

EXE CUTE TION

**THE CARD GAME OF ADORABLE
CAPITAL PUNISHMENT**



2-6



13+



15+



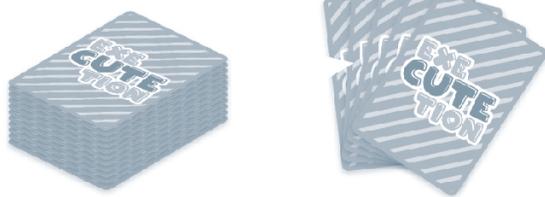
CONTENTS

- 72 ExeCUTetion cards (6 of each type)
- 24 Special Cards
 - 12 "Nail in the Coffin" Cards
 - 6 "Shift the Blame" Cards
 - 6 "Ghost" Cards
- 1 12-sided Die
- 1 Scoring Wheel
- 1 Scoring Sheet Pad

HOW TO PLAY

SETUP

- 1.) Shuffle all Cards together.
- 2.) Deal 5 Cards to each Player.



The game lasts **3 Rounds**. The Player with the least amount of Points at the end of the third Round wins!

The last Player to have eaten cake starts.

GAMEPLAY

TAKING A TURN

- 1.) Play a Card from your Hand.
- 2.) Draw a new Card from the Deck. You must always have **5 Cards** in your Hand.

PLAYING EXECUTETION CARDS



ExeCUTetion Cards are played in front of other Players. This is their "Play Area."

PLAYER #1 PLAYS A "GUILLOTINE" IN FRONT OF PLAYER #2, BECAUSE THEY ALREADY HAD A MATCHING CARD



PLAYER #2'S PLAY AREA

NOTE: You want as few Cards in your Play Area as possible, as you are aiming for the lowest score at the end of the game. You could have 10+ Cards in your Play Area; you may have 0. It all depends on who everyone is targeting for that Round.

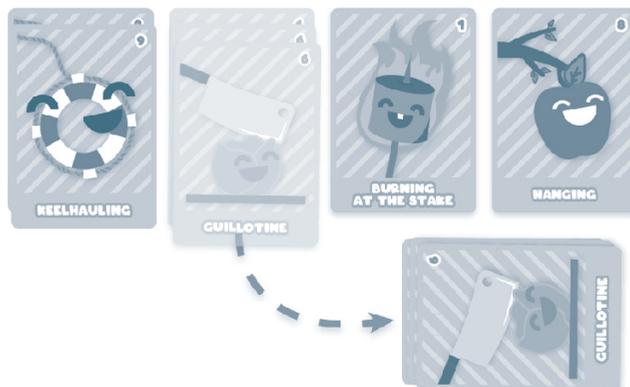
ENDING A ROUND

A Round ends once *any* Player gets **3 Deaths**.

A Death occurs when 3 of the same type of ExeCUTetion Cards are stacked together in front of any Player.



That stack is then moved and kept below their Play Area, turned sideways:



After any Player has 3 Deaths, the Round is over and Points are scored. (See "Scoring" for details)



SPECIAL CARDS

There are **3 types of Special Cards**:

- 1.) "Nail in the Coffin" Cards
- 2.) "Shift the Blame" Cards
- 3.) "Ghost" Cards

"NAIL IN THE COFFIN" CARDS



This card is played as a **wild card**, but can only be played on top of any pair of ExeCUTetion cards, making a Death.

They cannot be played on top of a single ExeCUTetion card.

"SHIFT THE BLAME" CARDS



This card allows you to move any stack of ExeCUTetion Cards from one Player to another. **You may only shift stacks of one or two cards; DEATHS CAN NOT BE SHIFTED.**

You may Shift the Blame from:

- 1.) Yourself to any other Player
- 2.) *Someone else* to another Player
- 3.) *Someone else* to yourself

If a Player shifts a stack of two ExeCUTetion Cards to a Player who already had two matching ExeCUTetion Cards, this divide into a stack of 3 (one Death), and a remaining one Card.

NOTE: This is the only card you play in the center of the table, in a Discard Pile, which will have exclusively Shift the Blame Cards.

"GHOST" CARDS



This card allows you to negate **one Death**. The Points don't get added to your score, and it doesn't add to your total Death count for that Round.

You may not play Ghosts on other Players.

RULES CONTINUED ON OTHER SIDE.

SCORING

Once a Round ends, Players are scored on the Deaths they received that Round, and any Special Cards left in their Hand. Deaths are scored using the **Scoring Wheel**, and Special Cards have a set amount of Points that you will gain or lose.

THE SCORING WHEEL

To use the Scoring Wheel, roll the 12-sided Die, and then align the arrow to the corresponding ExeCUTeTion type. Point amounts are then determined based on the orientation of the **Inner Wheel**, which will be how many Points each Death is worth for that Round. You roll a new number at the beginning of every Round.

