

WEDNESDAY

CREATURES & OUTCASTS

MN
X
Y

RULEBOOK

When you inadvertently end up in the Nightshade Library, your uncontrollable curiosity drives you towards the many books in the enormous bookcases that surround you. Your attention is drawn to book after book as you scan the pages about different kinds of outcasts and creatures. But then, suddenly, a small book catches your eye. Its title: *"RULEBOOK, Creatures and Outcasts."* When you carefully slide the book towards you from the dusty bookcase, cards fall out. It appears to be an ancient card game about mythical creatures and outcasts. You quickly open the rulebook and begin to read...



Goal of the game

The game consists of five rounds. The player who has the **least** amount of points at the end of the fifth round wins the game. The goal of every round is to get rid of the cards in your hand as quickly and as tactically as possible, so that no points remain in your hand at the end of the round.

Contents

42 outcast cards



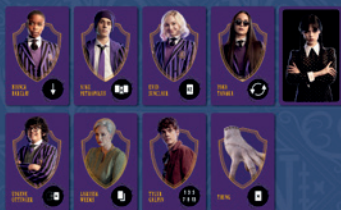
6 player aid cards



1 score pad



9 character cards



1 outcast board



1 character board



1 wooden Thing



Setup

Place the outcast board and the character board within easy reach of all players. Place the character board with the purple side facing up. Shuffle the character cards and the outcast cards in separate piles. Place the pile of character cards face down into the opening of the character board. Divide the outcast cards among the players as follows:

2 players:	10 outcast cards per player
3 players:	10 outcast cards per player
4 players:	10 outcast cards per player
5 players:	8 outcast cards per player
6 players:	7 outcast cards per player

Place the remaining outcast cards face down in the opening on the black side of the outcast board: this is the discard pile. If there are no outcast cards remaining after all players have received their cards, the discard pile remains empty.

PLEASE NOTE! You may only pick up and look at your cards after all players have received their cards.

Place the wooden Thing nearby, ready for use. We will explain its role at a later time (see p. 11). Place the score pad nearby to keep the score. The game can now begin!

The game contains 6 player aid cards. These cards briefly explain the character cards and outcast cards.



Example: 4 players receive 10 outcast cards

If you want to play the expert variant of *Wednesday: Creatures & Outcasts* (see p. 18), place the character board with the black side facing up.



How to play

The first player to play a 1 (Normie) on the white side of the outcast board (the play pile) starts the round. After that, the next player takes their turn in clockwise order.

PLEASE NOTE! If nobody has a 1 in hand, the youngest player starts the round with a card of their choice.

During your turn, you play one outcast card (see “Outcast cards with effects” on page 14 for more information on special cards) from your hand onto the top card of the play pile. The number on this card must be **higher** than the number of the top card of the play pile, unless a character card says otherwise. After playing an outcast card, the next player takes their turn in clockwise order.

PLEASE NOTE! The number that you play cannot be the same number as the one that was played last, but it does not matter how much higher the number is.



Passing a turn

If you cannot or do not want to play an outcast card, you may always skip your turn by passing. You do not play an outcast card and the next player continues the round.

***PLEASE NOTE!** On your next turn, you may choose to pass your turn again or to resume playing.*

When all players have passed consecutively, move the pile of played **outcast cards** face down to the discard pile. Then turn the top **character card** face up and activate its effect. This effect applies to all players. See p. 10 for an overview of all card effects.

Then the last player to play an outcast card plays an outcast card of their choice and the game resumes.



THE DISCARD PILE

The outcast cards on the black side of the outcast board are called the discard pile. You may not pick up or look at the cards in the discard pile unless a card instructs you to do so, and you may never change the order of the outcast cards in this pile during play.



No more cards in hand

When you have no outcast cards remaining in your hand, your turn is automatically skipped. You are, however, still participating in the current round. This is because some cards can add outcast cards to your hand, which you must play from your hand again.

PLEASE NOTE! If you have no outcast cards in hand when the game requires you to play an outcast card, such as at the start of a round, nothing happens and the turn passes to the next player.

End of the round

A round can end in several ways:

- If the Wednesday character card is turned over (see p. 10).
- If a player discards four copies of 10 (Hyde) from their hand (see p. 17).
- If there is only one player remaining with cards in their hand.

All players add up all the numbers on the cards remaining in their hand: these are their points for this round. Note these points on the score pad. Players who have no more cards in hand receive 0 points this round.

Then shuffle all character cards and outcast cards in separate piles again and start a new round in the same way as at the start of the game.



	Player 1	Player 2	Player 3	Player 4		
1	0	17	0	0		
2						
3						
4						
5						
Σ						

End of the game

After 5 rounds the game is over and the time has come to see who has outsmarted their opponents. Add up all points per player on the score pad. The player with the lowest amount of points wins the game!

Character cards

Character cards each have a unique effect that changes the playing field for all players. Whenever the game requires you to turn over a character card, you immediately activate its effect. This effect applies to all players. Character effects remain active until all players pass consecutively, after which the current character card is set aside and a new character card is drawn. This means that there is always only one character card active at any given time.

PLEASE NOTE! Played character cards are removed from the game.



WEDNESDAY ADDAMS

End the round immediately.

Outcast card 13 prevents this effect (see p. 16).



THING

The last player to play an outcast card may look at the cards in the discard pile and choose one card from it (do not change the order of the other cards). Place the wooden Thing on this card. Outcast cards with this number are blocked and may no longer be played for the remainder of the round. The wooden Thing stays on the card until the end of the round, even if there is a new character card is turned over. Players who only have outcast cards with the blocked number left in their hand may reveal these and immediately discard them during their turn.

