



SUPERHOT

THE **CARD** GAME

A micro deckbuilding game for 1-3 players

Designed by **Manuel Correia**



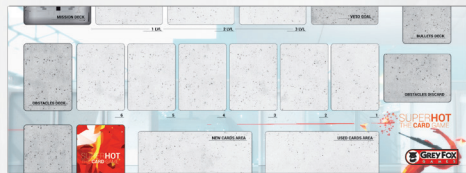
Overview

A bullet misses you by millimeters. A dozen more come from every direction. Armed red guys are everywhere. You take a breath. You check your options. You play a card.

Play your cards well. Take your time. Because time moves only when you move.

Components

- 12 Bullet Cards
- 27 Obstacle Cards
- 25 Goal Cards
- 8 **P1** Cards
- 8 **P2** Cards
- 3 Goal Progress Tokens
- 1 Help Card
- 1 System Card
- 1 Paper Playmat





About the game

SUPERHOT The Card Game is a micro deckbuilding game where you fight in four dimensions. The fourth dimension is time. The more cards you play, the faster time advances, so be careful.

SUPERHOT is primarily a solitaire game but does provide variants for multiplayer competitive or cooperative play. It is **strongly** recommended that you play it as a solitaire game to understand the complexities of **SUPERHOT** before you try the multiplayer variants.

Your goal in SUPERHOT The Card Game is to beat three levels of increasing difficulty.



Solo Setup

The solo rules are the core of this game. The setup and turn structure described below is similar for the other modes of play, which are explained later in the rulebook. *(The included paper playmat is shown in the setup of this game. Use of this playmat is strictly optional and once you are familiar with the game you may prefer playing without it. But trust us, it helps a lot!)*

- 1 Group all of the Bullet Cards and place them face up to form a Bullets Deck.
- 2 Shuffle the Obstacle Cards and place 6 of them face up next to each other, forming The Line. (Do not include the **P1** or **P2** cards in this deck.)
- 3 Place the remaining Obstacle Cards face up to the left of The Line, creating the Obstacles Deck.
 - **Take 9 cards from the bottom of the Obstacles Deck. Add a Bullet Card to those cards and shuffle them. Place these 10 cards back under the Obstacles Deck.**

- 4 Shuffle all the cards with the **P1** symbol and put them face down on your left, below The Line. This is your starting Player Deck. Now draw 4 cards from your Player Deck. This is your starting hand. (In a solo game, return the **P2** cards to the box.)
- 5 The Obstacles Discard and Player Discard are empty at the beginning of the game.
- 6 Spaces below The Line are reserved for the New Cards Area and the Used Cards Area.
- 7 Shuffle the Goal Cards and place them face down above The Line; this is the Goals Deck. Draw 1 Goal Card and place it above The Line, in the space indicated.
 - **You may choose to veto that Goal Card. It doesn't disappear though! If you choose to veto, draw a new Goal Card which you must keep. Set the vetoed card aside, in the veto goal slot. It **must** be used in the next level.**
 - **If you draw any Goal Card that would be automatically completed right away at this moment, place it on the bottom of the Goal Deck and draw another one in its place.**



Player Deck



Player hand

Key Components and Terms

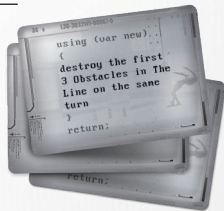
Before you can begin your first game of SUPERHOT, you must understand the following card types and how The Line works.

Types of cards

There are three types of cards in SUPERHOT The Card Game: Goals, Obstacles and Bullets.

Goal Cards

Goal Cards define your goal (or goals) for the current level. A full single-player campaign is comprised of three levels of increasing difficulty.



