

Rick and Morty

The **PICKLE RICK** Game



In this game, one player takes on the role of **Pickle Rick**, while the other player becomes the **Russians** and **Jaguar**. There are also **Solo Rules** (see page 19). The goal is simple: Pickle Rick must make his way from the bathroom to the helicopter on the roof of the compound. The Russians must stop him.

COMPONENTS

- | | |
|-----------------------------|---|
| 25 Pickle Rick Cards | 3 Oversized Character Cards |
| 25 Russian Cards | 2 Hit Point Trackers |
| 28 Building Tiles | 1 Pickle Rick Miniature |
| 4 Action Dice | 1 Jaguar Miniature |
| 1 Rulebook | 10 Russian Guard Standees with Bases |

PICKLE RICK OBJECTIVE

Get to the Rooftop before time runs out!

Use your wits, cunning, and killer weapons to blast your way to the Rooftop. Use traps to kill Guards across the board. Use Air Ducts to avoid the Guards and get out of jams. Keep cards in your hand, as the only way you can deal damage is with cards!

Pickle Rick is the only Character who can move onto face-down tiles (which flips them face up), and he is the only one who can move into an empty space (he immediately draws a tile and places it face up on that space). One last thing ... Pickle Rick always goes first to start off each game.

RUSSIAN OBJECTIVE

At the **END** of any player's turn, the Russians win if any of the following are true:

- Pickle Rick has no Hit Points.
- Pickle Rick has no cards in his deck.
- There are no tiles in the tile stack.

Use the cards in your hand to deploy extra Guards to put the hurt on Pickle Rick! When Jaguar makes his appearance, relentlessly hunt down Pickle Rick. You can deal damage to Pickle Rick simply with dice. Just make sure the Guards and Jaguar are in the right place at the right time!

TURN SEQUENCE

1. Roll 4 dice
2. Re-rolls
3. Spend the dice
4. End of turn

THE DICE

The dice provide various action icons that you spend to try and beat your opponent. Each of the four dice are the same and feature the following icons:



This is the **MOVE** icon. Spend a Move die to move a Character you control to an adjacent space. Some cards require the Move icon as a cost to play the card.



This is the **DRAW** icon. Spend a Draw die to draw a card from your deck. There is no maximum hand size. A few cards require the Draw icon as a cost to play the card.



This is the **UTILITY** icon. This icon has no inherent ability, but several cards in your deck require the Utility icon as a cost to play the card.



This is the **GUN** icon. There are two Gun icons on each die. The Russian player spends the Gun icon to shoot at Pickle Rick. For Pickle Rick, the Gun icon has no inherent ability. Instead, Pickle Rick will spend Gun icons to play his weapon cards. For both players, several cards require the Gun icon as a cost to play the card.



This is the **WILD** icon. It can be any icon you wish, so never re-roll a Wild die! A Wild icon has no inherent ability, but may be spent as if it were any other icon of your choosing. There are no cards in your deck that require the Wild icon as a cost to play the card.

THE DICE

1. Rolling the Dice

When it is your turn, roll all 4 dice, preferably all at the same time. Some of us have places to be.

After rolling, take a moment to check out the results of your roll against your current needs on the board and the “costs” of cards in your hand. More on that in a moment.

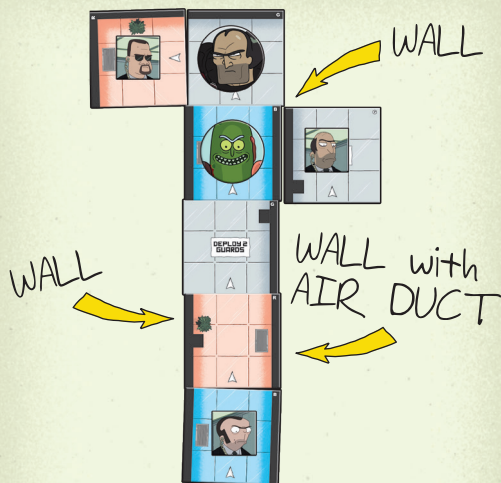
During Pickle Rick’s early turns, you mostly just want to move. There aren’t any Guards nearby and you might as well start making your way towards the Rooftop. An early decision you need to make is whether to take the path already laid out, or avoid the Guards and make your own path.

