

# CREATURES & CURSES

a collaborative set-collecting  
and curse catching game!

Demo  
Video



4 · 6 Players



30 · 45 minutes

Contents

2 · Introduction

4 · Setup

10 · Playing the  
Game

19 · Tips

# Introduction

# Overview

In a fantastical realm, a witch has emerged and started spreading a curse among land's tribes of creatures: vampires, faeries, mermaids, dryads, werewolves, and gorgons. Amidst this chaos, you must work together to reunite a tribe, while being wary of the curse and witch that lurks amongst the creatures. Once a tribe is reunited, anyone who harbors a curse or the witch will be put to the sword by the Royal Council. As pacifists, you don't want innocent creatures victimized by the curse to be killed, you only want the evil witch to be destroyed!

Can you work together with the other players to cure all of the creatures and unite a tribe?

# Setup

# Components

- 24 Creature cards

*\* 4 each of Mermaids, Vampires, Faeries, Dryads, Werewolves, and Gorgons.*

*\* Each set should also include a **Healer**.*

- 6 Warded cards

*\*cards with two different creatures on each side*

- 1 Curse card

- The Passing Board

## **A: Remove some cards**

i. Take out the Creature and Warded cards that have numbers greater than the number of players. (e.g with 4 people, remove cards with numbers 5 & 6 on them).

ii. Remove all Warded cards with the number 1 on them except for the 1-2 card and the 1-X card where X is the number of players.

iii. From this point on, the remaining cards will be the ones you'll be using for the game. To know you did this right, the number of Warded cards you play with is equal to the number of players.

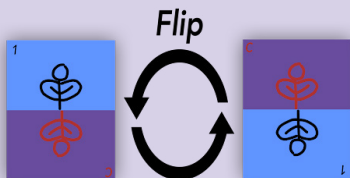
## **B: Curse some cards**

i. Separate the Healer, Warded, and Witch card(s) from the Creature cards.

ii. Orient the Creature cards so that the Creature side is on the top of all the cards (so they are all facing the same direction).

iii. Shuffle the Creature cards; keep them in the same orientation. Then take the top  $X$  cards off the top, where  $X$  is the number of players + 1 Flip them (See image below), and put them back on the deck. (The Cursed side is at the top of those cards). Add back the Healer, Warded, and Curse cards.

iii. Shuffle the Creature cards; keep them in the same orientation. Then take the top X cards off the top, where X is the number of players + 1, Flip them (See image below), and put them back on the deck. (The Cursed side is at the top of those cards). Add back the Healer, Warded, and Curse cards.





## **C: Deal out cards**

i. Place the deck onto the Passing mat, having the top side of the deck aligned with the arrow in the slot.

ii. In turn order, each player draws 5 cards from the deck, being careful to maintain their orientation. The last player to draw takes 6 cards instead.

iii. Once everyone has their hand of cards, each player can take a moment to orient their Warded cards however they wish.

**The game is now ready to start!**

The person left of the person who drew last goes first, and turn

# Playing the Game

# Overview

Players must work together to reunite tribes of creatures that have been cursed by a malevolent Witch! Pass Creature cards around to put a tribe back together and utilize Healers to cleanse cursed creatures, while being wary of whoever hosts the Witch! If you have the Witch, you want to pass it to another player to avoid being stuck with it at the end. - as if the tribes succeed, then the Curse's host will die a painful death.

# On Your Turn

The turn-by-turn gameplay of Creatures & Curses is all about the current player gleaning information from the passing player (the player with 6 cards), before choosing between up to three options presented by the passing player.

On your turn, you will:

**i. Question:** Ask a Yes / No question regarding if the passing player has any of a type of creature card (ex. *Do you have a 4*).

The passing player must be truthful about these questions. You must keep asking about different creature types until they reply “Yes”.

When that happens, that card is now the **requested card**.

Players may ask each other additional questions outside of this interaction, but they do not need to answer those truthfully.

*\*The passing player never has to answer truthfully about:*

*a. The quantity of cards*

*b. If the card is Cursed, Warded, the Curse, or a Healer*

ii. Request: Once the requested card is established, you ask the passing player to put a card down on the Passing Mat. This is usually the requested card, but doesn't have to be.

If you believe that card is the requested card, you may pick it up in the correct orientation, then move to the resolve step.

If you don't, you can request more cards to be placed down. If it hasn't been put down as the first or second card yet, the passing player must place down the requested card as the third card offered. You must take the third card if it's requested.

*If you believe the card you picked up was in the wrong orientation, you may hand it back to the player, and they will put it down again in the right orientation.*

### iii. Resolve:

The effects of picking up a card of a specific type is as follows:

Witch: You must curse one of the creature cards in your hand. Flip a creature card of your choice so the Cursed side is facing upwards in your hand. You cannot flip Warded cards or already cursed cards this way.

Healer: If you pick up a Healer card, you must uncurse one of your Cursed creature cards if you can so the creature side is flipped upwards in your hand. A Healer does not have to be of the same tribe to apply. This also uniquely applies if you take back a healer card that another player did not pick.

**Warded** cards cannot be cursed. Instead, every time you pick up a card, whether from receiving one or taking back an untaken card, you may flip a Warded card.

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Your turn now ends. You will have 6 cards and become the passing player. Now, the next player begins their turn. This cycle will repeat until one player ends the game.



# Ending the Game

At the end of your turn (after passing your card), if you have a set of 4 creatures from the same Tribe and no Cursed cards, you may end the game. You may not ask other players whether they agree or not, the choice is yours and yours alone.

If you chose to end the game, reveal your hand. Each other player must also reveal their hand. You can then determine the winner!

# Determining the winner

## Creatures:

If every player without the Witch card has no Cursed cards in their hand, then the Creatures have won and the player with the Witch in their hand has been defeated (they solely lose).

## Witch:

If any player without the Witch card has a Cursed card in their hand, then the Creatures have lost and the player with the Witch in their hand has won.

## (5 - 6 players, alternate win condition):

If a player collects a set of five Warded cards, this also ends the game. When the game ends from this condition, only the one player with the Witch card loses, every other player wins.

# Tips

a. If you think you've received a card in the wrong orientation from the passing player, you can hand the card back to them and have them place the card again on the passing mat in the correct orientation. Of course, make sure no other players can see the cards face-up!

b. It helps to think of this game as a cooperative game - all players are working towards the same goal (giving any player a set of four and curing all players). The only problem is that some players temporarily switch to another team when they have the curse card. Generally, If you don't have the Curse card, you should try to give the player what they ask for.

**Booklet Back**