

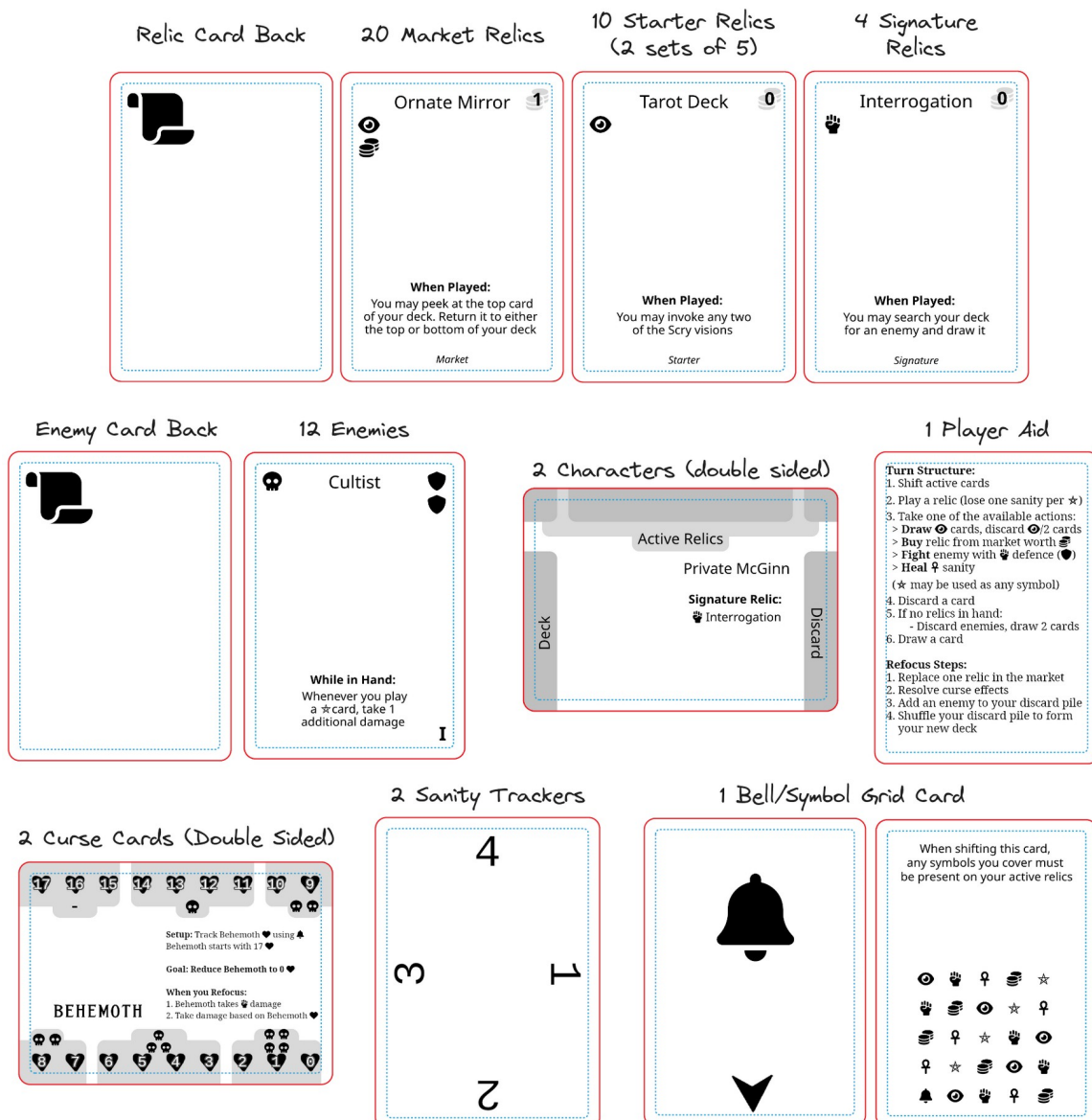
The Viscount's Curse

A cooperative deck-building game for two players

Introduction

Strange happenings have started occurring in Grimmsport: inexplicable disappearances, alien illnesses, and in your peripheral vision you catch glimpses of otherworldly beings among the crowded streets. It all started a few months ago, when a recluse known only as The Viscount took up residence in the derelict manor on the outskirts of town. Since then you have felt the tendrils of corruption spreading and taking root. The time for action is now! But as you break down the door to confront the villain, you realise you are too late. A shiver passes through you as you observe the grim remains of some unholy ritual: a terrible curse has been conjured, and you'll need your wits about you to exorcise the town and restore peace...