PLEASE NOTE! Thing does not block the effects of 3x6 (Psychic) and 4 (Shapeshifter).



TYLER GALPIN

From now on, you can only play uneven outcast cards: so only a 1 (Normie), 3 (Yeti), 5 (Gorgon), 7 (Siren), 9 (Werewolf) or a 13.



YOKO TANAKA

From now on, turns are played in counter-clockwise order. Turn order returns to normal only when a new character card is activated.



ENID SINCLAIR

From now on, you may only play outcast cards in pairs: two outcast cards with the exact same value. *PLEASE NOTE! Card effects are never activated twice.*



BIANCA BARCLAY

From now on, play outcast cards in descending order, so all outcast cards that are played need to be of lower value (instead of higher) than the previously played card.



EUGENE OTTINGER

From now on, draw the top outcast card from the discard pile and add it to your hand every time you pass. If there are no outcast cards in the discard pile, nothing happens.



AJAX PETROPOLIS

From now on, you may only play outcast cards that skip at least one number – so you can never play a card with the number that directly follows the one of the last card that has been played (no 1 after a 0, or no 2 after a 1, etc.).



LARISSA WEEMS

From now on, you may play outcast cards with a higher value, but also with the same value as the last card that has been played.

PLEASE NOTE! You may still only play one card per turn.

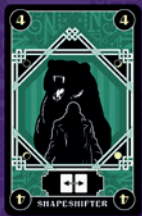
Outcast cards with effects



1 (Normie): play this card at the start of a round to be that round's first player. Play it quickly, because other players might be holding a 1 as well.



2 (Faceless): play another card and place it on top of the 2. This is mandatory. If you have no more cards in hand, or cannot play a card from your hand, nothing happens.



4 (Shapeshifter): take a random card from the hand of a player of your choice and give that player a different card from your own hand. This is mandatory. If you have no more cards in hand after playing the 4, nothing happens.

***PLEASE NOTE!** You may shuffle your cards before a player draws a card from you.*



7 (Siren): pick an outcast card from the discard pile and add it to your hand. This is mandatory. If there are no cards in the discard pile, nothing happens. *PLEASE NOTE! You can't take a card that is blocked by Thing (see pg. 11) and you may not change the order of the outcast cards in the discard pile.*



8 (Vampire): choose another player: this player takes the top outcast card from the discard pile and adds it to their hand. This is mandatory. If there are no cards in the discard pile, nothing happens.



13: the most important outcast card in the game. If Wednesday is turned over while the 13 is the last card that has been played, Wednesday is shuffled back into the character card pile. Resume playing the round in the usual fashion, starting with the player who played the 13. There is no active character card at this time.

***PLEASE NOTE!** If there are no other character cards left, Wednesday is still placed face down in the opening of the character board and will be revealed the next time a character card is revealed.*

SET EFFECTS

Some outcast cards have an effect only when you complete a set. When you have completed a set, you may show it to your opponents during your turn and then place the entire set in the discard pile to activate its effect. You may not play any additional cards this turn.

PLEASE NOTE! You may also play these outcast cards individually, but then they will have no special effect.



3x6 (Psychic): look at the character card pile and place Wednesday in that pile wherever you like (this can also be on top of the pile). You may not change the order of the other cards.



4x10 (Hyde): end the round immediately.

PLEASE NOTE! If you have any other cards in your hand, you will still receive points for them.

EXPERT VARIANT

In this variant, each of the five rounds has its own 'round effect', which is activated immediately whenever one specific outcast card is played while one specific character card is active.

ROUND 1:



Set all other character cards aside. No other character cards are activated for the rest of this round.

ROUND 2:



Remove Wednesday from the character card pile and shuffle the pile again. The round continues without Wednesday in the character card pile.

ROUND 3:

All players play with their outcast cards open this round.
PLEASE NOTE! You may still shuffle and present your cards face down when someone draws a card from you.

ROUND 4:

Look at the character card pile and place Wednesday in that pile wherever you like (this can also be on top of the pile). You may not change the order of the other cards. This is done by the player who played the number 9.

ROUND 5:

All players give all the outcast cards in their hand to the player to their right. The turn order remains the same.
PLEASE NOTE! You may play a 10 (Hyde) this round, despite Tyler's character effect.

TEAM VARIANT

In this variant you compete against each other in teams. Divide your group into teams with an equal number of players and use one column per team on the score pad. Each player still plays individually, so it's recommended to not have teammates sit next to each other. Players may communicate with each other about cards in their hand, but may not directly show them to one another. At the end of the round, add up the points of all team members.

***PLEASE NOTE!** You'll still play until there is only one player remaining with cards in their hand, unless the round is ended in one of the other ways.*

Development: MNKY Entertainment

Translation: Alexander Eckhardt for
The Geeky Pen

Follow us on:     @mnkyentertainment

M N K Y
ENTERTAINMENT



8-99



2-6



30



Leidsevaart 123
2211 VS
Noordwijkerhout
The Netherlands
www.mnkyentertainment.com

© 2024 MNKY Entertainment. Developed and produced by MNKY Entertainment. All rights reserved. No elements of this game may be reproduced without prior written consent from MNKY Entertainment. MNKY Entertainment has published this game with the utmost care and will not accept any liability for potential errors or ambiguities appearing in this publication that may lead to damages.

WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might deviate from the images used in the rulebook.

WEDNESDAY © 2022 MGM Television Entertainment Inc. WEDNESDAY is a trademark of Tee and Charles Addams Foundation. © 2024 Metro-Goldwyn-Mayer Studios Inc. All Rights Reserved.

MGM