Reckless Sloths

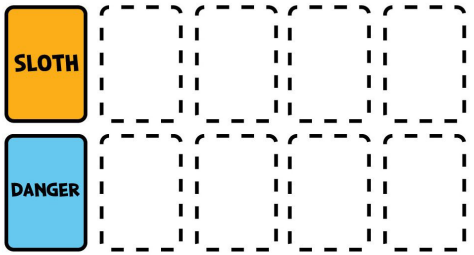
Rule Book

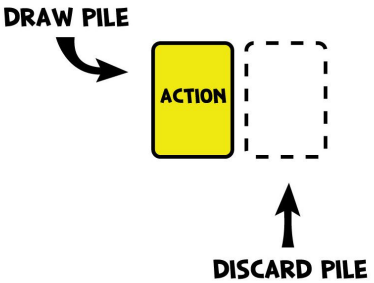
A card game about saving sloths from crazy dangers!

STARTING THE GAME

1. Shuffle the sloth, danger, and Action (Power and Item cards) decks separately.
2. Place the decks on the table, as shown on "Table setup"
3. **2-3 Players:**
   Draw 4 cards from the sloth and danger deck and place them face up to the right of their draw deck (see "Table setup").
   4-5 Players:
   Draw 5 cards from the sloth and danger deck and place them face up to the right of their draw deck (see "Table setup").
4. Each player draws 5 action cards from the action card deck.
5. The youngest player starts the game. Followed by the next player, clockwise.

TABLE SETUP





HOW TO PLAY

THE TURN

You may perform any of these actions in the following order:

1. Draw one card from the action card deck.

2a Draw another card and end your turn...

or

2b Play as many power cards as you wish.

3. Save a sloth.

WINNING

2-3 Players: Be the first player to have 8 sloths in your sanctuary.
4-5 Players: Be the first player to have 5 sloths in your sanctuary.
*The game ends when a player has the required amount of sloths in their sanctuary.

THE SPECIFICS

- You get a sloth by either:
  -Saving it.
  -Stealing it from an opponent.
  -Swapping it with another sloth.
- If the action card draw pile is empty, take the discard pile, pick out all the "Remove a sloth" cards, shuffle the discard pile and use it again.
- There is no maximum or minimum number of cards to have. If you have no cards, keep playing. You will draw a new card at the beginning of your turn.
- There should always be 4 or 5 Sloth and Danger cards in the danger zone, depending on how many players there are.

THE DECKS

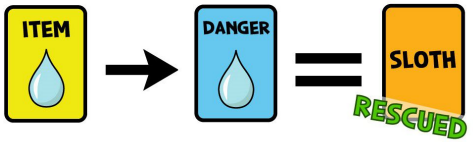
Danger cards show what dangers the sloths got into. These cards have icons on them that say which Item cards you will need to save the sloth.
Sloth cards have adorable sloths on them that you need to save and collect in order to win. These cards have effects on them.
Action cards include:
-**Item cards;** They have icons on them and are used to save sloths. These cards can be drawn from the action card pile.
-**Power cards;** They can be used to make it easier for you to win the game. By performing the specific action that the card allows. These cards can be drawn from the action card pile.

SAVING A SLOTH

- You can only save one sloth per turn.
- When saving a sloth, you must first place the item cards into the discard pile and then place the saved sloth into your sanctuary.
- When you save a sloth, place it face up in your sanctuary. Discard the adjacent Danger card (the Danger card directly below the saved sloth) to the "permanent discard pile".
- Replace the saved sloth and the discarded danger, with a new Danger and Sloth card from their respective deck.

ICONS

- Sloth cards in the "danger zone" pair up with Danger cards that are directly below them. I.e. the sloth is in the danger shown below it.
- Danger and Item cards have icons on them.
- To save a sloth, you need to play Item cards that contain the same icons as the danger card adjacent to the sloth you want to save.
- For example, if the Danger card has a 💧 icon. Then you must use a 💧 Item card to save the sloth adjacent to that danger card.



SLOTH EFFECTS

- Sloth cards have effects on them.
- There are 3 types of effects.
- Each sloth has only one effect.
- Sloth effects still apply when you save a sloth by swapping it with another sloth. I.e. any time a player saves a sloth from danger, the sloth's effects apply to that player. If a sloth is not saved when acquired, the sloth effects don't apply.

TYPES OF EFFECTS

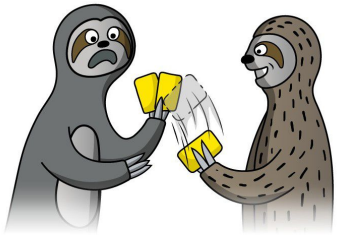
- **Effects that require something to save the sloth.**
- **Effects that are triggered when you save the sloth.**
- **Effects that affect your gameplay.**
  It is important to keep track of all sloths of this type in your sanctuary.

