

YOU SUCK™



All you've ever wanted was to have the best, the biggest, the most awesome tick collection in the world. A simple goal, really. And now you're close to achieving that goal, with the discovery of seven new ticks, each with an amazing super power. But no sooner do you arrive in Spruce Grove, Arkansas, the official Tick Capital of the World,™ when you discover that you're not alone in your obsession for the little bloodsuckers.

Now the stage is set for a final showdown. It's time for you to find out who really sucks...

contents



6 Scoring
discs



6 Bidding
cubes



1 Trump disc



1 Round disc



7 Zero
cards



10 Multicolor
cards



40 Suited
cards



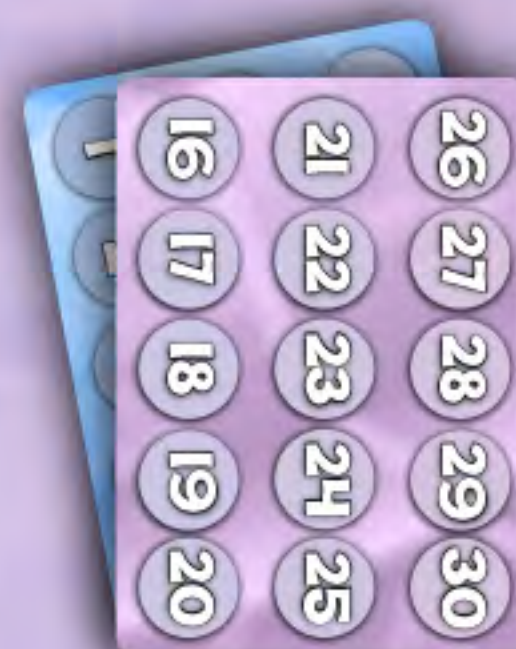
7 Tick
cards



6 Player
cards



1 Round
card



2 Score
cards



1 Bidding
card



1 Trump
card

Setup



1

Place the scoring discs below the scoring cards



2

Place the bidding cubes on the bottom row of the bidding card



3

Give each player:
1 Random Tick card
1 Player card



4

Place the undealt Ticks off to the side



5

Place the Trump disc in the middle of the Trump card



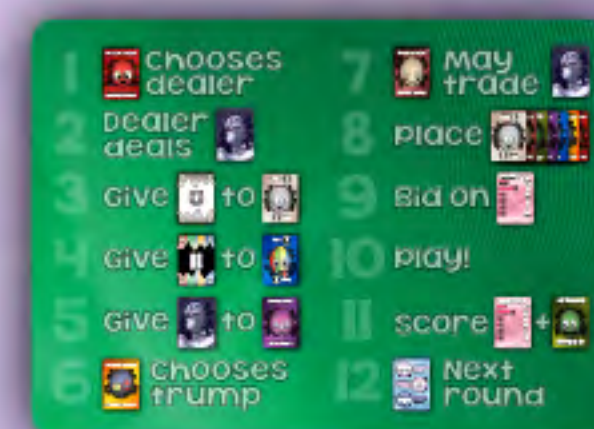
6

Place the Round disc on Round 1 on the Round card



7

Place the suited cards face down off to the side



Object of the game

Correctly bid how many Ticks you'll take in each of three rounds, while using the super powers of each Tick to your advantage.

Round Structure

The game is played over 3 rounds.

Each round contains these steps:

