



ATTACKERS!

Rulebook



Welcome to Attackers!

The game that will make you lose your friends...
you will have to take sides against each other!
Learning how to play is quite simple. It won't
take you more than 3 minutes... depending
on how fast you read.



GOAL

The aim of the game is to survive. For doing so, you need to smartly play
your cards, use unstoppable combos and take all the other players out.
If you run out of lives, you are eliminated.

SETUP

Each player receives a number of lives based on the number of players.
(see table below).

Deal two cards to each player, place the remaining cards upside down to
form the deck and turn one card face up to start the discard pile.



Life tokens

+



2 Cards

2 - 3 players	4 - 6 players	7 - 9 players
5 life tokens	4 life tokens	3 life tokens

For shorter games, you can start with fewer life tokens.

HOW TO PLAY?

All players have 2 cards in their hands. On your turn, you may play your cards individually or both at the same time to make combos. You can **perform as many actions as your cards allow you**, even chaining with cards drawn from another players or retrieved.

When you decide to end your turn, draw as many cards from the deck as needed until you have two cards in your hand again. Then all the other players that have lost cards during your turn also draw to have 2 cards in their hands. It's next player's turn.

If the deck runs out of cards, shuffle the discard pile and turn it over to create a new deck.

In games with more than 2 players, when there are only **2 players left**, all doctors in the discard pile are removed from the game.

IMPORTANT: No one can draw from the deck until the end of the current turn. When the player in possession of the turn draws a card from the deck, their turn ends immediately.



CARDS

At the beginning of each turn, all players must have 2 cards. On your turn, you can play as many cards as you want, but when it's not your turn, you can only play cards to block actions (Guardian, Doctor, or Perfect Defense).



ACTIONS



Attacker: attack another player, who loses one life.



Guardian: when you are attacked, use it as a response to block the attack.



Doctor: in your turn, use it to heal one life, which you recover from the life discard pile. The doctor can also be used to block a Grandma.



Thief: steal a random card from another player's hand and add it to your hand.



Grandma: ~~smash~~ another player (see page 5). Grandmas can be blocked by Doctors.



Medium: retrieve the top card from the discard pile and add it to your hand.

Example:

David wants to steal a card from Elena. He plays the Thief by discarding it, then he takes a random card from Elena's hand.



David has stolen an Attacker, which he decides to use to attack Elena. Since Elena doesn't have a Guardian, she loses one life.

COMBOS

 +  **Direct Attack:** it directly takes away one life. It cannot be blocked or deflected by anything.

 +  **Perfect Defense:** when you are attacked, it bounces the attack back to any player in the game. The bounced attack is considered a normal attack. It cannot be used against a Direct Attack.

 +  **Extortion:** on your turn, force another player to attack whoever you choose, even themselves. If they don't have any cards to attack, you lose the action.

 +  **Insecticide: smash** all the other players except yourself. Each player can use a Doctor to block it.

 +  **Vampirism:** steal one life from another player. If you have all the lives, simply discard that life. It can be blocked with **Perfect Defense**.

 +  **Slipper Slap:** take one life from another player and smash them. It cannot be blocked.

 +  **Comeback:** retrieve the top 2 cards from the discard pile, and add them to your hand.

 +  **Guardian Angel:** when it's not your turn, use it to block an attack aimed against another player. During your turn, heal one life for another player. Guardian Angel can replace another player's Last Will to revive them, **but only during their Last Will** (see page 6).

Hint: for a more epic game experience, it is best to say the name of the combo whenever you make one, so it's clear that you have played both cards and not just one.

SMASHING

When you get smashed, you receive 3 smash tokens. For your next 3 actions or combos, you must roll the die to determine whether the action succeeds or not.

Even if an action fails, the cards played are lost.

Each time you roll the die, you discard one smash token, regardless of the result.

Success: 

Fail: 

Smash token:



IMPORTANT: You can never have more than 3 smash tokens.

Example:

Elena has smashed David. Then, she decides to attack him. Since David has a Guardian, he plays it to try to defend himself by discarding it. Then, David rolls the die and gets an  so he loses one life and discards one smash token.



Ejemplo:

David is still smashed and he decides to heal himself. He plays the Doctor and rolls the die, getting a . As a result, he recovers one life and discards another smash token.

IMPORTANT: You must always play cards before rolling the die. Combos are also affected by the smash token's effects.

3 BASIC RULES

Now you are ready for the three basic rules of Attackers!.

1.- Show mercy: you cannot attack a player who has 2 fewer lives than you, unless you have no other option (or they use Extortion).

2.- Refresh your cards: If you are attacked and you have no defense while having **2 cards in your hand**, you can discard up to 2 cards and refresh your hand at the end of the current player's turn.

3.- Last Will: when you die, you can **immediately** perform an action with the cards in your hand. You may play a combo or a single card, discarding the other card in case you have it. If you play a Doctor or the "Vampirism" combo, you immediately recover one life and draw two cards.

The Doctor used to revive is removed from the game.

IMPORTANT: If there are only 2 players remaining and one player's Last Will ends the other player's life without them being able to revive with their own Last Will, both players recover one life and two cards and continue to the tiebreaker.



GAME MODES

All Against All mode: annihilate all your rivals before they eliminate you.

Team mode: ideal for large groups. Form teams, and each time a player runs out of lives, someone from their team must give them a life.

In this mode, "Last Will" is canceled.

Solitaire mode: play against the deck, which also has its own lives.

See Solitaire mode instructions.

SUM UP

Setup: each player receives 2 cards and life tokens. Place the remaining cards to form the deck and turn one card face up to start the discard pile.

2 - 3 players	4 - 6 players	7 - 9 players
5 life tokens	4 life tokens	3 life tokens

Basic rules:

1.- Show mercy: you cannot attack a player who has 2 fewer lives than you, unless you have no other option (or they use Extortion).

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FAQ

Is there any lives limit?

Yes, the number of lives you start with is the maximum you can have.

What happens if I can't do any action on my turn?

You can pass or refresh up to 2 cards, which also ends your turn. You cannot pass twice in a row.

What happens if I'm already smashed and someone smash me again?

You get smash tokens until you have 3 again.