

GET NIFTY COMPLETE RULES

OBJECT OF THE GAME

Your goal is to "Get Nifty." You must buy a NIFTY token, then play enough Niftyness points to win. But since you can't be Nifty if you are in Danger, and you can't be Nifty if you're Bored, first you have to "Get Safe" and "Get Weird." Niftyness points can only be played if you are Safe and you are Weird.

THE CARDS

There are five kinds of cards in the deck: *State*, *Character*, *Object*, *Boredom*, and *Plot*.

State cards – "SAFE" and "WEIRD" cards
Character cards – characters from Sluggy Freelance
Object cards – Things you can own or use, like a "Laser Cannon"
Boredom cards – Sudden attacks of boredom. "Dude!" "Man!"
Plot cards – What's going on in the Sluggiverse?

GAME PLAY

Overview The general progression of the game is:

- Play SAFE and WEIRD cards in front of you
- Activate the SAFE and WEIRD cards by successfully defending against challenges (this is called "Getting SAFE" and "Getting WEIRD")
- Purchase a NIFTY token. You **MUST** have activated SAFE and WEIRD cards in front of you to buy a token.
- Play NIFTY points onto the token until you win! You **MUST** have a NIFTY token to collect nifty points.

The playing of Character, Object, Boredom and Plot cards are all in support of achieving these goals.

Set Up

Remove the NIFTY tokens and set them aside. Deal each player five cards.

Turn Sequence

The person to the dealer's left plays first. The basic turn sequence is:

- Draw to 5 cards in hand
- Play and Discard as many cards as you like
- Draw to 5 cards again

Start your turn by drawing cards to fill in your hand, so that you start with five cards.

On your turn, you may play as many of your cards as you like, as long as each play is legal (more on that later). You may also discard any or all of your cards. You do not have to play or discard at all if you don't want to.

You may play State cards, or Objects in front of you. You may play Plots to the center of the table. Or you may challenge another player with Danger (by playing Characters against him) or Boredom (by playing Boredom cards against him). You may also challenge yourself to activate your state cards. At the end of your turn, you draw cards until you have five in your hand again.

The draw pile is face down. The discard pile is face up. If the draw pile is exhausted, reshuffle the discards to create a new draw pile.

Character Cards

Character cards are played as part of Challenges (see page 3), either to attack or defend. Once you have a NIFTY token, characters can also be played on the token to accumulate Niftyness points to win the game.

Characters are only played onto your NIFTY token or as a part of a challenge. You cannot play character cards to the table .

Character cards have four stats. Each runs from 0 (the character is worthless in that regard) to 5 (the character is the veritable incarnation of that stat). The four stats are:

- Danger (D): How much trouble are you in if they are after you?
- Safety (S): How safe you should feel if they are on your side?
- Weirdness (W): How bored could you possibly be if they're around?
- Niftyness (N): How darn nifty is it to have them around?

Bun-Bun, for instance, is 5 on Danger, but 0 on Safety (he's a completely unreliable ally).

Many Characters also have "attributes," like DEMON or VAMPIRE. Some also have a "Special" ability of some sort, shown on the card.

Character cards may also have a "Cancelled By" section, showing what people and things can take them out of action.

Discard Options

Some Characters have a "Discard Option." This means that the player may throw away this card instead of playing it, then search the discard pile and replace it with a card of the type the Discard Option indicates.

Object Cards

Objects have Danger, Safety, Weirdness, and Niftyness stats, just like Characters, but their stats can also be negative. Like Character cards, they can be canceled. Some Objects also have special powers, described on the cards.

On your turn, you may play any Object card by placing it in front of you. The Object stays there until it is cancelled, or (if it is a Single-Use object) used up.

You may play an Object card out of your hand during someone else's turn if they challenge you – but only if the Object helps your defense (provides Safety points against a Danger challenge, Weirdness points in a Boredom challenge, or otherwise cancels or thwarts the challenge).

