

YOUR GUIDE TO USING THE ALL NEW

SEERS

C A T A L O G



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THE SEERS' DILEMMA

As a seer, you're at the top of your game. One slip up and you're werewolf chow. Too many seers have been lost over the years to (mostly) unprovoked lycans, and your regular workout regimen would put so-called vampire slayers to shame (especially those who consort with werewolves).

A full moon is coming; it's time to gear up. Sit back and thumb through the latest Seers Catalog, which, as always, is chock full of seer-specific goodies. But the werewolves are never too far away, and you have limited space in which to store all these great items. In order to be successful, end up with the most powerful items and least unnecessary fluff.



PREPARE CARDS

2
SEERS



3 Suits #2-10 of each†

†Before each round,
remove 3 random Suited cards



4 Artifacts*



2 Wilds

3
SEERS



3 Suits #2-13 of each



6 Artifacts*



3 Wilds

4
SEERS



4 Suits #2-13 of each



8 Artifacts*



4 Wilds

5
SEERS



5 Suits #2-13 of each



10 Artifacts*



5 Wilds

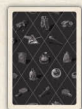
*Always include Go First with Artifacts

SEER (PLAYER) SETUP

Give each seer 1 Wild card, 2 random face down Artifact cards, and 1 Bonus token with the 6+ side face up. Make sure that the Go First Artifact is included as one of the Artifacts.

Shuffle and deal all of the suited cards evenly to all seers.

Each seer should have the following cards (and token):



1 Wild **2 Artifacts** **1 Token**

12 Suited Cards

These cards are the items you are planning on ordering from the catalog, but before you place your order, you'll need to whittle the list down to the essentials. That's where the game comes in... you want to have fewer than 6 cards in your hand when someone else runs out of cards.

Each round, the seer who has the Go First Artifact is the Start Seer.

GAMEPLAY

Seers Catalog takes place over 4 rounds. Each round, seers will take turns playing *melds* of cards to the table or passing. Each meld of cards must follow the rules of a series of ranked card melds, called a *trick*. Once all seers but one have passed for a trick, that seer clears the table and starts the next trick.

This continues until one seer runs out of cards. The round is then instantly over and scored.



TRICKS

The start seer plays to the table any valid meld of face up cards: **singles**, **matching sets** (2+ cards), or **suited runs** (2+ cards). This may include playing one or more Artifact cards.

In clockwise order from the left of the start seer, **each seer must either pass or play a higher meld of the same number of cards** (and same type of meld). Seers may play on the trick the next time it is their turn (if they haven't passed yet).

If a seer passes, they are out until the next trick. A seer may pass even if they have a valid meld of cards to play (until they have 5 or fewer cards; see "Flipping 6+ to Bonus" section on page 6).

If all but one seer passes, the remaining seer puts all played cards aside and becomes the new start seer.



MELDS OF CARDS

A meld of cards can be Singles, Matching Sets, or Suited Runs.

SINGLES



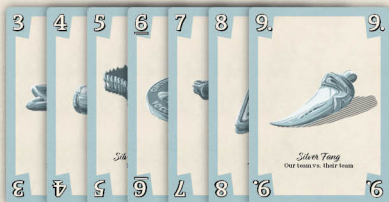
A Single is a single card, usually a suited card from 2-13, but certain Artifacts may also be played as Singles. Each Single played after the led Single card must be higher than the previous Single card.

MATCHING SETS



A Matching Set is 2 or more cards of the same value. For instance, a **plum 6**, **green 6**, and **teal 6** would be a 3 card matching set. Subsequent cards played that trick must consist of the same quantity of cards (in this case 3 cards), but the number value on those cards must be higher than the last matching set played (e.g., 3 “7”s of any suit). A Wild card can be any number from 2-13 and can be part of any set.

