

"MANOS" THE CARDS OF FATE



THE CARD GAME BASED ON "THE WORST MOVIE EVER MADE"

STARTER RULES

What follows is the rules system, aimed at those new to the game. Toward the end of this booklet, you'll find the two rules that are added to the mix when you're ready for the complete *Manos: the Cards of Fate* experience. You shouldn't add those rules to the game until you have a few games using the Starter Rules under your belt.

Objectives

One player takes on the role of Manos, while each of the other player takes on the role of all three family members (Michael, Margaret and Debbie). The Family player's goal is to acquire all four Escape cards, thus escaping from the Master's evil clutches. The Manos player's goal is to capture all three family members before that can happen.

The Cards

While the uses of the various card types will be explained as you read the rules, we felt it was imperative for players to know what each one looks like.

- The Manos Deck is made up of two card types: Challenge cards and Primal Darkness cards.
- The Family Deck also contains two card types: Effort cards and Help cards.
- The other cards that are drawn during the game go into their own separate individual decks: Search cards, Police Event cards (standard game only) and Lair Showdown cards (standard game only).
- A few cards don't go into any pile, but are placed face-up: Character cards, Location cards and the Police card (standard game only).

Set-Up

Follow these steps:

1. Lay the five Location cards on the table (face-up) in the pattern shown in the diagram.
2. Prepare the Search Decks. Place one "Escape" card face-up by the Lair. Take the seven "No Progress" cards and three remaining "Escape" cards, setting them to the side for a moment; this is the Search Pile. Shuffle the remaining Search cards and, without looking at them, take the top two and place them on the Search Pile (remove the Search cards not on the Search Pile from the game. Shuffle the Search Pile, dealing them into four separate 3-card Search Decks. Place a Search Deck (face-down) beside each Location, except the Lair.
3. Place all of the character cards (face-up) near the family player and place the character counters at the Lodge Interior location.
4. Shuffle the Manos Deck. The Manos player draws a hand of seven cards, keeping them hidden from the family player.
5. Shuffle the Family Deck. The family player draws a hand of seven cards, keeping them hidden from the Manos player.

Turn Sequence

The family player always goes first. Follow the steps for the family turn and then the steps for the Manos turn. Once both players have taken a turn, a round is said to be completed.

The Family Turn

Note: As this section is targeted at the family player, that's who we mean when we say "you".

As soon as it becomes the your turn, draw one card from the Family Deck and put the card in your hand. You may not have more than eight cards in your hand. If you ever end up with more than eight cards, for any reason, you must discard enough cards to bring you back down to eight cards.

Once you draw your card, you may perform two of the following actions. You may select the Relocate and Search actions more than once each, but no single character may take the same action twice in a turn.

- **Relocate:** Choose a character and move to an adjacent Location. A character cannot move to a Location positioned diagonally from their current Location, nor may they go to the Lair until you have collected four Escape cards.
 - **Search:** Choose a character to search the Location he or she is present at. Before the search can be attempted, the character must pass a challenge with a challenge rating of 3 (see “Challenges” for how to do that). The stat used depends on which Location is being searched: Resist (Lodge Interior), Think (Lodge Exterior), Flee (Desert) or Fight (Backroads). If the character fails, the character gains a corruption token and the action is wasted (the Location doesn’t count as having been searched). If the character succeeds, flip over the top card of that Location’s Search Deck.
 - *Escape:* Place the card face-up in front of you; you have collected it.
 - *No Progress:* Place the card in the Search Discard Pile.
 - *any other card:* Follow the instructions on the card and then place it in the Search Discard Pile.
- IMPORTANT:** Each Location may only be searched once per turn.
- **Draw:** Draw two cards from the Family Deck and add them to your hand. Keep in mind the maximum hand size of 8 (see above).

In addition to taking two actions per turn, you may play any number of Help cards from your hand. Some Help cards can only be played at certain times (as detailed in the card’s text). Once played, place the card in the Family discard pile.

The Manos Turn

Note: As this section is targeted at the Manos player, that’s who we mean when we say “you”.

As soon as it becomes your turn, draw one card from the Manos Deck and put the card in your hand. You may not have more than eight cards in your hand. If you ever end up with more than eight cards, for any reason, you must discard enough cards to bring you back down to eight cards.

Once you draw your card, you may perform two of the following actions. You may select the same action more than once.

- **Challenge:** Choose a character and play a Challenge card on them. You may target the same character twice (thus costing both actions). See “Challenges” later for more details on how Challenges work.
- **Draw:** Draw two cards from the Manos Deck and add them to your hand. Keep in mind the maximum hand size of 8 (see above).

