

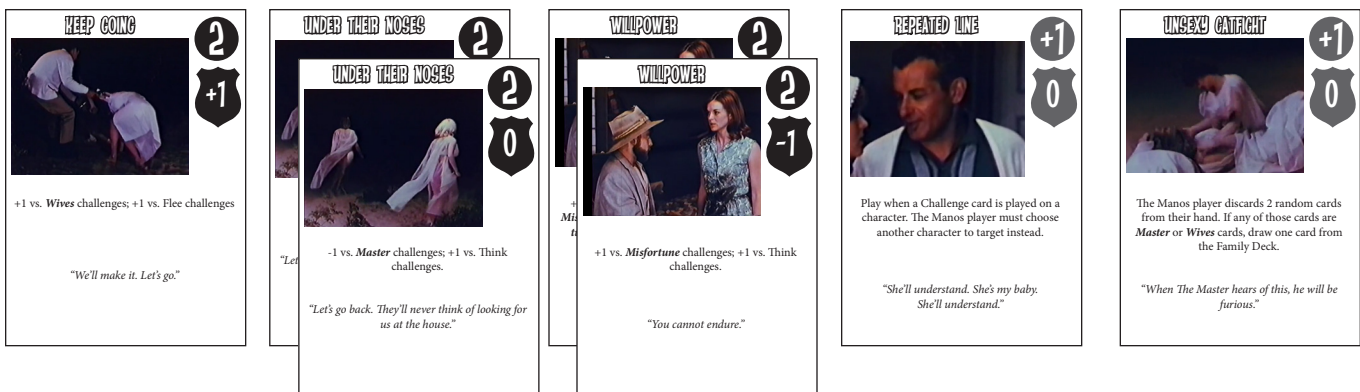
# "MANOS" THE CARDS OF FATE

## EXAMPLE OF PLAY

This covers the first two rounds of a game of *Manos: the Cards of Fate*. Keep in mind that the cards used here are playtest cards only; the final cards will look much more professional.

### Family Turn

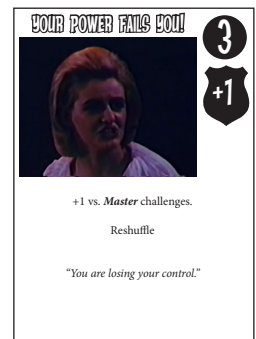
Alan is the family player. During set-up, Alan drew the following cards from the Family Deck to form his hand.



When his turn begins, Alan draws one card from the top of the Family Deck and receives **Your Power Fails You!**

Now, Alan takes his two actions. The first action is to Relocate, moving Michael from the Lodge Interior to the Backroads. For the second action, he takes a Search action with Margaret, who is still at the Lodge Interior. Before she can flip over a Search card, though, she has to make a successful Resist challenge (each location requires the challenge to use a specific stat) versus a challenge rating of 3.

Margaret has a Resist of 2, which is automatically added to the effort rating. That means that all Alan needs is 1 in order for Margaret to succeed. Even though it's overkill, he plays **Willpower**. That adds 2, plus an additional 1 since it's a Resist challenge. The total effort rating is 5, which is equal to or higher than the challenge rating of 3. Margaret succeeds! Alan flips over the top card of the Lodge Interior's Search Deck and gets **No Progress**. **No Progress** is then placed in the Search Discard Pile.




### Proximity Tokens

When playing the full version of the game, the modifiers on the police badge icons will add or subtract proximity tokens to the Police Card when played or flipped over. As soon as 3 of these tokens are acquired, you'll flip over the top card of the Police Event Deck and follow the instructions on that card. This represents the two policemen cruising the countryside.

This example uses the "starter rules", however, so the proximity rules aren't used.

# Manos Turn


Lisa is the Manos player. During set-up, Lisa drew the following cards from the Manos Deck to form her hand.

|   |  |  |   |  |
|---|--|--|---|--|
| <p><b>SCORCHED HAND</b></p>  <p><b>Master</b></p> <p>If you just played Dark Ceremony, you may lay Scorched Hand vs. the same character without spending one of your actions this turn.</p> <p><i>The Master's evil laughter echoes as he watches the hand burn.</i></p> | <p><b>BARRIER</b></p>  <p><b>Misfortune</b></p> <p>+1 vs. characters at the Lodge Interior.</p> <p><i>"Margaret! Open the door!"</i></p>  | <p><b>THE HELLHOUND STRIKES</b></p>  <p><b>Hellhound</b></p> <p>-2 vs. Debbie.</p> <p>Reshuffle</p> <p><i>"Stand back, Debbie! Stand back!"</i></p> | <p><b>KNOCKED OUT</b></p>  <p><b>Torgo</b></p> <p>+1 vs. characters at the Desert.</p> <p><i>Torgo's staff packs quite a punch.</i></p> | <p><b>PROMISCUOUS TEENAGERS</b></p>  <p>Remove a proximity token from the Police card or force the family player to discard a card of their choice from their hand.</p> <p><i>"Well, whatever it is you're not doing, go don't do it somewhere else."</i></p> |
| <p><b>CONFUSION</b></p>  <p>Play this card at the same time you play a Think Challenge to gain +2 to the challenge rating.</p> <p><i>When confusion seeps in, thinking clearly becomes difficult indeed.</i></p>   | <p><b>DIDN'T SEE IT COMING</b></p>  <p>Play this card at the same time you play a Fight Challenge to gain +2 to the challenge rating.</p> <p><i>Surprise is perhaps the greatest weapon of them all. That and Torgo's "hand" staff.</i></p> |  |   |  |

When her turn begins, Lisa draws one card from the top of the Manos Deck and receives *There Is No Way Out Of Here*.

