

# Rick and Morty

## THE RICKS MUST BE CRAZY

MULTIVERSE GAME



[adult swim]

RULEBOOK

CRYPTOZOIC  
ENTERTAINMENT

# Rick and Morty

In *Rick and Morty: The Ricks Must Be Crazy Multiverse Game*, players take on the roles of Rick, Morty, Zeep, and Kyle. You'll have the opportunity to introduce wondrous Power Supply technology to the worlds you've created, and then steal most of that Power for yourself. That is, if your foes don't get to it first!

## COMPONENTS

60 Game Cards	1 First Player Token
4 Oversized 'Verse Tiles	32 Build/Control Tokens
4 Oversized Character Cards	4 VP Tracking Tokens
4 Character Standees with Bases	5 Action Tokens
1 Power/VP Track	1 Power Tracking Token

## OBJECT OF THE GAME

Score the most Victory Points (VPs) by generating (or stealing!) Power and activating your Contraptions. The number of Victory Points needed to end the game is based on the number of players:

2-Player  
50

3-Player  
40

4-Player  
30

When any player has the needed number of points, the game will end at the end of that round, even if they dip back under that number. Players may earn more than the needed amount. Once the round is over, the player with the most VPs wins. In the case of a tie, the tied player with the most unused Build/Control Tokens is the winner. If there's still a tie, the tied player with the most cards in hand wins.

## SET-UP

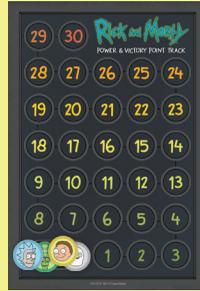
First off, each player chooses a Character. Grab that Character's oversized card, standee, and Build/Control Tokens. Place all of that stuff in front of you. If your group is new to gaming, flip everyone's Characters to the full art side, so you don't have to worry about that extra text. After a few games, play your Character cards text side up. Each player then places their Character's VP Tracking Token on the VP Track on the 0, with the face side up. Each player should read their Character's special ability out loud, so everyone knows what they're up against.

Next, place the oversized 'Verse cards in the middle of the table in the following order from top to bottom: Rickverse – Microverse – Miniverse – Teenyverse. Leave about 4 inches between each one, as various cards will be placed below each 'Verse card. Read each 'Verse's special text out loud and make sure everyone understands the implications of that text.

The Rickverse is at the top of the heap. The Microverse is under/lower than/below the Rickverse, and so on. Nothing is above the Rickverse and nothing is below the Teenyverse.

Each player now places their standee (pawn) on the Teenyverse tile. That's where everyone starts.

Shuffle the deck of game cards and place it face down. Deal each player a starting hand of 5 cards.



## ICONS

**This is the Action Icon.** When you see just a number inside the Action Icon, that is how many Actions it will take to build that card. If you see a + prior to the number, like +2, +3, +4, or +5, you gain that many Actions at the start of your turn. These + numbers are only found on the 'Verse cards.



There are 5 large, blank Action Tokens in the game. They are used to keep track of Actions you have and spend during your turn.

**This is the Power Icon.** Power Supply cards generate Power, while Contraptions and other cards require Power. When you see just a number inside the Power Icon, you will pay that much Power.



When you see a + prior to the number, like +4, +6, or +8, that is how much Power that card provides during the Power-Up Phase each round. These + numbers are almost exclusively found on the Power Supply cards.

## BUILD/CONTROL TOKENS

Each player starts with 8 of these, which means you cannot control more than 8 Contraptions. You will spend Actions during your turn to place Build Tokens (the hammer and wrench side) on cards you play that require Actions to build. When the number of Build Tokens matches the Action cost of the card, you have completed it and can use it for the rest of the game! Remove each of the Build Tokens from it. If it's a Contraption, flip over 1 of the tokens to the face side and leave it there. That's a Control Token and now everyone knows it's yours.



BUILD  
TOKEN SIDE



CONTROL  
TOKEN SIDE

The player with the lowest cellphone battery grabs the First Player Token and 5 of the large Action Tokens. Why 5? Because you're all starting at the Teeniverse, and it has a "+5" on that gear symbol thingee. You are now ready to start the game! But first, let's look at some of the icons, tokens, and card types you'll be seeing a lot of.

