

# WATCHING US

Un juego de cartas de terror y supervivencia para 2-5 jugadores y 1 DM (Maestro de Mazmorra). Requiere las tarjetas proporcionadas y los materiales del tablero. Todos los demás materiales deben obtenerse a mitad del juego siempre que sea posible.

**Al jugar este juego, usted acepta no responsabilizar a Bearsharktopus Studios LLC por lesiones o fenómenos sobrenaturales, de otro mundo antinaturales que puedan ocurrir.**

Por favor, realice los rituales de manera responsable y segura. **SIEMPRE** tenga recursos para extinguir el fuego cerca, preferiblemente un extintor de incendios, aunque un balde de agua servirá en caso de apuro.



## ONE PAGE RULES:

### SETTING UP THE GAME:

1. Comienza barajando todos los mazos: Personajes, Localizaciones, Monstruos y Rituales.
2. En la dirección contraria a las agujas del reloj, reparte tres Personajes a cada Jugador. cada uno elige uno de ellos como su Personaje Jugador, e invierten las otras dos para como su inventario inicial.
3. Voltea las dos cartas superiores del mazo de Localizaciones. Los jugadores votan una como Adjetiva, y la otra como la Localización. Pon las cartas enfrentándose, y usa las cartas bloqueantes para esconder la Adjetiva y la Localización.
4. Voltea las tres cartas superiores del mazo de Monstruos. Los jugadores votan uno para que sea el **Adversario**. El DM (Maestro de Mazmorra) pone las otras dos sobre el mazo.
5. Pon el Contador de Tiempo como "Mañana". El juego empieza. El jugador con su cumpleaños más cercano a Halloween va primero. Si hay empate, empieza el más bajo. Si también hay empate, tirad una moneda, el dado, o cualquier cosa.

