

RUNES &

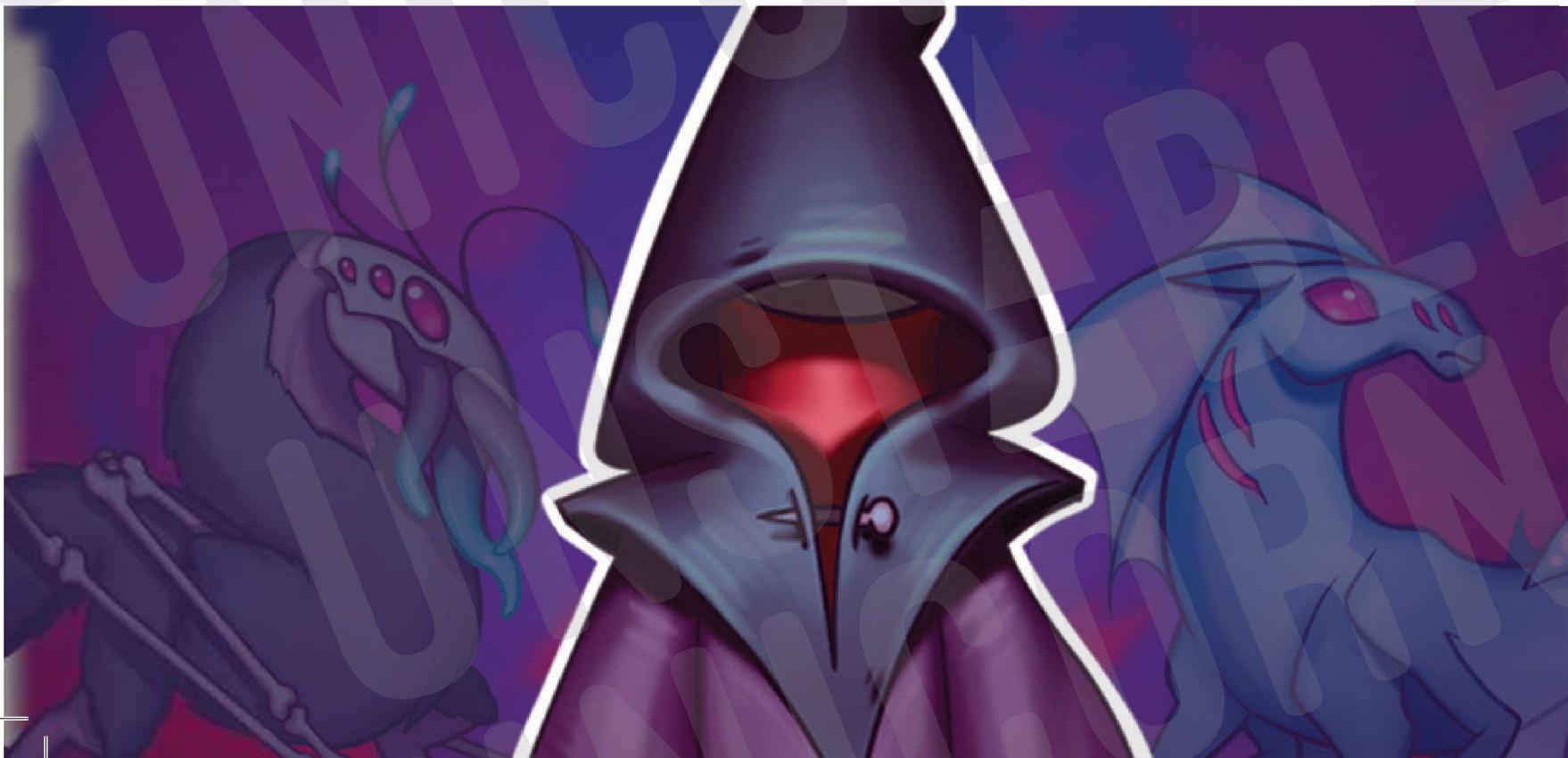
REGULATIONS

NEFARIOUS NEIGHBOR EXPANSION

RULES

INTRODUCTION

RUNES & REGULATIONS: NEFARIOUS NEIGHBOR EXPANSION allows you to play **RUNES & REGULATIONS** with up to 8 players! With a new evil warlock in the neighborhood, things are about to take a dark turn. Not only are there new Creatures, Spells, and Runes, but there are also new Role cards that give different players a new secret goal. With Corrupted Beasts and forbidden magic in play, you'll have to keep a sharp eye on your neighbors to stay ahead!