## POWER SUPPLY CARDS

These cards generate the Power you need and your foes want to steal. Power Supply cards have an Action cost in the upper left corner. That is how many Build Tokens it will take to complete.



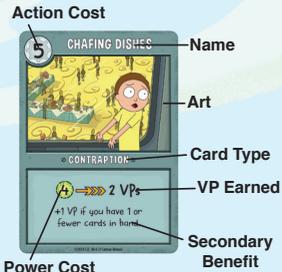
However, as we all know from the episode this game is based on, you may “gift” your technology to the 'Verse below the one you occupy, paying a lower cost. To play a Power Supply into the 'Verse below you, you must pay the Action cost the little down arrow is pointing at.



During the Power-Up Phase of each round, each Power Supply will generate the Power listed at the bottom left of the card, and that Power may be harnessed and spent by anyone.

## CONTRAPTION CARDS

Contraptions have an Action cost in the upper left corner. That is how many Build Tokens it will take to complete. Contraptions may never be “played down a 'Verse” like Power Supplies can be, as they do not have a down arrow cost.



Contraptions have game text that allows you to spend a certain amount of Power once per round to gain the effect listed at the end of the arrow. Many Contraptions feature additional game text that might modify the reward you earn.



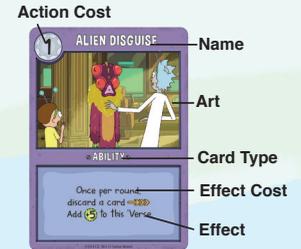
## ONE-SHOT CARDS

These cards are held in your hand and played opportunistically to mess with your foes, score some quick VPs, and achieve various other cool effects. They don't stay in play like Power Supplies and Contraptions.

One-Shot cards have a Power cost in the upper left corner. You pay that amount of Power to play the card when it is your turn to act during the Power-Up Phase.

## ABILITY CARDS

These cards attach to your Character card and give you an additional special ability for the rest of the game. There are only 5 of these in the whole deck, so they must be pretty special, right? You may have any number of them attached to your Character.



Each Ability card has an Action cost in the upper left corner. When the number of Build Tokens on the card matches that cost, remove all Build Tokens from it. Once completed, Ability cards still have a cost to use each round during the Power-Up Phase. As the text indicates, you may only pay the cost to get the effect once per round.

## PLAYING THE GAME

A game is a series of rounds, and during each round, each player gets a turn. There is then a collective Power-Up Phase after each player has taken their turn for the round. Here is the sequence of play:

**Start of Each Round:** Each player draws 1 card. This includes the very first round, so you'll start the first round with 6 cards in hand.

**Morty:** Check your Character card. You are better at drawing cards than the other Characters.

**Start of Your Turn:** When it is your turn, grab Action Tokens equal to the +  value listed on the 'Verse your Character occupies. Moving to a new 'Verse does not change this amount during your current turn. You only gain Actions at the very start of your turn.

## ACTION PHASE

**Spend Actions:** Each of the following bullet points costs 1 Action Token to perform and each one may be performed multiple times during your turn:

- **Place a Contraption** card into the 'Verse your Character occupies and add 1 Build Token to it.
- **Place a Power Supply** card into the 'Verse your Character occupies or 1 'Verse down and add 1 Build Token to it. If you placed it 1 'Verse down, immediately spend additional Actions to complete it.
- **Attach an Ability** to your Character card and add 1 Build Token to it.
- **Add 1 Build Token** to a partially-built card you already have Build Tokens on in this 'Verse or attached to your Character card.
- **Move** to an adjacent 'Verse.
- **Discard** a card  Draw a card.

**Free Action:** Discard a card  Gain 1 Action.

When a player is out of Actions or chooses to pass, play proceeds clockwise to the next player. Once each player has taken a turn, proceed to the Power-Up Phase.

## POWER-UP PHASE

At the start of the Teenyverse Power-Up Phase (PUP), set the Power to 0 on the Power Track. Power is generated from the bottom 'Verse on up. That means you will resolve Steps A, B, and C for the Teenyverse, then the Miniverse, then the Microverse, and finally the Rickverse.

**PUP Step A:** Check for completed Power Supplies in the current 'Verse. If there are any Power Supplies here, add the listed +  to the Power Track.