During the Russian player’s early turns, you don’t need to move at all. Your Guards can’t leave their posts right now, as all of the adjacent tiles are face down. However, if Pickle Rick comes nearby, that may open up some adjacent face-up tiles.

Save the dice you wish to keep and place them off to the side. If you save all 4 dice, skip the re-roll step. If you don’t save them all, you may be able to re-roll some of them.

2. Re-Rolling the Dice ... Maybe

Pickle Rick typically has the ability to re-roll all 4 dice if he wishes. However, when Guards and Jaguar are nearby, his maximum number of re-rolls is reduced by 1 for each foe who can see him. Characters can only see in straight lines (never diagonally) and they can’t see through Walls, face-down tiles, or Air Ducts. There is no limit to sighting distance.



Example:

Jaguar and the Guard on the Blue tile can both see Pickle Rick. The Guard on the Red tile does not have a straight line of vision to Pickle Rick (diagonal doesn’t count). The Guard on the Gray tile can’t see Pickle Rick as there is a Wall in the way.

Walls are the thick black lines on the edges of most tiles. None of the four starting special tiles have any Walls.

So in this example, Pickle Rick would lose 2 re-rolls and only be able to re-roll 2 dice.

For the Russians, they receive re-rolls based on the number of Guards in play, to a maximum of 4. Jaguar does not provide a re-roll.

Re-rolls are taken once and all at the same time. That means you get a single toss of 1-4 dice when you re-roll. For example, if you have 3 re-rolls, but saved 2 dice, you re-roll only the 2 unsaved dice once, together. You don’t get to re-roll the 2 dice, then re-roll 1 of them again.

3. Spend the Dice

During rolling and re-rolling, don't spend any of your icons or play any cards. Once you are done with your one re-roll toss, you are now ready to spend those icons. You may spend them in any order. As you spend icons, move the dice from your side of the table to your opponent's side of the table. This helps you keep track of what icons you have remaining during your turn.

You must spend the dice you roll, if able. If you roll a bunch of Move icons, you must move a Character, if able. If you roll several Draws, you must draw cards. If you are the Russians and roll Gun icons, you must use them to shoot, if able. Note that you may spend icons on cards in your hand instead, but you are never forced to play a card to "use up" some icons. If you can't move, shoot, or draw*, simply pass the unused dice to your opponent.

*If Pickle Rick runs out of cards, he loses the game if he doesn't win it by the end of the current player's turn. If the Russians run out, no big deal, but they don't get to reshuffle.



How will you spend your 2 **Moves**, 1 **Utility**, and 1 **Draw** icons this turn?

PLAYING CARDS

Cards in your hand have a cost in the upper left corner. The icon there indicates which dice icon you need. The number next to it is how many of that icon you need to spend to be able to play the card. The title of the card is also at the top, and typically recalls a fun line from the episode. At the bottom is the game text, which is the effect you generate when you play

the card. After playing a card, place it into a face-up discard pile you create next to your deck.



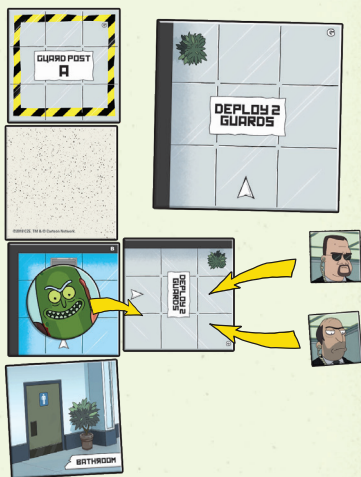
For example, if a card has a cost of 2 dice (one running figure, one gun), you would need to spend 2 dice that rolled the Utility icon to pay the cost of that card.

Some of Pickle Rick's cards don't have an icon in the upper left. Instead, they say "Any." That means you may spend any icon to pay the cost of the card.

You may play any number of cards from your hand each turn, as long as you have the icons to pay the costs of the cards. To get more cards in your hand, you must spend Draw icons to draw cards.

