

Better or Worse

OFFICIAL RULEBOOK

How to Win

Offend your Opponent until they lose all 25 Light Points (LP).

FIRST PLAYER TO REDUCE THEIR OPPONENT TO 0 LP WINS.

Setup: Each Player shuffles their Deck, places it in the Deck Zone, and draws 5 cards.

Deck Building: You may include no more than 3 copies of a card with the same name in your Deck.

Turn Order

1. **STATUS**
2. **DRAW**
3. **PLAY**
4. **ROLL**
5. **ACT**
6. **END**

Your Play Area

Each Player has four Character Zones, a Deck Zone, and a Past Zone.



Characters may be placed in any open Character Zone. If all four are occupied, you cannot place another Character until a Zone becomes open.

Discarded cards and defeated Characters go to the Past pile below the Desk.

Six Scenes

Every turn follows the same six Scenes in order.

STATUS Rotate Locked cards. Resolve Status abilities in Character Zone order: Zone 1, 2, 3, then 4. Some cards may also be placed.

DRAW Draw 1 card for the turn.

PLAY Play Characters. You receive 1 Free Play per turn. Items, some Actions, and Gifts may also be played.

ROLL Roll one d6 for each Energy accumulated that turn.

ACT Use Characters to Offend Foes and activate Abilities based on your rolls.

END Resolve End effects and finish your turn.

CARD EXAMPLE

The example below shows a Character card and explains its parts and effect.



PANELOPE

Card Type	Character
Name	Panelope
LP	5
Energy	1 per turn (shown by die icon)
Art	Panelope looking out a window.

Moves and Abilities

Move Tarty	**Rounded dots = range** Deal damage equal to your roll (1–3) to a Foe within range 1–3.
Move Just Desserts	**Squared dots = exact** Roll exactly 6. Restore 5 LP from this card (this does not offend).

KEY TAKEAWAYS

1. **LP** — Panelope has 5 LP (upper right). When a Character reaches 0 LP, they are sent to the Past pile.
2. **Energy** — Panelope has 1 energy per turn (die icon with no number). Roll 1 die for her energy during your Roll Scene.
3. **Moves** — Tarty can be used with rolls of 1–3 (rounded dots). Just Desserts requires an exact roll of 6 (squared dots).
4. **Abilities** — Abilities show text under the name (e.g., “Restore 5 LP from this card”). Follow the text for the effect.

Energy

Energy determines how many six-sided dice you roll during the Roll Scene.



1 Energy



No Energy

1 ENERGY = 1d6

A die symbol with no small number provides exactly 1 Energy each turn. If a Character provides more than 1 Energy, a small number at the bottom-right of the die shows the amount.

Foes & Direct Damage

A Foe is a Character controlled by your Opponent.

Characters normally use Moves to Offend eligible Foes. When a Character reaches 0 LP, send it to the Past. Excess damage does not carry over to the Opponent.

NO CHARACTERS? DAMAGE HITS THE PLAYER.

If a Player has no Characters on their Desk and they are Offended by a Foe, the damage comes directly out of that Player's LP.

Example: A Player at 18 LP has no Characters. A Foe performs a Move using a 4. The Player falls to 14 LP.