THE COMPONENTS



1 FORBIDDEN DECK

(including 8 Sacrificial Creature cards, 15 Corrupted Beast cards, and 17 Curse cards)

1 FORBIDDEN RUNE DECK

(including 10 Forbidden Rune cards)

3 STANDARD REFERENCE CARDS



1 NEFARIOUS NEIGHBOR REFERENCE CARD

10 ROLE CARDS

3 FENCES

1 NEFARIOUS FENCE



11 ADDITIONAL CREATURE CARDS

9 ADDITIONAL SPELL CARDS

20 ADDITIONAL RUNE CARDS

THE SETUP

Start by taking the Nefarious Neighbor Role card out of the box. Shuffle the remaining Role cards face down, then take a number of those cards equal to the number of players minus one and leave the rest of the Role cards in the box. It is important that you keep the Role cards that won't be used face down in the box: No player should know which roles are included in the game!

Add the Nefarious Neighbor Role card to the ones you kept out of the box, give them one more shuffle, then deal a Role card to each player. The player who receives the Nefarious Neighbor card must declare it and flip it face up; everyone else keeps their card face down and their role secret.

Hand the Nefarious Fence to the Nefarious Neighbor and a regular Fence to each other player. The player who has the Nefarious Neighbor Role card must shuffle the Forbidden deck and draw 5 cards, then shuffle the Forbidden Rune deck and add the top 3 cards to their Fence. Place those two decks in the Nefarious Neighbor's play area.

Add the grey-backed cards from the expansion to the Main deck and the orange-backed cards to the Rune deck. Shuffle the Main deck and deal 5 cards to each player to add to their hand, then shuffle the Rune deck and deal 3 Rune cards to each player to add to their Fence. Finally, shuffle the Regulation deck and flip over the top card, which becomes the first active Regulation.

The player to the left of the Nefarious Neighbor goes first. Play proceeds clockwise.



Player 2
Lawn

Player 3
Lawn

Player 1
Lawn

Player 4
Lawn

Regulation
Deck



Regulation 16
Insect Movement
Each player with 3 or more
Maggot Tokens on
their lawn may discard
a card with their three
Maggot Tokens.

Active
Regulation



Main
Discard



Main
Deck



Rune
Deck



Rune
Discard



Nefarious
Discard



Nefarious
Deck



Forbidden
Rune Deck



Forbidden
Rune Discard

Nefarious
Neighbor

THE ROLES

The Nefarious Neighbor Expansion features 10 different Role cards, and each provides an additional secret win condition for the player who receives that Role card. For example, a player with The Griffin Lady role can win the game with only three Mythical Creatures on their Lawn, as long as they are all Griffins. The Hexlord role, on the other hand, wins if they have three Hexed Creatures on their Lawn.

NOTE: Any player (excluding the Nefarious Neighbor) can still win by collecting 5 Mythical Creatures on their Lawn. The Nefarious Neighbor's role and win condition are explained in detail in the next section of the rules.

If you are able to fulfill your role's win condition, flip your Role card face up at the end of your turn and declare victory while your opponents weep.

A description of the win conditions described on each Role card can be found on the table on the next page.



ROLE	WIN CONDITION
	<p>The Nefarious Neighbor wins if they have 5 Corrupted Beasts* on their Lawn OR if there are no cards remaining in the Main deck.</p>
	<p>The Henchman wins if the Nefarious Neighbor wins while The Henchman has no Creatures on their Lawn.</p>
	<p>The Griffin Lady wins if they end their turn with 3 Mythical Griffins on their Lawn.</p>
	<p>The Humane Sorcerer wins if they end their turn with no cards in hand and either A Stray Dog or Alley Cat on their Lawn.</p>
	<p>The Hexlord wins if they end their turn with 3 Hexed Creatures on their Lawn while no other player has any Hexed Creatures.</p>
	<p>The Control Freak wins if they end their turn with 3 Mythical Creatures wearing collars on their Lawn.</p>
	<p>The Savior wins if they end their turn with 2 Sacrificial Creatures on their Lawn.</p>
	<p>The Tidier wins if they end their turn with no Runes on their Fence and no cards in their hand.</p>
	<p>The Curator wins if they end their turn with 1 Mythical Dragon, 1 Mythical Pegasus, 1 Mythical Unicorn, and 1 Mythical Griffin on their Lawn.</p>
	<p>The Exotic Pet Collector wins if they end their turn with 3 Mythical Creatures on their Lawn that do not have “Unicorn,” “Pegasus,” “Griffin,” or “Dragon” in their names.</p>