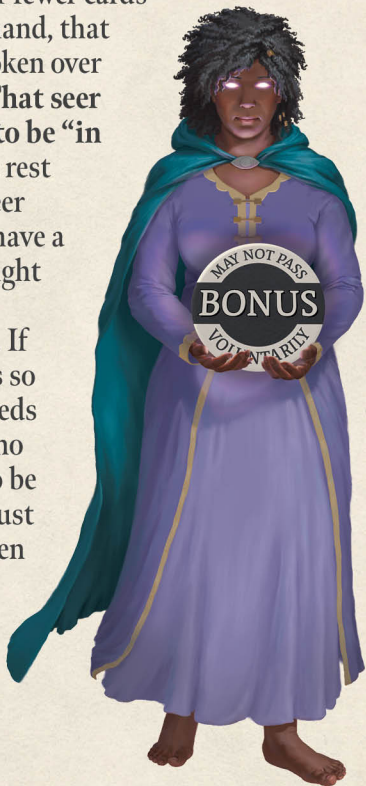
SUITED RUNS



A Suited Run is 2 or more cards of the same suit in a row. A teal 4 and a teal 5 would be a suited run of 2 cards. Subsequent cards in this trick have to end with a higher card than the previous suited run, but with the same quantity of cards, and must consist of any single suit (but can be a different suit than the led run). For instance, a plum 5 and plum 6 could be played after the teal 4 and teal 5. A Wild card can be any number from 2-13 of the same suit as the cards in the run.

FLIPPING 6+ TO “BONUS”

When a seer has 5 or fewer cards remaining in their hand, that seer flips their 6+ token over to the Bonus side. That seer is now considered to be “in the Bonus”. For the rest of the round, that seer cannot pass if they have a valid play, which might include playing 1 or more Artifact cards. If that seer gains cards so that their hand exceeds 5 cards, that seer is no longer considered to be in the Bonus and must flip their Bonus token over to the 6+ side.

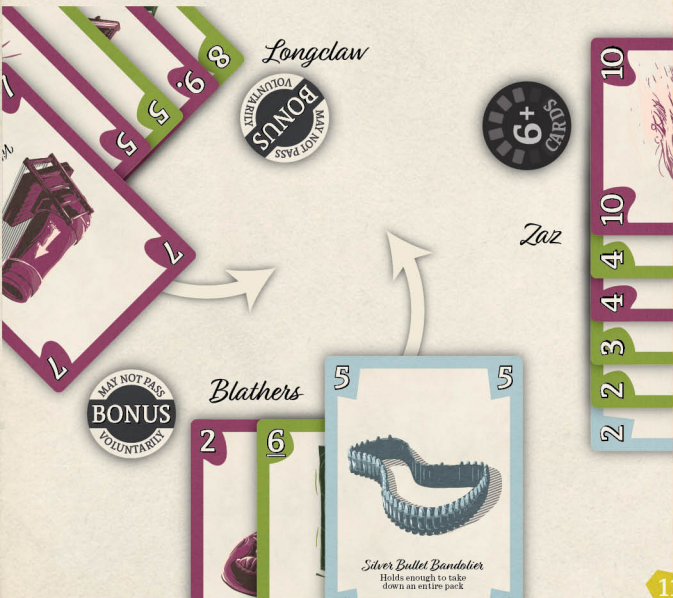


EXAMPLE 1

Blathers leads a 5.

Longclaw has 5 cards: a 5, 5, 7, 8, and 9. Being in the Bonus, Longclaw cannot pass if Longclaw is able to play. Since he has cards that are higher than a 5 (7, 8 and 9), Longclaw is required to play and lays down a 7.

Zaz has 6 cards and passes. Blathers passes and Longclaw wins the trick.



EXAMPLE 2

In another game, Longclaw leads a set of two 5's.

Zaz has 6 cards and passes.

Blathers now has 3 cards: a 2, 6, and a Wild. Since Blathers is in the Bonus and can legally play a 6 and Wild, Blathers must play those cards.