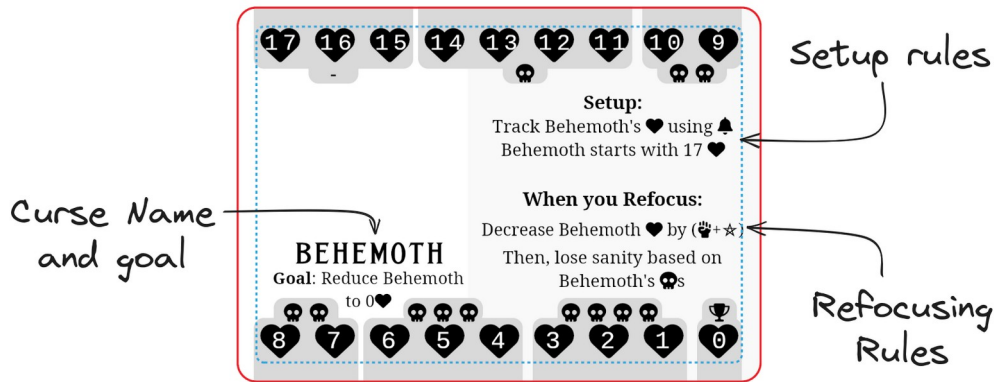
Components



Main Card Types

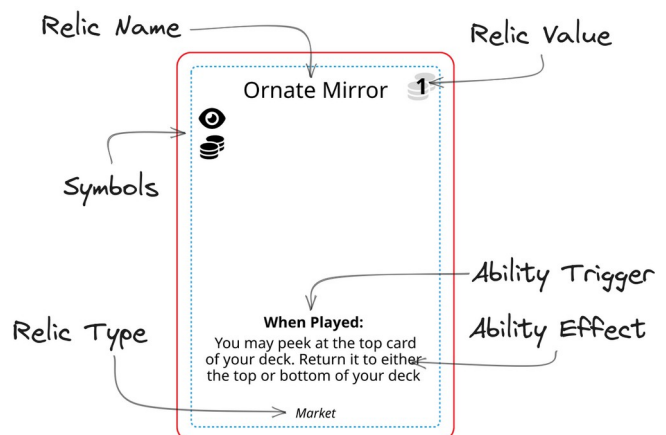
Curses

Each game, you will select one of the four curses as the scenario for that game. Each curse has a specific goal and extra rules to mix things up and encourage different styles of play! For the most part, you will only directly interact with the curse whenever you run out of cards in your deck and need to **Refocus**.



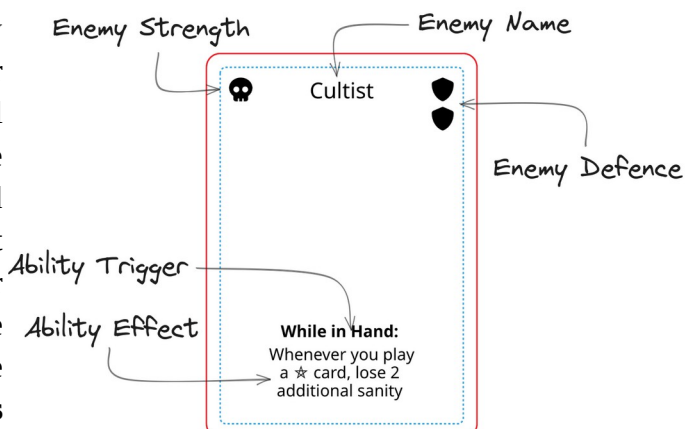
Relics

Relics are the source of your power: you will be playing them throughout the game both for the symbols they provide (which make your actions stronger), and their unique abilities. You start out with a basic set of starter relics, but can acquire more powerful relics over time using the **🌀Purchase** action. **Relic abilities are always optional**, but you must resolve the entire effect when using the ability.