1. Deal cards
2. Choose trump
3. Place the Ticks
4. Bid
5. Play the round
6. Score bids

1. Deal cards

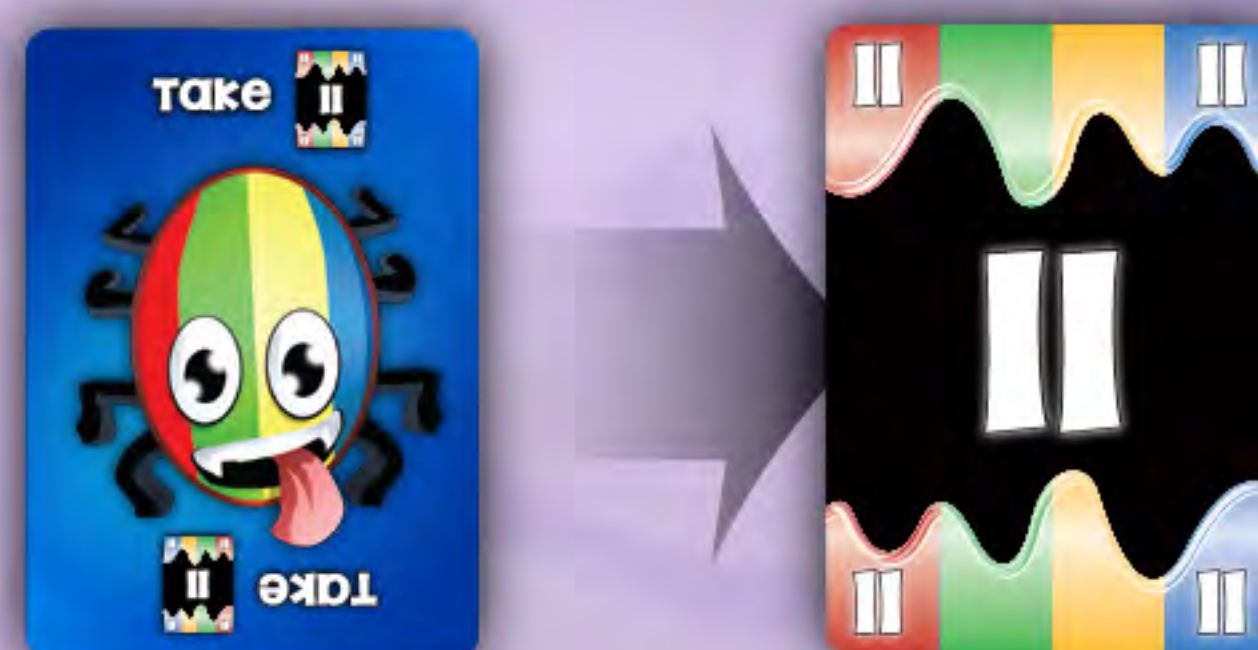


If the **+3 Tick** is in play, the player with it receives 3 points on the scoring cards, and the Tick is placed off to the side with the other ticks.

The **+3 Tick** is scored even if the owner of the Tick did not make their bid the previous round.



