



RICK AND MORTY

A hundred 'days Rick and Morty,
forever a hundred times.

Over and over
Rick and Morty adventures.

Rulebook



GOAL OF THE GAME

There you are, Morty. Listen to me. I got an errand to run in a whole different dimension. I need an extra pair of hands. Now listen I need your help, Morty. I mean, we got to get burp the hell out of here and go take care of business. Burp it's important.

Make your Rick and Morty the most adventurous ones! Travel across different dimensions to get all kinds of resources that will give you control! Play your cards well, be a pain in the ass and take advantage of your enemies!

And remember, as Rick would say:

*Burrrp burrrp.
Let's go, damn it!*

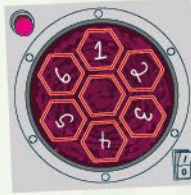
COMPONENTS



1 Main board



20 Dimension tiles



4 Player boards



4 Player screens



4 Rick figures



4 Rick tokens



4 Morty figures



4 Morty tokens



81 Cards



60 Resource tokens



20 Garage tokens



1 Six-sided die

GAME SET-UP

The set-up is really simple. Follow these steps:

- Place the main board on the table. It should be accessible to everyone.
- Shuffle the dimension tiles. Stack them next to the board, randomly and face down. For your first games or when playing a two player game, we advise you to set the game up with less dimension tiles: randomly choose 12 and put the rest back into the game box.
- Draw 6 dimension tiles. Place them face up on the spaces with a green border.
- Separate resources by type:



Mega Seeds



Schmeckles



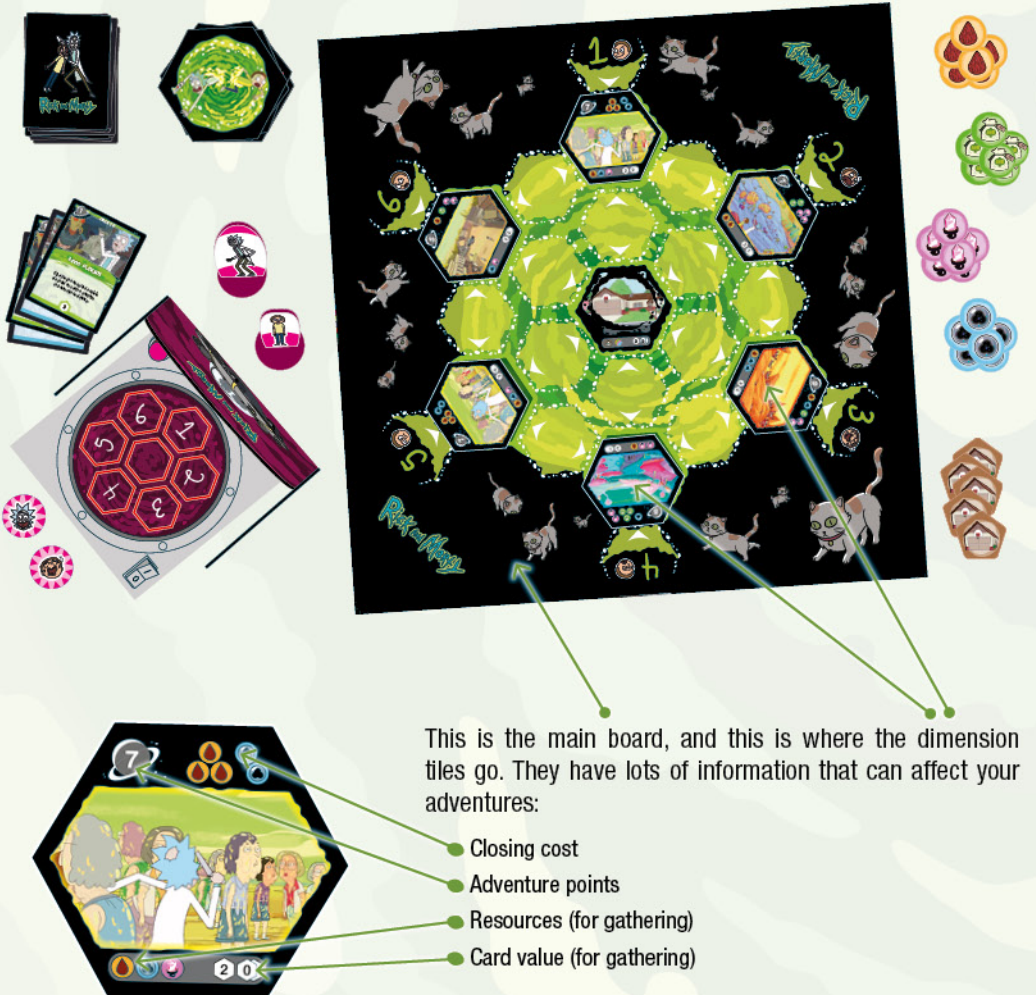
Time Crystal



Dark Matter

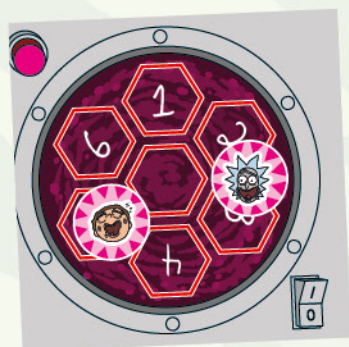
- Each player takes the components of their color: a player board, a player screen, a Rick figure, a Rick token, a Morty figure and a Morty token.
- Shuffle the cards and place them face down next to the board. This is the drawing pile.
- Each player receives 4 cards into their hands. We advise you to keep them secret.
- Place all the garage tokens next to the board.

OK, let's be super clear on this.



This is the main board, and this is where the dimension tiles go. They have lots of information that can affect your adventures:

- Closing cost
- Adventure points
- Resources (for gathering)
- Card value (for gathering)



The player boards are a smaller representation of the main board. At the beginning of each turn, you will start your adventure secretly choosing in which dimension or dimensions you are going to risk your necks in. Morty can only visit one dimension at a time, but Rick can also be between two dimensions as long as they are adjacent.

Check the image to get a better understanding.

Rick and Morty tokens are placed on the player boards, their figures will be placed on the main board. We will get back to this later in more depth.

Using the cards, you will be able to piss off your opponents by playing characters, items, places, actions or reactions.

They can have three different types of abilities -that's why there are three different colours:

Blue cards: these cards don't have any requirements to be played, but you can only play them during your own turn. They can be **action** or **place cards**. Once you play them, they are **destroyed** and go to general discard pile. Some of them have abilities that last the whole turn. After that, they also go to the **general discard pile**.

Orange cards: these don't have any requirements, either. But you can play them at any time to react to your opponents. Protect yourself, idiot! These cards are called **reaction cards** and they are also automatically destroyed: put them into the general discard pile.

Green cards: to play these, your figures will have to be on one or two specific dimension tiles. This means: if you want to play a card with the **56** symbol, your figures need to be on those two dimensions. Green cards are **item** and **character cards**. Also, these cards score you adventure points at the end of the game. Their benefits can either be immediate, limited or perpetual. Just read them to know what they are about.

As long as it's during your own turn, you can trigger abilities of **item cards** whenever it suits you: right after you play them, further ahead in the game or never. Once you use them, they are **discarded** into your **personal discard pile**.

Let me explain some icons:



These signal dimensions. If you own cards with these dimension icons and play a green card that requires them, your figures don't need to be on those dimensions in order to play the card.



Whenever you are about to close a dimension, this symbol counts as one of the shown resources, so you won't need to pay it.

When cards or these rules use the word "characters", it always refers to the card type, not to the Rick and Morty figures.

Cards can be either **destroyed** or **discarded**.

When a card gets **destroyed** it goes to the **general discard pile**. Start this pile next to the drawing pile. When the drawing pile runs out of cards, shuffle the general discard pile and set it up as a new drawing pile.