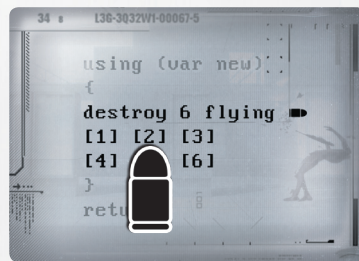
Level 1: 1 Goal Card

Level 2: 2 Goal Cards

Level 3: 3 Goal Cards

Complete all three levels to win the game.




When a Level has multiple goals, you can fulfill them in any order you want. Goal Progress Tokens will be necessary to keep track of some Goal Cards. As soon as you fulfill a Goal Card, flip it face down.





Some goals can be completed incrementally. Use the goal progress tokens to show how many times you have satisfied the condition

Obstacle Cards




Obstacle Cards have two parts. The bottom part represents the Obstacle you're facing. The top part represents an object or ability you can use.

Obstacle Cards can represent Enemies , Locations , and Objects .

When the Obstacle Card is in **The Line** (see *'The Line'* pg. 9), it's an Obstacle and you need to watch out for its effect. When an Obstacle Card is in your hand, you can use what's on the top part. The card can provide you with either an ability, or one of two skill values - Fighting  or Dodge . (See *'Anatomy of an Obstacle Card'* pg.8.)


You interact with Obstacles by playing cards from your hand to reach (or exceed) the skill values indicated on the Obstacle's bottom part. When you play a card, place it into the Used Cards Area (see pg. 5).



Obstacle skill values will show Fighting , Dodge , or Mixed  symbols. When you interact with an Obstacle, you get to choose if you want to **Destroy** or **Knock Out** that Obstacle:

Destroy: Take the Obstacle Card out of The Line and add it to the New Cards Area (see the *'Setup'* section pg.5). Destroyed obstacles will go into your hand at the end of the turn. This is a good way to get some new weapons or moves that you think you'll need next turn.

Knock Out: Turn the Obstacle Card face down and leave it where it is in The Line. Effects of face down cards are not triggered. When Knocked Out cards leave The Line, they go to the Obstacles Discard instead of your hand or your Player Discard. This is a good way to stop enemies and avoid unwanted cards.

Your starting deck is comprised of Obstacle Cards as well, identified by a  symbol in the top right corner.

Anatomy of an Obstacle Card

Skill Value earned by playing from hand

Ability earned by playing from hand



*(Often players have a choice to play a card for the skill value **or** for the card's ability)*

Effect triggered if left in The Line

Skill Value required to Destroy or Knock out

Card Type

Bullet Cards

Bullets are dangerous!

As the enemies shoot at you, Bullet Cards will start to appear in The Line. If you don't deal with them quickly enough, they'll end up in your hand. You can't use Bullet Cards from your hand, so they take up valuable space there! Additionally, if you're holding 4 Bullet Cards, you instantly **lose the game!**



Bullet Cards in The Line are considered 'flying bullets', and you can **Destroy** them by playing Obstacle Cards which meet or exceed the skill value shown in the lower right corner. Any bullet dodged this way (or slashed with a Katana - see 'Player Abilities' pg.20) is placed on the top of the Bullets Deck.

Bullets are special (negative) cards which always go straight to your hand when they would leave The Line, unless you have managed to destroy them. **Bullets cannot be knocked out.**



The Line

The Line represents what you can see as you move through the current level. The enemies see you too, and they'll shoot you if you're not careful. The Obstacle Cards are drawn from the Obstacles Deck and will get moved from left to right until they are destroyed or they are moved to one of the Discards. The Line is refilled back up to 6 cards at the end of each turn.

TIME MOVES ONLY WHEN YOU DO: At the end of the turn, The Line scrolls depending on how many cards you used during your turn. For example, if you used 3 cards during the turn, you will empty the cards from the 3 rightmost slots. These slots will be emptied, whether there is a card there or not.

This represents you moving past the Obstacles. The cards that are removed from The Line go to **one of the Discards**.

(See 'Card Flow' pg. 16 -17.)