All objects continue to modify your stats as long as you own them. You may not discard an object once it has been played. The exception is . . .

Single-Use Objects

Objects marked "SINGLE-USE," such as the Anti-Vamp Cannon, may be used only once. Then they must be discarded. If you use a Single-Use card for its Special power, you must discard it, but you may count its stats anytime like a regular object until you've used it. You are never forced to use a card. For example, if you can defeat a VAMPIRE without using the Anti-Vamp Cannon to cancel it, then you may keep the card for the next emergency.

State Cards

On your turn, if you have a SAFE or WEIRD card in your hand and don't already have that card in play, you can play it in front of you.

Plot Cards

Any player may change the Plot on his turn. You may ALSO change the Plot during ANY challenge, **even one you are not involved in.**

A Plot card is played by putting it in the center of the table, next to the draw and discard piles. When a Plot card is played it must be read out loud for the benefit of the other players. Only one Plot can be in play at a time. If there is a Plot in play when a new one is played, the old one is discarded. You may also play a Plot as part of Interference (see page 4).

Plot cards affect all game play until they are changed. For example, if "It's Halloween!" (S:0, D:2, W:2, N:2) is in play, then Danger challenges happen at +2, but Boredom challenges happen at -2, and anyone adding up their Niftyness points to win gets 2 extra points just because Halloween is nifty.

Boredom Cards

Boredom cards are used only to make Boredom attacks, as described under "Getting Weird."

Getting Safe

Once you have played a SAFE card, you still need to activate it by Getting Safe. You do this by successfully defending against a Danger challenge. Whether you challenge yourself or are challenged by another player ANY successful defense of a Danger challenge will activate your SAFE card.

A Danger challenge happens when a player declares a Danger challenge and plays one or more Character cards against the defender. This can either be one player challenging another player on the **challenger's** turn, or YOU attacking yourself on your own turn. If you attack yourself you play both the attack and defense cards as you play out both sides of the challenge. Total up the Danger (D) points of the attacking cards, adding any modifiers from Objects the challenging player owns and from the Plot card in play. You must then play one or more Characters or Objects in response. Add up their Safety (S) points and any modifiers from Objects you already had in play and from the Plot.

Challenger	Defender
Character Danger +	Character Safety+
Object Danger +	Object Safety +
Plot Danger=	Plot Safety=
Total attack points	Total defense points

Successful Defense Against Danger Attacks

If the defender's Safety total is greater than or equal to the challenger's Danger total the challenge fails. The defender now "Gets Safe" and put a marker on his SAFE card. If the SAFE card already has a marker then there is no additional effect of successfully defending.

Successful Danger Attacks

If the defender can't get enough Safety points to equal the Danger, the defender loses. If the SAFE card was activated it loses its marker and must be activated again by successfully defending against a subsequent challenge.

If the SAFE card was not activated and the challenger has no SAFE card of his own, he takes the defender's and places it face up in front of him. If the challenger already has a SAFE card, then the defender's card is "Fluxed" . . . turned upside down. See Getting Fluxed, below.

When a player on either side of a Danger challenge is losing, he may play one or more additional Character cards into the challenge. A Danger challenge only ends when the player on the losing side declares it over because he can't (or won't) play any more Characters or Objects on his side.

No matter who wins, all Characters used in the challenge are discarded. All Single-Use Objects used in the challenge are also discarded.

Even if you Get Safe, you might still face new Danger challenges. If you have a marker on your SAFE card and you lose a Danger challenge, you lose the marker (but not the card). You then must Get Safe again.

Getting Weird

Once you have played a WEIRD card, you still need to activate it by Getting WEIRD. You do this by successfully defending against a *Boredom challenge*. Whether you challenge yourself or are challenged by another player ANY successful defense of a Boredom challenge will activate your WEIRD card.

