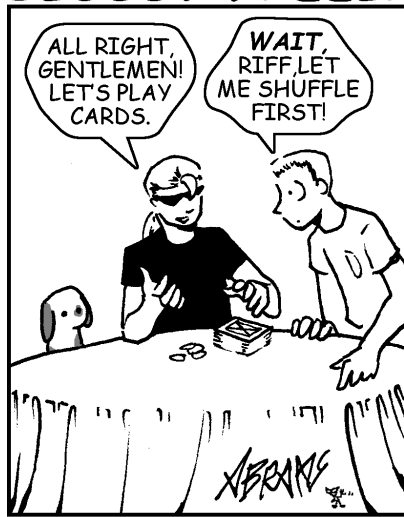


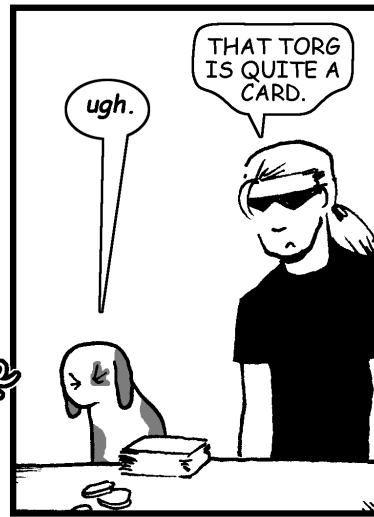
Sluggy Freelance is more than just an online comic strip read and loved by countless fans around the globe. It's a window on a whole universe: the Sluggyverse.

Each day since 1997, creator Pete Abrams has given his "Sluggites" a look inside this funny*, funny**, funny*** reality. With Get Nifty, now you can enter the alien-infested, vampire-haunted, demon-plagued Sluggyverse yourself. If that sounds a little dangerous...well, it is. Getting safe is one of the things that's up to you.

SLUGGY FREELANCE



www.sluggy.com



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Quick Reference Guide

Things that are legal to do on your turn:

- Play State cards (SAFE or WEIRD)
- Make a Danger challenge against your own SAFE card
- Make a Danger challenge against someone else's SAFE card
- Make a Boredom challenge against your own WEIRD card
- Make a Boredom challenge against someone else's WEIRD card
- Play a Plot card face up in the center of the table
- Play Object cards face up on the table in front of you
- Discard any cards you wish
- Discard 5 points worth of Niftyness to buy a Nifty token. You can only buy a token IF you are both SAFE and WEIRD.
- Place character cards under your Nifty token IF you have one and IF you are both SAFE and WEIRD
- Draw back to 5 cards in your hand. This ends your turn

Things that are legal for a challenger to do during a Danger challenge:

- Play Plot cards to the center of the table.
- Play Character cards to add their Danger points to the attack.
- Play Object cards to add their Danger points to the attack.
- Ask other players to Interfere.

Things that are legal for a defender to do during a Danger challenge:

- Play Plot cards to the center of the table.
- Play Character cards to add their Safety points to the attack.
- Play Object cards to add their Safety points to the attack.
- Ask other players to Interfere.

Things that are legal for a challenger to do during a Boredom challenge:

- Play Plot cards to the center of the table.
- Play Boredom cards to add their Boredom points to the attack.

Things that are legal for a defender to do during a Boredom challenge:

- Play Plot cards to the center of the table.
- Play Character cards to add their Weirdness points to the attack.
- Play Object cards to add their Weirdness points to the attack.

Things that are legal for uninvolved players to do during a ANY challenge:

- Play Plot cards to the center of the table.
- Interfere IF they are invited to do so.

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



* Funny "ha-ha" ** Funny "strange" *** Smells funny.