



ATTENTION: CUT THE CARDS WITH A LASER BURNER (OR SCISSORS)



ROPE
 You can keep this card if you're not Contaminated.

At any point, you can attempt to draw another player into a game-related conversation. If the other player answers with more than 2 full sentences, you may show the Rope. If this player is Contaminated – you've won! If not – you lose!

ROPE EXTRA EXPANSION!



Ten cards? Impossible...

NEMESIS: TL;DR VERSION

DECK GAME FOR 2 - 3 PLAYERS

Shuffle all cards and place them face-down on the table (for example, in a single row).



Players take their turns clockwise, one after the other, starting with the person who most recently watched any romantic comedy.

At the start of your turn, pick up one of the cards from the table, read it and apply its rules.

Sometimes a card asks you to keep it - put it into your hand without revealing it to other players. The *italic* parts of the card's text are considered only if you had the card in your hand at the beginning of your turn.

If you do not **have to** take the card you've picked up, you can put it back on the table face-down and finish your turn.

Before the first game, all players should browse the cards to familiarize themselves with their interactions and various win conditions.

Meeting any of the win conditions results in an immediate victory. You also win if any other player loses (in this case, there can be up to 2 winners in the 3-player game!).

- *Anything else?*
- Not really.
- *Sure?*
- Yep, go play now :)



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GUN

You can keep this card if you're not Contaminated and you don't have Eggs.

From now on, you are the Soldier.

When you draw the Contamination card, put it back – it does not affect you.

When you draw the Intruder card, reveal the Gun – you've won!



CONTAMINATION

You **must** keep this card if you're not a Soldier.

From now on, you are Contaminated.

If you draw a Gun, put it back – it does not affect you.

If you collect 2 Eggs, you've won!



SPACE SUIT

You can keep this card.

You can remove this card at the start of any of your turns to have a spacewalk – check 2 cards instead of 1.

If you don't win the turn you've used this card, you lose.



EGG

You can keep this card if you're not a Soldier.

If you're a Soldier, you can destroy this egg – reveal the Gun and remove this Egg from the game.



EGG

You can keep this card if you're not a Soldier.

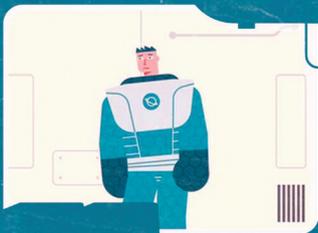
If you're a Soldier, you can destroy this egg – reveal the Gun and remove this Egg from the game.



EGG

You can keep this card if you're not a Soldier.

If you're a Soldier, you can destroy this egg – reveal the Gun and remove this Egg from the game.



ESCAPE POD

You can throw the oxygen tank at another player (remove this card).

If he has a Gun – he loses.

If not – you lose.



INTRUDER

If you have a Gun, you've won!

If you're Contaminated, you can play the Intruder card on another player.

If he has a Gun – you lose.

If he doesn't – you've won!



ALARM

You have to make a loud alarm sound, shuffle together all the cards on the table (including this one) and put them back in random order.

Alternatively, if you're not a Soldier and you're not Contaminated, you may decide to guess where the Escape Pod is.

If you are correct – you've won!

If not – you lose.

