

Cursed Gifts

7-666 Y/O
2-8 PLAYERS
15" GAMES



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at www.cursed-gifts.com

Ahhhh..
This damned rulebook that must be read!

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→ Game rules

Goal of the game

The goal of the game is to get rid of the other players one by one by offering them Cursed Gifts!

These are poisoned gifts that you offer to your opponents in order to eliminate them.

This game will allow you to discover the true face of your friends... Devilishly wicked!

Starting setup

Before starting, shuffle all the cards. Deal 7 to each player and then place the rest face down in the centre of the table. This will be the deck.

The player who most recently received a useless gift goes first. The game is then played clockwise.

→ Games areas



☠ The Cursed Area

Your Cursed Area is in front of you. This is where you place the Cursed Gifts that other players offer you, because a gift cannot be refused!

Each player starts with an area at 0. When the sum of the Cursed Gifts in a player's area reaches 10, that player will be eliminated.

☠ The Deck

Place the shuffled card stack here, face down. You draw a card at the end of your turn. Don't forget to draw because your opponents won't be nice to you and remind you to draw if you haven't! (And, trust us, you're going to need all the cards you can get...).

☠ The Discard pile

When a card is played and its power has been applied, place it here, face up. The Cursed Gifts that have been cured with an Antidote also go in the Discard pile (along with the used Antidotes).

→ A game turn

Each player can play up to a maximum of 3 cards during their turn, including offering one Cursed Gift to one player. So choose the player whose life you want to ruin wisely!

When does my turn end?

You have the option to play up to 3 cards, but you are not required to do so. It's up to you to end your turn at any time. Don't forget to draw a card when you're done! The next player can then play up to 3 cards and so on until the Cursed Gifts have had their way with everyone but one!

How are Cursed Gifts offered?

Place the Cursed Gift card you want to offer in the area of another player of your choice (you can't give them to yourself). This gift has a value that fills said player's Cursed area. When their area reaches 10 or more, this player is eliminated. And that's one opponent less to get rid of!

Important !

UNLIKE ALL OTHER CARDS, YOU CAN ONLY PLAY
ONE CURSED GIFT PER TURN.

What is an **INEVITABLE** Cursed Gift?

Some Cursed Gifts have an "Inevitable" mention, which means that the opponent to whom you offer this gift will not be able to defend themselves at the time you offer it and will be forced to accept this wonderful gift (but that does not prevent them from getting rid of it later thanks to another card).
Example: Antidote, Emergency Siren...



→ End of the game

🏆 Standard victory

The most common victory occurs when all players have been eliminated except one: this player is the winner.

🏆 Alternative victory

If at least 2 players are still in the game when there are no more cards in the deck, and the players can no longer play cards: the game ends and the player with the fewest points in their Cursed area is the winner.

Important !

WHEN A PLAYER IS ELIMINATED, THEY TAKE ALL THE CURSED GIFTS THAT ARE IN THEIR CURSED AREA, AS WELL AS THOSE STILL IN THEIR HAND, AND SHUFFLE THEM INTO THE DECK!

How are other cards played?

There are several types of cards. Play any card from your hand and immediately apply the power written on it.

Example : you can offer a Cursed Gift, then play two Treacheries, that will make 3 cards.

You can also decide to do nothing at all or just offer a Cursed Gift. All combinations are possible as long as you only offer one Cursed Gift!

Types of cards

CURSED GIFT

- You can only offer one per turn.
- Poison the life of your opponents!
- See how to play a Cursed Gift in the Game Turn section.



ANTIDOTE

The Antidote allows you to cure a Cursed Gift. Antidotes have a negative value (-1, -2, -5 etc). To cure a Cursed Gift (even Inevitable), you must use the exact value of Antidotes needed, and you must cure the Cursed Gift in one go. The value of an Antidote can be split between several Cursed Gifts.

Example : You have a Cursed Gift with a value of 2. You can cure it with a -2 Antidote card or two -1 Antidote cards.

With an Antidote of -5, you can cure:

- a Cursed Gift of 5 points
- a Cursed Gift of 4 points + a Cursed Gift of 1 point
- a Cursed Gift of 3 points + a Cursed Gift of 2 points
- several Cursed Gifts of 1 and 2 points, etc.

