

## EXAMPLE TURN

A full scenario play through is called a turn. As soon as someone beats the scenario, the turn is over and everyone draws a card from the spells & powers deck.



Player 1, or Bob for short; draws a scenario face-up, reads the card out loud and the **special effect** (★) happens. The scenario has a difficulty level of **15** and a **fire requirement** (🔥).



Bob may then decide to **pass** or **play a spell or power**. If Bob decides to play spells or powers and can't beat the difficulty level of the scenario he **dies**. Bob has two fire power cards (🔥), one with power level **7** and one with power level **8** he can defeat the scenario with difficulty level **15**.

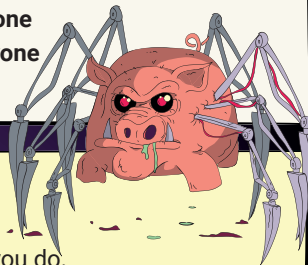


Jill

Bob

After Bob is done player 2 (Sam) can play his turn. Sam has exactly the same rules the only difference is that he has to at least match the power level of Bob. Bob has **15**, Sam now has to at least get **15**. After Sam is finished player 3 (Jill) starts her turn and has exactly the same conditions. After Jill is done the turn then goes back to Bob. Bob played a power level of **15**, Sam passed and Jill played a power level of **20**, Bob can still try to get higher or destroy Jill her cards to have the highest power level once again.

The turn ends when there is one player left, or when none of the players can defeat the scenario. After this everyone draws a card and the next player draws a scenario.



## SPECIAL RULES:

- The player voted most stupid starts the game.
- If you don't agree on the effect of a card, shout until you do.
- There are cards that let you draw a second character, this means you have the ability of both of them. If you die, they both die. Should you be so lucky to get the chance to use a second character card twice you are allowed to have three characters.

For gameplay video's and more extensive rules about each and every card and what to do with them go to our website.

**BAD-SAMARITANS.COM**

3-5 PLAYERS

30 MIN - 2 HR

16+

# BAD SAMARITANS

## GAMERULES



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# PREPARATION



## 1 DECIDE YOUR PLAY TIME



**SHORT**

★ 8 Victory points



**MEDIUM**

★ 10 Victory points



**LONG**

★ 12 Victory points

We recommend playing up to **8 points** on your first game and to shout at someone if they're crazy slow.

## 2 SET UP THE GAME

Make 3 stacks of cards faced down. one with the **Spells & Powers** cards, one with the **Characters** and one with the **Scenarios**

## 3 EVERYONE DRAWS A CHARACTER AND PUTS IT IN FRONT OF THEM FACE-UP.



**CHARACTERS** have an ability that can be used at any time its conditions are met.

## 4 DRAW 7 SPELLS & POWERS CARDS



**SPELLS** can be used when it's your time to act unless they say otherwise, they literally say what they can be used for, when and how.



**POWERS** have a power level of certain types detailed on the card. If the power level of your combined power of 1 type is higher than the difficulty level of the scenario you can defeat it. **Mind you that you can only have two powers in front of you at any time** unless a card lets you have more. You can discard powers as many times as you want when it's your time to act to put new powers on the table.

## 5 DRAW A SCENARIO

The stupidest player can start by drawing a scenario face-up; they must then read the full card out loud.

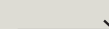
**SCENARIO'S** have a **difficulty level**, a number of **victory points** and a **type requirement**; they also have a **special effect** that happens when the scenario starts.

**VICTORY POINTS**



**DIFFICULTY LEVEL**

**SPECIAL EFFECT**



**TYPE REQUIREMENT**

Possible Type Requirements:



Stylish



Thief



Tech



Social



Brain



Muscle



Empire



Water



Nature



Wind



Fire



Electric

## SOME OF THE WORDS YOU'LL COME ACROSS:

**TURN** A turn is a full play through of a scenario.

**ROUND** A round is 1 round of play, so when all the players had 1 go at the scenario this is called a round.

**PURGE** A hand purged means that you lose all the cards in your hand and then you draw 4 new Spells & Powers.

**THIRD POWER** You can bend the rules a little and have 3 powers on the board or sometimes even 4 or 5 with certain cards.

**COMBO** The highest combination of powers wins the scenario. This means power types don't matter.

**ANY** Any type can beat the scenario, but you can only use the same type to beat it.

**DIE** Your character is death, discard your character, and throw away all cards from your hand and from the board in front of you. You only get to keep your victory points, after the turn you draw a new character and 5 spells & powers.