Getting Weird works like Getting Safe:

- You must have a WEIRD card in play.
- The challenge is a "Boredom" challenge, made with Boredom cards.
- You defend with Weird points, plus modifiers.
- If you successfully defend, you "Get Weird" and put a marker on the WEIRD card. If you lose, and your WEIRD card has a marker you lose the marker. If you lose and your WEIRD card does not have a marker the challenger takes your WEIRD card – or if he does not need it the card becomes Fluxed.
- If you have a marker on your WEIRD card, and lose a Boredom challenge, you lose the marker but keep the card.

No matter who wins, all Characters used in the challenge are discarded. All Single-Use Objects used in the challenge are also discarded.

Challenger	Defender
	Character Weirdness+
Total value of all	Object Weirdness +
Boredom attack cards=	Plot Weirdness=
Total attack points	Total defense points

If the defender's Weirdness total is greater than or equal to the challenger's Boredom total the challenge fails.

As with Danger challenges, you may play a Boredom challenge on yourself on your turn.

Either player in the Boredom challenge may continue to add cards to his side. A Boredom challenge only ends when the player on the losing side declares it over because he can't (or won't) play any more cards on his side.

Getting "Fluxed"

If you win a Danger or Boredom challenge against an unmarked SAFE or WEIRD card and you don't need to steal the card (because you already have one), then your opponent keeps his card . . . but it is turned over, or "Fluxed."

If you have a Fluxed card in front of you, you may only un-Flux it by successfully defending a challenge (Danger for a SAFE card, Boredom for a WEIRD). You may challenge yourself, or someone else may challenge you. If someone else wins a challenge against your Fluxed card, and he doesn't already have a similar card, he DOES get to steal your card and place it face-up in front of him. Stealing the card un-Fluxes it.

You may also get un-Fluxed by replacing the Fluxed card with one from your hand, or with one you steal (Fluxed or not) from another player. If a Fluxed card is replaced, it is discarded.

INTERFERENCE

If a player on either side of a challenge is losing, he may choose to ask other players for help. If another player agrees to help, that player may INTERFERE in the challenge by adding additional cards (characters, objects, plots, any card you like) on the side of the player they are aiding. The stats of the helping player's Object cards are counted as well.

If a player who is interfering ends up on the winning side of the challenge, then that player ALSO gets all of the benefits of winning the challenge. For example, if a player with an unmarked Safe card helps someone win a Danger challenge, then they may mark their card and Get Safe. Players may not interfere unless someone is asking for help, and the asking player may still refuse the help of any particular player. More than one player may interfere in a challenge, but once you interfere on one side of a challenge you may not change sides. There is no penalty if you interfere and still lose the challenge.

If a STATE card is stolen in a challenge, it goes to the player originally involved in the challenge, not to the player who is interfering. If that player does not need it, it goes to the first player who helped.

Buying a NIFTY Token

If you are both Safe and Weird (both cards played, and activated with markers), you can finally buy a NIFTY token. On your turn, **discard from your hand** Character and Object cards totaling at least 5 points of Niftyness. Take a NIFTY token and play it in front of you.

Once you have a NIFTY token, you can start playing Niftyness points to win as long as you remain Safe and Weird. Slide cards played for Niftyness points underneath your Nifty token. Cards played for Niftyness points can not be taken away from you, but they also do not count towards your Safety or Weirdness totals during challenges. Cards underneath a Nifty token are effectively out of the game.

If you lose your Safe or Weird markers you can not add points to your token. (see Winning the Game, below).

Nobody can take away your NIFTY token once it is played, even though you might lose your SAFE and WEIRD cards or markers.

DETAILS

The Concept of Infinity

∞ is not a sideways eight, it is an infinity symbol. It is used to indicate the ultimate embodiment of a statistic. For instance, the Playstashun card has an infinite weirdness. You can not be bored if you own a Playstashun and so you automatically win all boredom attacks.

