

Effortless Rules

Overview

In Effortless, players will be building characters by visiting locations, building up their attributes, collecting armor and training with weapons.

Setup

1. Shuffle the 12 Locations cards and place 6 of them face up in the center of the table in a row.
2. Shuffle the 12 Modifier cards and place 1 on top of each face up Location.
3. Give each player 20 cubes of the same color. 16 in a 5 player game. These will be referred to as EFFORT for the remainder of the rules.
4. Set the deck based on player count.
For 5 players, use all of the cards.
For 4 players, remove all cards marked with a 5+ in the bottom left corner.
For 3 players, remove cards marked with a 4+ and 5+.
For 2 Players, remove cards marked with a 3+, 4+ and 5+.
5. Shuffle the deck and place it face down next to the Locations.
6. Deal cards to each of the face up locations based on their abilities. *Most Locations will be dealt 1 face up card, but others may be dealt 2, none, or even face down.*
7. Randomly select the first player.

On Your Turn

Place Effort

Current player places 1 Effort on 1 of the 6 face up Locations.

Perform Location Ability/ Gain a Card

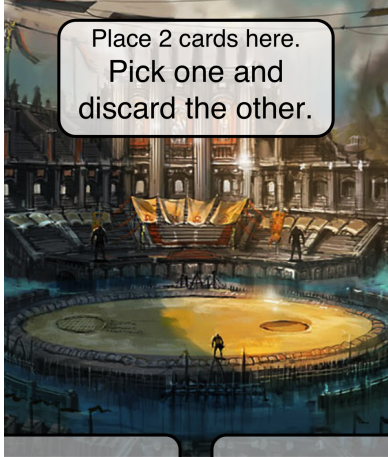

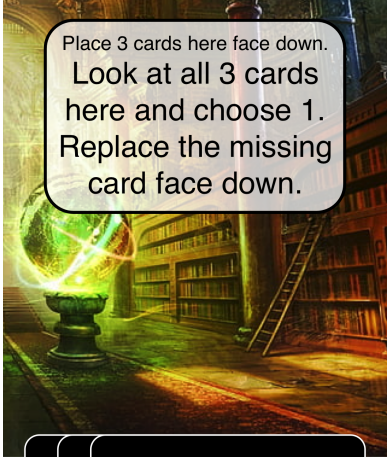
Current player gains a card from the same location they placed effort on and performs the ability of the location if applicable. *Players may do these in either order. A player should only ever gain 1 card per turn.*

Refill Locations

Replace all missing cards from Locations from the top of the deck.

Locations

Every Location in Effortless is composed of 2 parts; A name, and a special ability. The name will be on the top of the card and the ability will be within the text box on the card. If a player **CAN** do the action on the card they **MUST** do the action on the card. If a player is required to discard a card and cannot yet, they may not go to that location.

Coliseum	Tavern	Library	Name
 <p>Place 2 cards here. Pick one and discard the other.</p>	 <p>Take a face up card from any location.</p>	 <p>Place 3 cards here face down. Look at all 3 cards here and choose 1. Replace the missing card face down.</p>	Ability
			Card Slot(s)

Modifiers

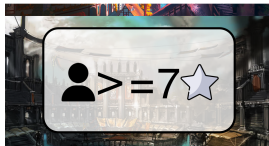
Every Modifier in Effortless is composed of 2 parts; A name, and a scoring ability. The name will be on the bottom of the card and the scoring will be within the text box on the card. At the end of the game, all players will score each modifier based on their Effort at the linked location. If 2 or more players are tied for the most or the least effort at a location, they all score the modifier. *Having 0 effort at a location DOES count as having the least.*

There are a few different types of modifier scoring, here are some examples



Lively

Score 3 points for every 2 effort here.



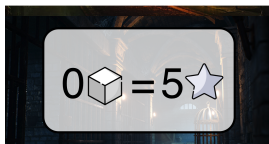
Battling

The player(s) with the most effort here score 7 points.



Knowledgeable

If a player has less than 3 effort here, they lose 3 points.



Desolate

If a player has 0 effort here, they score 5 points.

If all players agree, before dealing cards to the locations, they may reshuffle the modifiers and locations and reset them if they want a different setup.

Cards and Scoring

Throughout the game, players will be collecting cards that will score them points at the end of the game. These cards include

Armor: Each piece of armor in a matching set will score more and more points. If a player collects all four pieces of a matching armor set, the set will score them 13 points. Each armor set scores separately.



Weapons: Weapons will score the points depicted on them if the player can "wield" them. Weapon cards have card requirements to "wield" them. These card requirements are different types of attribute cards and require the NUMBER OF CARDS of the depicted attribute cards. *Attribute cards that provide a player with 2 symbols DO NOT provide the player with 2 cards of the attribute towards weapon scoring. 2 Strength cards can count towards ALL weapons that require 2 Strength cards (likewise with all other attributes.)*



Attributes: In Effortless there are 6 attributes.



Strength



Dexterity



Constitution



Intelligence



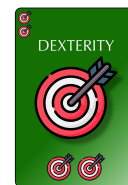
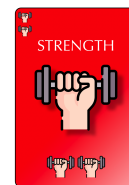
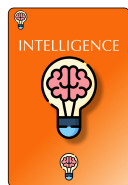
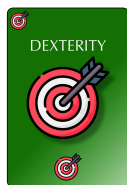
Wisdom



Charisma

These cards come in singles...

...and doubles.



These cards are needed to "wield" weapon cards, but will also score on their own.

At the end of the game, the player(s) with the most symbols in each stat will score points equal to the number of symbols they have in that stat. *This will happen for all 6 stats.*

When playing with 4 or 5 players, the player(s) with the second most in each stat will score half of what the player with the most scored (rounded down). *If 2 or more players tie for the most, no one will score for second most.*

Game End

The game ends after each player has placed all of their effort.

Tiebreakers:

1. Highest single attribute score
2. Highest single scored weapon
3. Most complete armor sets

If there is still a tie, tied players share the victory.

2 Player Rules

During a 2 player game, players will add in a third dummy character that will place effort and discard cards.

Each round, after both players have taken a turn, one player rolls the six sided die. The dummy player now places an effort at the location relative to the rolled number (from left to right). Then, players discard ALL cards at that location and replace them from the top of the deck.

The dummy player DOES NOT make decisions and DOES NOT perform any location abilities. The dummy player's effort DOES affect location scoring however.