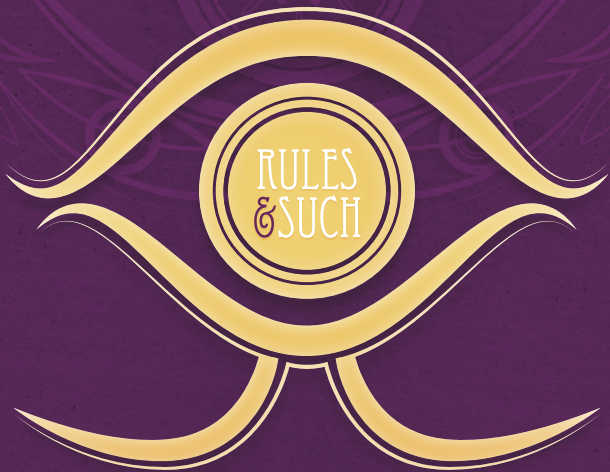


CLAIRVOYANCE

PSYCHIC BATTLES. ALSO, FURNITURE.



Introduction

Crash! The window of an antique shoppe shatters as a 50-year-old mahogany chair comes hurtling through. A peek inside shows a pizza delivery boy with his fingers to his forehead. A lamp hovers over him. Suddenly, the lamp flies towards a little girl. Before it reaches her, it bursts into flames.

Further inside the store, dark figures levitate grandfather clocks, musty armchairs, ceremonial daggers, and all manners of old-fashioned curiosities, sending them spinning through the air. It's hard to make out the figures, but in the dim light you see a tiny robot's eyes flash, and one woman's laugh sounds straight from a jazz lounge. It's just a few of your regular Joes duking it out telekinetic cage-match style.

Welcome to Myr's Antique Shoppe, where psychics fight for supremacy. This is Clairvoyance, a **2-5 player** card game in which a battle of wits is literally a battle. Each player selects a different character with their own unique ability. Players draw cards, ready attacks, and send furniture flying at each other. May the best psychic win!

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Getting Started

Objective

Be the last psychic standing! You win when all other players have 0 (or less) health. When a player loses all their health, they are out of the game and discard all their cards.

Components

1 Eight-sided die	80 Playing cards
8 Character cards	5 Double-sided reference cards
5 Health counters	1 Rulebook

Setup

- 1 Pick a character and place it in front of you.
Put a health counter on the 10.
- 2 Shuffle the deck and deal 5 cards to each player.
- 3 Each player says a number from 1 to 8. Roll the die. Whoever guessed the face the die lands on goes first. If no one guessed correctly, roll again.
 - Place the die in the center with that face up.
- 4 Turn order goes clockwise. Pass the die to the next player to indicate whose turn it is.

Your Turn

1 On your turn you can take up to 2 actions.

Actions that involve turning the die

- Throw an item from your hand.
- Possess an item or put an item into another player's possession. (See "Possession" on page 6.)

Actions that do not involve the die

- Throw a possessed item.
- Discard up to 2 cards.

While there are more than 2 players currently in the game (or if you started the game with only 2 players), only 1 of your actions may be throwing an item.

2 After you finish taking actions, draw until you have 5 cards in hand. There is no maximum hand size, but if you already have 5 or more cards, do not draw. If at any time the deck runs out of cards, replenish it with the shuffled discard pile.

At any point in the game, you may use character abilities, single-use items' effects, or instant cards for no action cost.

Understanding the Die

Turning the Die

Whenever you play an item card from your hand, follow these steps:

- 1 Card Reveal & Die Turn** Reveal the card and declare your intention to throw the item or to put it into your or another player's possession. Then turn the die along 1 of the 3 edges to an adjacent face. (You will only ever turn the die more or less than 1 face if directed to do so by a card or character ability.)
- 2 Interference** Other players now have a chance to interfere by playing instant cards, activating single-use effects, or using character abilities.
- 3 Activation Face Check** Once all interferences are resolved, if the face-up number on the die matches any of the card's activation faces (see diagram under “Card Types”), the card is successfully played.

If the number does not match, discard the card; this unsuccessful attempt to throw or possess the card still counts as using an action.

Die Example

Gertrude takes an Armchair from her hand to throw at RX-97. To activate the card, she must get the die to show a 6 or a 1. The die currently displays a 3 face-up.

Gertrude looks at the 3 faces adjacent to the 7 and sees 2, 6, and 4. She turns the die so the 6 faces up. This activates the Armchair, and it hits RX-97, dealing him damage.



Interacting with Items

Possession

To possess an item, play it from your hand to the table in front of you or another player. Possessed items are stored on the table in a ready-to-use state and can then be either activated for their effect or thrown.

