

TOTAL RICKALL

CARD GAME



Rick and Morty

TOTAL RICKALL



The Rick and Morty Total Rickall Card Game is based on the Rick and Morty episode of the same name. If you haven't seen it, don't worry. We'll help get you through this. But you really should see it at some point. Seriously. Don't be a Jerry.

In the episode, Rick has locked the family inside their house. Why? Because the family has grown. Parasites masquerading as family and close friends have infiltrated and have inserted pleasant memories into everyone's minds to make them think they're real. And more keep coming! You must figure out which of these new, zany characters are real and which ones are parasites that need to be exterminated. Think you've got what it takes to save the world?

CONTENTS

60 Action cards

30 Identity cards

24 Character cards

1 First Player Token

TWO MODES OF PLAY

Standard Mode is for 2-5 players and is fully cooperative. All players are Real. Everyone wins or loses as a group. You should play in this mode for your first several games, or when total newbs are playing. To play in Standard Mode, remove 4 Real and 2 Parasite cards from the Identity deck and place them back in the box.

Advanced Mode is for 3-5 players and features hidden roles. Perhaps the player sitting next to you isn't real after all... To play in Advanced Mode, remove 4 Real and 2 Parasite cards from the Identity deck. Shuffle these 6 cards, and then deal one card face down to each player. Use these specific 6 Identity cards no matter how many players are in the game. Place any remaining cards from these 6 back in the box without looking at them.

Next, shuffle the Character deck and deal each player a Character card face up. This is the Character that you have a deep connection to (think Jerry and Sleepy Gary), and the Identity card you were dealt tells you if they are Real or a Parasite. You want what they want.

You may look at your own Identity card at any time during the game, but you cannot show it to anyone and **you cannot claim to be a Parasite**. You might be working for the Reals, or you might be so convinced that your best buddy is Real that your judgment is impaired. In other words, you might be trying to help the Parasites. Keep your Identity card under your Character card to protect it. Some Action cards allow players to peek at Identity cards, and your Character's Identity card is fair game at that time. But they may only peek at it and cannot show it to other players. They may talk about it, stay closed-mouthed, or even lie about it if they choose. Naturally, you can refute their assertions.

OBJECTIVE

Characters entering play will be given secret identities as either Parasites or Real. You won't know who is what until you do a little investigating... or just start shooting. It's up to your team to work together to root out all of the Parasites and shoot them dead.

At any point during the game (before or after any Action card has resolved), any player can declare that all Parasites have been eliminated from the middle of the table. If at least 50% of the players think they are all gone, the game ends. Reveal the Identity card of each Character in the middle of the table. If all the revealed cards say Real, your team wins (in Standard Mode).

For example, in a 3-player game, 2 of the 3 players agree that the Parasites are all gone. One of those 2 would automatically be the player who declared it. Since that is at least 50% of the players, the game ends and they flip the Identity cards of the Characters in the middle of the table to see if they are correct.

Advanced Mode: If your Character is Real, you want to eliminate all Parasites. If your Character is a Parasite, you want time to run out before all Parasites (including the Character in front of you!) have been eradicated. You'd prefer no one died, ESPECIALLY your close, personal Parasite friend, but better you kill a fellow Parasite than look suspicious. But look out... your Character's Identity could change during the game.

If the game ends (because no one declared all Parasites eradicated and time ran out) or the players choose to end the game by declaration, reveal the Identity card of each Character in the middle of the table. If you reveal any Parasites, all Parasite players win! If they are all Real, or there are no Characters remaining in the middle of the table, the game moves to The Dinner Table (see page 13).

INSTANT LOSS CONDITION

Be careful not to shoot Real Characters (looking at you, Beth)! When a fourth Real Character is shot, that instantly ends the game! In Standard Mode, everyone loses and is brokenhearted.

Advanced Mode: The player who shoots the fourth and final Real Character loses the game for their side.

SET-UP

1. Make sure the Identity deck has 18 Parasites and 6 Reals.
2. Shuffle each deck separately and place them in the layout below with plenty of space in the middle.
3. Place a number of Identity cards face down in the middle of the table equal to twice the number of players. Arrange them into rows of three cards.
4. Place a Character card face up on each Identity card. Now each Character has an Identity that is secret, but hopefully you can reveal some of them before the shooting starts!
5. The player who most recently killed a parasite grabs the First Player Token.
6. Deal each player THREE Action cards.
7. Now you are ready to play!