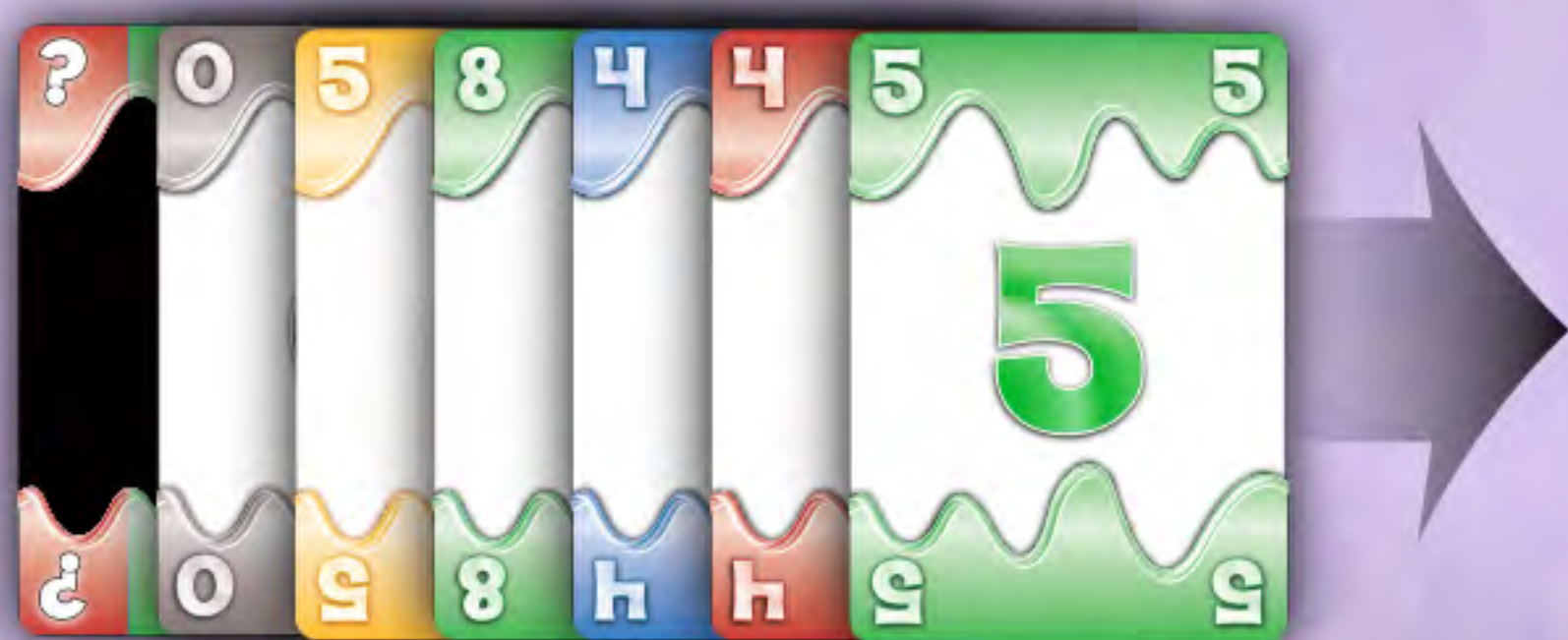
If the **Choose Dealer Tick** is in play, the player with it chooses a dealer who takes the cards, and the Tick is placed off to the side with the other Ticks. If it isn't in play, the dealer for the previous round is the dealer again this round. If the Choose Dealer Tick isn't in play on the first round, choose a player randomly to be the dealer.



If a player has the **Take 11 Tick**, he receives the Multicolor 11 card, and that Tick is placed off to the side with the other Ticks. The player will have two multicolor cards (the 11 and a random one) for this round.



If a player has the **Take 0 Tick**, he receives an extra Zero (0) card, and that Tick is placed off to the side with the other Ticks.



The dealer deals out one gray Zero card, one random Multicolor card from the Multicolor (12-20) deck, and 5 random suited cards from the suited deck to each player.



If a player has the **Extra Card Tick**, he receives one extra card from the top of the suited deck, and that Tick is placed off to the side with the other Ticks.

2. Choose Trump



The player with the **Choose Trump Tick** must choose a trump color, placing the trump disc on the appropriate color on the Trump card, and that Tick is placed off to the side with the other Ticks. If no one has this Tick then there is no trump (you can place the trump disc in the center of the card to indicate this).



The player with the **Trade a Card Tick** may trade one of his cards for a face down card from the suited card deck, and that Tick is placed off to the side with the other Ticks. He may trade away any card, including a Zero or Multicolor card.

3. Place the Ticks



For rounds 1 and 2, all Ticks are placed in the middle of the table with the bonus (text) side face up.

4. Bid

Rounds 1 & 2	
Ticks	Pts
4/5/6/7	5
3	6
2	6
1	7
0	10

Starting with the player to the left of the dealer, each player places his bid marker on the number of Ticks he think he will take during that round.

5. Play the Round

Starting with the player to the left of the dealer, each player plays a card.