Move into an adjacent EMPTY space

Pickle Rick can also move into the unknown. Note that his starting tile, the Bathroom, has no Walls. He can move off it in any direction. If you choose to move into an empty space, point to the adjacent empty space you wish to move into, spend a Move icon by placing it in front of your opponent, then draw a tile from the tile stack. Place the tile so that the arrow is pointing in the direction of the move that is about to happen. Then move your Pickle Rick miniature onto the new tile.



Example:

Pickle Rick decides to move from the Blue tile into an empty adjacent space. Note that he could not go left, as there is a Wall in the way. He draws a Gray tile that has the text “Deploy 2 Guards.” He places the tile so the arrow points in the direction of his movement, then the Russian player grabs 2 Guards and places them on the tile. Pickle Rick now moves onto the Gray tile.

Move through an Air Duct in your space, which allows moving through Walls

To move through an Air Duct, there must be an Air Duct on Pickle Rick’s tile. Point to the space on the other side of the Air Duct and spend a Move icon by placing it in front of your opponent. If that space has a face-down tile, flip it face up. If the space is empty, draw a tile from the tile stack. Now, check to see if there is an Air Duct on the destination tile. Two-thirds of the tiles have Air Ducts on them, so there is a good chance this move will work.

If there is no Air Duct, the move has failed and Pickle Rick remains where he is. Place the new tile so that the white arrow is pointing in the direction of the move he was hoping to make. Guards are deployed onto the tile as usual. If there is an Air Duct, the move is successful. Ignore the white arrow, and place the new tile’s Air Duct back to back with the Air Duct on the tile Pickle Rick is on, then move him onto the new tile.

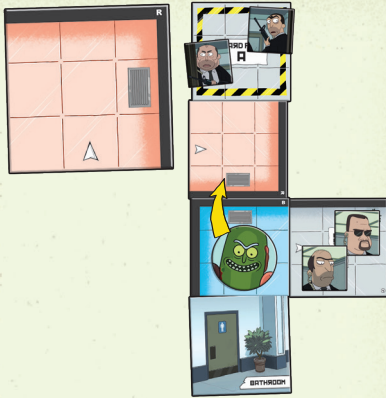
Note that an Air Duct move onto an already face-up tile does not draw you a new tile, nor does it allow you to synch up the Air Ducts (if any). You are stuck with whatever is on the other side. If an Air Duct is not conjoined with another Air Duct, the only way to get through it is with a Parkour card.

Pickle Rick may move through conjoined Air Ducts simply by spending Move icons. He no longer draws or flips tiles to make this move.

SHOOTING

Shooting typically requires Gun icons. The Russians don't need to play cards to deal damage to Pickle Rick. Pickle Rick will need to use cards to deal damage to the Russians.

Guards and Jaguar have a Range of 0-1. This means they can shoot at Pickle Rick if he is on their tile (Range 0) or an adjacent tile (Range 1). Each Guard may use 1 Gun icon each turn. Jaguar, however, may use up to 2 Gun icons each turn to shoot Pickle Rick. Each Gun icon spent to shoot at Pickle Rick subtracts 1 from Pickle Rick's Hit Points. If Pickle Rick's HP goes to 0, the Russians win the game!



Example:

You decide to move Pickle Rick through the Air Duct on the Blue tile. You spend 1 Move icon to move onto the Blue tile, then 1 Move icon to attempt the Air Duct movement. You draw a Red tile with an Air Duct, so you have successfully navigated the Air Ducts to get to the other side. Ignore the white arrow and place the new tile so that the 2 Air Ducts are back to back. Then place Pickle Rick on the Red tile.

Later when moving, Pickle Rick may move through conjoined Air Ducts as if there were no Wall there and still at a cost of 1 Move icon, or 1 space worth of movement when using the Jetpack.

DID YOU NOTICE?

Tiles have either an R, B, or G in the upper right corner for those who may be color blind. Red, Blue, and Gray tiles are hard for some folks, and most pickles, to differentiate.