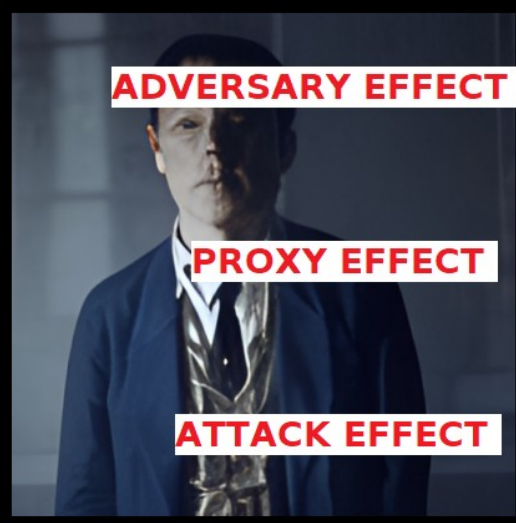

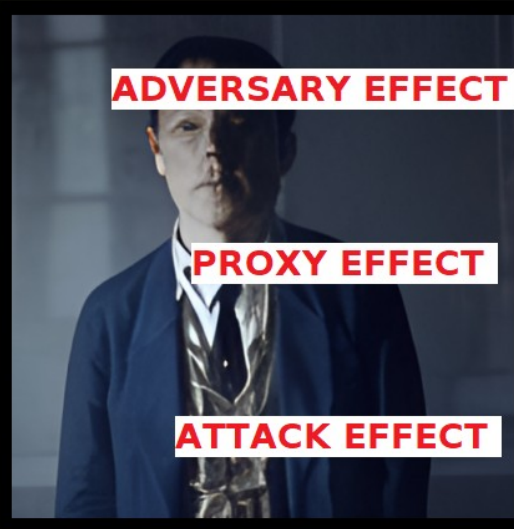










### JUGABILIDAD:

1. Voltea la carta superior del mazo de Monstruos. Si comparte un tipo con el Adversario, se convierte en un **Poseído**, y activa su Acción de Poseído. Permanece en el juego y se activará cuando sea necesario. De otro modo, se convierte en **Ataque**, su Acción de ataque es usada, y descartada.
2. After resolving step #1, the active Player can **Investigate**, perform a **Ritual**, use an **Item**, or **Travel**.
  - a. **Investigation** advances the time tracker by one step (Morning -> Afternoon -> Evening -> Late Night -> Morning) and allows the player to draw an item for themselves or another player in the same Location from the Character deck.
  - b. **Performing Rituals** are the primary method of dealing with Monsters. Draw the top two cards of the Ritual Deck and choose one Ritual to perform, discarding the other, and advance the time tracker by one step. If you cannot perform the Ritual, the "Failure" effect triggers. If you can perform the Ritual, the "Success" effect triggers, and you gain an amount of **Ritual Dice**. At the end of your ritual, you may roll any quantity of your Ritual Dice to attempt to damage a Monster.
  - c. **Using an Item** causes you to discard that Item for an effect. Simple!
  - d. **Travel** lets you move Locations. You can enter a new Location using the top two cards of the Location deck, move to an existing Location, or swap the Adjective and/or Place of the Location you're at out with another from the Location deck. There is a maximum of 1 Location per Player.
3. Play continues with the next player, moving in clockwise order.
4. At the end of the turn, if the Adversary and all Proxies are dead, you **win!** If a Character is out of health, they die. At the end of the time step, if that player has any items left, they may discard all but one, then invert that item - it becomes their new Character. If a player is too scared to continue, they are out of the game and cannot return. If all Characters are dead by the end of the turn, you **lose**.

## THE RULES IN MORE DETAIL:

We'll use examples and illustrative presentations to elaborate on what may seem like a somewhat baroque ruleset. Follow along!

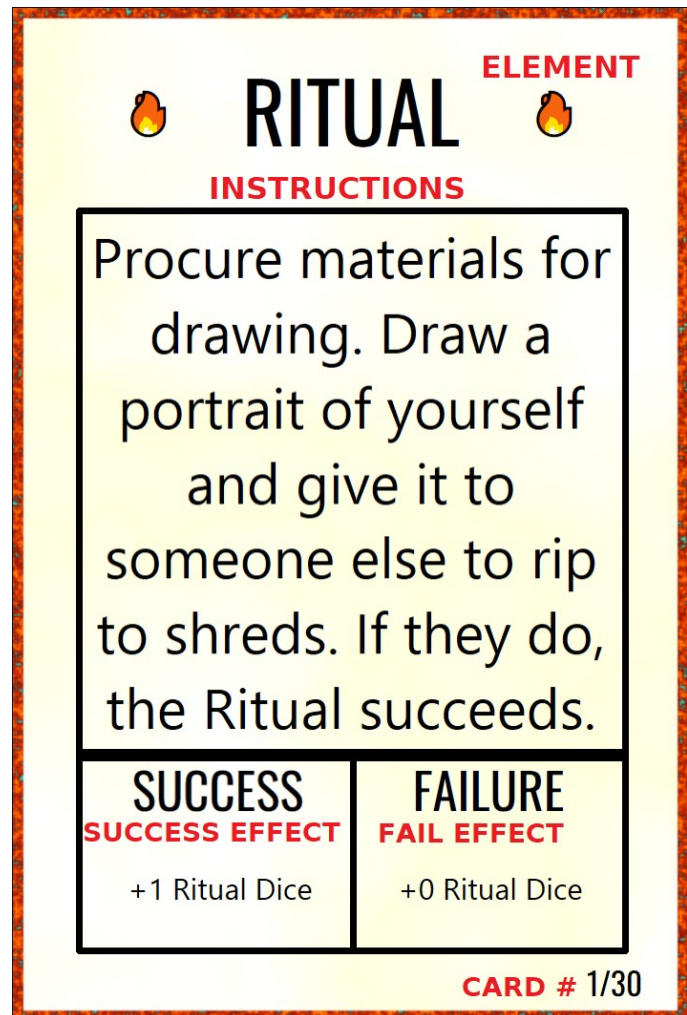
### ANATOMY OF A MONSTER CARD:

<b>MONSTER NAME</b>	<b>"Police Detective"</b>	14/60 <b>CARD #</b>
<b>TYPE(S)</b>	<i>Humanoid</i>	 <b>HP</b>  5+ <b>TO HIT</b>
 <b>ADVERSARY EFFECT</b> <b>PROXY EFFECT</b> <b>ATTACK EFFECT</b>	 Characters taking  take   instead if it's Morning or Afternoon.	
	 Characters that are alone at their Location cannot Investigate.	
	 Flip two coins. If they both come up tails,     for the active Character.	

- The **MONSTER NAME** is the name of the Monster. In this case, it's **"Police Detective"**
- The **TYPE(S)** is what the Monster is categorized as. All Monsters have at least one, but some have multiples, and Monsters of a similar type tend to (but do not always) have vaguely similar effects and stats. In this case, the "Police Detective" is **Humanoid**.
- The **HP** is the amount of damage from Rituals that the Monster can take. The "Police Detective" has 2 HP, which is pretty low - the "baseline" is 3.
- The **TO HIT** is what result needs to be rolled on your Ritual Dice in order to actually damage the "Police Detective". To note; Proxies are easier to kill than Adversaries. **An Adversary can only take 1 damage per Ritual** barring effects of Items and Locations that increase damage, while **A Proxy takes 1 damage per matching roll of a Ritual**. A To Hit of **"5+"** means your Ritual Dice (which are D6) need to roll a **5 or higher** in order to damage the "Police Officer".
- The **ADVERSARY EFFECT** is the effect that is active as long as this Monster is your Adversary - the Monster chosen at the start of the game to menace your Characters.
- The **PROXY EFFECT** is the effect that is active as long as this Monster is a Proxy - which is to say, this Monster is drawn while the Adversary is the **same type** (Humanoid) as it.
- The **ATTACK EFFECT** is the effect that activates whenever *this* Monster is drawn and the Adversary is a **different type** than it.
- The **CARD #** is the card number.

## ANATOMY OF A RITUAL CARD:

- Ritual Cards do not have individual names, unlike Monsters, Characters, and Locations.
- The Ritual's **ELEMENT** is either Fire 🔥, Water 💧, Earth 🌱, or Wind 🌪️. There are also two non-Elemental Rituals. A Ritual's Element broadly categorizes it, as well as providing a means to interact with it through other cards. For example, Fire Rituals typically involve burning or destroying things, and have Failure effects that damage your Character. This Ritual is a Fire 🔥 element Ritual.
- The Ritual's **INSTRUCTIONS** are what you actually have to do. They tend to be straightforward - if there is any confusion about them, ask your DM. Your DM is the final arbiter of interpretation for all cards, including (and especially) Rituals.
- The Ritual's **SUCCESS EFFECT** is what happens when the Ritual goes off correctly. All Ritual Successes involve, at least, getting Ritual Dice, but some may also grant you other benefits.
- The Ritual's **FAILURE EFFECT** is what happens when you *don't* succeed the Ritual. You do not need to actively go out of your way to mess up in order to fail the Ritual, just don't succeed. In this case, if the person you give the portrait to doesn't rip it up, the Ritual fails. Most Failures involve getting fewer Ritual Dice than successes.
- The **CARD #** is the card number.





## ANATOMY OF A CHARACTER/ITEM CARD:

One of the aspects of Watching Us that may be confusing at first is that Character and Item Cards are the same (and occupy the same card number). Let's take a look, shall we?



As you can see if you rotate your head like an Owl, this card is double-ended, like a playing card or an Magic the Gathering Flip Card, back from the Kamigawa days. Items, when drawn, remain Items except in **one** case - **when your Character dies**. When that happens, if you wish to continue playing, you have to discard all but one of your Items and turn the last one upside down, referred to as "**inverting**" it. It becomes a Character for you to play as at the same Location your Character died in.

