

“Unfortunately...”

4 Players | 15-25min | Age 14+

RULEBOOK

“Unfortunately...” is a team-based creative card game of mortal fate.

Each team consists of a Curse God and a Guardian God who watch over a single human.

- **The Curse God** aims to destroy the opposing team's human.
- **The Guardian God** aims to protect their own human from incoming curses.

Together, they shape the destiny of their human. While the Guardian God builds a future of hope, the Curse God engineers tragedies to unravel it.

1 Components

**SPECIAL
CURSE**

16 Special Curse Cards
(stronger curse cards,
unlocked in late game)

CURSE

55 Curse Cards
(basic curse cards for both Curse Gods)



2 Health Trackers

(for each human, starting at 10 HP)

GUARDIAN

34 Guardian Cards
(defense cards for both Guardian Gods)

Objective

2

**Reduce the opposing human's HP
to 0 before your own human
reaches the end of life !!!!!**

3

Setup

Divide players into **2** teams of 2 players. The 2 players are allowed to communicate and look at each other's hand cards. **Each team consists of 1 Curse God and 1 Guardian God.** Each team protects one human with **10 HP**.

Shuffle all main decks respectively.

Each Curse God draws **5** cards from the Curse Deck.

Each Guardian God draws **5** cards from the Guardian Deck.

Decide which team takes the first turn using **Rock-Paper-Scissors**.

The winning group goes first.

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Gameplay

The active team's Curse God plays **1** curse card targeting the opponent's human.

Curse cards can have chain effects.

The Curse God may continue playing **1** additional and different curse cards **if at least 3 players are convinced by the Curse God** and agree that the chain effect is reasonable.

The chain continues until ...

The opposing Guardian God may respond to the curse card immediately with a Guardian Card. Then they draw another guardian card to bring their hand back to 5.

Guardian Cards can defend Curse Cards if their tag is matched.

- **"Defend"** will end the opponent's turn. BUT "Decrease DMG" will not.
- **Special Curse cards could not be defended.**

or

If they do not have effective cards to play, **they can discard 1 card back to the deck** and pull another one. However, the Guardian God could only discard once per turn.

The Guardian successfully **"Defend"** a curse
The Curse God runs out of playable cards.

or

Special Curse Card is played.

-3

DOG BITE

TAG: ANIMAL ATTACK, BLEED

DEFEND

DAMAGE

AGAINST: BLEED

MATCH!

DEFEND

DECREASE DMG BY 1

GUARDIAN

5

Old Age Phase

All curses and defenses played **remain visible** in front of each human in the order of play, forming a **life events row**.

Once a **total of 10 cards** (both Guardian and Curse cards) are accumulated in one team's row, that team's human enters the **Old Age Phase**.

10 Cards
Achieved !!!

SPECIAL
CURSE

The Curse God of the opposite team may draw a card from the **Special Curse Deck** and have a hand limit of **6 cards** (5 normal + 1 special) at the end of this turn.

Special Curse cards cannot be defended, but **they can only be used in chain effects**.

If a team's human's HP reaches **0**,
the **opposing team wins**.

Or

If there are **no cards left in any deck** and no human has died, the team whose human **has more remaining HP wins** the game.

6

Winning the Game



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2
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4
5
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9
10