CURSED

HOLY SHIT, HOW MANY TIMES AM I GOING TO BE SUMMONED TONIGHT?!

WHAT DO YOU WANT, MORTAL?

T-THIS HUMBLE SERVANT H-HAS A QUESTION F-FOR YOU, OH GREAT THYRRAN SHAURRUS, LORD OF DEMONS, PRINCE OF DARKNESS, FLAYER OF SOULS, MASTER OF AGONIES, TORTURER OF…

YES, YES, GET ON WITH IT ALREADY!

W-WELL, YOU SEE, I WANT TO GET RID OF M-M-MY ENEMIES, BUT THEY ARE STUBBORN OLD BASTARDS.! HOW C-CAN I DEFEAT THEM?

CHRIST ALMIGHTY, TO HOW MANY IDIOTS DO I HAVE TO EXPLAIN THIS?

TORMENT THEM WITH INSUFFERABLE CURSES UNTIL THEY GIVE UP AND TAKE THEIR OWN LIVES.

M-MY GRATITUDE IS IMMEASURABLE, LORD OF D-DEMONS, MY DEBT TO YOU CAN N-NEVER BE RE….

THAT'S ENOUGH, I GET. GOOD NIGHT, PATHETIC WORM.

< SINKS BACK INTO THE ABYSS WHILE MUMBLING TO HIMSELF > I SWEAR TO GOD, CAN'T A DEMON GET SOME SLEEP ? I'M GOING TO RAISE HELL ON THE NEXT FOOL WHO WAKES ME UP.

COMPONENTS

- ❖ Board
- ❖ 80 cards of each word type

THE OBJECTIVE

If you are the last player left, you WIN!

If you refuse to follow the instructions on a curse, you LOSE!

SET-UP

1. Place the board in the middle of the table.
2. Shuffle all the verbs in one pile and place that pile face-down on the board. Do the same for all other word types.
3. Each player draws 3 cards of each word type.
4. To determine the starting player, each player screams in agony (not at the same time). After every player is done screaming, everyone votes on their favorite scream. You can't vote on your own scream. Whoever gets the most votes is the starting player.

ACTIONS ON YOUR TURN

You may take any number of the following 4 actions once, in an order of your choice:

- ❖ You may curse someone (including yourself).
  To curse someone, place any number of cards from your hand in front of them. Then read the curse out loud, and make sure everyone understands what the curse means.
- ❖ You may add any number of cards to an existing curse.
- ❖ You may switch one card in an existing curse with a card in another curse or a card from your hand.
- ❖ You may move one card from an existing curse to any place in an existing curse.

While taking an action, you may fold or unfold cards to create different words. *See example A.* Whenever you curse someone or change something about an existing curse, you become the owner of that curse.

After you're done taking actions, draw 4 cards from any combination of word types.