- The **CHARACTER NAME** is the... name of the Character. In this case, the "Detective".
- The **CHARACTER EFFECT** is the Character's always-on passive effect.
- The **CARD #** is the card number.

When you have a Character/Item card, the upside-down side has no effect and does nothing.

- The **ITEM NAME** is the name of the Item. Items are personal belongings of the Character they're attached to, and also have a representative Emoji. This is the "Detective's Camera".
- The **ITEM PASSIVE** is the always-on passive effect of the Item that is active as long as you have that Item in your possession.
- The **ITEM ACTIVE** is the activated effect of the Item. To use the active effect, you need to discard the item during your turn, thus getting rid of it.
- The **CARD # (AGAIN)** is the card number (again).

## ANATOMY OF A LOCATION CARD:

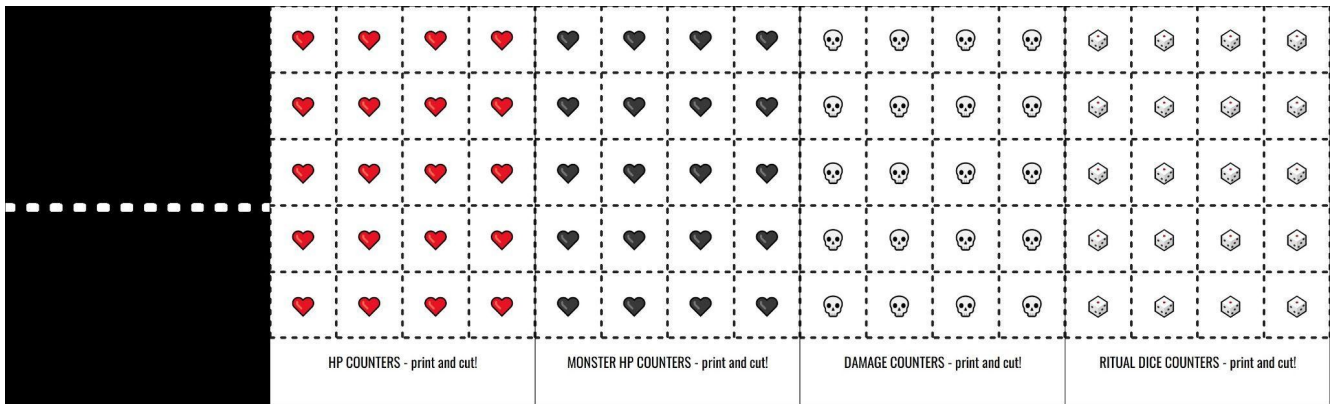
A Location Card consists of two aspects; an **Adjective** and a **Place**, for example, a "Bloodied Alleyway". However, a complete Location consists of **two** Location Cards put together side by side, as demonstrated in the picture below. One Location Card provides its **Adjective**, while the other one provides its **Place**. There is a cap of one Location (2 cards) per active Player, not including the DM.



- The **ADJECTIVE** is the descriptive adjective of that Location Card, such as "Bloodied" or "Grimy".
- The **ADJECTIVE EFFECT** is the passive effect that Location provides, usually but not always to Characters only in that Location at that moment, that is related to its Adjective.
- The **PLACE** is the descriptive noun of that Location Card, such as "Alleyway" or "Apartment".
- The **PLACE EFFECT** is the passive effect that Location provides, usually but not always to Characters only in that Location at that moment, that is related to its Place.
- The **CARD #** is the card number.

Additionally, as you may notice, Location Cards have dotted lines to the left and right of the picture on the card. These **are** cut-able dotted lines that you can use in order to place Location Cards more flush to each other by interlocking them, although it's topologically impossible to have them be completely flush without cutting them in half.

Finally, there are five provided Cutout Cards - 5 black blocking cards intended to be cut in half and used for Locations, and 4 symbol cards with 20 symbols each made to make bookkeeping your HP, damage, and amount of Ritual Dice less tedious.