In addition to taking two actions per turn, you may play any number of Primal Darkness cards from your hand. Some Primal Darkness cards can only be played at certain times (as detailed in the card’s text). Once played, place the card in the Manos discard pile.

Challenges

Challenges represent the Manos player’s attempts to capture the members of the family.

WHAT THE MANOS PLAYER DOES

The Manos player targets one of the characters and plays one Challenge card from their hand, keeping in mind the number in the upper right corner of the card. This is its *challenge rating*. Also keep in mind that the name of one of the stats (Flee, Fight, Resist or Think) appears right beneath the challenge rating.

WHAT THE FAMILY PLAYER DOES

The family player may concede the challenge and place a corruption token on the targeted character’s card or they can accept the challenge by playing one or two Effort cards, looking at the number in the upper right corner of the card(s). Add the two numbers together if two Effort cards are played. Add that number to the targeted character’s stat that was listed underneath the Challenge card’s challenge rating. This is the *total effort rating*.

If the total effort rating is equal to or higher than the Challenge card’s challenge rating, the character overcomes the challenge. If the total effort rating is less than the challenge rating, place a corruption token on the character’s card. When a character obtains its second corruption token, it is captured. Place the captured card near the Lair.

Escalation (Escape Cards)

Just as with the movie, the further the characters progress, the more difficult and tense things become. The first Escape card collected by the family player doesn't affect challenges. However, if two Escape cards have been collected, add 1 to all challenge ratings. If three Escape cards have been collected, add 2 to all challenge ratings instead.

Boosting with Help Cards

When playing Effort cards, the family player may also discard as many Help Cards as they want, ignoring their card text. Each Help Card played in this way will add 1 to the total effort rating, which is listed in the card's upper right corner as a reminder. Note that discarding Help cards is not the same as playing them.

Help Cards and Primal Darkness Cards

Unless otherwise directed on the cards themselves, Help cards can only be played during the family player's turn and Primal Darkness cards can only be played during the Manos player's turn. During challenges—whether they occur during the Manos player's turn or the family player's turn—both players may play these cards, where appropriate.

Where Do the Cards Go?

Once a challenge has been resolved, all cards played or discarded go to their respective discard piles.

EXAMPLE: The Manos player has played a Challenge card that has a challenge rating of 4 and lists "Resist" as the stat type it targets. He targets Michael with the card. The family player plays one Effort card and discards one Help Card. The Effort card has an effort rating of 2 and the Help card gives him an additional 1. He then adds Michael's Resist rating of 1 to that number, making his total effort rating 4, just enough to overcome the challenge.

Victory

The family player wins if they acquire the fourth Escape card from the Lair via a Search action with at least one character left uncaptured and can make a single Relocate action to leave the area once and for all. The Manos player wins if he captures all of the family members before that can happen.

Keywords

Many cards have keywords that help define them. Keywords are always presented in bold-italic text. They have no rules into themselves, but are referenced by other cards. For example, a card might say "+1 to effort rating against ***Torgo*** challenges". This means that the card will grant the bonus to your challenge rating if the Challenge card has the keyword ***Torgo*** on it.

Discard Piles

As soon as the last card in a deck is placed into its discard pile, shuffle the discard pile to form a new deck. Search Decks are the only exceptions to this. Once a Search Deck is depleted, it stays depleted.

Terms

Present: A character at a Location is considered to be *present* there.

Versus (or vs.): Usually used in the text of a Challenge card or Effort card, this term designates a target the card is played against. For example, if it says "+1 vs. Michael", it means that the gains a +1 bonus when the card targets Michael.

Target: This means to play a card specifically on a character. For example, if the Manos player plays a Challenge card on Margaret, it is targeting her.

Alone: When a character is the only one at a Location, they are considered alone.

Negate: Certain cards allow you to cancel other cards as soon as they are played. The negated card is placed in the appropriate discard pile and its effects do not take place. Help cards discarded to add 1 to the total effort rating can't be negated.

Reshuffle: This term appears on certain cards. When this card is played (for Manos cards and Family cards) or when it is revealed (for Police Event cards), place this card in its respective discard pile. Then, take that discard pile and shuffle the cards back into their respective deck. "Reshuffle" activates even if the card is negated.

STANDARD RULES

After playing a few games with the starter rules, the standard rules should be integrated into your games.

The Police

As anyone who has watched *Manos: the Hands of Fate* can tell you, there were two policemen roaming the countryside, looking for lawbreakers (not to mention youths making out in cars). While those cops certainly had no impact on the story in the film, they could very well save the family or at least help them in some way in the game. The policemen are represented in the game by six cards that comprise the Police Event Deck.

Before the Game

When setting up the game, the Police card should be set out near the family player, face-up. Place three beads or counters to represent proximity tokens beside the Police card. Then, shuffle the Police Event Deck and place it on the other side of the Police card.