When a card gets **discarded** it goes to the **personal discard pile**. At the end of the game, the cards in your personal pile will score you adventure points. Only green cards can go into your personal discard pile.

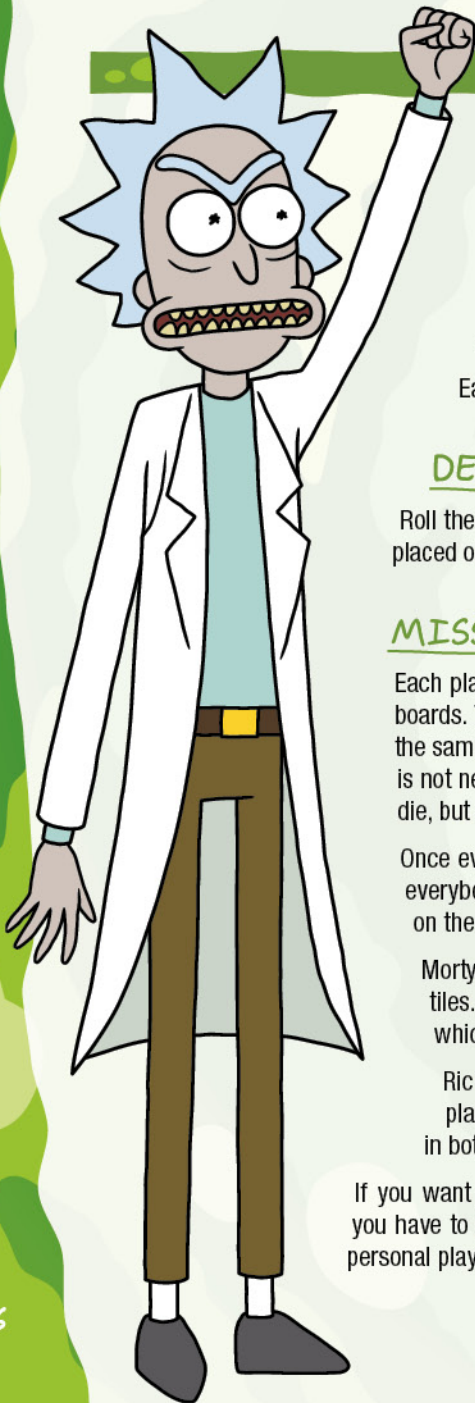
People use resource tokens to get what everybody wants, they are just different versions of purchasing power! Dirty money! But we call them resources here. Their main purpose is closing dimensions, but you can also use them for other stuff, like making Rick change dimensions. During one specific phase of the turn, you will be able to pay two resources of the same type to move Rick into a different dimension. Some cards need resources, too.



In this game, the general supply of resources stands for the stinky Federation. One of the worst problems of consumerist societies is that their resources are finite. They also are finite here, burp. And as always, it's the oppressed people that have to deal with that. If at any given moment the Federation runs out of a type of resources, every player will have to give back half of their resources of that type, rounded up. Sucks!

Garage tokens represent the made-up feeling of security we get from keeping people and things in our homes. Just because of that, these tokens protect our characters and items from the motherfuckers that want to ruin our lives. We get garage tokens when one of your **figures** visits the Smith's house in the centre tile. When you play a green card, you can protect it by placing one of your garage tokens on it. From then on, if any effect from an opponent's card would destroy a protected card, lose the garage token and put the card into your **personal discard pile** instead.

Once a garage token is placed on a card, it stays on it until the card is either destroyed or discarded.



OK GREAT BUT, HOW DO YOU PLAY?

One game is made out of several finite rounds that end as soon as a player closes a dimension that leads to a universal scale cataclysm caused by a tile shortage, burp. Everyone plays a last, normal turn except for the minor imbalances caused by the black hole. After that, the sucker who scored the most adventure points will rule the universe and become the champion.

Each round is divided into the following **PHASES**:

DETERMINATION PHASE

Roll the die to see in which dimension the adventure starts. The die is placed on the tile with the same number as the result.