Whenever a Character is added to the middle of the table, always place a face-down Identity card under it as well.

Sample 4-Player game set-up (4 players x 2 = 8 Character Cards)



The Middle of the Table – These cards are not controlled by any players.

GAMEPLAY

At the start of each round of the game, each player selects one Action card from their hand and places it face down in front of them. Then draw an Action card to replace it. Action cards are how you interact with the cards in play and help the team. If you haven't revealed the Identity cards of any Characters, doing so would help the team. If there are Parasites in play, shooting them would help the team (if you remember which ones are Parasites, naturally). Of course, you may not have the cards you want at the right time, so at least try not to screw things up too much!

After everyone has placed an Action card face down, reveal them all simultaneously, and resolve them one at a time in clockwise order, starting with the First Player. Here's the Round Sequence in all its glory:

ROUND SEQUENCE

1. Each player chooses an Action card from their hand and places it face down in front of them.
2. Immediately after placing an Action card, draw the top card of the Action deck.
3. Once everyone has a face-down card in front of them, flip all face-down Action cards face up.
4. The First Player resolves their card.
5. Continue resolving cards in clockwise order from the First Player.
6. When all face-up Action cards have been resolved, the round is over.



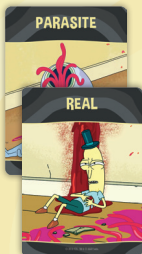


END OF ROUND

1. Each player discards the Action card they have in front of them.
2. The player with the First Player Token passes it to the player on their left.
3. Place the top card of the Identity deck face down into an empty slot nearest to the Character and Identity decks. Create a new row only if necessary.
4. Add a new Character to the middle of the table. If there are no Character cards in the Character deck, this is now the FINAL ROUND OF THE GAME. No Character is added to the middle of the table, but play proceeds as normal. The round in which you added the last Character card from the deck is not the final round.
5. Start a new Round!

HEY! WHAT'S UP WITH THE COLORS?

By now you have noticed that one of three colors is featured on each Character card: Red, Blue, or Green. All Characters have one color. Most of the Action cards also have a color. An Action card of a particular color will only affect Characters of that color. The colors don't have any real value, so shooting a Blue Character is the same as shooting a Red one. But you can't shoot a Red Character with a Blue Action card.



IDENTITY CARDS

No matter which mode of play you choose, you will remove 4 Real and 2 Parasite cards from this deck of 30. Of the 24 cards remaining, 18 are Parasites and 6 are Real. That makes it rather likely that each new Character who enters play is a Parasite. Does knowing you have a 75% chance of shooting a Parasite get your trigger finger itching?

Advanced Mode: There are more Identity cards in the Identity deck than there are Characters in the Character deck, due to each player having a Character card in front of them at the start of the game.

CHARACTER CARDS

All 24 Character cards are unique. Each Character is one of three colors. Characters should not be moved around on the table based on their colors or based on any knowledge you might have of their Identity. Leave them where they are and fill in the gaps in the rows when new Characters enter play. Memory is important in this game because the whole Total Rickall episode is about memories!

A few of the episode's most prominent Characters' cards have game text. This text makes them special, possibly harder to shoot, or just an attempt at humor. When a Character with game text enters play, read it out loud so everyone is aware of what makes it special.



Advanced Mode: Game text on Characters in front of players work just as if they were in the middle of the table. Some might help you, while others might make you a tempting target.

ACTION CARDS

These cards are used to gain knowledge and shoot Parasites (or sometimes, unfortunately, a long-time family friend). If the Action deck runs out, shuffle the discard pile and continue playing.

If you resolve a card that has no target (such as a card that can shoot a Blue Character and none are in play), the card does nothing and is discarded at the end of the round as usual. Your card does not resolve until your turn in the initiative comes around from the First Player Token. (Situations can change between the start of the round and when it becomes your turn to resolve your card)!

With a hand of just three cards, you have few options on what you can play each round. And you alone must choose which of your cards to play.



COOPERATION

“But this is a cooperative game. Why can’t we cooperate?” What you want to avoid is someone at the table telling everyone what card to play or not play. You can cooperate by not making mistakes for your team and playing cards that will aid your teammates.