During the Game

When the family player plays a card from the Family Deck, they must look at the proximity number, which is the number shown in the “police badge” icon. Add or subtract that number of proximity tokens to the Police card (the number of tokens can never go below 0 or above 3). If multiple cards are played, factor in each card’s proximity number.

Additionally, add 1 proximity token every time a searching character draws a “No Progress” card from a Search Deck.

Once 3 proximity tokens are accumulated, the family player flips over the top card of the Police Event Deck, carrying out the instructions on that card. Once carried out, the police event card is discarded and the family player’s turn carries on as normal.

The Lair Showdown

With this rule, the family player doesn’t win simply by moving to the Lair and taking a Search action. They have to face one final threat before escaping the desert.

Before the Game

When setting up the game, the Lair Showdown Deck must be shuffled and placed near the Lair.

During the Game

After at least one character relocates to the Lair and takes a Search action to receive the fifth Escape card (no challenge necessary), the round ends immediately and the Showdown Round begins.

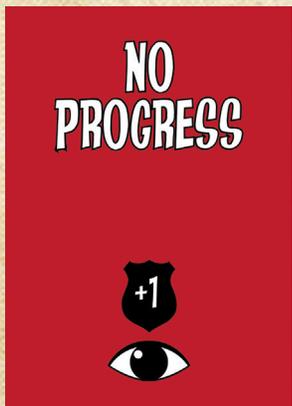
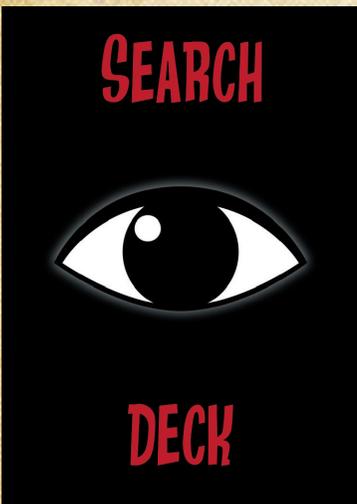
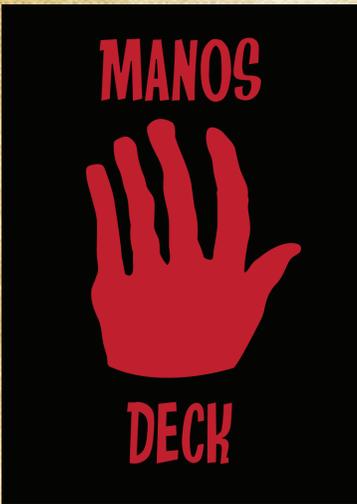
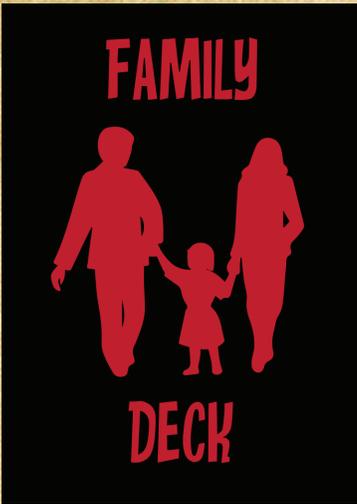
When the Showdown round begins, the family player flips over the top card of the Lair Showdown Deck. The instructions on that card must be followed. Most cards will require one or more challenges that the family player must overcome in order to win the game. If they fail to overcome it/them, well, it looks like there will be someone new taking over Torgo’s job. That is, the Manos player will win. Other cards are less predictable and follow a different format; in such cases, the card itself will explain how the game is won or lost.

Some cards will say “Draw a Showdown Hand”. If this is the case, before carrying out the rest of the instructions on the card, each player must do the following:

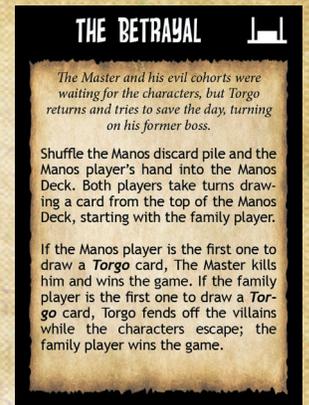
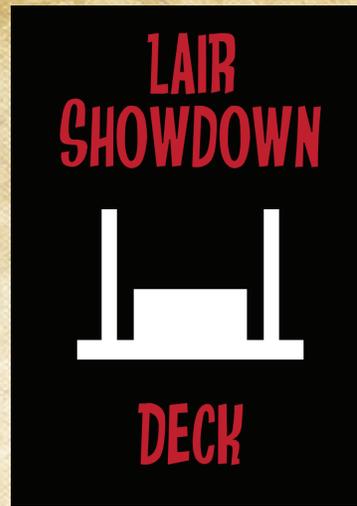
1. Discard any number of cards from their hand.
2. Draw a number of cards from their respective deck so that they have a total of eight cards in their hand.
3. The Manos player draws an extra card for each character that is currently captured. The family player draws an extra card for each character that is *not* currently captured.