- Each player may only have up to 3 possessed items. If at any time you would gain a 4th, you must first discard 1 of your current 3 possessed items.

Interacting with Items

- Whoever the card is placed in front of possesses the item (regardless of who played it) and can use its effect or throw it.

Throwing Items

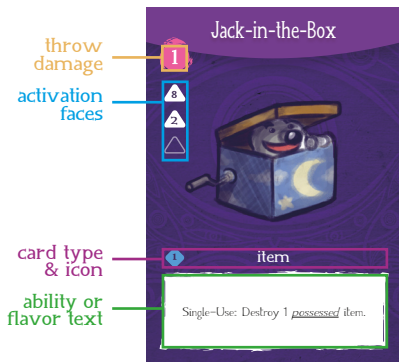
- 1 Initiate Select a possessed item or an item from your hand and announce your target.
- 2a If the item is from your hand Follow the steps outlined in “Turning the Die.”
 - If you are unable to reach an activation face on the die, the throw fails, and the card is harmlessly discarded.
 - If you successfully reach an activation face, the targeted player is dealt the amount of damage indicated on the card.
- 2b If the item was possessed Do not turn the die. The throw succeeds in hitting the target. Players may interfere to reduce damage dealt or destroy the item.
 - Once you have declared your intention to throw a possessed item, it is no longer considered possessed.

Normally, you may only throw 1 item during your turn. However, the moment the number of players in the game is reduced to 2, even if this happens mid-turn, any number of your actions may be throws. (If you started with 2 players this rule does not apply.)

Card Types

Items

Items can be possessed or thrown from your hand. Some of them have effects. You must first possess an item to use its effect.



More Card Types

Single-Use Items

You may either throw a single-use item or utilize its effect. Then discard the card.

A single-use item must be possessed in order for you to use its effect (you may not play an effect right out of your hand). You may then use the effect at any time, without using an action or turning the die.

Single-Use Example

Claire already possesses Music Box.

Claire: “Get used to dancing the blues!”

Harold: “Not anymore — an idea sprang to mind.”

Harold uses the effect from Jack-in-the-Box, a single-use item he has possessed, to destroy Music Box. Harold then discards the Jack-in-the-Box.

Continuous Items

A continuous item is not discarded after its effect is used (unless the card says otherwise). Continuous effects are non-optional and are recurring or ongoing. If you have possessed items whose effects occur “at the start of your turn,” you may choose which of these item effects takes place first.

NOTE: If multiple players try to use an item, instant, single-use effect, or character ability at the exact same time, whoever is closest to the left of the turn-holder has their move take place first.

Once that move resolves, the next player, in turn order, may either follow through with their originally intended move or withdraw it. If the player withdraws, the card that would have been played is returned to its original location and/or the ability/effect is considered not to have been used.

Instants

Instant cards may be played at any time (including others' turns), and their effects are resolved immediately. Discard an instant card after use. Playing an instant does not use up an action.

Instant Example

Sebastian throws a Lamp at Mama Rita, which will do 2 damage. Sebastian turns the die 1 face to activate it.

"Not so fast!" says Mama Rita, "I'm feeling a little Pyrokinesis coming on."

Mama Rita plays Pyrokinesis, an instant, to destroy the Lamp.

Concerning Characters

Character Abilities

Each character has a unique ability that can be used once per game at any time. When a player declares they are using the ability, it immediately takes effect, and the current player must pause their turn to allow anyone to respond to it.

The image shows a character card for Harold, a pizza boy. The card features a cartoon illustration of Harold on the left. To his right is a 4x4 grid of numbers representing health. The numbers are: Row 1: 10, 9, 8, 7; Row 2: 6, 5, 4, 3; Row 3: 2, 1, KO, (empty). The 'KO' is in a circle. Below the grid is a green-bordered box containing the text 'Guaranteed Delivery' and 'Only character abilities can effect your next thrown item.' Three colored lines point to specific parts of the card: an orange line from 'name' points to the name 'HAROLD' in a box; a blue line from 'health' points to the health grid; and a green line from 'ability' points to the ability box.

HAROLD			
world's greatest psychic pizza boy			
10	9	8	7
6	5	4	3
2	1	KO	

Guaranteed Delivery
Only character abilities can effect your next thrown item.

name

health

ability

Variant: 2-Player

In a 2 player game, you can only throw 1 item each turn. When determining first player, each player picks 2 numbers instead of 1.

Variant: Team Play

Players can form teams. Make sure each team has an equal amount of players, and sit across from your teammate. The only difference in play is that your team wins when all other teams' players have 0 health.