Victory

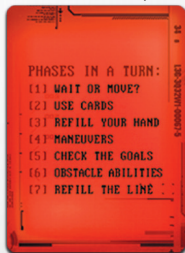
Your objective is to complete a sequence of 3 levels. To do so, you will need to complete goals while managing your hand, Player Deck, and Obstacles in The Line. If you successfully beat 3 levels, you win!

How to play

On every level, you will be trying to complete a fixed number of goals. You will take a series of turns, each divided into 7 phases.

At the beginning of every turn check the cards in your hand and the Obstacles in The Line, then decide what to do.

The included help card shows the 7 phases of each round.



1 | Wait or Move?

In this phase, you have two choices:

Wait: You may discard as many cards as you like from your hand. These cards go into the Obstacles Discard. You cannot discard Bullet Cards this way. Refill your hand back to 4 cards. Then take the Obstacle Card from the 1st position in The Line (rightmost) and put it into your Player Discard. (If the rightmost card is Knocked Out, put it in the Obstacles Discard instead.) After you have done all that, move straight to phase 5 (*Check the Goals*).

Move: Choose to move if you wish to play cards from your hand. After deciding to move, proceed to phase 2 (*Use cards*).

Note: *Choosing to move requires that you play at least 1 card. If you wish to play 0 cards on your turn, you must choose to wait.*

2 | Use cards

During this phase, you will use the cards in your hand to deal with the Obstacles in The Line. Cards played from your hand go to the Used Cards Area. Some cards will give you skill values, while others will give you useful abilities. To deal with an Obstacle, you need to play cards to reach or exceed the value indicated in the bottom right of the Obstacle Card. During this phase you may interact with more than one Obstacle if you have sufficient Skill Value available on the cards in your hand.

The top card of the Obstacles deck does not count as part of The Line. It represents something you can see from far away, but you can't interact with this card yet and its ability won't be activated during this turn.

Reaching the skill value of a card: You can use any combination of cards in your hand to interact with Obstacles in The Line. There are 3 different types of requirements to interact with cards:



When an Obstacle shows this symbol, you must use cards that provide **Fighting** to interact with it.



When an Obstacle shows this symbol, you must use cards that provide **Dodge** to interact with it.



When an Obstacle shows this symbol, you can use any combination of **Fighting** and/or **Dodge**. This means they can all be Fighting, all Dodge, or a combination of the two.

- You can use multiple cards to interact with the same Obstacle.
- You can't split the value on a single card between multiple Obstacles.
- You can exceed the value you need, but you cannot use more cards than are needed. (You can't add extra cards just to get rid of them from your hand.)

Example Next Page

For example:

You can use the following two cards **1** + **1** to interact with an Obstacle that needs **2**.

You cannot use **1** + **3** to interact with the same Obstacle just because the total value is 4 Fighting and you only needed 2. The single **3** card is enough for that Obstacle (The remaining 1 Fighting is unnecessary). Add up the total value that you're spending to see which cards are not needed.



You can keep track of the Obstacles you are interacting with by nudging them slightly downwards in The Line.

Don't forget! When you are interacting with Obstacles in The Line, you get to choose whether you are **Destroying** them or just **Knocking** them **Out**. See obstacle cards (pg.7) for more details.

When you play a card from your hand, place it in the **Used Cards Area**.

When you **Destroy** a card, place it in the **New Cards Area**. (See 'Card Flow' pg.16-17.)

When you choose to **Knock Out** a card, flip it face down in The Line. Knocked out cards will always end up in the Obstacles Discard pile.

Bullet Cards are special. They cannot be knocked out. When you interact with a Bullet Card, it always gets destroyed and Destroyed Bullet Cards go straight to the top of the Bullets Deck instead of the New Cards Area.

You don't have to use every card in your hand on your turn. Keep the remaining unplayed cards in your hand.

You can check the cards in your Player Discard and the number of cards in the Bullets Deck at any time.

When you've done all you want to in this phase, move to phase 3 ('Refill your hand').