**PUP Step B:** In turn order, each Character occupying the current 'Verse may play a single One-Shot and activate any number of their Abilities once.

**PUP Step C:** In turn order, players activate completed Contraptions they control in this 'Verse. Partially-built Contraptions may be activated only in the Rickverse. When it is your turn, activate any number of your Contraptions. Your Character does not need to be present in the 'Verse to activate a Contraption you have there, so turn order is based on the First Player Token and not just Characters present. You may activate each Contraption you control once per Power-Up Phase, unless a card says otherwise.

Once all Contraptions have been activated or the Power has run out, the remaining Power is saved and will be available in the 'Verse above this one. Proceed to **PUP Step A** for the next 'Verse up.

## END OF ROUND

Once the Power-Up Phase in the Rickverse has been resolved, the round ends. Any remaining Power is lost. Set the Power Track back to 0. If no one hit the required VP number during the round, pass the First Player Token one player to the left and start a new round. If the deck runs out of cards, shuffle the discard pile to make a new deck. There is no maximum hand size.

Okay, so you probably have questions about a lot of the turn sequence goings on, so let's dive into some of the rules.

## USING ACTIONS

Contraptions, Power Supplies, and Abilities use your Build/Control Tokens to build them up and, in the case of Contraptions, indicate your control of them.



When you place a card that requires Actions to complete into play, add 1 Build Token to it. Use the hammer and wrench side (i.e., the Build Token side) to show that you are working on the card. Now that the card is in play with 1 of your Build Tokens on it, you (and only you) may use additional Actions to add more Build Tokens to it. You may also wait until future rounds to add more Build Tokens, if you wish. If the number of Build Tokens matches the Action cost of the card, remove all Build Tokens from the card.



If it's a Contraption, flip one of the tokens over to the "face side" (i.e., the Control Token side) and place it on the Contraption. This shows that you control it and that it's complete. Ability cards don't need a Control Token, as they are attached to your Character card. Power Supplies are not controlled by any player, but you earn some cool rewards for completing them!

**Zeep:** Check your Character card. You get even more rewards for building Power Supplies.

If you choose to place a Power Supply one 'Verse down for the cost reduction, you must have enough Actions to complete it or you cannot play it one 'Verse down. Note that you may, as a Free Action, discard a card to gain an Action any number of times during your turn.

A partially-built structure doesn't do anything with the exception of partially-built Contraptions in the Rickverse; they may still be activated, but each scores 1 fewer VP. You may leave a card partially built for as long as you wish. Note that leaving too many partially-built cards around may deplete your Build Tokens to the point that you won't have enough to control more Contraptions. Build Tokens may not be removed until you complete the card.

**Rick:** Check your Character card. You are rewarded for building Contraptions, but not partially-built ones.

**Important:** If you are short on Build Tokens, you can use virtual Build Tokens to complete a structure. Let's say you have 4 Actions, but only 2 Build Tokens left and you want to build a 4-cost Contraption. You would place the Contraption into your Character's current Verse, and place 1 token on it. That's 1 Action. Then spend another Action to place your last token on it. You now have 2 Actions left. Because spending your remaining 2 Actions will complete the Contraption, you do not need to add physical tokens to the Contraption. Just say, "I complete the Contraption with my last 2 Actions." Remove 1 of the tokens and flip the remaining one over to show that it's complete and that you control it. **You cannot use virtual Build Tokens if you cannot complete the structure.**

#### **Action: Move**

Spend 1 Action to move your Character to an adjacent Verse. Since everyone starts out in the Teenyverse, if you spend 1 Action to Move, your Character will now be in the Miniverse. You may spend more Move Actions now or later during your turn if you wish.

**Kyle:** Check your Character card. You are better at moving than the other Characters.

#### **Action: Discard a Card to Draw a Card**

If your hand of cards is not looking great, this is one way to get some new cards into hand. For example, if you have a hand full of One-Shots, that isn't so good, as you can only play 1 each round. Each Discard-Draw costs 1 Action. Note that you must have a card in hand to be able to use it. The discard is a cost and you cannot avoid it.

#### **Free Action: Discard a Card to Gain an Action**

You must have a card to discard to use this Free Action. You may discard as many cards as you wish to gain extra Actions during your turn. Each discard earns you 1 Action. You may have more than 5 Actions.