With an Antidote of -5, you cannot cure:

- a Cursed Gift of 4 points (1 point missing), etc.

Important : of course, you can cure Cursed Gifts that have cards placed on them such as the Toilet paper Mummy, Fatcula, etc.

You can play 2 Antidotes at the same time, or even 3, each Antidote will count as a card played during your turn. For example, with 2 Antidotes of -2, you can cure a Cursed Gift of 4 points, etc.

TREACHERY

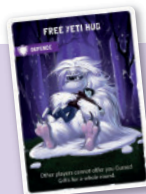
A Treachery card is designed to destabilise other players, it is played only during your turn. To play it, read its power to the targeted player(s) and apply it immediately. Then discard your played Treachery card.

If one or more Treacheries are placed on a Cursed Gift and it is cured or discarded, the Treachery card(s) placed on it must be discarded as well.



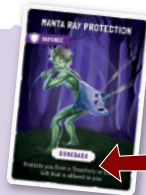
DEFENCE

A Defence card is used to protect yourself. It is played during your turn. To play it, read its power and apply it immediately. Then discard the card you just played (unless otherwise stated on the card).



DEFENCE WITH «COMEBACK»

A Defence card with COMEBACK can be played anytime, even during your opponents' turn. It is always played in response to another card played (Regardless of the type of card being played). To play it, read its power and apply it immediately. Then discard the card you just played.



Playing a Comeback to defend yourself during your turn does not count towards the limit of 3 cards per turn.

Example : A player attacks you with a Treachery card, you respond with a COMEBACK Defence, such as a "Manta Ray Protection". Read the power of the Defence card and perform it immediately.

COMEBACK: Advanced rules*

You can link several consecutive COMEBACKS. You can only use a comeback against the last card played.

For example : **Player 1** plays a Treachery card against **Player 2**. **Player 2** responds with a «Comeback» Defence. This comeback will only act as a reply to **Player 1's** Treachery card.

If **Player 1** decides to use another comeback card in turn, said card will only act against **Player 2's** Defence card (because it is the last card played). To do this, they must have the appropriate response (for example «Little red riding woolf» or «Seal you in hell» which can respond to Defences). **Player 2** can then react to the Defence that **Player 1** just played, etc.

DRAW

Draw cards allow you to refill your hand by drawing cards. To play it, read its power and apply it immediately. You can only play them on yourself, not against other players! Draw cards must be discarded after being played.



USELESS GIFT

Useless Gifts (like the one your Aunt gives you every year on your birthday) clutter up your hand and you would probably like to get rid of them. However, they can be useful for the effects of other cards (such as day of mourning, snatching, trollol, etc...). Not so useless after all! Discover the powers of other cards to find out how Useless Gifts can interact with them!



Bonus

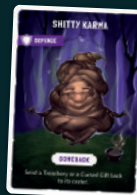
IF A PLAYER OFFERS YOU A TREACHERY OR A CURSED GIFT AND YOU HAVE 3 USELESS GIFTS IN YOUR HAND, YOU CAN DISCARD THEM AND THEY ACT AS A "SHITTY KARMA" (DISCOVER ITS POWER ON THE CARD)

Tips

How can «Shitty karma» be played?

«Shitty karma» can only be played as a 'Comeback', which means it is played as a reaction to another card (a Cursed Gift or a Treachery).

For example, **Player 1** offers a 3-point Cursed Gift to **Player 2** and **Player 2** plays a «Shitty karma» card, which has the effect of sending the Cursed gift to **Player 1's** area instead of their own.



Can we play a «Shitty karma» against a «Shitty Karma»?

A "Comeback" Defence card can only be played as a reaction to the previous card. This means that playing a «Shitty karma» card when another «Shitty karma» has already been played is impossible because it is a Defense card, and it can only be used to give back a Cursed Gift or a Treachery to the player who originally played it.

Frequently asked questions

If you have any questions about the rules, confusion, or if you want to know how to use a card, please refer to our FAQ page.

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