

SPAMMERS

PLAY REFERENCE

Player Turns

Each player gets three actions on his turn.

Legal Actions

Draw A Card: You draw one card. It may be either an Action or a List. A drawn Action card is placed in your hand. A drawn List is placed on the table. A drawn List is placed in the Unwashed Masses unless you reduce one of your Scams' Rating by one, in which case it becomes your Proprietary List.

Merge Two Lists: Choose two Proprietary Lists or two Unwashed Lists. Place them on top of each other and combine the counters on them. They are now effectively one List with their summed size (even for the purpose of merging them again).

Play An Action Card: Select a single Action Card from your hand to play.

- *Scams* are placed face up in front of you. You may not have more than five Scams in play unless you have an Enormous Monitor.
- *Hardware* is placed face up in front of you, where it has the effect described on it.
- *Mailing* cards give you two options. You must select one or the other.
 - *Special Effect:* Follow the instructions in the text of the card. Ignore the Mailing Effect bonus number ("+X") printed on the card.
 - *Mailing Effect:* Select one of your Scams and one List (either an Unwashed List or one of your Proprietary Lists). Determine the target number and roll a die. If the target number is equalled or exceeded, the Scam's Rating increases by one. If target number is exceeded by four or more, the Scam's Rating increases by two. Ignore the Mailing Card's Special Effect text.

Victory Conditions

Standard Game: Control one Scam with a Rating of 12, or a collection of Scams with a summed Rating of 20.

Demonstration Game: Control one Scam with a Rating of 8, or a collection of Scams with a summed Rating of 12.

SPAMMERS

PLAY REFERENCE

Player Turns

Each player gets three actions on his turn.

Legal Actions

Draw A Card: You draw one card. It may be either an Action or a List. A drawn Action card is placed in your hand. A drawn List is placed on the table. A drawn List is placed in the Unwashed Masses unless you reduce one of your Scams' Rating by one, in which case it becomes your Proprietary List.

Merge Two Lists: Choose two Proprietary Lists or two Unwashed Lists. Place them on top of each other and combine the counters on them. They are now effectively one List with their summed size (even for the purpose of merging them again).

Play An Action Card: Select a single Action Card from your hand to play.

- *Scams* are placed face up in front of you. You may not have more than five Scams in play unless you have an Enormous Monitor.
- *Hardware* is placed face up in front of you, where it has the effect described on it.
- *Mailing* cards give you two options. You must select one or the other.
 - *Special Effect:* Follow the instructions in the text of the card. Ignore the Mailing Effect bonus number ("+X") printed on the card.
 - *Mailing Effect:* Select one of your Scams and one List (either an Unwashed List or one of your Proprietary Lists). Determine the target number and roll a die. If the target number is equalled or exceeded, the Scam's Rating increases by one. If target number is exceeded by four or more, the Scam's Rating increases by two. Ignore the Mailing Card's Special Effect text.

Victory Conditions

Standard Game: Control one Scam with a Rating of 12, or a collection of Scams with a summed Rating of 20.

Demonstration Game: Control one Scam with a Rating of 8, or a collection of Scams with a summed Rating of 12.