



Scott Pilgrim: Friday I'm in Love

1 Player 45 Mins

Card Game / Fighting / Novel-based

Setup

- Place a tracker on the Step counter card to indicate which step the game is in. The game starts in the 'green' step 'one'.
- Sort the 11 black Drama/Trauma cards into two piles: the 7 normal Drama cards and the 3 difficult Trauma cards. Shuffle these two decks separately and then stack the face-down Drama cards on top of the face-down Trauma cards.
- Shuffle the 18 blue 'basic Scott' Fighting starting cards and place them face-down. This is your initial Fighting deck. Set aside space for a discard pile.
- Shuffle the 30 World cards and place them face-down. Set aside space for a discard pile.
- Shuffle the 10 Evil Exes cards. Draw two random cards and place them face-up next to your play area. These will be the Evil Exes you face at the end of the game. Return the rest of the Evil Exes cards to the box. They will not be used.
- Place a tracker on the Life Points counter card to indicate 'twenty' life points.

Object

This is a solo game where you guide Scott Pilgrim through life. The object of the game is to help Scott survive his Drama/Trauma and prepare him for the inevitable battle against Evil Exes that awaits him at the end! Supporting Scott Pilgrim versus the World is done through a deck-building mechanic for Scott's abilities (Fighting cards), clever decision making, a little risk, and some luck.

Rules of Play

During the game you will help Scott to fight one World card in each game turn. You start the game in the green Step, when the World cards are still mostly harmless. Sadly, the same is true for Scott's abilities (the Fighting cards). You might lose several of the first fights against the World.

Each turn has three phases: 1) Draw 2 World Cards; 2) Fight the World; and 3) Resolve the Fight. These actions repeat until the World draw deck has been exhausted. At that point, the World discard pile is shuffled and replaced face-down as a new World draw deck. Each time the draw deck is exhausted and reshuffled, the game enters a new step (more later).

You can always look through any discard pile and the pile of removed cards.

You can count the number of cards remaining in any draw deck.

Phase 1: Draw 2 World Cards

Draw 2 cards from the face-down World draw deck. Choose one card to fight and discard the other card to the World discard pile. Place the World card you will be fighting in front of you.

Phase 2: Fight the World

The World card states how many Fighting cards you can draw for free in order to fight the World card ('draw X' in the white central strip). In order to beat the World card, you must be able to match or exceed its 'World value'. There are three World values shown (in the white central strip), one value for each step (green, yellow, and red). The strength of the selected World card is the number in the colour that matches the current step (as indicated by the Step card).

Each Fighting card shows its fighting value in the upper-left corner. You can determine if you have beaten the World card by totalling the fighting values shown on each Fighting card that you drew.

- At the beginning of this phase, draw 1 Fighting card from the deck and place it to the left of the World you are fighting. You may draw 'free' Fighting cards at no cost. Keep drawing cards and placing them to the left of the World card until you match or exceed the card's World value.

- After drawing the maximum number of 'free' Fighting cards, each additional card you draw will cost you 1 life point. Track this using the Life Points card. These additional Fighting cards that you pay for must be placed to the right of the current World card.

- After drawing each Fighting card you can always decide to use the special ability of any face-up Fighting card in any order (more later).

- After you have drawn at least one Fighting card, you can decide to stop drawing cards (even if you have not beaten the World). You may wish to do this because you have already won,

or because you may be able to remove weaker Fighting cards permanently from the game by deliberately losing against the World (more later).

- Fights do not end automatically. You can use all remaining special abilities. You must decide when it will end, even if you already have enough points to defeat the World. To end the fight, simply compare your total

fighting value with the current World value in order to determine whether you have won or lost the fight.

Phase 3: Resolve the Fight

- If your fighting value matches or exceeds the World value, you have defeated the World card. Discard all Fighting cards you have used into the Fighting discard pile. Also discard the current World card into the Fighting discard pile. The defeated World card is now a Fighting card that will be used in future fights when the Fighting discard pile is reshuffled and reused. Unlike the basic Scott starting cards, these 'Experience' cards often have higher fighting values and special abilities that can be used.

- If you decide to lose the fight, and the World value is higher than your total fighting value, you must lose life points. Determine the difference between the World value and your fighting value; this is the number of life points you must lose on the Life Points counter card. (For example, if the World value is '2' and your fighting value is '-1', you must reduce 3 life points.)

- For each life point that you had to lose, you may choose one Fighting card to permanently remove from the game. These face-up Fighting cards must have been used in the current fight. Note that you must lose at

Scott's bandmates play a large role: neurotic slacker Stephen Stills and the sarcastic Kim Fene. Armed with video game logic, Scott and company grab oversized physics-defying **weapons** and beat the first few exes. Our hero grows one year **older** (to the ripe old age of 24). Relationships and friendships deepen.

THE INFINITE SADNESS:

Scott comes with a bunch of issues and **drama** on his own though. Envy Adams (his ex) joins the drama with Ramona (his gf), Knives (his ex) and Kim (also his ex, did I not mention that?). Scott's struggles are Sisyphean, and his flaws come back and bite him in the ass repeatedly. He gets insane moments of self-doubt and gets beaten to a pulp several times as well. The **trauma** manifests as nightmares, and it all culminates in his (literal or metaphorical) death at the hands of Ramona's seventh evil ex Gideon.

Info

After spending years as an irredeemable dick, Scott does eventually Get it Together™. Despite only first wanting to better himself for selfish reasons (to beat up Ramona's exes, mainly), he realizes that to truly **grow**, he must accept himself as well as others. He slowly (oh god very slowly) breaks free of old habits. He gets a job. He levels

Toronto. The movie adaptation is side-splittingly funny and possibly Edgar Wright's best work.

SCOTT PILGRIM:

Scott Pilgrim is an absolute **zero**. Actually, he's a bit **worse** than that. He's an indecisive, jobless, slacker of a protagonist, who burns rent-free in his friend Wallace Wells's apartment. But he **does have his charms**.

VERSUS THE WORLD:

While drifting through his non-life, everything changes when he meets Ramona Flowers, the pink-haired Amazon delivery girl riding through a magical subspace highway in his mind. Scott being Scott, he swaps out his high school girlfriend Knives Chau with the new hottess. He chases after her and enjoys a drama-free **relationship**.

Ramona's manic pixie hardc hides a wonderful deuteragonist who is just as flawed and interesting as our main character. She also just happens to have seven **evil exes** ready to take down any attempts of Scott to get it on with her.

Knives Chau is still here, who becomes hell-bent on copying Ramona's look and "American Slut Powers".