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3 | Refill Your Hand

At the beginning of this phase, take all the cards from the New Cards Area and add them to your hand. (See 'Card Flow' pg.16 -17.) **Keep in mind that there is no hand limit.**

If you have 4 or more cards in your hand, move to the next phase (Maneuver).

If you have fewer than 4, draw from your **Player Deck** until you have 4 cards in hand.

If at any moment in the game you need to draw cards and your Player Deck is empty, take and shuffle cards from your Player Discard and create your new Player Deck, and then continue to draw cards.

If there are not enough cards to refill your hand to 4, (meaning your Player Deck and your Player Discard are empty and there are no more cards to refill your hand) you have just **lost the game!**

***Note:** It is possible to run your deck out of cards in other phases of the game, without losing. You only lose the game if you cannot refill your hand to 4 cards during the 'Refill your hand' phase.*

4 | Maneuvers

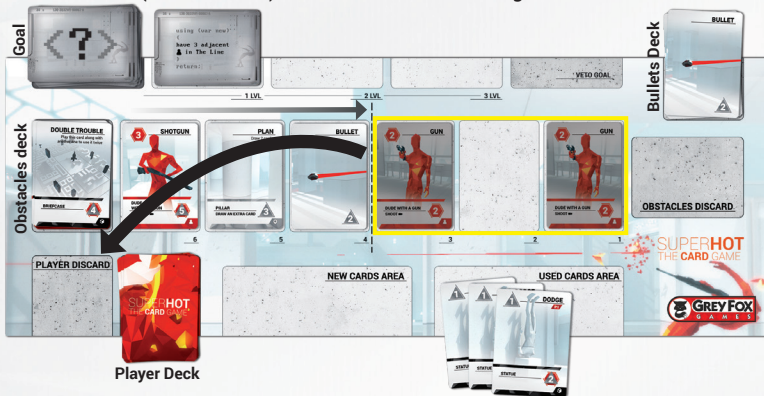
In this phase you will remove Obstacles from slots in The Line depending on how many cards you have used in phase 2, and which Obstacles you interacted with. First, count how many cards you have used during this turn, then remove cards from the same number of slots counting from the start of The Line (from right to left).

Remember: It does not matter if there are cards in those slots or not. You do not remove the same *number* of cards as you have used. You remove cards in the *number of slots* equal to the number of cards played.

***For example,** if you used 3 cards during phase 2, then the cards in the rightmost 3 slots are removed from The Line. Only those slots will get emptied, no matter if there are cards there or not.*

Face-up Obstacle Cards removed from The Line go to your **Player Discard**. (See 'Card Flow' pg.16 -17.) Bullet Cards are an exception; they go straight to your **hand**. If you have 4 or more Bullet Cards in your hand at any time, you **lose the game!**

Face-down Obstacle Cards (Knocked Out) removed from The Line, go to the **Obstacles Discard**.



Playing cards below the line helps to visualize how maneuvering works. In this case the player used 3 cards, so the 3 rightmost slots will be emptied. There are only cards in 2 of those slots, so those cards are removed.

After you have removed cards from The Line, move the cards from the Used Cards Area into the Obstacles Discard.

Card Flow

- 1** Cards played from your hand go to the Used Cards Area where they provide either an ability (text) or a skill value (🔴 / 🔵). Skill values can be used to **Knock Out** a card or **Destroy** it.
- 2** Destroyed cards go to the New Cards Area. (*Knocked Out cards remain in place but are flipped face down.*)
- 3** Cards in the New Cards Area are added into your hand during the 'Refill your hand' phase. (If you have fewer than 4 cards after taking the cards in the New Cards Area, draw up to 4 cards from your Player Deck.)
- 4** The number of cards you play to the Used Cards Area determines how many cards will be Maneuvered past in the 'Maneuver' Phase. (*In this case, you maneuver past two cards.*) Cards which you maneuver past, go to the Player Discard Pile. (*Any Knocked Out cards you maneuver past go to the Obstacle Discard pile.*)
- 5** Finally, the Cards you played to the Used Cards area will be placed in the Obstacles Discard Pile.