Enemies

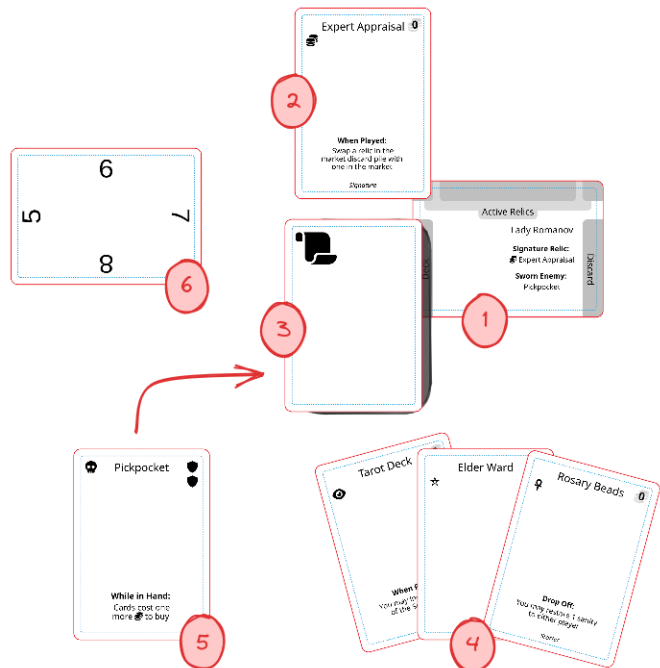
Throughout the game you will be hunted by enemies: a new enemy is shuffled into your deck each time you **Refocus**. Enemies deal damage when discarded, and also have unique abilities that make your life harder. Discarded enemies go into your discard pile, meaning that when you **Refocus** they'll cycle back into your deck to hunt you down again! They can be defeated using the **👊Fight** action to remove them from your deck entirely. **Enemy effects are always mandatory**.



Setup

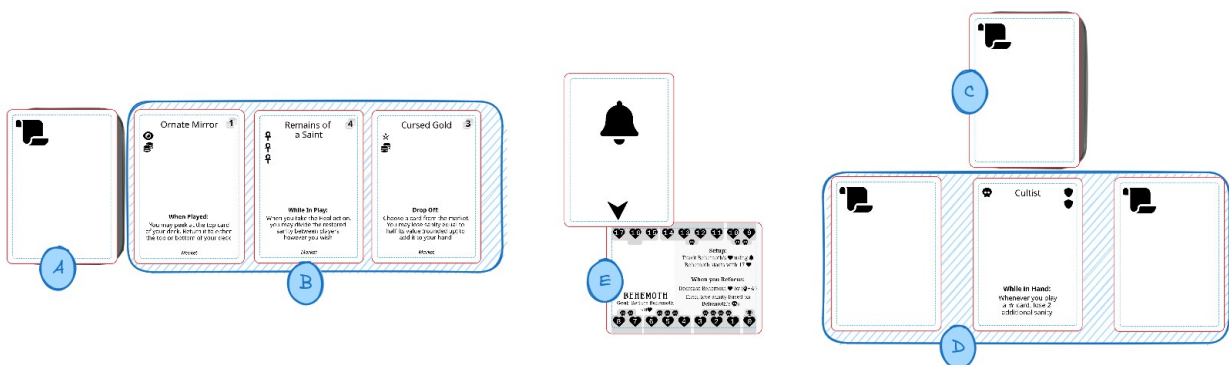
Per-Player Setup

- 1) Select a character card and place it in front of you
- 2) Set your character's signature relic in the first (ie: leftmost) slot of your active relics area. Remove any unused signature relics from the game.
- 3) Shuffle a set of starting relics to form your deck
- 4) Draw three cards to form your opening hand
- 5) Find your character's sworn enemy and shuffle them into your deck
- 6) Take a sanity tracker and set it to six



General Setup

- A) Shuffle all the market relics to form the market deck
- B) Reveal three relics to form the market
- C) Shuffle the enemies together to form the enemy deck
- D) Deal three enemies face-down in front of the enemy deck: these are the lurking enemies. Flip one of them face up
- E) Select a curse. Place the curse card so it is easily visible and perform any curse-specific setup. Remove any unused curse cards from the game