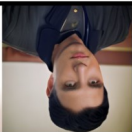






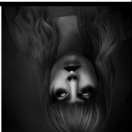

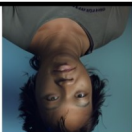



**IMPORTANT NOTE: IF YOU ARE PRINTING YOUR OWN SET OF WATCHING US CARDS, THE PRINTABLE PDF IS MADE FOR A4 PAPER.**

GAMEPLAY EXAMPLE:

Let's peek in on a game in progress.

We have two Players, Alice and Bob, and their DM, Charlie, fighting the "Police Detective" Adversary. We'll go through the first couple turns of their game to demonstrate.

First, the setup. From their starting items, Alice picks the Arsonist and Bob picks the Teacher. They also each have two items.


<div><div><div>Arsonist</div><div></div></div><div>Attacks on Adversaries made with  Rituals deal +1 damage.</div><div>5/60</div></div>	<div><div>Ex-Proxy's Knife </div><div><div>PASSIVE</div><div>If you use 5 or more Ritual Dice, a successful attack deals +1 damage.</div></div><div><div>ACTIVE</div><div>Deal 1 damage to a Proxy.</div></div><div>13/60</div></div>	<div><div>Pastor's Cross </div><div><div>PASSIVE</div><div>Whenever an Attack occurs, reveal the top card of the Monster Deck.</div></div><div><div>ACTIVE</div><div>Reveal the top 3 cards of the Monster Deck.</div></div><div>38/60</div></div>
<div><div>Arsonist's Firecracker </div><div><div>ACTIVE</div><div>Search the Ritual Deck for a  Ritual and perform it.</div></div><div><div>PASSIVE</div><div> Rituals give +1 Ritual Dice.</div></div><div>09/5</div></div>	<div><div>Ex-Proxy</div><div></div><div>You can't damage Adversaries but deal double damage to Proxies.</div><div>13/60</div></div>	<div><div>Pastor</div><div></div><div>Monsters or Attacks by Religious</div><div>38/60</div></div>
<div><div>Teacher</div><div></div><div>While in a Library, School, or Campus Location, Rituals give +1 Ritual Dice.</div><div>53/60</div></div>	<div><div>Artist's Camera </div><div><div>PASSIVE</div><div>If this Item is inverted to play the Artist, shuffle a Proxy back into the deck.</div></div><div><div>ACTIVE</div><div>Acquire two Ritual Dice.</div></div><div>09/8</div></div>	<div><div>Hiker's Flashlight </div><div><div>PASSIVE</div><div> Rituals give +1 Ritual Dice.</div></div><div><div>ACTIVE</div><div>If a Proxy would be summoned next turn, discard it instead.</div></div><div>21/60</div></div>
<div><div>Teacher's Supplies </div><div><div>ACTIVE</div><div>Draw two Items. Give one of them to another player.</div></div><div><div>PASSIVE</div><div>Each Morning, draw an Item.</div></div><div>53/60</div></div>	<div><div>Artist</div><div></div><div>While in a Quiet, Cozy, or Silent Location, your Ritual Dice are treated as 1 higher.</div><div>8/60</div></div>	<div><div>Hiker</div><div></div><div>Whenever you deal damage with a  Ritual, remove 1  from you.</div><div>21/60</div></div>



They then create the first Location, the Grimy Lake, which both of their Characters have entered, and they reveal their Adversary, the "Police Detective"

### Grimy


Insectoid and Parasitic Monsters deal and take an additional 1 damage from Characters here.



### Lake

Rituals performed here are rolled as 2 higher but are capped at 4 Ritual Dice.

22/30




## "Police Detective"

1/60

*Humanoid*

♥♥

🎲 5+



Characters taking ☠ take ☠☠ instead if it's Morning or Afternoon.

✕ Characters that are alone at their Location cannot Investigate.

! Flip two coins. If they both come up tails, ☠☠☠☠ for the active Character.