POWER CARDS

- Each turn, you may use as many power cards as you like.
- To play a power card, place it face up in the discard pile.
- Each turn, you can only use power cards before saving a sloth.

PICKPOCKET

Pick an opponent and draw a random action card from their hand.



REFRESH THE FILES

Pick up all the Danger and Sloth cards that are face up in the danger zone. Place them back into their decks. Then shuffle both decks and draw new cards to fill up the danger zone.

Tip: You can use this power to create more opportunities or ruin an opponent's chance to save a desired sloth.

TOO SLOW!

This card can be used when an opponent is attempting to save a sloth. By playing this card, you stop the opponent from saving that sloth and steal the item cards they used when trying to save it. The sloth that was meant to be saved, remains in its place in the danger zone. This power will only take effect if it is played after the opponent places the item cards in the discard pile and before the opponent has placed the sloth in his sanctuary. The opponent is still allowed to save a sloth, since they have not saved a sloth in their turn.

Tip: Use this power on an opponent that is about to save his final sloth or an opponent that is close to winning. You can also stop an opponent from saving a sloth that you want, and therefore saving that sloth in your turn, using the Item cards you stole.

IMPORTANT TERMS

- **Danger zone** = The Danger and Sloth cards that are face up, showing which sloth is in which danger.
- **Icon** = In the corners of the item cards (rubber duck, water drop, feather, net, potion, balloon).
- **Effect** = The text at the bottom of the sloth cards
- **In danger** = A sloth that is face up in the *Danger zone*.
- **Swap** = Switching any 2 sloths.
- **Sanctuary** = Where players keep their sloths.
- **Action cards** = They make up the draw pile. They include both "Item cards" and "Power cards."
- **Adjacent cards** = Danger and Sloth cards that match together (are directly above and below each other) in the danger zone.
- **Permanent discard pile** = is located on the left to the sloth and danger card draw piles.

SLOTH-SICLE

Freeze an opponent of your choice for a round. This player will not be able to do anything until a whole round has passed. The frozen player can still use a stop-u-ray to avoid getting frozen. Tip: It's even more fun if the frozen player actually "freezes" during the whole round.

REMOVE A SLOTH

Pick a player and a sloth from their sanctuary. Remove that sloth from the game by placing it into the permanent discard pile. That card cannot be returned to the game.

STEAL A SLOTH

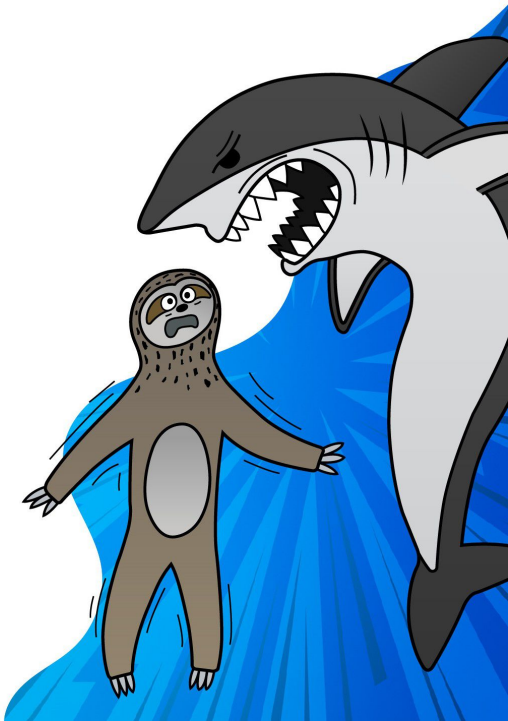
Pick a sloth from an opponent of your choice and steal it. Place it into your sanctuary. The only sloth effects triggered by this action are "*effects that affect your gameplay*".

MAGIC ITEM

This card can be any item card you want it to be.
*A stop-u-ray cannot be used on this card.

STOP-U-RAY

You can use this card at any point during the round. This card can be used to stop an opponent's action. However, **this card cannot be used to stop someone from saving a sloth.** This card can also be used to stop someone from stopping you, and so on.

SLOTH SWAP

When playing this card, you can pick any players' sloth (including yours) and swap that sloth with any other sloth on the table, including the sloths in danger. If a sloth is swapped from a danger (therefore saving the sloth) then the sloth effects are triggered.
The only effects that are triggered when a player swaps his sloth with another player's sloth are "*effects that affect your gameplay*."
*You cannot swap a sloth from the sloth deck.