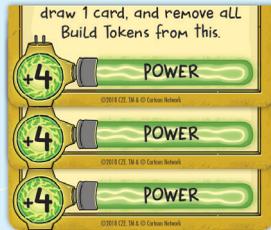
**Note on paying discard costs:** If you discard cards to gain an Action or to draw a new card, that does not pay for Ability cards or the Miniverse discard requirement. To pay a discard cost, you must discard a card specifically and only to that one requirement. That discard pays for nothing else.



## POWER-UP PHASE IN DETAIL

This is where you get your mitts on all that juicy, ill-gotten Power. The Power-Up Phase (PUP) happens at each 'Verse, starting at the Teenyverse and moving on up. This means there will be 4 Power-Up Phases each round. Complete Steps A, B, and C for the current 'Verse before proceeding to the next 'Verse.

**Step A** is when you add up the Power generated at this 'Verse and add it to the Power Track. In order to save space, Power Supply cards should be stacked up by Power value when there are multiple with the same name in a 'Verse.



**Step B** is when players can use One-Shots and Abilities. **Only players with Characters occupying this 'Verse may do so.** If none are present, no One-Shots or Abilities may be used in this 'Verse. If Characters are present, player order is all-important. If the First Player's Character is present, they act first. If not, play proceeds clockwise. Whoever goes first has the first chance to play a single One-Shot and use any number of their Abilities. You may play your One-Shot and Abilities in any order. Do not activate Contraptions at this time. Once that player is done, the remaining players in this 'Verse, in turn order, may each play a single One-Shot and use their Abilities. **As Power is spent, subtract it from the Power Track.**

**Step C:** Once Step B is over, it's time to activate Contraptions in this 'Verse. Turn order reverts back to the overall game turn order, as **your Character does not need to occupy the 'Verse to activate Contraptions there.** The First Player may now activate any number of their Contraptions that they are able to. **As Power is spent, subtract it from the Power Track.** Play proceeds clockwise after the First Player is done. If a player has no Contraptions in a 'Verse, they are skipped during Step C. All rewards given by Contraptions are processed immediately after paying the required Power cost. This typically means moving your VP Tracking Token up the VP Track. When you have more than 30 VPs, flip your scoring token over to the +30 side and continue up the VP Track, starting from 0 again.



## THE 'VERSES IN DETAIL

The 'Verses are set up in the order they are because each one gave birth to the one below it. They grant more and more Actions as you go down because of the whole time dilation, blah blah, Inception, blah blah ...

**Rickverse:** It's slow to build Power Supplies here, which is why Rick had the great idea of creating the Microverse in the first place. Partially-built Contraptions may be activated here. Half of Rick's inventions in the family garage seem partially built, but they still sorta work with just a few adjustments from a screwdriver. Even with just a single Build Token on a Contraption, you can activate it, assuming you have the Power. Each partially-built Contraption earns you 1 fewer VP than it would normally. However, if you have a partially-built Contraption that doesn't generate VPs, you suffer no penalty for activating it here.

**Microverse:** This is a great place to build Power Supplies if you want to freshen up your hand of cards. You may use the "Draw and Discard" bonus this 'Verse grants whether you are occupying this 'Verse and building a Power Supply here, or if you are in the Rickverse and playing it down a 'Verse. You do not have to perform the draw and discard if you don't wish to.

**Miniverse:** Contraptions require a little more effort to build here than in the other 'Verses. Kyle's universe is just beginning to industrialize after all. You must have a card in hand to discard as a cost to place a Contraption here during your turn. Each discard allows 1 Contraption to be placed. Adding Build Tokens to a Contraption here does not incur this cost. Likewise, a One-Shot that moves a Contraption here does not incur this cost.

**Teeniverse:** It might be tempting to stay here and take advantage of the 5 Actions, but you can only activate a Contraption here every other turn. If you have multiple Contraptions in this 'Verse, separate them so the ones you used last round are not next to the ones you can use this round. As you use Contraptions this round, exhaust (turn sideways) them. When you are done with them, ready (turn upright) the ones that started the round sideways, though they may not be activated this round.

In order to complete the 6-Action cost Blooble Yank in 1 turn here, you will need to discard a card to gain a 6th Action. You might be better off partially building it this turn and completing it later or moving up a 'Verse to play it down.