Because Alice's birthday is exactly on Halloween, while Bob's is on Christmas, Alice goes first. The Time Tracker is put on **Morning**. A Monster is drawn from the deck.





<h1>Boo</h1>		13/60
<i>Spiritual, Medical</i>		 2,3,4
Boo	 Whenever a Monster is Proxied, the DM can put a discarded Ritual on top of the Ritual Deck.	
	 No Proxy. Discard this card instead.	
	 Boo! The DM shouts "Boo!" and anyone that flinches loses a Ritual Dice.	

The DM draws the Monster, looks at it, and puts it down. The players have only a second to register the face, not yet familiar enough with the game, to know what it is - Charlie yells "Boo!" and both Alice and Bob flinch. Since Boo isn't a Humanoid (he's Spiritual and Medical), his Attack (the bottom-most box) triggers, and since Alice and Bob both flinched, they both lose a Ritual Dice. But neither one of them has any Ritual Dice, so it doesn't matter, and Charlie was just being mean. Boo is put in the Monster Discard Pile.

*Important Rules Digression: This is considered an Attack "from Boo", rather than "from the "Police Detective"". This is important for some cards, like the Pastor, who can't be damaged by attacks from Religious Monsters.*

Now that the Players have caught their breath, Alice decides to take her turn. She notes that her Pastor's Cross lets her look at the top card of the Monster deck, and takes a peek at the next Monster, and then decides that she will perform a Ritual.

She draws two cards from the Ritual Deck, a Earth Ritual and a Water Ritual. Being the Arsonist, she wants to take advantage of Fire Rituals, but hadn't drawn one. The Earth Ritual gives the most Dice, and she's feeling brave tonight, so she goes for broke - the Water Ritual gets put in the discard pile for Ritual cards.

 <h2 style="margin: 0;">RITUAL</h2> 	 <h2 style="margin: 0;">RITUAL</h2> 								
<p>Vanish into the woods, or somewhere similarly imposing, and then return 5 minutes later. You may bring another Player, but if you go alone, the Ritual succeeds.</p>	<p>Have another Player drop an ice cube down your back. If you can go without shivering, twitching, or writhing, the Ritual succeeds.</p>								
<table border="1" style="width: 100%;"> <tr> <td style="text-align: center; padding: 5px;"><b>SUCCESS</b></td> <td style="text-align: center; padding: 5px;"><b>FAILURE</b></td> </tr> <tr> <td style="text-align: center; padding: 5px;">+4 Ritual Dice</td> <td style="text-align: center; padding: 5px;">+4 Ritual Dice, and you cannot attack this turn.</td> </tr> </table>	<b>SUCCESS</b>	<b>FAILURE</b>	+4 Ritual Dice	+4 Ritual Dice, and you cannot attack this turn.	<table border="1" style="width: 100%;"> <tr> <td style="text-align: center; padding: 5px;"><b>SUCCESS</b></td> <td style="text-align: center; padding: 5px;"><b>FAILURE</b></td> </tr> <tr> <td style="text-align: center; padding: 5px;">+1 Ritual Dice</td> <td style="text-align: center; padding: 5px;">+0 Ritual Dice</td> </tr> </table>	<b>SUCCESS</b>	<b>FAILURE</b>	+1 Ritual Dice	+0 Ritual Dice
<b>SUCCESS</b>	<b>FAILURE</b>								
+4 Ritual Dice	+4 Ritual Dice, and you cannot attack this turn.								
<b>SUCCESS</b>	<b>FAILURE</b>								
+1 Ritual Dice	+0 Ritual Dice								
28/30	9/30								







There is an old culvert near Charlie's house, so Alice asks if that counts as somewhere "similarly imposing" because they don't live near the woods. Charlie gives his DM assent, and sets a 5 minute timer, and Alice vanishes into the culvert with her phone in tow. Because Bob doesn't go with her, when she returns six minutes later, she succeeds at her Ritual, acquiring the bounty of four new Ritual Dice. And, even better, because Bob has the Hiker's Flashlight, she gets *another* Ritual Dice, for a total of 5!