A big part of cooperating will be in relaying information that you have acquired. You can’t show other players the Identity cards you peek at. But you can inform them of what you have seen. It is best that you do not reveal cards when instructed to simply peek, as it could become a habit which would be bad in the Advanced Mode.

Players ARE allowed to discuss general strategy at any time. You can also remind your teammates about Identity information that has been gathered. You can’t show or tell what is in your hand, but you’re allowed comments such as these:

“I just peeked at this guy and he’s a Parasite.”

“One of these two Blue guys are Real.”

“I don’t have any cards that let me shoot this round.”

“Wait, shoot him instead. I know he’s a Parasite.”

Advanced Mode: You can lie about information you have acquired! Parasite players might wish to lie and say that a Character they peeked at is Real, when in fact it’s a Parasite. If any Parasites remain in play at the end of the game, the Parasite side wins. But be careful! The other players may not trust you, and if they manage to peek themselves, they will uncover your lie. They can’t show anyone, though, so maybe you can convince everyone that they are lying instead...

SHOOTIN'

For the Reals to win, they need to shoot all of the Parasites in play. The “Beth” Action card is the most common way of shooting a Character. If a card doesn’t mention a particular color, you may shoot any Character of any color, unless that Character has game text that says otherwise.

When you’re choosing your target, you may consult your teammates to discuss strategy. Once you have decided on your target, flip that Character’s Identity card face up for all to see.

- If you shot a Parasite, discard the Identity card and the Character card. Congrats! You are one step closer to victory.
- If you shot a Real Character, discard that Character, but place the Real Identity card face up off to the side into a “fail pile.” As a penalty for shooting a Real Character:
 - Discard a random card from your hand. (This is how you can wind up with fewer than three cards in your hand).
 - Add a new Character to the middle of the table.
 - When a fourth Real Character is shot, the game ends immediately.

When adding a new Character to the middle of the table, fill in slots that are closest to the Character and Identity decks. If necessary, start a new row, which can then be filled out to three cards across as well.



Advanced Mode: Shooting Your Fellow Players

Each player starts the game with a Character and Identity card in front of them. Of the 6 starting Identity cards, 4 are Real, so most players will be on the Real side at the start. However, things can change. The Summer and Jerry Action cards might cause players' Characters to switch allegiance.

You cannot shoot your own Character. No matter what card you played or what another player might make you do.

The following are the rules for shooting a fellow player using Action cards during the normal rounds of play:

Shooting a Parasite: If your shot against a player's Character reveals a Parasite, that Parasite is killed and discarded as usual. That player is now permanently on the Real side. Their eyes have been opened to the fact that these memories are not real. They don't need an Identity card in front of them. Having no Character or Identity card in front of you means you are just you (Real) and not trying to protect anyone anymore.

Shooting a Real: If it turns out you shot a Real Character, our condolences. Discard the Character card as usual, and place the Real Identity card into the "fail pile" as usual. If you shot the fourth Real Character, that instantly ends the game. All players reveal their Identities. Your side loses and the other side wins. If it wasn't the fourth, the shooter discards a random card from their hand as usual and then adds a new Character to the middle of the table. The player who was shot now acquires the top card of the Character and Identity decks. They have sought solace in a new best friend, but their side may have switched.

Advanced Mode: The Dinner Table

The game only reaches The Dinner Table if there are no Parasites in the middle of the table.

At the start of The Dinner Table, discard your hand of Action cards. You can't use them to peek at anyone and you don't need them to shoot anymore. The Real side needs to eradicate all player Parasites to win by shooting them, and you don't need cards to do it. Once The Dinner Table starts, your side is locked in for the rest of the game (dead or alive).

Priority for shooting goes to the player who has the First Player Token, and then clockwise from there. Feel free to discuss it first, or just announce that you are shooting someone with an audible "BANG" or "ZAP!" If you shoot a Real Character, your side instantly loses the game, so be careful! You can't shoot a player who does not have an Identity card. If you were shot at the Dinner Table, you cannot shoot anyone.

Note that Parasites don't want to shoot anyone. They just want to live. But as a Parasite you may want to pretend that you are interested in shooting someone, just so you don't give yourself away. Players who are shot at The Dinner Table do not gain a new Character or Identity card. Discard your Character card, but you remain on the same side and can't be shot again.

