

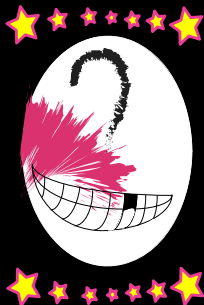
# SCOFFLAWS

Hey there buddy! You looking to play? Is it your first time? Well, don't worry! It's easy. All ya need to do is:

- 1) Cheat
- 2) Suspect everyone and trust no one
- 3) Crush your rivals into the dust without mercy

Does that clear things up for ya? NO? Ahhhhh, you'll pick it up. Just don't take too long or ya might wake up in the river with some fancy new cement slippers. But don't let that shake you. Serously, these guys can smell fear a mile away, they'll tear you apart. Er, but I'm sure that won't happen to you. TRUST ME.

NOW... GO HAVE SOME FUN!



# STARTING

Now there's two ways to start. Pick whichever you like. Just depends on whether or not you want to feel the crushing responsibility of choice on your shoulders.

## RANDOM:

- Lay out all character cards, with their ability cards attached, facedown and shuffle them.
- Randomly dole them out to all players until every player has a character.
- Whoever got their card last gets the first turn.
- This player must move the round counter every time it is their turn, not including the first turn.

## SEMI-RANDOM:

- Lay out all character cards, with ability cards attached, facedown and shuffle them.
- Each player rolls a dice once. The two players with the highest dice rolls get to pull three of the player cards aside and decide which of the three they want.
- The ones not chosen re-shuffled, then given to the players with the 3rd and 4th highest rolls. Repeat until all players have a card.
- Whoever got the lowest dice roll gets the first turn. This player moves the round counter every time it is their turn, not including the 1st turn.

# ABILITIES

Check out who you'll be against. Each one will...how do I put this? Cheat you in a unique way. I'd say smart money is on the charming fellow with the grin. That's just me though.

- A character card outlines the criminal's special skill as well as a 'character flaw' that imposes a restriction on how the player must act. It is important to NOT show other players what card has been chosen, as it is advantageous if no one knows your abilities/identity until you choose to reveal yourself.
- Players will also get two unique ability cards. Some of these cards can be used in secret, some can be used while being exposed or attacked, and some can only be used after being revealed. Check the ability cards or the character sheet for explicit instructions on when or how cards can be used.
- Ability cards are either re-usable or single-use. If they are single-use, discard these cards in a separate pile from the regular cards so they don't get shuffled back in. Also, some re-usable cards have a cooldown that requires you to wait a set amount of rounds (listed on the card) before using them again. Pay attention to the round counter to see when you've waited long enough.

# CARDS PT. 1

What's a card game without any cards? Dumb, that's what. Anyway, there's a lot of info, but it's pretty important. So PAY ATTENTION. There's gonna be a test later.

- Every player will draw cards from a shared deck every turn. These cards can be attack, defense, healing, or expose cards.
- Every player should begin with seven cards.
- Players will then take turns, clockwise. During a turn, you may activate an ability card, health card, attack card, or expose card.
- After playing an attack, health, or expose card, you may draw one card.
- A player may choose to skip their turn in order to gain a single card.
- Health, defense, and attack cards all have a value number next to their name that determine their strength. For example, a health card with a 3 will heal 3 life points to the user).
- Players may heal other players if they want as this might prove advantageous.

# CARDS PT. 2

I warned you there'd be a lot didn't I? Don't lose your focus now. If you have to ask someone else to explain what cards do what, you'll look like a massive dork in front of everyone.

- When attacked, a player may use a defense card to reduce the damage or nullify it if the value of the defense is equal to the attacking card. You may NOT redraw a card after playing a defense card, but you may defend whenever attacked regardless of turn order.
- If the defense value is greater than the attack value, it counters and the attacker loses health equal to the difference in card value.
- During a player's turn, they may play an expose card and accuse a player of being a certain criminal. If the guess is correct, the accused MUST answer truthfully and reveal themselves.
- Regardless of the outcome, the evidence card must be discarded in the same pile as one use ability cards.
- Players can freely trade cards at any time as long as neither party is being attacked, but you are not required to be truthful.

# WINNING

Now we're talking! Everyone wants to win the game, especially the ones who say they don't. Just remember, people who say that honor is better than victory are just boring sore losers.

- Once again, players can form alliances and trade cards with one another, but be careful as lying is NOT against the rules unless expose or ability cards are involved.
- Each player will have 20 health points to begin with. Health is lost when a player is targeted and chooses/is unable to fully defend against an attack. If a player loses all of their health reveal their identity if they are not already exposed.
- Each player will have a unique goal on their character card that when completed, they have one. But you can also win the game simply by being the last player with any life remaining.
- If a goal requires you to do something to  $\frac{1}{2}$  of players and there's an odd number of players, round down.
- If there are still some players alive after someone reaches their goal, keep competing for 2nd and 3rd place.