MISSION PHASE

Each player secretly places their Rick and Morty tokens on their player boards. This is what the screens are there for! Everybody does this at the same time. Different players can coincide on the same dimension. It is not necessary to place Rick and Morty on the dimension that has the die, but doing so can make you gain the initiative.

Once everyone has placed their tokens, the screens are put away and everybody places their Rick and Morty figures on the matching spaces on the main board.

Morty can only be placed on the Smith's house or on the peripheral tiles. We even drew his damn face on those spaces - so you know which ones we mean!

Rick is an experienced interdimensional traveler, so he can be placed on any space. A space with two arrows signals that Rick is in both dimensions at the same time.

If you want your Rick figure to be in two dimensions at the same time, you have to place your Rick token between two dimension spaces on your personal player board.

INITIATIVE PHASE

The first player of the round is decided in this phase.

Check who has more figures on the dimension with the die on it.

- If there is just one figure on that dimension, the player controlling it becomes the first player. The rest of the players will take their turns in clockwise direction, regardless of where their figures are.
- If there is more than one figure on that dimension, you will have to value who has got the biggest presence there. The player with the strongest presence value becomes the first player. If there is a tie, those players roll a die. The highest number wins. Players roll until one player rolls highest.

Presence values are:

1. Rick in one dimension + Morty
2. Rick in one dimension
3. Rick in two dimensions
4. Morty



From this point on, all phases of this round are played in this initiative order.

If nobody placed their figures on the dimension with the die on it... you guys suck, burrrp! Counting from the tile with the die on it, check in ascending numerical order of dimension tiles if any figures are on them.

The first tile with figures on it is treated as if it had the die (without actually moving the die). If the die was on dimension 6, start with dimension 1. If all figures are in the centre tile, roll a die to determine the starting player.

In this example, the pink player is the starting player (wins initiative) because his Rick is the only figure in the dimension with the die (dimension 1).

The same player placed his Morty on dimension 5. The blue player placed his Rick in the inter dimensional space connecting dimensions 2 and the Smith's house. Blue Morty is also on the Smith's house dimension.

GARAGE PHASE

In turn order, every player gets a garage token for each figure they placed on the centre tile (Smith's). For each figure there, you also get one resource token of your choice from the Federation.

Sticking to the previous example, the blue player will get two garage tokens: one for Morty and one for Rick, who is both on the centre tile and on dimension 2. The blue player also gets any 2 resources.

ADVENTURE PHASE

In this phase, you will play turns. Each turn, you can do one of the following actions:

- Play a card.
- Close a dimension.
- Change Rick into a different dimension.
- Pass.

Players choose one of these four actions and carry it out, starting with the starting player and moving on in clockwise direction. Turns go on until everybody passes. After all players pass, starts a new round (determination phase). You can repeat the same actions in different turns as long as you meet the requirements.

PLAY A CARD

Each turn, you can play one card from your hand by placing it in your player area. This card may either be an action or place card (blue) or an item or character card (green). You will have to meet its requirements. If you can't, you also can't play that card.

Blue cards are always destroyed as soon as you have completed their actions.

Remember: when green cards get discarded, put them in your personal discard pile. When they get destroyed, put them in the general discard pile.

CLOSE A DIMENSION

You can close a dimension that has one of your figures on it. In order to do so, you will have to:

- Announce what dimension you are about to close.
- Show the required resources.
- Give the resources back to the Federation.
- Remove the closed dimension tile and put it in your player area.
- Place a new dimension tile from the dimension pile stack on that space.

CHANGE RICK INTO A DIFFERENT DIMENSION

You can move Rick into a different dimension by paying two tokens of the same resource to the Federation. When doing so, move Rick to a dimension tile or to an inter dimensional space.

PASS

You can pass your turn by not doing any action. You can still do actions on your following turns.