Gameplay

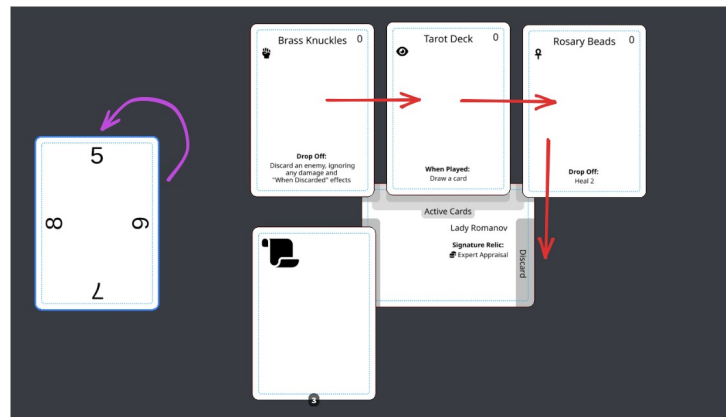
Overview

Your goal in *The Viscount's Curse* will depend on the curse you selected during setup: each curse has a different win condition, as well as special rules to mix things up! Players take alternating turns, following the structure outlined below, until they win the game by completing the curse's goal. If either player's sanity drops to zero before completing the curse's goal, the game is lost.

Turn Structure

1 - Shift Active Relics

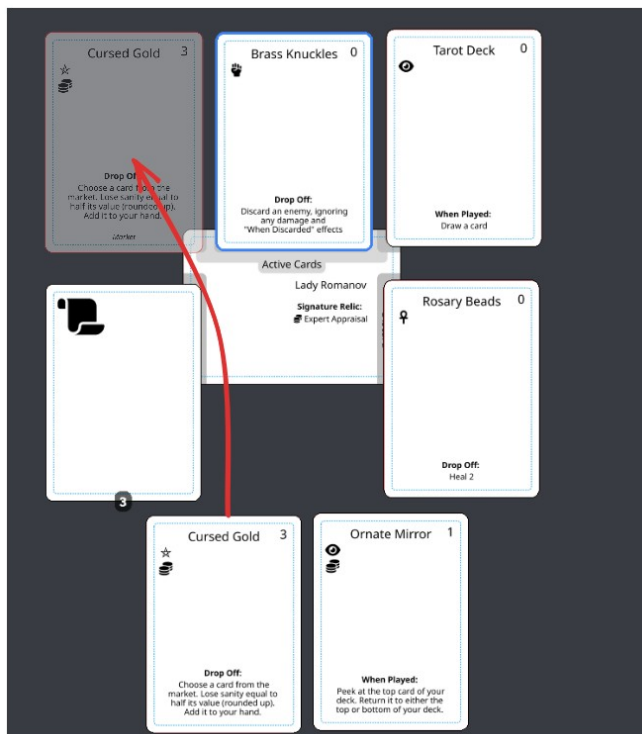
Shift all relics in your active relics area one space to the right. If you had a relic in your final slot, that relic drops off into your discard pile - if it has an ability with the **Drop Off** trigger, you may resolve that ability now.



1 - The relics are shifted across and the Rosary Beads relic drops off, allowing the player to restore one sanity

2 - Play a Relic

Select a relic from hand and play it into the first slot in your active relics area. Lose one sanity for each ★ symbol on the played relic. If it has an ability with the **When Played** trigger, you may resolve that ability now.



2 - The player plays the Cursed Gold relic, losing one sanity. They could instead have chosen to play the Orate Mirror to use its **When Played** ability.

3 - Perform One Action

Perform one of the four actions described on the next page. The action's strength is based on the number of corresponding symbols on your active relics - for example, you can **Purchase** relics with a higher value if you have more ☞ symbols on your active relics.

★ symbols are wild - they can be used to strengthen the effect of any of your actions.


You may choose yourself or your partner as the target of the action. If you choose your partner as the target, the strength of the action is still based on your active relics, but they gain the benefits.

Whenever a relic is removed from the market, replace it with another from the market deck

If the market deck is empty, shuffle the market discard pile to form the new market deck



Purchase

The **Purchase** action allows you to acquire more powerful relics for future use! When you are the target of the **Purchase** action:

Select a relic in the market with a value lower than or equal to the total  on the current player's active relics. Add it to **your** discard pile.