Winning the Game

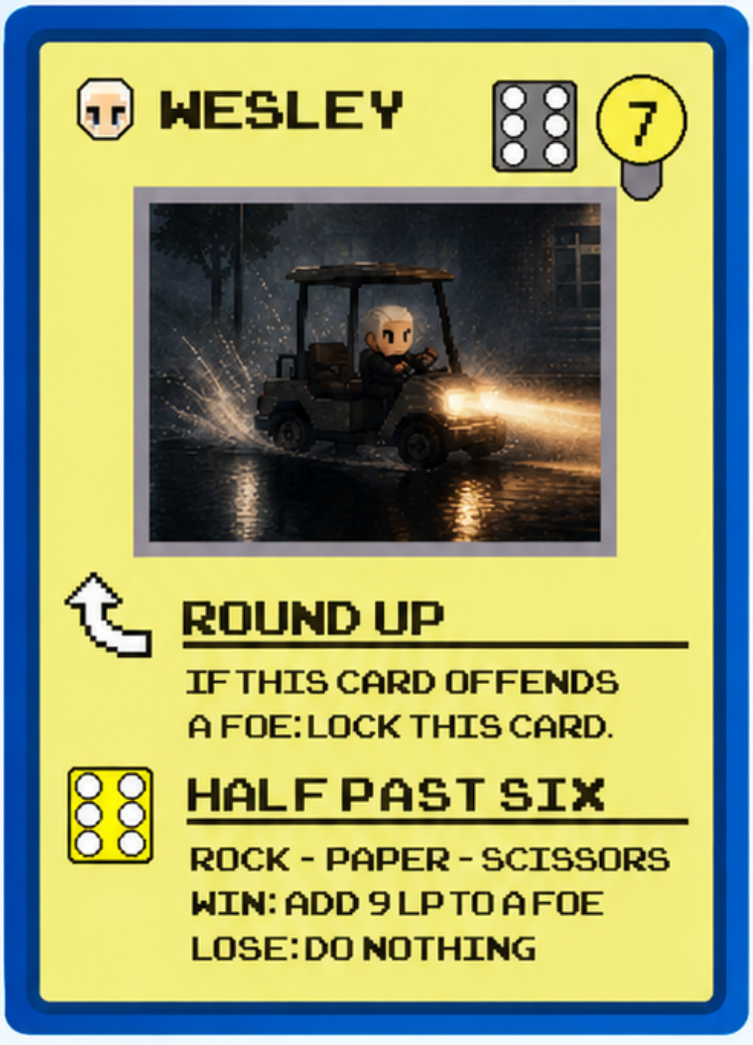
LP Victory: Reduce your Opponent's LP to 0.

Deck-Out Victory: If your Opponent reaches their Draw Scene and does not have a card in their Deck to draw, they immediately lose the game.

An empty Deck does not cause a loss until that Player is required to draw during their Draw Scene.

STATUS CONDITION EXAMPLE — Locked

The example below shows a Character card with the **Locked** status and explains how it works.



THE LOCKED STATUS

When a Character is Locked, rotate the card 90° clockwise. A Locked character cannot use their Moves, but they remain on the desk and can still be affected by other cards (unless a card says otherwise).



Unlocked
(Upright)



Locked
(90° Right)



Locked
(180°)



Locked
(270° Left)

HOW LOCKED WORKS

1	**Rotate**	At the start of each Status Scene, rotate all Locked characters 90° clockwise.
2	**Cannot Move**	A Locked character cannot use their Moves while locked.
3	**Still on Desk**	Locked characters remain on the desk and can still be affected by cards (unless a card says otherwise).
4	**Unlock**	When the character has been rotated through all four positions and returns upright during a Status Scene, they become Unlocked.

KEY TAKEAWAY

Locked = rotate 90° each Status Scene, cannot use Moves, and unlocks when upright again.

STATUS CONDITION EXAMPLE — Rooted

The example below shows two Character cards that are Rooted to each other and explain how it works.



THE ROOTED STATUS

When two Characters are Rooted to each other, they can only target each other for their Moves and Abilities (unless the card text targets more than one Character).

A Rooted pair remains Rooted until one of the following happens:

- One of the Characters leaves your desk (sent to the Past).
- One of the Characters moves to a different Character zone.

While Rooted, both Characters remain on the desk and can still be affected by other cards.

SYMBOL REFERENCE



Entangled
Root this card to the adjacent foe.



Short Fuse
During your End Scene: Lock this card.

HOW ROOTED WORKS

1. **Become Rooted** — When a card effect says to Root, choose the adjacent opposing Character. Both Characters become Rooted to each other.
2. **Targeting** — While Rooted, the two Characters can only target each other for their Moves and Abilities (unless the card text targets more than one Character).
3. **Still on Desk** — Rooted Characters remain on the desk and can still be affected by other cards.
4. **Un-Root** — The Rooted pair is no longer Rooted if one Character leaves the desk (sent to the Past) or if one Character moves to a different Character zone.

KEY TAKEAWAY

Rooted = the two Characters can only target each other, until one leaves the desk or moves to another zone.

Add, Restore & Transport

EFFECT	COUNTS AS OFFENDING?
MOVE DAMAGE	Yes
ADD LP	Yes
RESTORE LP	No
TRANSPORT LP	No

Adding LP still Offends the recipient. Restoring LP and Transporting LP do not Offend the Character or Player involved.