Alice decides to go for it. She can only roll 4 Ritual Dice at the Lake, but they "roll as 2 higher", meaning that she only needs to roll a 3 or better on any one of the Ritual Dice to damage the Adversary. She's feeling ballsy and thoroughly adrenalized, so she only rolls 2 of her dice, getting a 1 and 3 - and because her Character, the Arsonist, is at the Grimy Lake, her Ritual Dice are treated as if she rolled a 3 and a 5. Since the "Police Detective" needs a 5 or higher to be hit, Alice's attack is successful, and she knocks a hit point off the "Police Detective". Nice work! Now she's dealt damage *and* has 3 dice left to attack with later. But she'll have to wait for her next turn to do that!

Time advances. It's now **Afternoon**. It's Bob's turn.



They flip over the next card of the Monster Deck.

<h1>Charlie</h1>		15/60
<i>Humanoid</i>		 5+
	 Charlie cannot be your Adversary unless it is past Midnight. The Time Tracker sticks on Late Night.	
	 Each Late Night, every Player closes their eyes for 60 seconds. Charlie steals an item.	
	 Each Player closes their eyes for 60 seconds. The DM may mess with the cards during this time.	

It's Charlie. Oh, like the DM! Hey Charlie! They spend a minute amusing themselves over the coincidence. Because Charlie and the "Police Detective" are both Humanoids, instead of attacking, Charlie becomes a Proxy. It's not Late Night, so his effect doesn't activate yet, and instead he sits there, looking creepy.

Bob has been having a pretty bad day, so instead of potentially worsening it by performing a Ritual, he instead uses one of his Items. He uses his Artist's Camera to give himself two Ritual Dice pain-free, and then his turn ends without advancing the Time Tracker. It's still **Afternoon**, and because Bob didn't actually perform a Ritual, he can't attack.

It's the next turn. Charlie, the DM, flips over the next Monster Card.

It's Road Squid.



# Road Squid

43/60

*Eldritch*



If the players do not have a living cephalopod/gastropod before Road Squid dies, they lose. It must be at the table.



No Proxy. Discard this card instead.



The active Character immediately Travels twice.

Road Squid isn't a Humanoid, so it becomes an Attack, causing Alice to Travel twice. She can enter a new Location, switch out the Adjective or Place of the Location she's in, or move to an existing Location, but because there's no other Locations to move to, that option's out. Instead, she wants to keep the Lake, so she switches the Adjective twice - from Grimy to Bloodied, and then from Bloodied to Burning. Even though she's the Arsonist, Burning isn't actually great for her here - if she can hit the "Police Detective" at all, he dies, so the extra damage is a waste, and the penalty to her dice rolls means she needs to roll a 4 or higher now instead of a 3. The other Locations, the ones with Grimy and Bloodied, go on the bottom of the Location deck.

She does a Ritual. She ends up drawing two Fire Rituals, both of which involve lighting a match. She doesn't need to get a bunch of dice, she's reasonably sure she has a guaranteed win on her hands, so she goes for the easiest one. All she needs to do is light a match on the first try. Easy, right?

## Burning











Attacks made with 🔥 Rituals in this Location deal +1 damage but are rolled as 1 less.



## Forest

Monster Attacks made here discard a Ritual Dice if they deal damage to your Character.