All this makes for exciting game play, but it does take a few turns to get used to. Refer back to this graphic when you have questions about card flow.





5 | Check The Goals

In this phase you should check to see if you've completed every goal from the current level. If all active Goal Cards are flipped face down, you have completed the level and you should progress to the next one (see 'Progression to the next level' pg.21). If you have just completed Level 3, you have **won the game! Congratulations!**


If you have not completed all of the Goals, move to the next phase.

*(Remember: Flip a goal card over to indicate its completion the **moment** its conditions are satisfied. During this phase you simply check to see if all of the goals for this level are complete.)*

6 | Obstacle effects

During this phase, all the Obstacles remaining in The Line activate the effects described below their names. You can activate these effects in any order you want. We recommend you activate them from

right to left, but if any card is dependent on another, (see 'Unarmed Dude' pg.21,) you must first resolve the card that would let the other card be activated, not the other way around. In this case, activate any 'Dude with Gun' or 'Shotgun' before you resolve 'Unarmed Dude'. It's possible that several copies of the same Obstacle will be activated during this phase.

When an enemy shoots, place a number of Bullet Cards into the Obstacles Discard equal to the number of  on the enemy. You will have some time to prepare before those bullets appear in The Line.

If you move the last Bullet Card from the Bullets Deck into the Obstacles Discard, you have just **lost the game!** There are too many bullets in the air to avoid them all!

7 | Refill The Line

During this phase, any Obstacle Cards remaining in The Line are slid to the right and then The Line is refilled. Starting with the Obstacle Card that is closest to the Obstacles Discard, slide them one at



a time, from left to right, to the first free slot. When all of the Obstacle Cards are in the rightmost slots next to each other, draw cards one at a time from the Obstacles Deck refilling empty slots in The Line (starting from the rightmost empty slot), until there are a total of 6 Obstacles. If you run out of cards to draw, shuffle the Obstacles Discard to create a new Obstacles Deck.

If there are not enough cards in the Obstacles Discard and Obstacles Deck to refill The Line you have **lost the game!**

Progression to the next level

When you complete all of the goals, you will either advance to the next level or win the game! If you were on Level 1 or 2, do the following to prepare the game for the next level.

- 1 Place any Goal Cards that you have completed during the current level on the bottom of the Goal Deck.
- 2 Take all cards from The Line, Obstacles Deck, and

Obstacles Discard and shuffle them into a single deck. Draw six new cards to form The Line for the next level and place the remaining cards on the left face up, as the new Obstacles Deck.

- 3 Take your Player Discard, Player Deck, and cards from your hand (Bullets as well) and shuffle them. Place the newly created Player Deck in the same place where the old one was. Draw 4 cards from it to form your hand.
- 4 First, if you vetoed a card in the previous round, move that card to the first Goal Card slot. Then, depending on the level, draw the appropriate number of cards from the top of the Goals Deck.
 - A If any of the Goal Cards would be automatically completed at this moment, place that Goal Card on the bottom of the Goal Deck and draw new a Goal Card in its place (even if it was the Goal Card that you vetoed in an earlier level).
 - B **You may veto one Goal Card.** If you do, draw a new card and put the vetoed card in the indicated space on the Playmat.



Keep in mind the following things:

- You can only veto one Goal Card per level.
- You can't veto the same Goal Card twice in one game.
- You can't veto a Goal Card on Level 3.

5 Start the new level.

End Game

There is only one way to win in SUPERHOT The Card Game: by completing three levels of increasing difficulty!