MAJOR RULES

1. The owner of the curse makes all choices regarding that curse:
   - ❖ The owner decides the imaginary interpunction. *See example B.*
   - ❖ The owner of the curse decides if two words are separate or combined. See *example C.*
   - ❖ The owner of the curse decides the tense of a verb. See *example D.*
   - ❖ The owner of the curse decides if a noun is singular or plural. See *example E.*
   - ❖ If something else is unclear about the execution of a curse, the owner also decides.
2. Infinite loops are allowed. *See example F.*
3. And the most important rule of all:
   Curses must be coherent, grammatically correct and practically possible at all times. *See example G & H.*
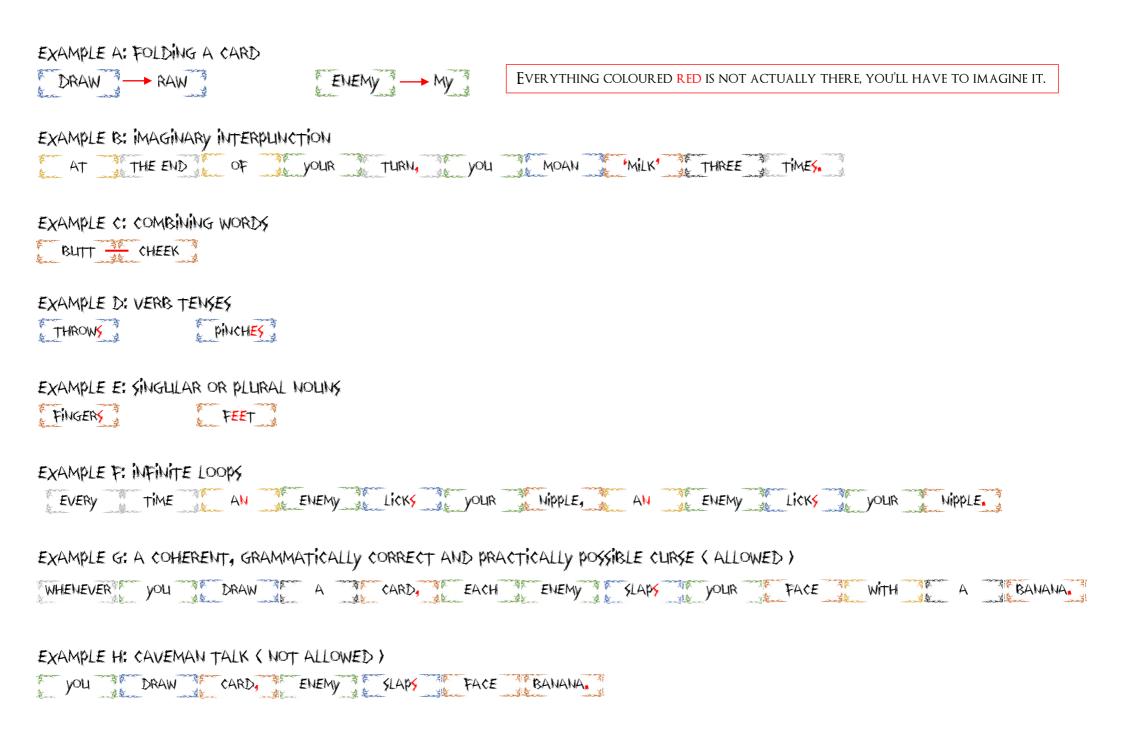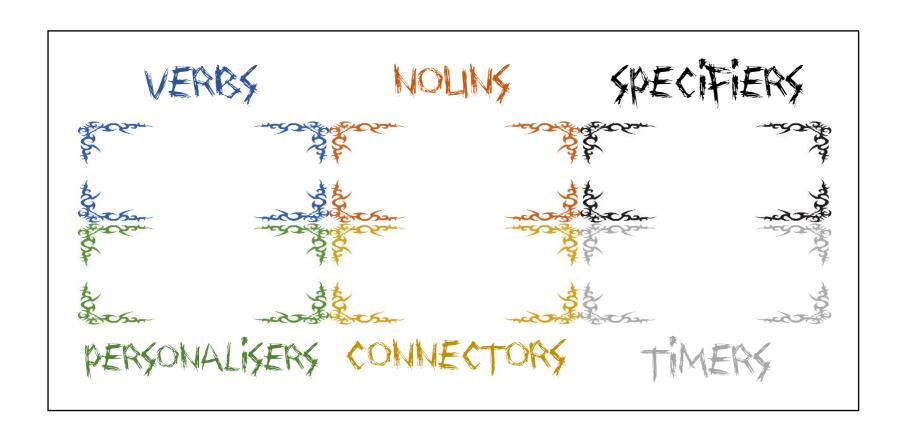
MINOR RULES

- ❖ Some words can be used as multiple word types. Feel free to do so.
- ❖ if there are no more cards left to draw, players no longer draw cards.
- ❖ Words may partially cover each other to create new words.
- ❖ the owner of the curse may put an imaginary 'n' behind the word 'a'.
- ❖ verbs and nouns which belong to different word types also fall under major rule 1.
- ❖ 'enemy/enemies' refers to the enemy/enemies of the cursed person.

LOSING

If you give up or refuse to follow instructions on any curse (not necessarily curses placed on you), you lose and are out of the game. If you owned any curses, these curses are now owned by whoever the curse is placed on.

If you lose, unfold the cards in your hand and all cards in curses placed on you, then shuffle them back into their respective piles.

EXAMPLE A: FOLDING A CARD

DRAW → RAW   ENEMY → MY

Everything coloured RED is not actually there, you'll have to imagine it.

EXAMPLE B: IMAGINARY INTERPUNCTION

AT   THE END   OF   YOUR   TURN,   YOU   MOAN   'MILK'   THREE   TIMES.

EXAMPLE C: COMBINING WORDS

BUTT — CHEEK

EXAMPLE D: VERB TENSES

THROWS   PINCHES

EXAMPLE E: SINGULAR OR PLURAL NOUNS

FINGERS   FEET

EXAMPLE F: INFINITE LOOPS

EVERY   TIME   AN   ENEMY   LICKS   YOUR   NIPPLE,   AN   ENEMY   LICKS   YOUR   NIPPLE.

EXAMPLE G: A COHERENT, GRAMMATICALLY CORRECT AND PRACTICALLY POSSIBLE CURSE (ALLOWED)

WHENEVER   YOU   DRAW   A   CARD,   EACH   ENEMY   SLAPS   YOUR   FACE   WITH   A   BANANA.