Fight

Fighting allows you to remove enemies from your hand, preventing them from damaging your sanity and ensuring they don't show up again! When you are the target of the **Fight** action:

Select an enemy in your hand with defence  lower than or equal to the total  on the current player's active relics. Remove it from your hand and put it in a "defeated enemies" pile next to the enemy deck.


Scry

Scrying is a flexible action that lets you set up combos and manipulate the state of the game! When you are the target of the **Scry** action:

Invoke one of the following visions for each  on the current player's active relics:


- Draw a card
- Shuffle a card from your hand back into your deck
- Send a relic in the market to the market discard pile
- Reveal a face-down lurking enemy (flip them face-up)

Whenever your deck is empty and you need to draw, perform the **Refocus** steps

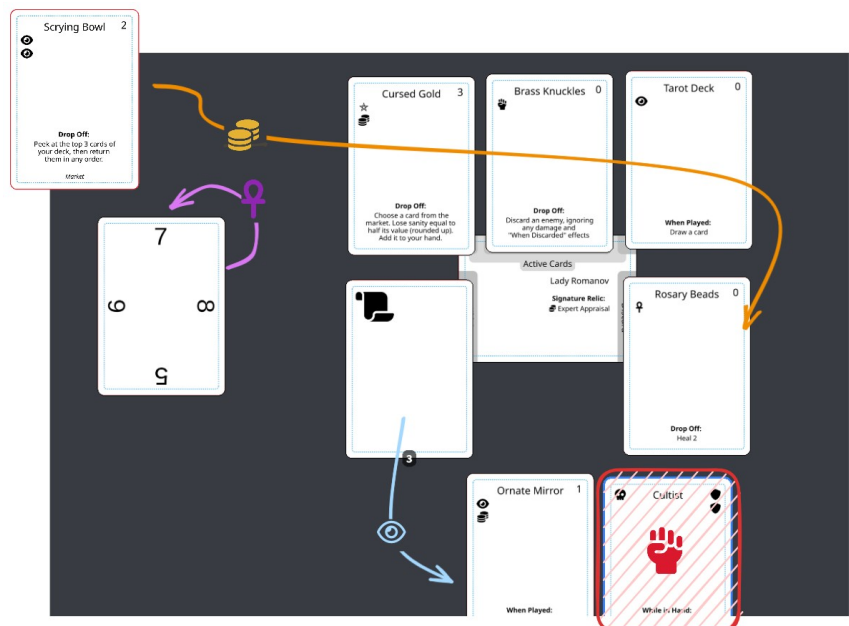
You may use these in any combination, including invoking the same vision multiple times (if you have enough )

Heal

Healing allows you to recover your sanity, ensuring you don't fall into madness and lose the game. When you are the target of the **Heal** action:

Restore one sanity for each  on the current player's active relics. You may only have a maximum of eight sanity at any time.

Track your sanity by rotating and flipping your sanity tracker card



3 - For the player's action, they could **Scry** to draw cards, **Purchase** the Scrying Bowl, **Fight** the Cultist to defeat it, or **Heal** to restore sanity

4 - Discard a Card

Discard any one card (relic or enemy) in your hand, placing it into your discard pile. If you have no cards in hand to discard, you can skip this step.

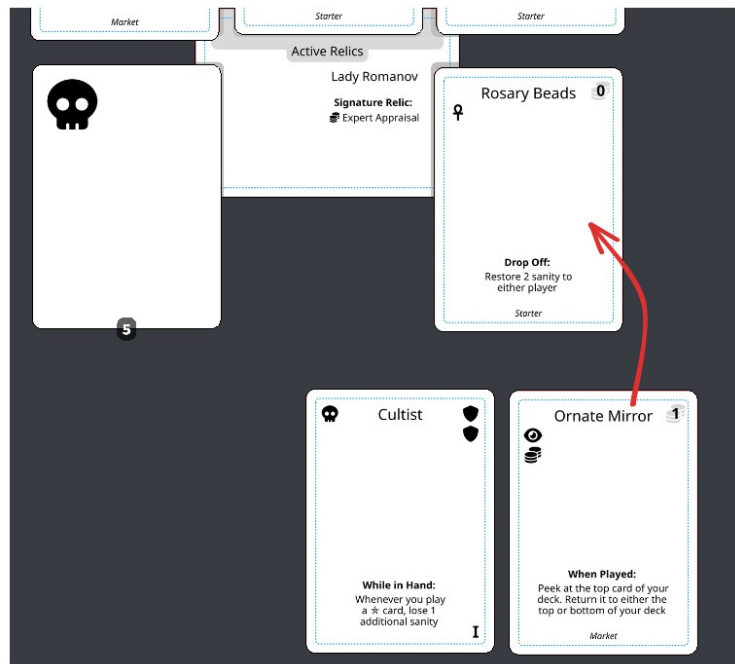
Whenever you discard an enemy, lose sanity equal to the enemy's strength 🧠