Character Biographies

Mama Rita Calls to the Other Side \$9.99 a Minute

Mama Rita is your one-and-only psychic phone service, direct from Earth to the hereafter and beyond. Care to find out what secrets old great-grandma had? No? How about Lincoln? Gandhi? Cleopatra? These and any figure of the past, big or small, can be yours to call with the help of Mama Rita, the world's greatest medium and spiritual contact specialist!

For a small fee Mama Rita can set you up with a direct line to the deceased person of your choosing, and will be on hand should the call become less informational and more spectral possession.

All sales, and clients, final.

Charges Apply: Take 1 possessed item from any player. Place the item in front of a different player; that player now possesses the item.

Still Character Bios

Gertrude An Unfortunate Young Woman

Gertrude never wanted to be a psychic. She never wanted to burn down the orphanage either. Shadow did though.

Miss Gertrude Patricia Sloan was born Friday, October 13 under a blood moon and a fortuitous alignment of the planets, gifting her with the amazing ability to be quite terribly unfortunate. While other girls her age were learning the rhymes to jump rope, Gertrude was trying to convince Shadow that everything was just fine the way it was, not on fire.

If you hadn't guessed, Shadow is a tough sell. Gertrude still tries though.

Pyromania: Destroy 1 item.

Harold World's Greatest Psychic Pizza Boy

Harold believes the key to great service is knowing what your customer wants, as soon as they think it.

Have you ever had a hankering for pizza and gone to the phone, only to hear a ring at the doorbell and see a pizza boy standing there with exactly what you would have ordered? No? Well, you must live outside Harold's route, which is a shame. Really, you're missing out.

There are, no doubt, many pizza delivery legends, but Harold is the greatest. Ding-Dong!

Guaranteed Delivery: Only character abilities can affect your next thrown item.

Ed Hobo. Street Prophet. Possible Wizard.

Ed's seen the future, read the lifelines in the sidewalk cracks, read the love lines in the tread marks left by wet sneakers, watched how the pennies fall. If he looks strange wearing a banana rind under his nose, know that it's only to keep aliens from sliding up his nostrils and into his brain. He knows when Atlantis will rise to take back the world and he knows when they'll fix that pothole on Fountain Street. One's coming too soon, the other not soon enough.

Forget your momma's back, it's the future breaking like so many sidewalk cracks. It's written between the letters of the road signs. When will the world end? Yesterday. Tell your children. Time's ill, in bed with the flu, and we're all paying through the nose in paradoxes.

Don't believe him? The government does. Men in black jackets pour spy-cams into his coin cup. Of course we're being spied on; think real buskers sound that good? Check out the dollar bills, see how George Washington's eyes follow you as you twitch.

Scrounge: Take 1 card from the discard pile and put it into your hand.

More Character Bios

RX-97 Must-Have Toy of Your Nightmares

This little robot is the hottest toy your child never wanted. RX-97's sound effects include shrieks and moans that sound just like he's possessed by a malevolent spirit, and his claws grip with an unearthly force!

RX-97 comes without batteries, but that's okay, he runs on the most eco-friendly fuel of all: fear and nightmares!

RX-97's eyes glow and alternate colors, so you can know when he's coming around the corner to get you. With so many features, RX-97 always has new ways to keep playing and playing and playing, even long after your child wants to stop.

You may be wondering, "how can I get away?" Oops, you can't! Instead try wondering, "how can I best help RX-97 plunge the world into darkness?"

Circuit Breaker: Change the target of the current thrown item.

Myr Fortunes Told, Accuracy Guaranteed

Curator of antiques and organizer of psychic competitions, Myr is a... shopkeeper... of many talents.

A long-time supporter of the local practitioners of aetheric arts, Myr gathers fellow psychics to the back of Myr's Antique Shoppe, where, during the day, one can buy *nearly* curse-free curiosities for curiously-good prices.

Since all the participants at these competitions are psychic,

there tends to be a lot of property damage and what could be called spontaneous arson. It's okay though, there are always plenty more curiosities in the shoppe.

It may seem strange, but it's tradition.

Eminent Domain: Search through the deck and put 1 item into your hand. Then shuffle the deck.

Sebastian Your Love Connection to the Afterlife

Sebastian runs a successful business as an “aetherial romantic coordinator” or just a ghost dating service if you're boorish about it.

Sebastian can hook you (the ghoul, spirit, or apparition with a desire for earthly contact) up with the perfect host, guaranteed to suit your ectoplasmic tastes.

For the discerning human, perhaps you want to know what kind of benefit you can get. How does unearthly power sound? For a small transaction of time as a vessel, you too can have that power.

Rates quite affordable.

Charm: Until the start of your next turn, no one can throw items at you. (Charm may only be initiated during your turn.)

Still More Character Bios

Claire Seer and Occasional Jazz Singer

Whether you're looking for some precognition, prognosticatin', or a snappy tune, Claire's your gal. Not every psychic can support herself on her aetheric gifts entirely. Luckily, Claire has the kind of pipes that bring a house down and fill the soul with joy or sadness at the drop of a note.