*See next page for clarification

THE NEFARIOUS NEIGHBOR ROLE

Unlike the other roles, the player who is dealt the Nefarious Neighbor role must reveal their role at the start of the game. The Nefarious Neighbor gets special decks that only they can use, different Spinner outcomes, and horrifying Corrupted Beasts.

THE NEFARIOUS NEIGHBOR ROLE IS ALSO DIFFERENT IN A FEW OTHER WAYS:

- ✦ The Nefarious Neighbor only *DRAWS* cards from the Forbidden deck and only adds Forbidden Runes to their Fence from the Forbidden Rune deck. The Nefarious Neighbor never pulls cards from the Main deck or from the regular Rune deck.
- ✦ Regulations and Event Spin results do not apply to The Nefarious Neighbor.
- ✦ If the Nefarious Neighbor *STEALS* a Mythical Creature from another player, that Creature no longer has an effect as long as it is on The Nefarious Neighbor's Lawn. That also means that if The Nefarious Neighbor *STEALS* a Mythical Creature that has an effect that is triggered upon entering a player's Lawn, that Creature's effect is not triggered.
- ✦ If a Mythical Creature on The Nefarious Neighbor's Lawn would be either hexed or returned to their hand, *DESTROY* it instead. Note: Mythical Creatures (including Sacrificial Creatures) on the Nefarious Neighbor's Lawn can still be stolen by other players.
- ✦ If a player would *STEAL* a Forbidden Rune, *DESTROY* it instead.
- ✦ The Nefarious Neighbor's Corrupted Beasts cannot be hexed, stolen, destroyed, or returned to their hand. Once they enter the Nefarious Neighbor's Lawn, they are there until the end of the game!
- ✦ When the Nefarious Neighbor *SPINS* the Spinner, the results are different. You can find these results in The Nefarious Spinner section of the rules.

THE NEFARIOUS NEIGHBOR HAS TWO POSSIBLE WIN CONDITIONS:

- ✦ The Nefarious Neighbor successfully collects 5 Corrupted Beasts on their Lawn.
- ✦ The Main deck runs out of cards. If the Main deck runs out, the player who drew the final card has until the end of their turn to win the game. Otherwise, the Nefarious Neighbor wins.

THE NEFARIOUS CARDS

The Nefarious Neighbor uses four types of cards that are new in this expansion. The first three types of cards comprise the Forbidden deck, while the Forbidden Rune cards make up the Forbidden Rune deck.



CURSE CARDS: These are similar to Spell cards, except spookier and more evil. The Nefarious Neighbor may **CAST** a Curse during their Cast phase. Like Spell cards, Curse cards have an immediate, one-time-use effect. To use a Curse, the Nefarious Neighbor must read its effect aloud, then move it to the Forbidden discard pile.



CORRUPTED BEAST CARDS: These cards contain dark magic that allow the Nefarious Neighbor to transform a Creature on their Lawn into a horrifying Corrupted Beast. The Nefarious Neighbor can **SUMMON** a Corrupted Beast onto their Lawn during their Summon phase. Each Corrupted Beast has a Summoning Cost, which requires the Nefarious Neighbor to **SACRIFICE** Creatures or discard cards. Corrupted Beasts cannot be destroyed, hexed, stolen, or returned to the Nefarious Neighbor's hand, so once a Corrupted Beast is in the Nefarious Neighbor's Lawn, it is there to stay.



SACRIFICIAL CREATURE CARDS: These Creatures are used for the Nefarious Neighbor's dastardly corruption ritual. The Nefarious Neighbor can **SUMMON** a Sacrificial Creature onto their Lawn during their Summon phase. Sacrificial Creatures are considered Mythical Creatures, and they cannot be hexed or destroyed; however, they can be stolen by other players.



FORBIDDEN RUNE CARDS: These work much like ordinary Rune cards, except that they use dark magic too powerful and evil for an ordinary suburban sorcerer to handle. They are added from the Forbidden Rune deck to the Nefarious Neighbor's Fence. Like ordinary Runes, each Forbidden Rune states a trigger. The Nefarious Neighbor may choose to **ACTIVATE** a Forbidden Rune any time its trigger occurs during the game, even if it is not their turn.