However, keep in mind that you can lose in more than one way, so beware of the following conditions:

- Having at least 4 Bullet Cards in your hand.
- Running out of Bullet Cards in the Bullets Deck. *Remember that you can count the number of Bullet Cards left in the Bullets Deck at any time.*
- If there are not enough Obstacle Cards to re-

fill The Line during phase 7 (even after shuffling the Obstacle Discard to create a new Obstacle Deck).

- If you can't refill your hand up to 4 cards in total during phase 3, meaning there are not enough Obstacle Cards in your Player Deck and your Player Discard.

Ability Clarifications

Player Abilities

Pliers: Choose one - Remove a Bullet Card from your hand and place it on the Bullets Deck or draw a card from the Player Deck.

Katana: Choose between using it as 2 Fighting or to destroy a Bullet Card from The Line and place it on top of the Bullets Deck.

How about a glass?: Gives you 1 Dodge for every Obstacle Card in your Player Discard. If your Player



Discard is empty, you can't play this card.

Double trouble: Play this card along with another to use it twice. It's just like you used two copies of the card, so you can use each on a different Obstacle. For the effects of the 'Maneuvers', you only count the cards that you actually played and not the 'virtual' ones!

Enemy Effects

Unarmed Dude: If another enemy shoots during phase 6, Unarmed Dude shoots a single bullet as well.

Pillar: When a pillar is in The Line during phase 6, you draw an extra card.

Dude with Katana: If this card is in The Line during phase 6, you must discard one Obstacle Card from your hand into the Obstacles Discard. You can't discard Bullet Cards this way.

Dude with a Baseball Bat: These are optional cards which should be left out of the game on your initial plays. You can spice up the gameplay and increase the difficulty by adding 1 or 2 'Dude with a Base-

ball Bat' cards to the Obstacles Deck during setup. To maintain the game's balance, remove the same number of 'Dude with Gun' cards.

Multiplayer Variants

Co-op

The rules for the co-op mode are similar to the solo mode, with the following key differences:

Individual Decks: Each player has his/her own starting Player Deck (▲ **P1** for one player and ▲ **P2** for the other) and they will take individual complete turns one after another. This means The Line activates, scrolls and refills after each player's turn.

Setup: Take one card from each Player Deck, shuffle them and let one player choose from them. Whoever got ▲ **P1** card goes first. Set the game up just like for solo mode, but each player has an individual Player Deck, hand of cards and his/her own Player Discard.

Goals: To win the game, the players have to complete a sequence of three levels. The goals can be completed by either player. It's not important who completed which goal. Since players can help each other, the difficulty is increased. Draw one more

Goal Card per level. Veto rules still apply.

Level 1 : 2 Goal Cards

Level 2 : 3 Goal Cards

Level 3 : 4 Goal Cards

Veto: The players can veto one goal per level (except level 3), but only if they both agree. If they don't, nothing changes and they still have to face the goal on this level.

When a player finishes a level, the other player goes first on the next level.

Aid: Right after phase 2 (Use Cards) you can pass one unused Obstacle Card in your hand to the other player. To do so, place one card from your hand face up on the table, between each player's play area. **It cannot be a Bullet Card!** Finish the turn as usual.

On the next player's turn, he or she can use the passed card ability as if it were in their hand. Keep it on the table until it's used, because **it doesn't count as part of their hand**. If the player doesn't use it, the card returns

to the original Player's Discard at the end of the turn. If any **game loss condition** occurs during any player's turn, the game stops immediately and both players lose. Additionally, there is one extra losing condition: **if both players have a combined total of 5 Bullet Cards in their hands, they've lost the game!**

Versus




Versus is an advanced game mode. It's advised that both players have played either the solo or a cooperative game to see how the game flows before trying this mode of play.

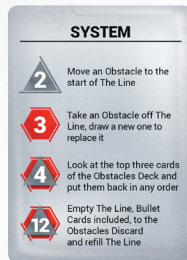
The System Player wants to stop the Normal Player from completing the sequence of 2 levels. To do that the System Player can use powerful glitches: abilities that affect The Line. It's quite the challenge for the Normal Player!

