



MISFIT HEROES

DESIGNED BY PHIL WALKER-HARDING
2-4 PLAYERS • 30-45 MINUTES • AGES 10+

Welcome to The Land of Absurdia, a place where the rules of reality no longer apply. Absurdia needs heroes to rise, and it's up to you to step into that role. Deploy a band of Misfits and compete to be the new Misfit Heroes of the land! From monster accountants to cosmic wedding planners, the endless combinations of characters and attributes mean no two games will ever be the same!

In Misfit Heroes, players will organize bands of Misfits in the hopes of gaining influence to complete quests throughout Absurdia. The player who best uses their Misfits and gains the most points wins, becoming the new representative Misfit Heroes of Absurdia!

COMPONENTS

- 125 card sleeves
- 96 Attribute cards
- 4 reference cards
- 96 transparent Character cards
- 1 Start player token
- 54 single Influence tokens | 18 Forest, 18 Sea, 18 Mountain
- 6 triple Influence tokens | 2 Forest, 2 Sea, 2 Mountain
- 24 Quest tiles | 6 Forest, 6 Sea, 6 Mountain, 6 City
- 70 coins | 38 copper - 1 value, 16 silver - 5 value, 16 gold - 10 value

GAMEPLAY OVERVIEW

Players will recruit a team of Heroes (Humans, Beasts, and Misfits) to gain Influence in order to complete quests across the Land of Absurdia. Your team is arranged face up in a tableau in front of you, reaching up to a 4x4 grid of cards. Players take turns Recruiting Hero cards to their tableau and activating Hero card abilities.

Quest tiles are worth points and are claimed by spending Influence tokens to complete them. Hero cards are either worth a flat point value or have specific scoring conditions. Recruiting Hero cards activates their abilities, which are the key to gaining Influence and making the most of your team.



SETUP

Note: If this is your first time playing, set up the deck with a random transparent Character card in front of it.

1. Shuffle the sleeved Hero cards and place them in a facedown deck at the center of the table. Discarded cards go next to the deck.



YOUR TABLEAU



2. Make a supply pile of the Influence tokens and Coins near the deck.



YOUR FIRST CARD WILL GO HERE



GAME END AND WINNING

After any player recruits the 16th card in their tableau, the game end is triggered. After the current round is finished, the game is over and the player with the most points wins!

TIP

Sleeve the deck of Hero cards by sleeving an Attribute card front of it. You will not need all included sleeves.



3. Sort the Quest tiles by color and arrange them beside the draw pile in 4 descending columns with the highest values at the top. In a 3-player game, remove all 11-point tiles before this step. In a 2-player game, remove all 11- and 9-point tiles.

4. Randomly choose a start player and give them the Start Player Token and coins worth 35 total. The 2nd player gets 40 to start, and each subsequent player takes 5 more than the previous player. Coins and Influence tokens must be visible at all times and their quantities are public information.



5. Give each player a Reference card.

6. Deal each player 5 cards from the top of the deck to form their hand, which is kept secret at all times.



FOR FUTURE GAMES

One of the most exciting features of Misfit Heroes is how the deck changes from game to game! In future games, we recommend dealing 4 cards to each player before setup and having them swap the transparent Character cards to create new cards for the deck. Shuffle all newly changed cards into the deck and proceed to step 1 of Setup.

HERO CARDS

Each Hero card combines a Character with an Attribute to form a unique combination. You Recruit Hero cards to your play area (tableau) by paying their cost.

The cost to Recruit a card is located in the upper left corner and is the sum of the o-z values listed in ○.





On the left edge of a card is a banner representing its Faction: Human □, Beast □, or Misfit □. Cards sometimes reference Factions for the purpose of scoring or effects.

The lower half of a card has 2 effects in boxes.

RECRUITMENT BOX

The top box is the Recruitment box, which triggers either when you Recruit the card to your tableau or at the end of the game. You cannot trigger Recruitment boxes a second time.

There are 4 types of Recruitment boxes:

-  TRIGGERS WHEN YOU RECRUIT THE CARD.
-  MEET SPECIFIC CONDITIONS TO ACTIVATE ITS ACTIVATION BOX.
-  PAY A FEE TO ACTIVATE ITS ACTIVATION BOX.
-  SCORE POINTS AT THE END OF THE GAME, IMMEDIATELY ACTIVATE ITS ACTIVATION BOX.

ACTIVATION BOX

The lower box of a card is its Activation box, which you activate when you Recruit the card and trigger its Recruitment box, but you may also activate with other cards later.


Sometimes the Recruitment box of a card affects its Activation box. When a card activates another card, you disregard the Recruitment box. You may activate a card multiple times in a single turn through other cards.







ON YOUR TURN

Players take turns one at a time with play passing to the left. On your turn, you may carry out 1 of the following main actions:

1) RECRUIT A HERO CARD

To Recruit a Hero card, you must pay Coins equal to its cost (the sum of the values in the ) and place it face up in your tableau. Your tableau consists of all the cards you have Recruited in a 4x4 grid. The first card you Recruit occupies the lower left corner, and each subsequent card must be placed orthogonally adjacent to a previously placed card and fit within the 4x4 grid.