15/30

<div>  <h1>RITUAL</h1>  </div> <div> <p>Procure a matchbook or lighter. If you can successfully draw a flame on the first try, the Ritual succeeds.</p> <table> <tr> <td> <b>SUCCESS</b>  +1 Ritual Dice </td> <td> <b>FAILURE</b>  +1 Ritual Dice and   for your Character </td> </tr> </table> <div>2/30</div> </div>	<b>SUCCESS</b> +1 Ritual Dice	<b>FAILURE</b> +1 Ritual Dice and  for your Character	<div>  <h1>RITUAL</h1>  </div> <div> <p>Procure a matchbook or lighter. Draw a flame, or have another Player draw it for you. Scorch a piece of food, and then consume it. If you can swallow it, the Ritual succeeds.</p> <table> <tr> <td> <b>SUCCESS</b>  +2 Ritual Dice </td> <td> <b>FAILURE</b>  +1 Ritual Dice and   for your Character </td> </tr> </table> <div>3/30</div> </div>	<b>SUCCESS</b> +2 Ritual Dice	<b>FAILURE</b> +1 Ritual Dice and  for your Character
<b>SUCCESS</b> +1 Ritual Dice	<b>FAILURE</b> +1 Ritual Dice and  for your Character				
<b>SUCCESS</b> +2 Ritual Dice	<b>FAILURE</b> +1 Ritual Dice and  for your Character				

She flunks the Ritual - it takes her three tries to light the match - and so her Character takes 1 damage. But that's fine, she still gets a Ritual Dice from it, and she can still attack even though the Ritual failed, so she rolls all four of her Ritual Dice and gets a 1, a 1, a 2, and a 3.

Ouch.

Now she's out of Ritual Dice, slightly embarrassed, and just barely missed killing the Adversary.

The Time Tracker advances. It becomes **Evening**.

...

And so the game continues. Hopefully this should give you a good example of how to follow along the rules and play a thrilling game of **Watching Us**!

## TO-HIT DICE CLARIFICATIONS:

You may see a number of numbers on the To Hit dice of Monsters and not know what they mean. Fear not! This instructional guide is here to help you understand.

- #+ means you need to roll that number or higher.
- #- means you need to roll that number or lower.
- # by itself (no + or -) means you need to roll exactly that number.
- Commas ( , ) indicate that multiple rolls are viable for attacking. For example, "3, 4" means you must roll exactly 3 or exactly 4.
- #x# mean you need to roll that many of that number. For example, 2x1 means you need to roll two ones. For damaging Proxies, it counts every instance of that number - four 1s counts as two 2x1s, and thus 2 damage.
- "Any" means rolling any number will work.
- 2xAny means rolling any set of doubles will work.
- #x#+ (or #x#-) means rolling doubles of that number or above will work. For example, 2x5+ means rolling 2x5 or 2x6 will work.
- N/A means that this Monster cannot be damaged by ordinary means.

## SUGGESTIONS TO RAISE DIFFICULTY:

Game too easy? Firstly, please let me know (send your feedback to [bearsharktopusdev@gmail.com](mailto:bearsharktopusdev@gmail.com)) so I can tune the game better, but secondly, consider the following suggestions;

- Multiple Adversaries! When an Adversary dies, have another one take its place. Perhaps play an endless mode, or challenge the Players to go until the Monster deck has run out.
- Simultaneous Adversaries! At the start of the game, have the Players pick *two* Adversaries instead of one, and they are both active at the same time.
- Buff Adversaries! Give all Adversaries +1 or +2 HP. Just toss some more HP counters on them. No big deal.
- Double or Nothing! Adversaries **require** doubles to hit - just take whatever their base To Hit roll is and double it. If they already require doubles (or more), double that! A 2x1 becomes a 4x1!
- Restrict opening Items. Have Players either only draw two Item cards to pick from for their Character, or have them discard the unused Items instead of turning them into their opening hand.

## GOT THOUGHTS? SEND THEM TO ME!:

This isn't really much of a section and more of a closing paragraph. Thank you all for reading this far - I worked very hard on this game, and will likely continue working hard on it for quite some time. Seriously, please send any feedback or play stories to me so I can tweak, change balance, fix rules, and make things clearer.

## CREDITS

Thanks to Jack Fractal for permission to use his creatures (The Botfly, the Hound).

Thanks to Kris Straub for permission to use his creatures (Local 58).

Thanks to @valdevia\_art for collaboration on two creatures (The Meat God, Maddie Middleton).

"WATCHING US" is copyrighted, created, and published by Bearsharktopus Studios, LLC.