All other seers pass, so Blathers wins this trick and will lead the next one.



ROUND END

Play continues until one seer is out of cards. **When this happens, the round ends immediately**—no other seers may play any cards at this time.



SCORING

If a seer has 5 or fewer cards (their Bonus token should be turned to “Bonus” side up), they gain points equal to the lowest value of any of their cards (Artifact and Wild cards have a value of 0, so a seer with an Artifact or Wild as one of their 5 or fewer cards will not gain any points).

Then, each seer loses 1 point for each card that they have in their hand. A seer can (and often does) have negative points as their score.

	BlaThers	Longclaw	Zaz
Round 1	0	-4	2
Round 2	8	-3	0
Round 3	0	6	-6
Round 4			
Total			

SCORING EXAMPLE:

Blathers played his last card (a 2) to lead the next trick. Because it was his last card, the round ended instantly. At that time:

The diagram illustrates the scoring process for three players: Longclaw, Blathers, and Zaz. Longclaw has two cards left, 8 and 9, with a score of 6. Blathers has no cards left and a score of 0. Zaz has six cards left (2, 2, 3, 6, 6, 10) and a score of -6. A vertical stack of cards on the right shows the sequence of cards played: 10, 10, 6, 6, 3, 2, 2. A circular icon labeled 'BONUS' with 'MAY NOT PASS VOLUNTARILY' is shown next to Longclaw's score. Another circular icon labeled '6+' with 'CARDS' is shown next to Zaz's score.

Longclaw
6 points

Blathers
0 points

Zaz
-6 points

Blathers gets a score of 0 with no cards remaining.

Longclaw had 2 cards left: 8 and 9. Longclaw's score is 6. 8 (their lowest card) $- 2$ (2 cards left).

Zaz had 6 cards left: 2, 2, 3, 6, 6, and 10. Zaz's score is -6. 0 bonus points (because they had more than 5 cards) $- 6$ (6 cards left).

NEXT ROUND SETUP

After each of the first 3 rounds, shuffle all of the suited cards together, and evenly deal them out face down to the seers.

Give each seer 1 Wild card, and shuffle and deal out 2 Artifact cards face down to each seer.

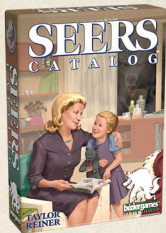
The seer with the Go First card goes first.



END OF GAME

After 4 rounds, the seer with the most points wins.

If more than 1 seer is tied for the most points, the tied seer with the most points in the final round wins. If still tied, the first seer to grab the *Seers Catalog* box wins.



PLAYTESTERS

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DEVELOPER

Ted Alspach is the developer of many games, including *Whistle Mountain*, *New York Slice*, and *Xylotar*. He is also the designer of several games, including *Castles of Mad King Ludwig*, *One Night Ultimate Werewolf*, *Suburbia*, *Silver*, *Maglev Metro*, *Ultimate Werewolf*, *Scram!*, *Sandbag*, and the 2019 Spiel des Jahres finalist, *Werewords*.

CARD ART

Rob Loukotka is a brand designer known for illustrating detailed collections of pop culture objects. Based in Ann Arbor, MI, Rob is getting back into crayons under the advisement of his toddler. Find his work online at Fringefocus.com, inspired by the difficulties of spelling 'Loukotka'.

GRAPHIC DESIGN

Roland MacDonald has over 12 years experience making art for games. He has provided illustration and graphic design for *Undaunted*, *Western Legends*, *Blueprints of Mad King Ludwig*, and the 2019 Spiel des Jahres finalist *Werewords*. Roland has also designed and published his own game: *Ruthless!*.



COVER & SEERS ART

Christine Mitzuk is an artist living in Minnesota. Her creations range from weird, or whimsical, to dramatic. As a trained perfectionist, she enjoys letting her brain off its leash in the creative sandbox to see what it might dig up. See her art online at ChristineMitzuk.com.





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