EXAMPLE H: CAVEMAN TALK (NOT ALLOWED)

YOU   DRAW   CARD,   ENEMY   SLAPS   FACE   BANANA.

VERBS   NOUNS   SPECIFIERS

PERSONALISERS   CONNECTORS   TIMERS

SLAP	EAT	LICK	BITE	PINCH
CURSE	THROW	SLAM	MOAN	DANCE
TWIST	GRAB	DRAW	DISCARD	SAY
SHAKE	KISS	PULL	PUT	RUB
SLAP	EAT	LICK	BITE	PINCH
CURSE	THROW	SLAM	MOAN	DANCE
TWIST	GRAB	DRAW	DISCARD	SAY
SHAKE	KISS	PULL	PUT	RUB

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CURSE	THROW	SLAM	MOAN	DANCE
TWIST	GRAB	DRAW	DISCARD	SAY
SHAKE	KISS	PULL	PUT	RUB
SLAP	EAT	LICK	BITE	PINCH
CURSE	THROW	SLAM	MOAN	DANCE
TWIST	GRAB	DRAW	DISCARD	SAY
SHAKE	KISS	PULL	PUT	RUB

FACE	BUTT	NIPPLE	CHEEK	LAP
EAR	NOSE	HOLE	LIP	BELLY
PAN	BANANA	MUD	FOOT	HAND
CARD	CARD	HAIR	FINGER	MILK
FACE	BUTT	NIPPLE	CHEEK	LAP
EAR	NOSE	HOLE	LIP	BELLY
PAN	BANANA	MUD	FOOT	HAND
CARD	CARD	HAIR	FINGER	MILK

FACE	BUTT	NIPPLE	CHEEK	LAP
EAR	NOSE	HOLE	LIP	BELLY
PAN	BANANA	MUD	FOOT	HAND
CARD	CARD	HAIR	FINGER	MILK
FACE	BUTT	NIPPLE	CHEEK	LAP
EAR	NOSE	HOLE	LIP	BELLY
PAN	BANANA	MUD	FOOT	HAND
CARD	CARD	HAIR	FINGER	MILK

A	TWO	THREE	FOUR	EIGHT
A	TWO	THREE	FIVE	NINE
A	TWO	THREE	SIX	TEN
A	TWO	THREE	SEVEN	100
A	TWO	THREE	LEFT	RIGHT
A	TWO	THREE	LEFT	RIGHT
A	TWO	THREE	LEFT	RIGHT
A	TWO	THREE	LEFT	RIGHT

A	TWO	THREE	FOUR	EIGHT
A	TWO	THREE	FIVE	NINE
A	TWO	THREE	SIX	TEN
A	TWO	THREE	SEVEN	100
A	TWO	THREE	LEFT	RIGHT
A	TWO	THREE	LEFT	RIGHT
A	TWO	THREE	LEFT	RIGHT
A	TWO	THREE	LEFT	RIGHT

YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH

YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH
YOU	YOUR	ENEMY	THEIR	EACH

IN	OF	ON	WITH	AT
IN	OF	ON	WITH	AT
IN	OF	ON	WITH	AT
IN	OF	ON	WITH	AT
IN	OF	ON	WITH	FOR
IN	OF	ON	WITH	FOR
IN	FOR	ON	WITH	FOR
IN	FOR	ON	WITH	FOR

IN	OF	ON	WITH	AT
IN	OF	ON	WITH	AT
IN	OF	ON	WITH	AT
IN	OF	ON	WITH	AT
IN	OF	ON	WITH	FOR
IN	OF	ON	WITH	FOR
IN	FOR	ON	WITH	FOR
IN	FOR	ON	WITH	FOR

TIME	THE START	THE END	TURN	WHENEVER
MINUTE	ONCE PER	EVERY	TURN	WHENEVER
TIME	THE START	THE END	TURN	WHENEVER
MINUTE	ONCE PER	EVERY	TURN	WHENEVER
TIME	THE START	THE END	TURN	WHENEVER
MINUTE	ONCE PER	EVERY	TURN	WHENEVER
TIME	THE START	THE END	TURN	WHENEVER
MINUTE	ONCE PER	EVERY	TURN	WHENEVER

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MINUTE	ONCE PER	EVERY	TURN	WHENEVER
TIME	THE START	THE END	TURN	WHENEVER
MINUTE	ONCE PER	EVERY	TURN	WHENEVER
TIME	THE START	THE END	TURN	WHENEVER
MINUTE	ONCE PER	EVERY	TURN	WHENEVER
TIME	THE START	THE END	TURN	WHENEVER
MINUTE	ONCE PER	EVERY	TURN	WHENEVER