After Recruiting a card and paying its cost, activate its Recruitment box and Activation box as long as you have fulfilled the  fee or met the  conditions of its Recruitment box, if any. If you cannot pay the  fee or meet the  condition of a card, you cannot Recruit it.

The only way to activate a card again is through other cards.

2) DRAW CARDS

Discard any number of cards from your hand (you may discard 0) and draw 2 cards from the deck plus an additional card per card discarded. For example, if you discard 3 cards, you would draw 5 cards to your hand.

3) GAIN 1 INFLUENCE

Gain 1 Influence of any color (, , ) from the supply.

4) GAIN 10 COINS

Gain  from the supply.



RECRUITING EXAMPLE


YOUR NEXT HERO CARD...

END OF YOUR TURN AND CLAIMING A QUEST

After you have carried out 1 of the 4 main actions, you may discard 6 Influence to Claim 1 Quest. There are 2 ways to use Influence to claim Quests:

- Discard 6 Influence of the same color to claim the most valuable unclaimed Quest tile of that color.
- Discard 2 of each of the 3 Influence types (6 tokens total) to claim the most valuable unclaimed City Quest tile.



You may only claim 1 Quest per turn. Once you have spent Influence or opted not to, discard down to 8 cards in hand, 8 Influence of each color, and  if necessary. Play passes to the left.

END OF THE GAME AND SCORING

After any player Recruits their 16th Hero card in their tableau, finish the current round so that all players have an equal number of turns.

Your score is the sum of the points on your Quest tiles and Hero cards in your tableau, plus 1 point per Influence token and 1 point for every 10, rounded down. In the case of a tie, the tied player with more cards in hand wins. If players are still tied, they celebrate their shared victory. Yippee!

CARDS IN YOUR TABLEAU 31
(🏆 cards + Individual cards)

SCORING EXAMPLE

$$31 \text{ points} + 30 \text{ points} + 2 \text{ points} + 1 \text{ point} = 64 \text{ points}$$

QUEST TILES
30

COIN
1

INFLUENCE TOKENS
2

After determining the winner, we suggest mixing up the cards a second time, adding even more changes to your deck for your next play! Just like you did at the start of the game, deal each player 4 cards and have them swap the transparent Character cards around. You may also change out the entire deck or keep it the same (if that's what you really want!)

YOU'RE READY TO START PLAYING!

- KEEP READING FOR FINER POINTS -

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TERMS AND ICONS

Above, Below - Directly adjacent to an edge of a card and either above or below it.

Activate - Resolve the Activation box on 1 of your cards in play.

Adjacent - Directly next to a card vertically or horizontally, not diagonally.

Claim - Take an unclaimed Quest tile by discarding Influence tokens.

Column - Cards aligned vertically in your tableau, with or without gaps. The leftmost column is column 1, the column to its right is column 2, and so on.

Cost - The Coins required to Recruit a card.

Discard - Return Influence to the supply or cards from your hand to the discard pile face up.

Draw - Draw a card from the top of the deck into your hand.

Gain - Take Coins or Influence from the supply and place them in your play area.

Group - Any number of orthogonally adjacent cards, usually sharing a quality.

In play - A card is in play if it is in your tableau and not Stunned.

Recruit - Reveal a card from your hand and place it in your 4x4 tableau adjacent to at least 1 other card, paying its cost.

Reveal - Flip a card face up, usually from the deck.

Row - Cards aligned horizontally in your tableau, with or without gaps.

Pay - Spend Coins, returning them to the supply and making change if necessary.

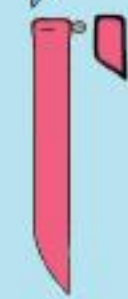

Stun - Flip a card in play face down. You may no longer activate it, it does not contribute its faction symbol, and it does not score at the end of the game. Players may look at stunned cards.

Tableau - The arrangement of cards in front of you.

Your cards - Face up cards in play in your tableau.


Faction icons:

  - Human card

  - Beast card


  - Misfit card


Other icons:

 - Forest

 - Sea

 - Mountain

 - An Influence token of any color

 - Coins



OTHER IMPORTANT RULES

- You may choose not to activate an Activation box when Recruiting a card or activating it with another card. You must carry out the whole effect if you activate it.
- When activating cards with a “twice” or “3 times” effect, fully resolve the effect before activating it again.
- “This turn” effects apply to cards you activated prior (as well as the current card) but not to cards you activate afterward.
- When activating multiple cards as the result of a single card, resolve them one after the other.
- Influence tokens are finite. If there are not enough Influence tokens for an action, take all remaining tokens of the corresponding type (beginning with the current player if multiple players would gain Influence).
- If you need to draw cards and the deck is depleted, shuffle the discard pile to form a new deck. If there are not enough cards remaining for an action, draw all remaining cards.
- You may have more than 8 cards in hand, 8 Influence tokens of each type, or (80) during your turn, but you must discard down to these quantities at the end of your turn. It is also possible to exceed 8 cards in hand, 8 Influence of each type, or (80) on another player’s turn.
- Cards with Activation boxes that activate cards can only ever activate other cards and cannot directly activate themselves.



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