

Seeking good luck is only natural, right?

Not always. In Bad Luck, this universal principle is reversed in an attempt to pursue the wrong side of fortune. Avoid four-leaf clovers and succeed in becoming the unluckiest person in the game.

Good luck? Bad luck? Who knows!

Objective

Eliminate the other players by making sure the clovers end up in their piles or by leaving them without any cards.

Components

6 help cards

42 Bad Luck cards

1 horseshoe token

Rules video



Setup

1. Give each player 1 help card.
2. Shuffle all the Bad Luck cards and deal **6 cards** to each player. Place the rest of the cards face down in the centre of the table forming a deck.
- 3.(Optional) Any player can return between 1 and 6 cards to the deck. Then, shuffle the deck and deal cards again until every player has 6 cards in hand.
4. Place the horseshoe token with the arrow pointing clockwise.
5. **The player with the most cards of the same colour is the starting player.** In case of a tie, the player who recently had the worst luck starts.



How to Play

Bad Luck is played in turns, in the order indicated by the horseshoe. You are allowed to talk (and lie) about your cards or your opponent's cards, but can't reveal them.

As the game progresses, each player will play cards from their hand **creating their own individual pile** in such a way that **all card names are visible**.

Each turn, you can perform the following actions, **without repeating any of them, and in the following order**.

1. Draw (Optional)

You can draw the top card of the deck and add it to your hand.

There is no hand limit. The back side of all cards must be visible to all players throughout the game. When the deck runs out, do not create a new deck.

2. Clean (Optional)

If the top 3 cards of your pile have a different colour, you can discard them face up on the common discard area and draw the top card of the deck.

3. Play 1 card (Mandatory)

You must play 1 card from your hand onto your pile and activate its effects in order, if possible. A card discarded onto a pile does not activate its effect, unless it's a clover.



Example of cleaning:



Elimination

If you meet any of the following conditions at the end of any turn, you're out of the game:

- A. There's a **clover in your pile**.
- B. You have **no cards in hand**.

When you are eliminated, you automatically lose the game and stop playing. Additionally, **you must return all the clover cards in your hand to the deck**, shuffle it, and discard the rest of your hand.

End of the Game

The game ends when all the players have been eliminated—except one: the unlucky winner.

At the end of any turn, if the last 2 players are eliminated, bad luck! They share the victory.



Cards

In Bad Luck there are 7 types of cards (6 copies of each, 2 of each colour.)

 **Clover:** If it's in your pile, you lose the game.

This effect always triggers (whether you play the card or discard it).

 **Ravens:** Steal 1 card from the next player. Then, that player must steal a card of a different colour from you..

Cards are stolen from player's hands. If you only have cards of the colour you stole, the other player can't steal any cards.

 **Black Cat:** Draw the top card of the deck. The next player must discard 1 card from your hand onto their pile.

The effects of discarded cards don't trigger, unless the card is a clover.

 **Evil Eye:** Choose a colour. The next player must play 1 card of the chosen colour if they have any.

Before doing so, that player can choose to draw and clean. If they don't have cards of the chosen colour, they can play any card. You are allowed to choose a colour that is not in their hand.

 **Horseshoe:** Draw the top card of the deck. Return 1 card to the top of the deck. Change the direction of the horseshoe.

You can return the same card you drew. Even if there are no cards in the deck, you must return a card from your hand. When there are only 2 players left, changing direction has no effect.

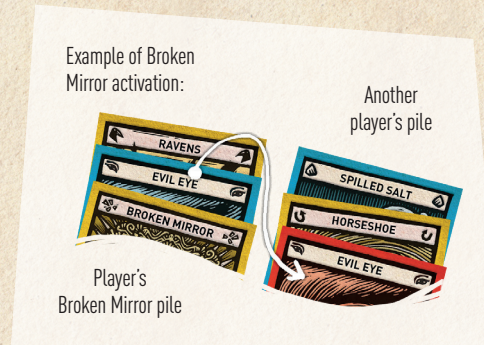
 **Spilled Salt:** Discard 1 card from the next player's hand onto their pile.

The effects of discarded cards don't trigger, unless the card is a clover.

 **Broken Mirror:** If the card under this mirror has the same name as the top card of another player's pile, give them 1 of your cards and steal another one from them.

You can still play the card even if the condition is not met, but it will have no effect.

You choose both the card you give and the one you steal. If the condition is met for more than 1 player, you choose the target.



Acknowledgements

Special thanks to my dad, mum, brother, friends, Asociación LUDO, the crew of Laboratorio de Juegos, Pati Llimona, Santa Jugona, Burning, and Kleff.

Every single contribution has made this project possible; I am very grateful to you all.

Nico Cardona

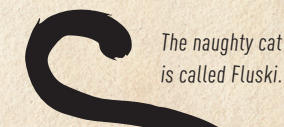
Credits (@)

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The naughty cat is called Fluski.