## ONE-SHOTS IN DETAIL

Most of the One-Shot cards are named after memorable lines from the episode. It is recommended that you read the card title out loud and in character for maximum effect. These powerful cards will give you great one-time benefits or mess with your foes. **As Power is spent, subtract it from the Power Track.** When the 'Verse your Character occupies has its Power-Up Phase, you may play a single One-Shot during Step B. So make sure you play the right card at the right time. Most of the One-Shots that mess with a foe require you to be in the same 'Verse as that foe. If you want to target a particular player, be sure you end your turn in the same 'Verse as them. Or, if they act after you do this round, try to predict where they will end their turn.

Some Contraptions and One-Shots can move your Character during the PUP. If you move to a higher 'Verse during a Power-Up Phase, you will have another opportunity to play a One-Shot when the higher 'Verse resolves its PUP.

## ABILITIES IN DETAIL

These powerful cards attach to your Character card and can each be used once per round. Note that if your Character moves to a higher 'Verse during the Power-Up Phase, you cannot use an Ability again. They all read "Once per round," and that does not reset just because you moved. You may attach any number of Abilities to your Character and you may use each of them once per round and only during the Power-Up Phase at the 'Verse your Character occupies.

## SPECIFIC CARD CLARIFICATIONS

**Blow Me:** This applies to all of that foe's One-Shots, Abilities, and Contraptions. If this card is played after they gain VPs from a One-Shot or Ability, that gain is unaffected. You do not have to occupy the same 'Verse as your foe to target them with this card.

**A Crank a Day Is Not Nearly Enough:** This card allows you to mess with the turn order and activate a Contraption early, before your foes steal all the Power. When it is your turn to activate in Step C of the PUP, you may activate it again, unless your Contraption is in the Teenyverse. A sideways Contraption may not be activated.

**F\*\*k You:** All Build Tokens are removed from the Contraption. They will have to build it again.

**Kyle:** You cannot save unused movement to spend later in your turn. If you stop, any unspent movement is lost. You may activate this ability any number of times during your turn.

**Peace Among Worlds:** If the Contraption is in the Teenyverse, rotate it sideways. The controller will not be able to activate it for a while. If the Contraption is not complete, you may not activate it, unless you're in the Rickverse.

**Primitive Lab:** You may move any Character in this 'Verse, including your own.

**Not Cool:** X can be any number from 0 to 95. No matter what you choose, you still score 1 VP. This card is a great way to use up all the Power in a 'Verse, preventing your foes from activating Contraptions there.

**Volcano:** If you pay 3 Power to send Power to a higher 'Verse, flip over 2 of the Action Tokens that players use to keep track of their Actions. On the flip side of each one is a "+1 Power" icon that will remind you to add that Power to the track during Step A of that 'Verse's PUP. Remove the tokens afterward.

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**START OF ROUND** - Each player draws a card.

**START OF TURN** - Collect Action Tokens.

**ACTION PHASE** - Spend Actions:

- **Place a Contraption** card into the 'Verse your Character occupies and add 1 Build Token to it.
- **Place a Power Supply** card into the 'Verse your Character occupies or 1 'Verse down and add 1 Build Token to it. If you placed it 1 'Verse down, immediately spend additional Actions to complete it.
- **Attach an Ability** to your Character and add 1 Build Token to it.
- **Add 1 Build Token** to a partially-built card you have Build Tokens on in this 'Verse or attached to your Character card.
- **Move** to an adjacent 'Verse.
- **Discard** a card →→→ Draw a card.

**Free Action:** Discard a card →→→ Gain 1 Action.

**POWER-UP PHASE** - Resolve 'Verses from the bottom up.

**Step A:** Add Power to the track.

**Step B:** In turn order, each Character occupying the current 'Verse may play a single One-Shot and activate any number of their Abilities once.

**Step C:** In turn order, players activate Contraptions they control in this 'Verse, whether your Character is present or not. Then, proceed to the next 'Verse up and go to Step A. When the Rickverse is done resolving, the round ends. Pass the First Player Token to the left and start a new round.

<b>VICTORY POINT OBJECTIVE</b>	<b>2-Player</b>	<b>3-Player</b>	<b>4-Player</b>
	<hr/> 50	<hr/> 40	<hr/> 30