Canceled Cards

Some cards have the special power to cancel other cards. A canceled card is removed from play. When an Object or Character is canceled for any reason, it goes into the discard pile. When a Character is canceled during a challenge, all of its stats count as 0 for the challenge.

Characters vs. Characters

Certain characters cancel other characters in play. For example: ZOE is cancelled by DEX because of her crush on him. If ZOE is played against you, and you play DEX for Safety, ZOE is discarded and counts as Danger=0. If DEX is played against you for Danger and you have ZOE in play, she is discarded and is worth Safety=0. However, ZOE and DEX can be played TOGETHER for Safety or Danger without any cancellation effect, because they are on the same side.

If a card says, for instance, "cancels all Vampires," it will cancel ALL vampires on the other side of the challenge.

NOTE that if a Character is played for Niftyness, that card cannot be canceled, no matter what happens.

Objects vs. Characters

Some Objects can cancel particular Character types. For example, the Anti-Vamp Cannon cancels all VAMPIRES on the opponent's side of the challenge. The player who owns this object declares that he is using it in the challenge, all VAMPIRES on the opponent's side are cancelled and go into the discard pile, and the challenge continues.

Characters vs. Objects

Two Characters, BUN-BUN and AYLEE, have special powers which allow them to cancel certain Objects. When Aylee is played for either Safety or Danger, her EMP cancels all of the opposing player's electronic Objects (these will say "Cancelled by: AYLEE" on them). The same is true for BUN-BUN. He's a rabbit, he chews stuff, deal with it.

Objects vs. Objects

A few objects cancel other objects. For example, the Sword cancels Inflatable Time Machine (pop!). As soon as the player who owns the Sword starts a Danger challenge against a player with the Inflatable Time Machine, the Inflatable Time Machine card is discarded.

WINNING THE GAME

The winner is the first player to have the required number of Nifty points in play while being both Safe and Weird, no matter whose turn it is at the moment they reach the total. This number depends on the number of players:

# of Players	Nifty needed
2	20
3	18
4	16
5	14
6 (3 teams of 2)	18

You get Niftyness in three ways:

- From the Characters you have played for Niftyness. On your turn, if you are still Safe and Weird, you may play as many Character cards as you wish for their Niftyness (N) points, by laying them under your NIFTY token. Once you have played a Character for Niftyness, you can no longer use it in a challenge, and nobody can take it away from you.
- From the Plot in play. Some Plots give bonus Niftyness all around, and some Plots give extra Niftyness to certain characters . . . for instance, Demons are much niftier if "It's Halloween!"
- From the Objects you have in play. Object cards are never played under the NIFTY card, though, so you can lose them.

Other players can slow you down by winning Danger and Boredom challenges against you, forcing you to Get Safe or Get Weird again before you can play more Niftyness points. But nobody can take away your NIFTY token once you have bought it. It is possible to have the required number of Nifty points to win without being Safe and Weird, but you must be both Safe and Weird to win the game.

Note: If you play an Object in defense, and that Object puts your Niftyness total at the required total or more, you do not instantly win. You must win the challenge first. You then win the game . . . unless, of course, the item was a single-use one. In that case, it is discarded, and you didn't enjoy its Niftyness long enough to reach Nifty Nirvana.

RULES FOR SIX PLAYERS

If six people are playing, it is highly recommended that you play in teams of 2. Partners should sit opposite one another. One partner should keep the State cards and the NIFTY token in front of them for the team. Each player should keep his own Objects in front of him.

When one partner is involved in a challenge, the other partner is automatically assumed to be helping (see INTERFERENCE). A team that is losing can ask for assistance from the team which is not involved in the challenge.

When one team reaches 18 total Nifty points, they win the game.

Need more information?
Have a question about a particular card or rule? Visit:
www.getnifty.com
and check out the forums. You can buy Get Nifty-related items and find out the latest news about the game, such as tournament schedules and appearances by Rob Balder and Pete Abrams.

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