The resulting hand is their *showdown hand*. The rest of the Lair Showdown card’s text can now be carried out.

IMPORTANT: Once the Showdown Round begins, the challenge rating bonuses from collected Escape cards no longer apply.



Credits go here!



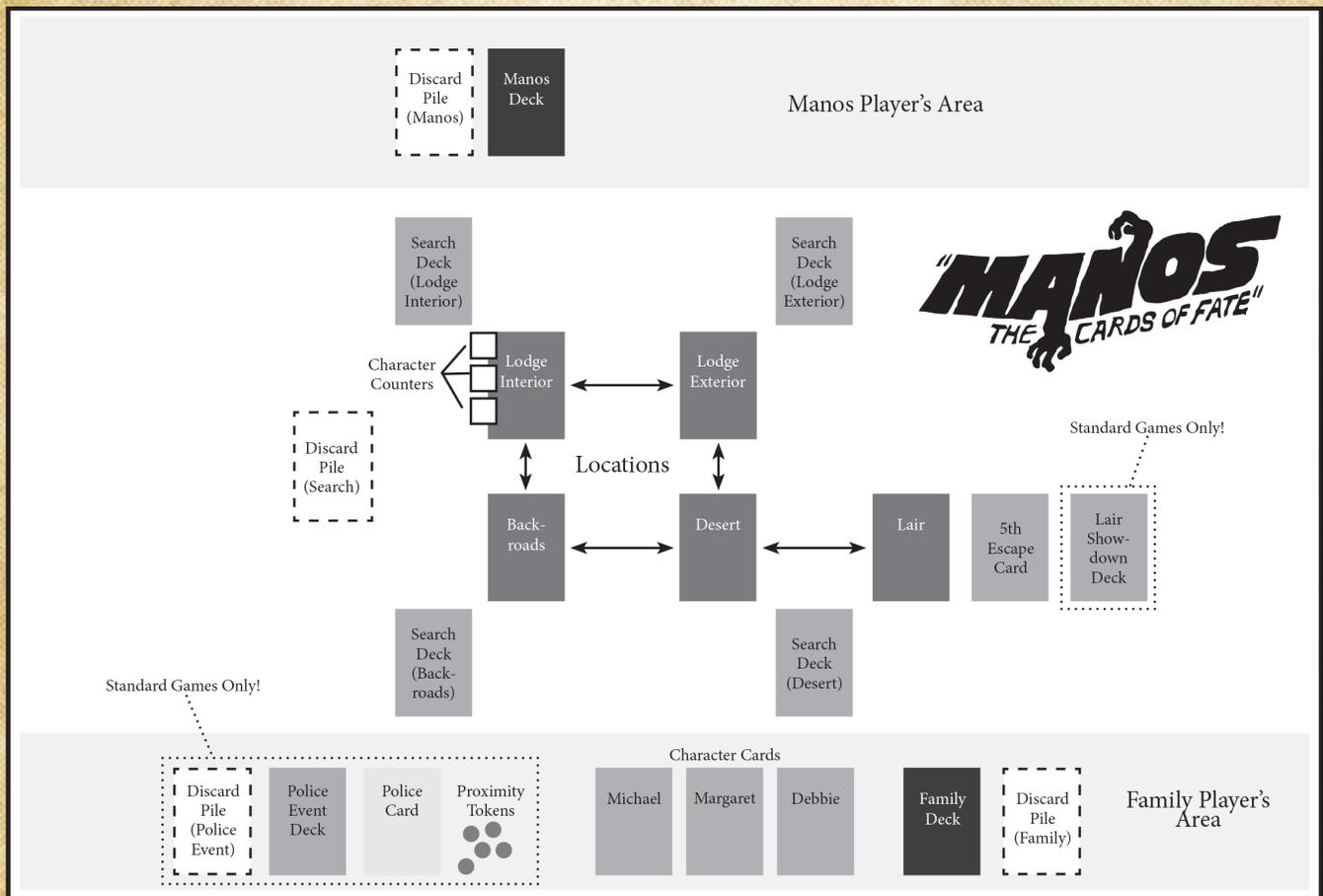
LOCATION



POLICE CARD



CHARACTER



"MANOS HAS MADE ME PERMANENT!"

TOM NEYMAN
"THE MASTER"

11/23/35 - 11/12/16

This game is dedicated to the memory of Tom Neyman.
He will be with us always.