BESIDES THEIR CHOSEN ACTION, PLAYERS ARE ALSO ALLOWED TO:

- Trigger the ability of an item. After doing that, discard the card into your personal discard pile.
 - Place garage tokens on your item and/or character cards to protect them. Each card cannot have more than one garage token on it.
- You can play reaction cards at any moment, even if it is not your turn. Each card cannot have more than one garage token on it.

GATHERING PHASE

In this phase, the gathering starts in the dimension tile where the die is. After that, each player will do their gatherings following the ascending order of tile numbers until all dimensions have been checked.

RESOURCES:

- If only one player has figures on a tile, that player takes all the resources shown on the tile.
- If both figures of the same player are on the same tile, gather twice.
- If Rick is on two dimensions, gather from both of them.
- If more than one player (color) has got figures on the same dimension, take all the resources shown on it minus one for each color there that is not yours. The amount of figures doesn't matter. You choose which resource tokens you want to take.



During a three-player game, PINK placed Rick on dimensions 5 and 6 and Morty on dimension 4. GREEN placed Rick on the centre dimension and dimension 6 and Morty on dimension 6. BLUE placed Rick on dimension 1 and Morty on the centre dimension.

Since the die is on dimension 4, gathering starts there. Only PINK's Morty is there, so PINK takes it all: 1 Mega Seed, 1 Dark Matter and 1 Time Crystal.

Dimension 5 is next. Only PINK's Rick is there, so PINK takes 1 Schmeckles and 2 Time Crystals.

Let's move on to dimension 6. PINK's and GREEN's Ricks are there, as well as GREEN's Morty. PINK is the starting player, so PINK starts gathering. Since there is one different color than its own present there (GREEN), PINK will have to choose 2 out of the 3 resources. It doesn't matter that GREEN has got 2 figures there. PINK chooses 1 Schmeckles and 1 Time Crystal. GREEN gathers with Morty, he also has to choose 2 out of the 3 resources since another color (PINK) is present. GREEN chooses 1 Schmeckels and 1 Time Crystal. Now GREEN gathers with Rick and takes 2 Time Crystals.

Further ahead on dimension 1, only BLUE is present with Rick. BLUE gets 1 Mega Seed and 2 Dark Matter.



TOTAL GATHERING:

GREEN:

PINK:

BLUE:

CARDS:

Each Rick draws as many cards as shown on the dimension tile, regardless of the amount of enemy figures. If he is on one dimension, he gathers as many cards as shown by the 1 symbol. If he is in between two, he gathers as many cards as shown by both 0 symbols of the adjacent dimensions.

Morty always lets you draw one card, regardless of the dimension he is in.

Sticking to the previous example, PINK would draw 0 cards for Rick (one dimension makes him draw 1 card and the other one makes him discard one) and 1 for Morty, so overall just 1 card always. GREEN draws 1 card for Rick (the centre dimension makes him draw 2, dimension 6 makes him discard 1) and 1 card for Morty, so overall 2. BLUE draws 4 cards for Rick (dimension 1) and 1 card for Morty, so BLUE draws 5 cards!



DISCARD PHASE

When you get to this phase, each player with more than 7 cards in their hands has to destroy cards of their choice from their hand until they get down to 7.

THIS IS OVER, MORTY

There will come a time when, after closing a dimension, there will be no dimensions left on the stack to refill it with. The round will go on as always, but after every player passes, the game ends and you have to tally your final score!

First, players destroy the cards on their hands into the general discard pile. Afterwards, tally your adventure points for:

- The dimension tiles in your player area.
- The character and item cards in your personal discard pile.
- The cards in your player area.
- You get one extra adventure point for each garage token on your cards.
- Resources and unused garage tokens don't score you any points.

The player with the most adventure points wins!

Remember: For your first games or when playing a two player game or a shorter game, we advise you to set the game up with less dimension tiles: randomly choose 12 and put the rest back into the game box!

OK man, alright! No hard feelings, yeah?

*Well sure, one of you won, so what?
Burp! What's important here is that we
had a great time, isn't that right?*

Wubba lubba dub dub!



THE ADVENTURERS

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[adult swim]



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