If it has an ability with the **When Discarded** trigger, resolve its effect

5 - Refill your hand

Draw cards from your deck until you have at least three cards in hand.

Remember to **Refocus** if your deck is empty and you need to draw cards!



4 - After taking their turn, the player must discard a card from hand. They choose to discard the Ornate Mirror rather than the Cultist - a risky move...

6 - Surrounded Check

If your hand is full of enemies, you're surrounded! Discard your entire hand (losing sanity and resolving the enemies' **When Discarded** effects!), and then repeat steps 5 & 6.



5 & 6 - The player refills their hand by drawing up to three cards, only to find themselves surrounded! They must discard each of the enemies, losing 3 sanity in total, and then refill their hand again...

Refocusing

Whenever you need to draw a card but your deck is empty, you must first **Refocus** by performing the following steps:

1. Resolve the "**When you Refocus**" effects on the curse card
2. Select one of the lurking enemies and add them to your discard pile.
3. Shuffle your discard pile to form your new deck

Whenever a lurking enemy is added to your discard pile (or removed for any other reason), deal another enemy from the enemy deck face-down to replace them.

If the enemy deck is empty, shuffle the defeated enemies to form the new enemy deck.

Game End

To win the game, you must complete the goal described on the curse card. For example, to defeat the Behemoth, you must reduce it to zero health. As soon as you meet the requirements of the curse goal, you win the game. If either player drops to zero sanity at any point during the game, the game is lost.

Quick Tips

- Purchasing relics is very important early in the game - not just because it gives you access to more powerful relics, but also to ensure you have a good ratio of relics to enemies in your deck! It also helps you get more turns in before needing to refocus.
- Scrying is useful to make sure you can make informed decisions about which enemies to put into your deck - take a look through the enemies before your first game to get a sense of what could be lurking in the darkness!
- To make the most powerful turns, you'll need to set up combos over multiple turns - it can be useful to play a specific relic so that its symbols will be available on future turns, even if you don't need them right now!
- Cooperating with your partner can be the key to victory - remember, you can always use your action each turn to help your partner, and there are no communication restrictions. Feel free to discuss what you have in your hand, if you need help dealing with specific enemies, or if you really want a specific relic in the market!

Specific Card Clarifications

Relics

Lucky Coin

You may replace as many or as few of the relics currently in the market as you wish

Ceremonial Rapier, Indulgence

★ symbols may not be used to provide extra symbols for these relics' effects. You can still use the ★ as wild symbols to directly strengthen your actions instead!

Enemies

Peek-A-Boo

If Peek-A-Boo is drawn while refilling your hand, continue drawing up to your hand limit after applying Peek-A-Boo's effect.

Pickpocket, Cultist, Plaguebearer, Fate Controller

These enemies only affect the player whose hand they are in. For example, if your partner has the Pickpocket in hand, you may purchase relics for the normal price

Fate Controller

You do not have to discard cards if drawing the Fate Controller puts you above your hand limit.

Face Stealer

Each ★ symbol on your active relics may be used to provide either a 👁 or a 🖐 when fighting the Face Stealer

Glutton

Destroyed relics are removed from the game

Solo Mode

To play The Viscount's Curse solo, make the following adjustments:

- Make any 👤 solo mode adjustments specified in the specific cards clarifications above

Curses

The Behemoth

You may not choose to do less damage to the Behemoth when resolving the "When you Refocus" effect of this curse

The Collector

Destroyed relics are removed from the game

👤 If playing solo, ⌚ starts at 3 rather than 5

Choking Fog

Do not increase your sanity if it is already lower than the value it would be reduced to