Once everyone is satisfied that all player Parasites have been eradicated, the game ends. Parasites will gladly agree to ending the game, so don't agree too quickly if you want to live. Each player now reveals their Identity card. If any Parasites remain, the Parasite side wins. If everyone is Real, the Real side wins. Note that you cannot shoot Characters in the middle of the table during The Dinner Table phase.

ACTION CARD NOTES

RICK

"Peek at the top card of the Identity deck."

Peeking at the top card of the Identity deck will give you knowledge of the Identity of the next Character that enters play.

MORTY

"Peek at the Identity card of a <color> Character."

Morty is the hero of the episode, as he figured out how to distinguish Parasites from Real people. In Advanced Mode, you may peek at Identity cards of Characters that belong to your fellow players. You can't show it to anyone, so will they believe you?

BETH

"Shoot a <color> Character."

Beth is pretty trigger-happy during this episode, so she is the main way to shoot Characters. After choosing the Character, reveal their Identity card for all to see.

JERRY

"Shuffle the Identity cards of all <color> Characters in play, and then redistribute them. Then choose a player to draw a card."

He's so confused by what's going on that he actually questions his own identity. This card is not really one you want to play, as any information you have gathered on the Characters of that color will be lost. Redistribute the Identity cards only to the Characters of that color, so that each Character of that color has an Identity card. If there is only one Character of that color, you don't shuffle.

The player you choose to draw an Action card will now have a larger hand size for the rest of the game, unless something bad happens.

Advanced Mode: Don't forget to shuffle in the Identity cards of the players' Characters of that color!

SUMMER

"Peek at the Identity cards of two <color> Characters, and then shuffle their Identity cards and redistribute them."

Even if you peek at two cards that turn out to have the same type, you must shuffle them. If there is only a single Character of the appropriate color, no shuffling of Identity cards is done.

BITCH OF A SISTER

"Choose a color that's in play. Shoot two Characters of that color."

Using this card can be risky, but rewarding. Note that if you choose a color that appears only on a single Character you will shoot just that one Character.

IS SOMETHING WRONG, BETH?

"If this card is in your hand, you must play it as your next card.

Shoot a Character."

If you draw this card, it must be the next card you play.

I'VE KNOWN YOU FOR 15 YEARS

"Reveal a <color> Character's Identity card for the rest of the game.

Do not shuffle it when other cards say to."

This card is the best way to know for sure who is what. Once revealed, this Character's Identity is permanently revealed, and will never change. They may be shot as usual. In Advanced Mode, you cannot reveal the Identity card of a player's Character.

I TRIED TO SHOOT SUMMER 10 MINUTES AGO

"Shoot a Character. If that Character is Real, add it to the fail pile, but do not discard a random card from your hand and do not add a new Character to the middle of the table."

Sometimes you might have a 50/50 chance of shooting a Real person vs a Parasite. Rick doesn't really care one way or the other. Heck, he shot at Summer!

ME TOO

"Copy the card of the player on your right."

Since everyone has to flip their card at the same time, even if you're the First Player, you'll know what to do.

MR. POOPYBUTTHOLE

"At the end of the round, if no one was shot this round, each player draws a card."

Given his prominence in the episode and how he ends up, he would be rather happy if no one got shot. Of course, you can't tell your fellow players that you're going to play this card.

YOU CAN'T KILL ME

"Choose another player. That player must shoot a Character."

For those times when you just can't pull the trigger, get someone else to do your dirty work. Note that if you choose the First Player, they can shoot Pencilverster.



TOTAL RICKALL

CARD GAME

ROUND SEQUENCE

1. Each player chooses an Action card in their hand and places it face down in front of them.
2. Immediately after placing an Action card, draw the top card of the Action deck.
3. Once everyone has a face-down card in front of them, flip all face-down Action cards face up.
4. The First Player resolves their card.
5. Continue resolving cards in clockwise order from the First Player.
6. When all face-up Action cards have been resolved, the round is over.

END OF ROUND

1. Each player discards the Action card they have in front of them.
2. The player with the First Player Token passes it to the player on their left.
3. Place the top card of the Identity deck face down into any empty slot. Create a new row only if necessary.
4. Place the top card of the Character deck face up on top of that new Identity card.
5. Start a new Round!

Whenever a Character is added to the middle of the table, always place a face-down Identity card under it as well.

Advanced Mode: During The Dinner Table, do not add Characters to the middle of the table.

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ENTERTAINMENT

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