If you are the Nefarious Neighbor, always add Forbidden Rune cards to your Fence and not to your hand. If at any time you have more than 3 Forbidden Runes, you must immediately **DESTROY** one of them.

THE NEFARIOUS TURN

The Nefarious Neighbor's turn comprises **FIVE** sinister phases:

1

BEGINNING OF TURN PHASE

If any Corrupted Beast on your Lawn has a trigger that states "...is on your Lawn at the beginning of your turn," you may use that effect during this turn phase

2

DRAW PHASE

DRAW a card from the Forbidden deck

3

CAST PHASE

CAST a Curse from your hand **-OR-** *DRAW* a card from the Forbidden deck

4

SUMMON PHASE

SUMMON a Sacrificial Creature or Corrupted Beast from your hand **-OR-** *DRAW* a card from the Forbidden deck

5

SPIN PHASE

SPIN the Nefarious Spinner

THE NEFARIOUS SPINNER

The Nefarious Neighbor uses the same Spinner as everyone else, but with a unique set of fiendish results. The dark energy the Nefarious Neighbor conjures can guide the Spinner to one of six infernal outcomes:

1 NEW FORBIDDEN RUNE!

Add the top card from the Forbidden Rune deck to your Fence.

2 GET OFF MY LAWN!

Move a Mythical Creature on your Lawn to any neighbor's Lawn.

3 FORBIDDEN FRUIT

DRAW a card from the Forbidden deck.



6 DOUBLE DISCARD

DISCARD 2 cards.

5 LOUD CURSING

CAST a Curse from your hand.

4 PET-Y THEFT

STEAL a Mythical Creature.

FORBIDDEN MAGIC!

The Nefarious Neighbor uses ancient dark magic that your average suburban sorcerer would never be able to harness. Because of this, no other player may ever have cards from the Forbidden deck or Forbidden Rune deck in their hand or on their Fence. Likewise, the Nefarious Neighbor does not use modern suburban magic, so the Nefarious Neighbor may never have cards from the Main deck or regular Rune deck in their hand or on their Fence.

An easy way to check this is to look at the colors of the card backs.

- ✦✦ The Nefarious Neighbor can only hold cards with a purple back, and other players can only hold cards with a dark gray back.
- ✦✦ The Nefarious Neighbor can only add Forbidden Runes with a black back to their Fence, and other players can only add Runes with an orange back to their Fence.

REMEMBER: If a Mythical Creature on The Nefarious Neighbor's Lawn would be hexed or returned to their hand, **DESTROY** it instead. Additionally, if a player would **STEAL** a Forbidden Rune, **DESTROY** it instead.

For example, if you **SUMMON** a Sneaky Griffin and try to **STEAL** a Forbidden Rune, that Forbidden Rune does not go to your Fence; instead, it is destroyed. Similarly, if the Nefarious Neighbor **STEALS** a Mythical Creature and then another player tries to **RETURN** that Creature to the Nefarious Neighbor's hand, the stolen Creature is destroyed instead.

A NOTE ON DISCARD PILES

Even though the Nefarious Neighbor has their own discard piles, they don't always discard to those discard piles. Where you discard a card depends on which deck it came from, not which player is discarding it.

- ✦ **MYTHICAL CREATURES AND SPELLS** (grey-backed cards) always go to the Main discard pile.
- ✦ **SACRIFICIAL CREATURES AND CURSES** (purple-backed cards) always go to the Forbidden discard pile.
- ✦ **RUNES** (orange-backed cards) always go to the Rune discard pile.
- ✦ **FORBIDDEN RUNES** (black-backed cards) always go to the Forbidden Rune discard pile.

NEFARIOUS MASTERY

If you and your sorcerer friends would like to take on an even greater challenge, try **NEFARIOUS MASTERY MODE** by using the following rule:

MYTHICAL CREATURE EFFECTS CAN BE TRIGGERED ON THE NEFARIOUS NEIGHBOR'S LAW.

Just remember: No mixing decks. It's forbidden!

A **dark** cloud looms as a **powerful** warlock moves into the neighborhood. The **Nefarious Neighbor** expansion opens your **Runes & Regulations** game to up to 8 players, and each of them has a **secret**.



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