Card Text Language

*** COST**

Paid to place the card. After the Cost is paid, the Opponent may Intervene.

BULLET STEP

An instruction that must be followed before the card resolves.

( ) CONDITION

Must already be met before the card can be placed.

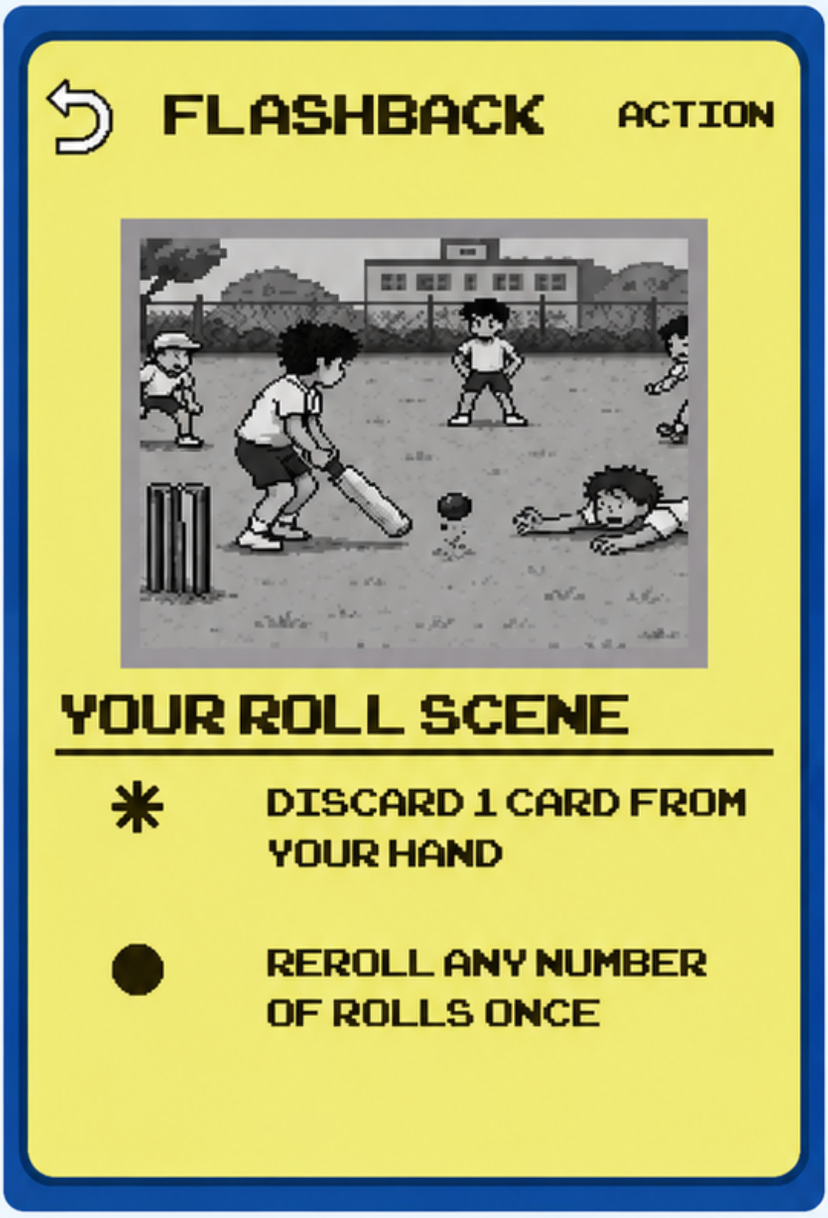
PLAIN TEXT - RULE

Must be followed for the stated duration or until the card disappears.

CONDITION -> PLACE -> COST -> INTERVENE -> STEPS -> RULES -> RESOLVE

CARD EXAMPLE

The example below shows an **Action card** and explains its parts and effect.



FLASHBACK

Card Type	Action
Name	Flashback
Art	A memory of a game from the past.

Text Breakdown

✱ **Cost**	**DISCARD 1 CARD FROM YOUR HAND** You must discard 1 card from your hand to place this Action.
● **Step**	**REROLL ANY NUMBER OF ROLLS ONCE** After paying the Cost, you may reroll any number of your dice one time.
Scene	**Your Roll Scene** You must place this Action during your Roll Scene.

