent has no victory points, they don't lose any, but you still get the power bonus for this fight.

CREDITS

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