game start:

1. Each player takes **7 cards from the deck**. If you want more strategy, check out **drafting**.

2. From this cards, each player **keeps 0-6 cards in their hand to play** (usually 2-3 strongest). **The rest of the cards represent your life. Put them face-down on a stack in front of you.**

The more cards a player keeps to play, the less life cards they get to defend.

goal of the game:

Players will try to loot the life cards of other players and defend their own as much as possible.

Every player fights for their own, but diplomacy and temporary alliances are allowed. Anyone can attack anyone.

The eldest player starts. Players take turns in clockwise order.

turn sequence:

For each turn, you have **7 stars** you can spend on various things. *You can mark remaining number of your stars by tokens.*

Before the start of your turn, discard any cards with type ritual played in your last turn.

1. gather:

Draw **1 card from the deck**. For more options, check out **underworld** and **hunt**.

You can also draw **1 of your life cards** unless you have only one left. Be aware this brings you closer to defeat.

2. feed: *(skip in the first round!)*

For each beast you have and want to keep, you need to pay **one star**.

If you don't pay the star for a beast, it abandons your service. Abandoned beasts go to the **dump**, but do not activate their dead effect.

3. cast:

Remaining stars you can spend to **cast new cards from your hand**. The cost to cast a card is written under its name.

Put the newly casted cards in front of you.

To use your stars better, check out **slow cast**.

From this moment on, it is not possible to cast any more cards from your hand in this turn.

4. attack: *(skip in the first round!)*

Each of your beasts can attack any of the cards your enemies have in play. You can even attack the same card with multiple beasts at once.

If any of your cards has a skill, you can **use it instead of attacking with that card**.

Mark attacking beasts by tapping them.

Enemy player can now activate **trap** effects on their cards, to try harm or capture the attackers. If any attackers are killed or captured, they don't deal damage.

Each attacker deals 1 damage to target card. *Mark damage by putting tokens on the card.*

When the damage on any card reaches its power, the card is destroyed and placed on the dump.

5. loot: *(skip in the first round!)*

Every beast in the game (except ghosts) **defends their owner against looting.**

If nothing defends your opponent and you still have beasts that have not attacked, **each of them can loot 1 card from enemy's life.** You can take the looted card into your hand, or put it face-up under your life cards as a **trophy**.

6. end:

Untap all your cards. Your unused stars evaporate into nothing.

Now the next player's turn begins.

end of the game:

When any player loses their last life card, the game ends.

Count your trophies plus your remaining life cards. The player with highest number of them wins the game. In the case of a tie, count the stars on those cards.

For an alternate ending, check out **last soul**.

card types:

The game contains 4 types of cards, differing by icons and colour:

beast:

Beasts can attack your enemies and defend your life cards against looting.

Each beast has power - a number indicating how much damage it takes to destroy.

Four kinds of beasts exist:

⚡ magic:

Magic has an instant one-use effect. After casting it, resolve its effect and put the card on the **dump**.

Cards with type **ritual** last until the beginning of your next turn.

🐾 ability:

When casted, attach it to any beast in play to alter its properties.

If a beast gains multiple bonuses (eg. **double damage** and **instant kill**) or multiple **skills**, it can only use **one of them each time**.

Each beast can only have one ability attached to it. It cannot be swapped and once the beast is destroyed, the ability goes to the **dump**.

◰ thing:

They have different useful effects. They also have a durability a number indicating how much damage they take to destroy.

Unless allowed on the card, **they don't attack or loot**, **they don't defend their owner**, and **they don't need to be fed a star** at the start of each turn.

the dump:

On a separate stack, keep all destroyed and discarded cards from all players.

If the deck runs out during the game, shuffle the dump and use it as a new deck.

/zombie

Whenever a zombie is killed, it's owner can **discard any card from their hand and take the zombie back to their hand**.

This ability can only be used **in the same turn the zombie was killed**. It doesn't work later.

/skull

In the cast phase, you can **attach any card from your hand (face-down) to a skull, and it raises its power by 1**. Each skull can have one card attached this way.

Once the skull is killed (or changed to another kind of beast), the attached card **returns to the hand of its owner**.

/ghost

Ghosts have protection against all other kinds of beasts, meaning **ghosts can only be attacked by another ghost, magic or a skill**.
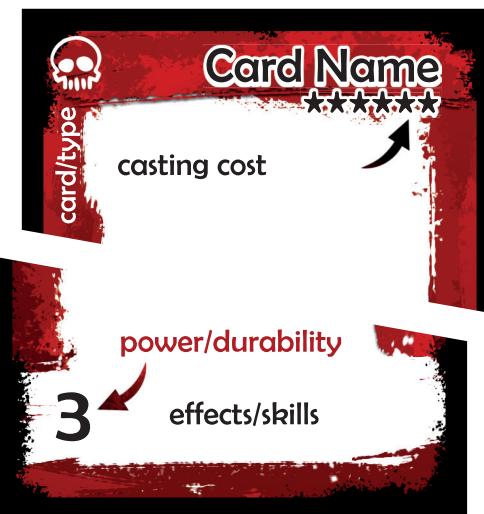
However, **ghosts don't defend their owner's life cards against looting**.