The Normal Player plays first. Then it's the System Player's turn, then the Normal Player again, and so on.

The System Player draws the top 4 cards from the

Obstacles Discard and uses the skill values from the **bottom half of the cards** to activate abilities listed on the System Card.

That means the System Player deals with three kinds of skill values: Fighting , Dodge , and Mixed . If there aren't enough cards in the Obstacles Discard, draw the remaining cards from the Obstacles Deck.



Fighting and Dodge work the same as for a Normal Player, which means they can be used by themselves or combined to add to a Mixed total. **Cards which offer Mixed skill values can only be used for**

abilities that use Mixed skill values.

Contrary to the Normal Players, the **System Player** can add up the total of skill values in hand and divide them to activate different abilities. The same ability can be used multiple times, as long as the player has enough skill values to use.



As the System Player fan your cards to the right!

At the end of the turn, the System Player's used and unused cards are discarded to the top of the Obstacles Discard.

The abilities of Obstacles in The Line don't activate during the System Player's turn.

In Versus mode the Normal Player has to clear only two levels instead of three.

Level 1 : 1 Goal Card

Level 2 : 2 Goal Cards

Veto: the same rules apply as per the solo game. As there is no level 3, the player may veto 1 card in each round.

The Normal Player is trying to complete both levels to win the game, while The System Player will do everything in his/her power to make this impossible. If the Normal Player meets any of the 4 end game conditions, the System Player wins!

2 vs 1

2 vs 1 is an advanced game mode, and it's advised that all players have played either the solo or a cooperative game to see how the game flows before trying this mode of play.

2 vs 1 combines the Co-op rules and the Versus ru-

les. There are 2 Normal Players, and 1 System Player. After each Normal Player's turn, the System Player draws the top 4 cards from the Obstacles Discard and uses the skill values on the bottom half of the cards to activate the System Player abilities described on the System Card. If there aren't enough cards in the Obstacles Discard, draw cards from the Obstacles Deck after drawing all you can from the Discard.

Player **P1** plays first, then the System Player, then player **P2**, then the System Player and so on. Use the same sequence when starting a new level.

The Normal Players win when they complete a sequence of 2 levels:

Level 1 : 2 Goal Cards

Level 2 : 3 Goal Cards

Veto: The players can veto one goal per level, but only if they both agree. As there is no level 3, the players may veto 1 card in each round.

The System Player will try to do everything in his/her

power to stop the Normal Players from finishing both levels. Any of the normal 4 end game conditions are in effect in this mode as well. When any game loss condition occurs, the System Player wins, but there are 2 changes:

- If **any** Normal Player gets 4 bullets in their hand, the game ends immediately and the System Player wins.
- If there are a combined total of 5 bullets in both players' hands at any time, the game ends immediately and the System Player wins.

Aid: The Normal Players can share a card as in the Co-op game mode, although The System Player can't interfere with the cards that players hand each other between turns.



Challenges

Once you've got a grasp of SUPERHOT The Card Game's mechanics and would like a different challenge, here's a series of ways to spice it up. You can mix and match them, but we suggest using only one at a time until you are very experienced:

- **Bullet Storm:** During the setup, add 3 Bullet Cards to the bottom 9 Obstacle Cards instead of 1.
- **Time's Up:** During the setup, remove 2 Bullet Cards from the Bullets Deck.
- **7 Line:** Instead of 6 cards in The Line, use 7.
- **Infinite Mode:** If you want to continue playing past the last level, add another one! Draw one more goal than the previous level. How many levels can you clear? Naturally, the game will get considerably longer.
- **1v1 Revenge:** In Versus mode, swap the roles and play through the levels again as the opposite role.



Thanks for Supporting SUPERHOT The Card Game!

Check out our website for more information regarding SUPERHOT including files, reviews, and helpful how-to-play videos.

Go to www.GreyFoxGames.com or scan the QR code below.





Credits

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