RULES for playing cards:

- You may play a card onto any Tick.
- The first card played sets the suit for that Tick. To play on a Tick that has one or more cards, you must follow suit (color) if you can. If you can't follow suit, you can play any card.
- You may play a 0 or 11-20 on any Tick, regardless of any cards that might be there; these cards allow you to break the rule above.
- If a 0 is led on a Tick, the first card greater than 0 sets the Tick's suit. Until a card greater than 0 is played on a Tick, the Tick remains in the center of the table.
- If all 0's are played on a Tick, no one wins that Tick.
- If a 11-20 is led, there is no suit on that Tick, and any card can be played on that Tick until it is completed.
- If a player plays a card that is winning a Tick, they take that Tick and any cards currently played on that Tick and place those cards in front of them.
- Each player will play 7 cards in each round. Because some players might have extra cards from the Extra Card, Take 11 and Take 0 Ticks, they might have one or more extra cards at the end of a round.

Completed Ticks

- A Tick is complete when it contains cards equal to the number of players. For instance, in a 4 player game, the fourth card played completes the Tick.
- The highest card of the led suit in a completed Tick wins the Tick, unless a trump is played. Then the highest card of the trump suit wins the Tick. 11-20 count as all colors, so they beat trump cards.
- If all 0's are played on a Tick, no one wins that Tick.



- The player who won the Tick should partially tuck the Tick under his player card so that he and other players can see how many Ticks he has taken this round. The playing cards that were on the completed Tick should be placed in a common discard pile.

6. Score bids

After all Ticks have been taken, scoring takes place.



Look to see which players have matched their bids for the number of Ticks taken. Those players receive the points indicated on the board next to their marker. Players who did not match their bids do not get any points for their bids.

Sort the cards into three decks: Suited cards, Zero cards, and Multicolor cards.

Any unplayed cards in players' hands are returned to their respective deck(s).

The Last (3rd) Round



Round 3	
Ticks	Pts
4/5/6/7	10
3	7
2	5
1	3
0	8

Ticks for the last (3rd) round are placed out points side up. In addition, the Bidding card is flipped over to the "Round 3" side.

After all the Ticks have been won on the last round of the game, players receive (or lose) points for each of the Ticks they have taken.

Players can not go below zero (0) points; if a -5 value would cause them to go below 0 points, their scoring disc is placed below the card, reflecting a score of zero.

End of Game

After all the points from the last round have been tallied, the player with the most points wins. In the case of a tie, the tied player with the most Ticks taken on the 3rd round wins. If the tied players have the same number of Ticks from the 3rd round, tied players throw up their hands in disgust and vow to never play *You Suck* again.

playtesters

Huge thanks to all the people who have playtested *You Suck* during development, including Dakota Alspach, Gage Alspach, Toni Alspach, Kent Bunn, Tyler Burns, Kayla Butler, Gary Chavez, David Clunie, Charles Danson, Melissa Danson, Dee Dee Davenport, Hank Drew, Sharif Elgamal, James A. English, Chris Farrell, Shelley Ganschow, Doug Garrett, Fil de Guzman, Mike Heller, Rome Hernandez, Karl Heuer, Tina Hou, Jackie Jones, Holly Lambert, Michelle Lian, Josh Lubliner, Darrel 'Panic' Lumley, Kelly Mishimoto, Jesse Mundis, Janna Nelson, Laura Paharia, Rajat Paharia, Steve Samson, Barbara Shepard, James Sposoto, Rick Thornquist, Josh Utter-Leyton, Julian Van Reeth, Yiran Wang, Matt Williams, Karen Woodmansee.



About the Designer

Ted Alspach is the designer of a lot of games, most of them much better than *You Suck*, including *Suburbia*, *Mutant Meeples*, *Ultimate Werewolf* and *Kniffel Das Kartenspiel*. He currently resides in a heavily wooded sanctuary in Northern California with his wife, two kids, dog and two cats, each of which are giant tick magnets. Except his wife, she's not a giant tick magnet. She said that should be clarified.



About the Artist

Dustin Evans has worked as a professional freelance illustrator since 2004. He graduated from Oklahoma State University with a Bachelor of Fine Arts in Graphic Design & Illustration. Dustin has since gone on to illustrate for such companies as Disney, Dreamworks, Warner Bros., DC Comics, and he was featured on the Conan O'Brien show in 2011. He spends his days drawing away in Oklahoma with his lovely wife, cat and dog.

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