The number in the top right of each ExeCUTeTion does NOT equal how many Points you get from that Death. It is merely used to align the Inner Wheel to the proper number that was rolled.

EXAMPLE:

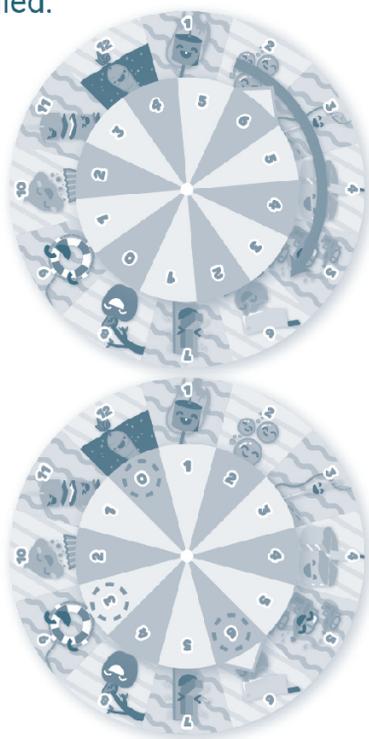
Someone rolls a **6**.

They then align the Inner Wheel to point at **Guillotine**.

If someone died from **Keelhauling**, a **Guillotine**, and a **Buried Alive**, they would receive:

3 + 6 + 0 Points

for a total of +9 Points to your Total Score, which is kept on the Scoring Pad.



SCORING SPECIAL CARDS

If you have any Special Cards remaining in your hand at the end of a Round, you gain or lose the following:

- Nail In The Coffin: -1 Point
- Shift the Blame: -2 Points
- Ghost: +2 Points

Remember: Getting Points is bad and losing Points is good, so you don't want any "Ghosts" in your hand when the Round ends, and you do want "Nail in the Coffin" and "Shift the Blame" cards.

NOTES ON SCORING

NOTE 1:

Your Total Score cannot go below 0, unless playing by **Cut(e)throat** rules.

See "Rule Variations" for details)

NOTE 2:

Scores are a running total, and get added together every Round.

NOTE 3:

If you end a Round with *negative* Points, they get subtracted from your Total Score.

Example: You have 6 Points at the end of Round #1, and you end Round #2 with: zero Deaths, and a "Shift the Blame" card and two "Nail in the Coffin" cards in your Hand. You would get +0 from the Scoring Wheel, and then -4 from your Special Cards, for a total of -4 Points that Round. This gets added to your Total Score, which means you would start Round #3 with 2 Points.

NOTE 4:

The Player with the *most* Points (AKA the one who is losing) at the beginning of any given Round will start that Round. If two or more Players are tied for the most Points, all roll the die to determine who starts that Round (the lowest starts).

WINNING

Once Round #3 is finished, the Player with the lowest score wins.

SUDDEN DEATH (TIE-BREAKER)

If two or more Players *tie* for lowest score, they will all face off in a **Sudden Death** round.

All Players get 5 cards.

To determine who goes first, all participating Players roll the die, and whoever gets the lowest starts. Play continues clockwise.

Sudden Death plays just like a normal game, except: once you get **one** Death, you are eliminated. Last Player alive wins.

NOTE: You may not use "Ghosts" to bring yourself back, but "Shift the Blame" and "Nail in the Coffin" cards can be used as normal.

RULE VARIATIONS

Once you've gotten the Core Rules down, try playing with some of these Rule Variations!

CUT(E)THROAT

Cut(e)throat plays just like the normal game, but with a few changes to the rules:

- 1.) Your Total Score can go below 0
- 2.) If you are killed with a "Nail in the Coffin" you may not play a "Ghost" on it.
- 3.) You may play "Ghost" cards on other Players.
- 4.) If you forget to draw before the next Player draws, you're stuck at one less card for the remainder of that Round. If you get down to one card, you get +10 Points and that Round is over.

*I, the creator of this game, think that **Cut(e)throat** is the superior way to play, as it adds many additional levels of strategy, just by changing those few rules.*

TEAMS

If you wish to play this game a bit more collaboratively, you may split into two teams!

The game plays exactly the same as normal, but all Points scored by Players on the same team are combined for a cumulative score.

A Round ends once any team gets a specific Combined Death Count, which changes depending on how many Players there are.

- 4 Players: 5 Deaths
- 6 Players: 7 Deaths

You can only play Teams if you have an even number of Players, because each team must alternate every other Player. The people to your immediate left and immediate right will not be on your team.

CUT(E)THROAT TEAMS

You just play on Teams, but also with Cut(e)throat rules. It's very fun.

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