HOW FLASHBACK WORKS

1	**Pay Cost**	Discard 1 card from your hand.
2	**Resolve**	Reroll any number of your dice one time.
3	**Finish**	After resolving, send Flashback to the Past pile (Actions are discarded immediately after being placed).

CARD EXAMPLE

The example below shows a **Gift** card and explains its parts and effect.

COATED GIFT



(MUST BE PLACED ON A LOCKED CHARACTER)
THIS CHARACTER CANNOT BE OFFENDED

● PLACE THIS CARD ONTO THE TOP OF YOUR DECK DURING OPPONENT'S END SCENE

COATED

Card Type	Gift
Name	Coated
Art	A flowing, coated sheet.

Text Breakdown

( ) Condition	**(MUST BE PLACED ON A LOCKED CHARACTER)** You can only place this card on a Character that is Locked.
Rule	**THIS CHARACTER CANNOT BE OFFENDED** While this Gift is on that Character, it cannot be offended.
● **Step**	**PLACE THIS CARD ONTO THE TOP OF YOUR DECK DURING OPPONENT'S END SCENE** During your opponent's End Scene, place this card on the top of your deck.

HOW COATED WORKS

1. **Place** — You may place Coated on one of your Locked Characters (you must meet the condition).
2. **Effect** — The Character with Coated cannot be offended while this Gift is on them. (They are still Locked, so they cannot use Moves.)
3. **Return** — During your opponent's End Scene, place Coated on the top of your deck.

ITEM CARD EXAMPLE

Item

The example below shows an **Item** card and explains how it works.



ABOUT ITEM CARDS

Item cards can be played during your Play Scene. After an Item is placed, resolve its effect, then send it to the Past pile.

Items can be used to find cards, gain advantages, or create new opportunities.

CONTROLLER

The Controller lets you search your deck for an Action card and add it to your hand.

Cost: Discard a card from your hand before you begin.

Steps:

1. Search your deck for an Action card.
2. Reveal it, then add it to your hand.
3. Shuffle your deck.

IMPORTANT NOTES

- You must discard a card to pay the Cost before resolving the Steps.
- Only Action cards can be searched for with this card.
- After the effect is resolved, send this Item card to the Past pile.

KEY TAKEAWAY

Controller helps you find an Action card by trading one of your cards.

The Response Window

Only an Action that can legally be placed during the current Scene can Intervene.



Alarm



Block

PLACE -> PAY COST -> INTERVENE -> STEPS

Example: Alarm is placed and its Cost is paid. Before Alarm begins its Steps, the Opponent may place Block, pay Block's Cost, and stop Alarm. Alarm's Cost is not refunded.

WHERE CARDS GO — Card Zones

Each type of card goes to a specific place after it is played. Follow the rules below to keep your game organized.



CHARACTER

Place a Character in any of your 4 Character zones. If all 4 zones are occupied, you cannot place more Characters.

Character Zones (on your desk)





ITEM

Resolve the item's effect, then send it to the Past immediately after it is placed.

Past Pile
(below your desk)





ACTION

Resolve the action's effect, then send it to the Past immediately after it is placed.

Past Pile
(below your desk)





GIFT

Place a Gift underneath the Character it is gifted to. Each Character can only have 1 Gift at a time. If that Character leaves the Desk, its Gift is sent to the Past.



Gift placed under a Character



DECK

Your deck goes in your deck zone. Draw from the top.

Deck Zone
(on your desk)





PAST

Cards sent to the Past are placed here. This includes Items, Actions, and Cards whose effects are finished or whose conditions send them to the Past.

Past Pile
(below your desk)



KEY TAKEAWAY

Items and Actions go to the Past immediately. Gifts stay under a Character (one per Character). If a Character leaves the Desk, its Gift is sent to the Past.

QUICK REFERENCE

Shuffle + draw 5

Start at 25 LP

Max 3 copies per card

Status -> Draw -> Play -> Roll -> Act -> End

1 Energy = 1d6

Character at 0 LP -> Past

No Characters -> direct Player LP damage

Locked -> no Moves

Rooted -> target each other

Intervene -> after Cost, before Steps

Win: Opponent reaches 0 LP

Win: Opponent cannot draw in Draw Scene