RICK AND MORTY

LOOK WHO'S PURGING NOW

CARD GAME

'PURGE PLANET' SURVIVAL GUIDE

COMPONENTS

82 Cards: 4 Weapon Decks *(10 Cards Each)*

32 Festival Cards   **10 Weakness Cards**

OVERVIEW

"You want to get purged? You bring it!" —Rick Sanchez

Rick and Morty: Look Who's Purging Now Card Game lets you play as Rick, Morty, Arthricia, or the General Store Owner as you take part in the annual purge Festival on an alien planet. Use the right Weapon Card at the right time to score big points, but look out for harmful cards! At the end of each match, players add up the points on their collected cards and the one with the highest total wins.

SETUP

WEAPON CARDS

Each player chooses a Character, then takes that Character's deck (consisting of 10 Weapon Cards), shuffles it, and places it face down next to them to create their Weapon deck. Then, each player draws 3 cards from the top of their Weapon deck into their hand.

FESTIVAL AND WEAKNESS DECKS

Shuffle the Festival Cards together to create a Festival deck and put it face down in the middle of the play area.

Do the same for the Weakness Cards and place the Weakness deck next to the Festival deck.

GAMEPLAY

The game is played over multiple rounds, with 6 rounds per match.

Each round:
1. Reveal Festival Cards from the deck equal to the number of players and place them face up within reach of all players (reshuffle discarded Festival Cards to

make a new deck as needed). If this is the first round in a match, any revealed Festival Cards with special text on them should be shuffled back into the Festival deck and replaced.

2. Each player secretly selects a single Weapon Card from their hand and places it face down in front of them.

3. All players reveal their Weapon Cards by turning them face up simultaneously.

4. Purge! Players determine the order of selecting Festival Cards by comparing the Power values on their Weapon Cards and resolving any Weapon effects. Players then take turns choosing Festival Cards to add to their score piles. (See next section for more details.)

5. Resolve any Weakness Cards that were drawn, if possible.

6. Discard the cards used. Take the Weapon Card you used and put it into your discard pile. Put any unclaimed Festival Cards and resolved Weakness Cards into their respective discard piles.

7. Each player draws a Weapon Card from their deck (players may have 3 cards again or they may have more/less depending on other card effects).

8. End the round and move to the next round if appropriate, starting over at Step 1.

PURGE! STEP IN DETAIL

During the Purge! step, compare the Power values (the big numbers) on the revealed Weapon Cards. The player who plays the card with the highest Power gets to go first. In the case of a tie, compare the tiebreaker values (the small number next to the Power values).

Tiebreaker Value

Power Value
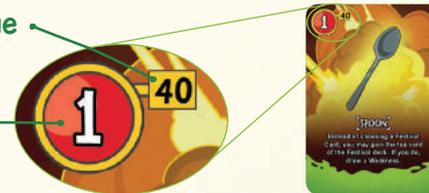
NOTE: Remember to examine each Weapon Card's text before determining Power and turn order! Some cards can modify Power values, or affect who gets to go first, so don't overlook them.

The player who goes first gets to choose a single Festival Card from those revealed for the round, adding that card to their score pile. Then the next player chooses a Festival Card from those remaining and adds it to their score pile, and so on, until all players have had a chance to choose a Festival Card. Each player must choose a Festival Card, if able. There may be times when, due to a card ability, you cannot gain a Festival Card. In those cases, skip ahead to the person with the next highest Weapon Card.

RESOLVING WEAKNESS CARDS

When a card tells you to draw a Weakness, take the top card from the Weakness deck and place it face up in front of you. Resolve the effect on the card as necessary. Before each player draws a Weapon Card at the end of the round, put all resolved Weakness Cards still in front of players into a Weakness discard pile. If the Weakness deck ever runs out, shuffle the cards in the discard pile to create a new Weakness deck.

MATCH END

A match ends after 6 rounds have been played. At the end of the sixth round, add up your collected Festival Cards with positive VP values, and then subtract your Festival Cards with negative VP values to determine your total VP. The player with the highest total VP is the winner of the match. Keep track of who wins each match. Follow the setup instructions again to begin a new match starting at Round 1.

GAME END

When a player has won 2 matches, the game ends and that player is declared the winner!

(For a super-quick game, play only 1 match and, for a longer game, play until someone has won 3 matches.)

CARD EFFECT RULES AND EXPLANATIONS

If a card tells you to do something that contradicts the game rules, follow the card.

If different cards conflict and tell you that you both CAN and CAN'T do something at the same time, you cannot do that thing. The "can't" effect wins out.

Simultaneous Card Effects: If 2 cards ever need to resolve at the same time, the card with the higher listed Power goes first. (Use the tiebreaker number to resolve ties.)

Replacement Effects: When a card says that you can do something instead of choosing or gaining a Festival Card, there must first be a valid Festival Card for you to choose or gain. (You need to replace a valid move.)

Special Festival Cards: When a Festival Card is revealed that has special text that says "When revealed," it affects all players immediately. Resolve the effect, then continue revealing Festival Cards as needed.

Reminder: Festival Cards with special text can't be used to start a match; they must be shuffled back into the Festival deck and replaced with different cards with no text.

Spoon (1): When it is your turn to select a Festival Card, you may instead select the top card of the Festival deck—without looking at it—and place it in your score pile. You then draw and resolve a Weakness. If you choose to take a Festival Card as normal, you do not draw a Weakness.

Iron Bolt Gun (4): If each player, yourself included, plays a card with a different base Power value (the large number printed on each card), you may choose the first Festival Card this round. You may choose before players with higher Power values on their cards.

Crossbow (5): If the Festival deck is empty when you try to add another Festival Card, shuffle the Festival Card discard pile and create a new deck.

Flamethrower (6): If the only Festival Cards you can choose have negative VP values, you may pass to the next player without taking a card.

Butt Missile (9): You may discard any card of your choosing from your score pile and put it into the corresponding discard pile. It does not need to be a Festival Card.

Yummy'Yums Bar (General Store Owner 2): You discard any card of your choosing from your score pile and put it into the corresponding discard pile. It does not need to be a Festival Card.

Double Cross (Arthricia 2): Putting a card in another player's score pile does not count as that player gaining a card.

Sweet Dance Moves (Arthricia 7): If other Weapon Cards with text are revealed at the same time (such as Yummy'Yums Bar or Stun Ray), ignore their effects. The -1 Power effect only applies for the current round.

Fatal Shove (Morty 2): Instead of going to the discard pile, this card remains in play for the next 2 rounds, adding 2 Power to your Weapon Card in each round. At the end of that second round, put Fatal Shove into your discard pile.

Psychotic Freak Out (Morty 7): After selecting the first card of the round, you may gain any number of other available Festival Cards. You can't gain cards from the Festival deck or other players' score piles this way.

Stun Ray (Rick 2): At the end of the round, Stun Ray is put into the Rick player's discard pile, but the Festival Card that was covered is not discarded and carries over to the next round.

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