

THE GRIZZLED

SETUP:

- **Trial Deck:** 25 Cards facedown atop Peace Card, **Morale Deck:** remaining 34 atop the Monument Card.
- **Speech Token Supply:** 5/4/3 at 2-3/4/5 players.
- **Mission Leader Token** to Hairiest Player
- **Each player:** Grizzled Card, 🍀 side up.
3 Support Tiles, 1 left, 1 right, 1 random. (At 2/3p, no << or >>)

No Mans Land: Leave Space next to the decks for where you'll play Threat cards to.

Threats: Backgrounds: **Night, Rain, Snow**, Symbols: **Mask, Shell, Whistle**

Deck: 59 Cards: 39 Threat Cards. Each Threat is on 14 cards. 9 Threat cards are Traps.

19 Hard Knock cards, and 1 Merry Christmas Card

MISSION:

Structure: 1. Preparation, 2. Mission, 3. Support, 4. Morale Drop

1. Preparation

- Mission Leader decides mission Intensity, i.e. how many cards each player will take from the Trials deck.
 - *Must be at least 1, and at least 3 in the first round.*
- Deal one card at a time, starting with the Mission Leader.

2. Mission

During their turn a player does one of:

- Play a Trials card
- Use a Good Luck Charm
- Make a Speech
- Withdraw and play a Support Tile

Play:

- Play a card from your hand, either a Threat Card to No Mans Land or a Hard Knock in front of you.
- If you play a Threat with a Trap, draw a card from the Trials deck and play it. *If it's a Trap, don't draw again.*

Good Luck Charm:

- If 🍀 face-up, you may discard 1 card from No Man's Land that has a Threat matching your Good Luck Charm, then flip your Grizzled card.

Make a Speech:

- Choose a Threat and announce it, all other players who haven't withdrawn players choose 1 Threat or Hard Knock card from their hand with that Threat to discard. Then remove the Speech token from the game.

Withdraw:

- You take no more turns for this Mission. Choose one of your Support tiles and place it facedown on your Grizzled card. The player the tile indicates will receive your Support in the Support Phase.
- When you are Withdrawn your Hard Knocks have no effect on the current mission.

End the Mission

- **With Success:** When all player have Withdrawn. Discard cards in No Man's Land.
- **With Failure:** When 3 Identical Threats are in No Man's Land and non-withdrawn players' Hard Knock cards. Shuffle No Man's Land into the Trials deck.

3. Support

- Everyone reveals their Support tiles and gives them to the indicated player.
- If exactly one player has received more Support than all others, they:
 - If mission was a Success: Discard 2 Hard Knocks affecting them OR Flip their 🍀 face-up.
 - If mission was a Failure: Discard 1 Hard Knock affecting them.
- If there's any ties, they cancel each other out and no action is taken.
- Players keep the Support tiles they've received.
- **End of the Game Check:**
 - **Defeat:** If a player has 4 or More Hard Knock symbols.
 - **Victory:** If the Trials pile is empty and no player has any cards in hand.

4. Morale Drop

- Count how many cards are left in players' hands, add that many cards from the Morale deck to the Trials deck.
 - *You must always move at least 3.*
 - **Defeat Check:** If the Morale deck is empty, i.e. the Monument is visible, you lose the game.
 - **Mission Leader** takes a Speech token if any remain and passes the Mission Leader token left.
 - **A new round begins.**
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CLARIFICATIONS

- **Communication:** Do not give information about the contents of your hand, or what support tile you chose.
 - You may count the number of cards remaining in the Trials and morale Decks.
 - If you have no cards you can still Withdraw, even if a Hard Knock would otherwise prevent it.
 - If a you cannot do any other action, you must withdraw.
 - In case of conflict between Hard Knocks, those of the current player apply first, and amongst a player's own Hard Knocks, those played earlier have priority.
 - If a Hard Knock causes a Trap to be drawn, don't draw again.
 - *Choosing Mission Intensity advice: When picking the intensity of the mission, you want to try to remove more cards from the Trial deck than will be added during Morale. Enough to outstrip the minimum of 3, but not so many that players will have too many cards remaining in hand.*
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DIFFICULTY ADJUSTMENT:

- Beginner:** Ignore traps, **Veteran:** Trial Deck starts at 30.