Some of her lyrics are oddly audience-specific and her choruses repeat some truths better left unspoken, but at least they sound nice.

Prognosticate: Set the die on any face.

Collective Unconscious Expansion

Richard A Seller of Some Repute

Every object has a story; some people can just hear them more clearly than others. Whether it's an old armchair talking about the family dramas it witnessed over the generations or grandma's ceramic garden gnome recounting the time it was stolen, Richard, traveling antique salesman extraordinaire, always lends an ear. And if he looks a little crazy to the townspeople when he answers back, well, that's their problem.

Since he was a child chatting with the knickknacks in his attic, Richard has been fascinated with antiques. His hunt for the best relics inspired him to give up his house for a cardboard box; now it's much easier to pack up and go the instant he hears

of a new find. He's not above poking through the neighbors' trashcans for curiosities, either.

Richard often seems to know more about other people's pasts than they do. This makes some folks uneasy, but he can usually talk his way out of trouble. He is a salesman *extraordinaire*, after all!

Finder's Keepers: All other players discard 2 random cards from their hand. Draw 1 of those cards.

SSG. Sullivan A Most Military of Minds

SSG. Sullivan, Thomas believes in getting the job done, even if that means doing things that are a little... uncanny.

In his vicinity, trucks that get mired in muddy roads are levitated free and weapons sometimes fight on their own. SSG Sullivan's squads have the least injuries and finish their missions quickest. The soldiers swear it's like they have an extra force helping them out.

Years ago, SSG. came to Myr's Antique Shoppe to sell a Yugoslavian rocking chair, and he left with a new view of the laws of physics. He still visits whenever he's on leave.

"You can do whatever you put your mind to," SSG. Sullivan tells new recruits, though only some truly understand his meaning.

Phantom Firepower: On your turn, take an extra action of any kind (including throwing).

Luke Punfiend of Tech Support

Luke 'Punfiend' Elias is renowned in the tech support world; and known for working out of a tree house in the local park. Though *technically* supposed to advise on technology, Luke's happy to branch out and answer any question you leave at his tree-top office. No one ever feels they're barking up the wrong tree, and his advice is rooted in surprising wisdom, even if his pun-filled speech can seem a bit ungrounded.

Luke radiates good humor, and his sunny outlook brightens people's days so much that clients often call just to chat. He has an uncanny ability to crack puns based off the thoughts going through a caller's head. People often hang up a call still pondering his words.

Whether they're dialing in to ask about radios or on the line with a question about fishing, rescuing phoners-in is Luke's calling, and his advice always rings true.

Punishing Blow: On your turn, deal yourself any amount of damage in order to throw an item for that amount of damage, plus 2 extra damage. Do not turn the die.

Austin And His Very Special Hat

Austin Noto-Moniz is the proud owner of a rather curious top hat. And by "curious" we mean "possessed."

Purchased in a thrift store, the top hat came with a little


something extra: the spirit of its previous owner. A dying magician, terrified of oblivion, poured her consciousness into the hat in the hopes of living on through its next owner. Now when Austin puts on the top hat, he can hear her faint whispering and sometimes thoughts appear in his head that are not his own. If he lets down his guard, doves burst from his coat sleeves, electricity crackles between his knuckles, and knots tend to slide off ropes.

Sure, the previous owner's trying to take over Austin's body, but in the meantime he gets access to some pretty nifty magic! It might sound risky, but he can take the hat off any time he wants. Right?

Tailored Fit: Increase or decrease the damage dealt to any chosen player by 2 (minimum 0).

Xander Has the Town in the Palm of His Hand

Whenever he meets someone, Xander Yanklander glances at their palms. It's a matter of professional interest—Xander is a hand model and a palm reader. It's also a matter of survival. Ever since Xander's graceful cuticles and lustrous skin caught the eye of a dark cabal, the Shadow Hands, his life has gotten a whole lot more dangerous. The cabal runs extortion rings by day and by night, projects their menacing shadow puppetry into the sky. Xander's majestic digits make breath-taking puppetry, and his palm-scanning lets him detect anyone who might be a threat to their operations.



Xander doesn't just read palms for the cabal, though. Most would-be clients he dismisses with a lazy wave of his perfect fingers, murmuring, "not beautiful enough." But for the right price, he'll reveal your lifeline down to the minute. For a second fee, he'll even tell you who's going to cut it short.

Xander's favorite palm to read is his own, though he never lets slip what it says.

Handiwork: Destroy up to 3 possessed items.

Special Thanks

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Their work can be seen at clairvoyance.eyegames.com/videos

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