Looking at her hand, Lisa realizes that every single one of her Challenge cards depend on Fight challenges. This will limit her versatility. For her first action, she takes a Challenge action. She plays *The Hellhound Strikes* and targets Margaret. This means that Margaret is facing a Fight challenge versus a challenge rating of 5. And to make it even more perilous, she also plays *Didn't See It Coming*. This increases the challenge rating by 2, making the total challenge rating a whopping 7!

**THERE IS NO WAY OUT OF HERE**



Play when the family player draws an Escape card. Place the Escape card back into the Search Deck and shuffle it. The family player must redraw.

*"The nearest phone is at the crossroads. That's ten miles."*

Alan plays *Repeated Line*, forcing Lisa to choose a different character to target with the challenge. With a groan, Lisa chooses Michael.

Now, Alan may play up to two Effort cards and discard any number of Help cards to overcome the challenge. He plays *Your Power Fails You* (effort rating of 3) and *Under Their Noses* (effort rating of 2). Additionally, he discards *Unsexy Catfight* to add 1 to the effort rating. That's 6, plus another 1 because Michael has a Resist rating of 1. Michael barely overcomes the challenge with a total effort rating of 7! That was close. It's a good thing he forced to switch targets!

Since both players played a card that said "Reshuffle", they take the cards they played and shuffle them back into their decks.

Lisa has a big choice to make. Should she replenish her hand by taking a Draw action or take advantage of Alan's depleted hand by taking another Challenge action? She decides to do the latter. She targets Debbie with *Barrier*. It is a Fight challenge. Since Debbie is still at the Lodge Interior, the challenge rating is increased from 3 to 4.

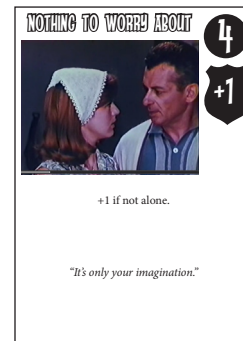
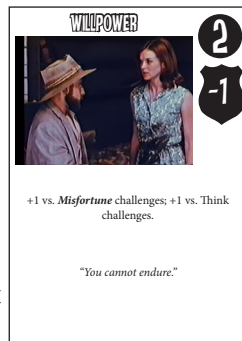
Alan could play two of his cards to beat the challenge, but it would leave him with only one card going into the next turn. He would likely have to take two consecutive Draw actions just to stay afloat, which would waste his next turn. With some trepidation, he concedes the challenge and gives Debbie a corruption token.

## Family Turn

When his turn begins, Alan draws one card from the top of the Family Deck and receives **Attack!** He sure could have used that last round!

His first action is a no-brainer: Draw. He draws two cards and receives **Willpower** and **Nothing To Worry About**.

His second action is to Search with Michael, who is at the Backroads. That Location requires a Fight check versus a challenge rating of 3. He plays **Willpower**, which gives him 2, plus Michael's Fight rating of 1. That allows him to pass the challenge with a total effort rating of 3.



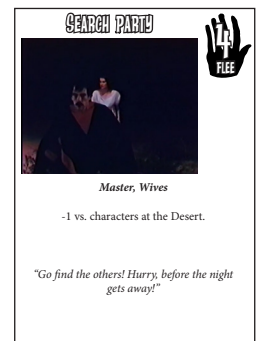
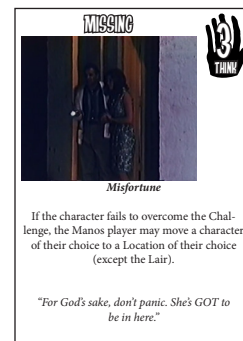
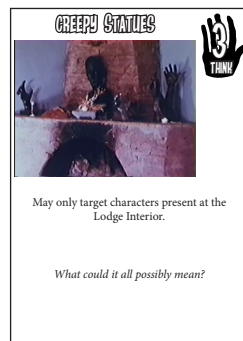
Alan now flips over the top card of the Backroads Search Deck and receives **Escape!** But wait! Lisa plays **There Is No Way Out Of Here**, so he has to place that **Escape** back into the Search Deck, shuffle it and draw again. Luckily, he draws **Escape** anyway! He places the card face-up in front on him. He only needs two more before he can move to the Lair and try to finish the game.

## Manos Turn

When her turn begins, Lisa draws one card from the top of the Manos Deck and receives **Search Party**.

Seeing that she's down to only five cards, Lisa takes a Draw action and gets: **Creepy Statues** and **Missing**.

Her second action is going to be a Challenge action. She targets poor little Debbie with **Missing**. This will force Debbie to take a Think challenge versus a challenge rating of 3. Along with that card, though, she plays **Confusion** to increase the challenge rating by 2. The total challenge rating is now 5.



Alan plays **Nothing To Worry About**, which has an effort rating of 4, plus an additional 1 if the targeted character is not alone. Since Debbie is with Margaret at the same Location, this bonus applies. With one card, Debbie aces the challenge!