/blood

Whenever a blood attacks, **it heals 1 of its damage**.

This only heals damage it **already had before attacking**. *(not cancelling backburn or sick)*

Card Name
card/type
casting cost
power/durability
3
effects/skills

beast properties:

? any beast with this symbol in lower-right corner can attack or loot only after a succesful **burning**.

double damage! deals 2 damage with each attack, and can deal those to different targets. Does not apply to life cards.

instant kill! destroys a beast regardless of its power. Does not apply to things.

direct! can loot a player, even if they still have defending beasts.

protection from cannot be attacked by selected kind of beasts.

sick! deals 1 damage to itself, whenever attacking.

backburn! deals 1 damage to any beast that attacks it.

skill: marks an effect, that can be used instead of attacking.

dead: marks an effect activated when this card is destroyed.

vs. marks a bonus that only applies against selected kind/type of cards.

thing properties:

guard. defends your life cards (similarly to beasts).

hideout. hides 1 beast from any attack, skill or magic. *Mark the hidden beast by covering it parially with the hideout card.*

prison! captures 1 beast, which makes it useless until the capturing card is destroyed. *Mark the captured beast by covering it partially with the prison card.*

skill: marks an effect, that can be used during your attack phase.

trap: marks an effect that can be used during an enemy attack phase. Only affects beasts attacking your cards. (not **things** and beasts using their **skill**)

effects:

draw take cards from the top of the deck.

steal draw randomly from an enemy's hand.

summon search the deck for given type of card and put it directly into play.

exhume take the most recently killed beast from the dump to your hand.

heal remove all damage from a beast.

repair remove all damage from a thing.

hide works the same way as **hideout.**

kill/destroy destroy given card, regardless of its force/durability.

do damage deals damage to given card.

tap disables given card for the next turn of its owner.

disable ? disables everything with this symbol (including attacks of beasts marked with it).

? burning:

Whenever using something with this symbol **?** **reveal the top card of the deck. If it's a beast card, the effect works. Otherwise it does nothing.** Put the revealed card on the bottom of the deck.

additional rules:

Copies of same effects are not added (eg. **double damage + double damage**).

Card cannot use its **skill** on itself.

Tapped beast can't attack, can't use its skill and doesn't defend its owner, but still needs to be fed a star to stay.

Hidden beast is protected from any attack, skill or magic. But it can still attack or use its skill.

Captured beast can't attack, can't use its skill and doesn't defend its owner, doesn't need to be fed a star to stay. It can be attacked. Once the prison card is destroyed, the beast returns to its owner.

Each card with **hide, hideout** or **prison** effect can hide or capture only one beast at a time (the beast inside can be swapped only by the owner of the hideout/prison).

variants:

Following rules are optional. They can be combined in any way you want. **They only apply, if players agreed on them before the game**.

drafting:

Extra rule for the start of the game.

After each player takes their **7 cards**, redistribute them as following:

1. From the cards in your hand, pick one to keep and pass the rest to the player on your left.

2. Repeat until you have picked 7 cards - with these, start the game.

hunt:

Extra rule for the gather phase.

At the start of the game, **reveal 3 cards from the deck** and place them in the center.

In the gather phase, instead of drawing 1 card from the deck, you can **take one of these cards and replace it with a new card from the deck**.

underworld:

Extra rule for the gather phase.

Instead of drawing 1 card, you can **pay X stars to peek at X top cards of the deck and choose one of them to keep.** Return the rest back to the deck in their original order.

slow cast:

Extra rule for the cast phase.

You can **cast a card face down by paying only a part of its cost**. When you pay the rest in next turns, flip it face up and cast it.

Mark face-down cards with tokens of how many stars have been already paid for them.

last soul:

Extra rule for the end of the game.

When a player loses their last life card, the game does not end, but the player is eliminated and the card goes to the player doing the looting. **The winner is the last player in the game.**

RAW
GAME RULES

warning:

The game contains chaotic violence and awful lot of black-and-white gore.

In addition to cards, you will need 10-20 tokens (any small objects).

RAW is designed for 2-6 players of ages 11 and up. It's viciously absurd and best played in four players.

RAW has been thoroughly tested and finished to a state where we find it most fun, although open for alterations by brave and creative players.

More info and latest rules at:

www.nerogames.sk/raw

Pravidlá hry v slovenčine:

www.nerogames.sk/sk/pravidla

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