Example:

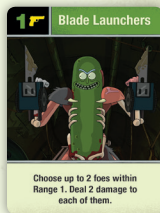
The Guard on the Red tile is out of Range (and diagonal, not adjacent) to Pickle Rick. Of course, spending a Move icon could easily get that Guard into Range. The Guards below him and to his right cannot shoot through Walls. Note that you cannot shoot through Air Ducts. The 2 Guards on Guard Post A are at Range 1 to Pickle Rick, so they may both shoot once, if the Russian player has the Gun icons to spend.

Pickle Rick's combat Range depends entirely on the weapon card he plays.



The **Screw Launcher** deals damage to 1 foe in Pickle Rick's space. This is a great weapon to use when you move onto a tile that has Guards deploying, as you will be sharing the space with them. This card's cost is "1 ANY," which means you may spend any icon to pay the cost of the card.

The **Blade Launchers** can hit foes up to Range 1. That means it can hit foes on your tile or an adjacent tile (but not through Walls). It deals 2 damage to each of up to 2 foes when you fire it. You can use it against 1 or 2 foes and you can even hit a foe on your tile and a foe adjacent to your tile in one shot. The cost to play this card is 1 Gun icon.



The **Shoulder-Mounted Laser** is your big hitter. It has a Range of 1-6 and can hit multiple foes within that range if they are all in a straight line for 3 damage each. Since it has a minimum Range of 1, it cannot deal damage to foes on your tile. When you fire it, choose a direction. It will hit each foe within Range down a straight-line path (Walls and face-down tiles stop the Laser).



Example:

Pickle Rick has got himself into a pickle with lots of foes around. You spot your Laser card in hand and thankfully have the 2 Gun icons you need to pay for it. You choose north as your direction of fire.

The Laser hits the Guard on the adjacent Gray tile (Range 1), Jaguar, and the Guard on the Gray tile behind Jaguar. The Guard on the Blue tile takes no damage, as a Wall is in the way. The Guard on the Red tile takes no damage, as the Laser was fired in the other direction. The Guard on Pickle Rick's tile takes no damage, as the weapon has a minimum Range of 1. The Guards you hit all explode into little bits, while Jaguar takes a whopping 3 damage!

SO MUCH WINNING

Pickle Rick must move onto the Rooftop tile to win. This is easier said than done. The Rooftop tile has no Walls, so it may be approached from any side. Note that the Rooftop does not have an Air Duct, so you cannot use the Air Duct option to get there. However, the card Parkour will allow him to move through an Air Duct on his current tile to an adjacent tile, whether the destination tile has an Air Duct or not!

The check for a loss condition only happens at the end of a player's turn. If Pickle Rick draws the last tile from the tile stack or the last card from his deck, and makes it to the Rooftop that same turn, he wins by the skin of his briny cucumber.

CHARACTER CARDS

Pickle Rick

You may move Pickle Rick any number of times during your turn, at a cost of 1 Move icon for each move. The only restriction you have on shooting is what cards are in your hand and what you can pay for. Pickle Rick has a Special Ability that might convince Jaguar to give up on trying to kill him. If you can knock Jaguar's Hit Points to 5 or fewer, the ability becomes active, but it isn't easy to pay for. It costs 2 Draw icons (they are simply spent, so you don't draw or discard any cards).

You do not need to be able to see Jaguar to use this ability. If Jaguar loses his last HP or is convinced to lay off, remove Jaguar's miniature from the game. He cannot come back, even by playing cards.

Jaguar

He doesn't start the game in play, but there are a few ways to put him on the board. The most inevitable way is through tiles that get placed on the board. When a 3rd Red or 3rd Blue tile is placed/flipped up, place Jaguar onto it (mandatory). This happens only once, not each time a 3rd tile of either color is placed. Once he is in play, ignore this ability.

The other way is through playing certain cards. It costs 2 Move icons to get him into play with a This Isn't Personal card. Note that spending 2 Moves on This Isn't Personal does not count towards spending them "on Jaguar." Spending 2 Moves on his ability to walk through Walls does count, though, so Jaguar cannot move again in the same turn after moving through a Wall.

In no case may Jaguar ever return to play once he has been removed.

Russian Guards

When a Guard is killed, place it back near the Russian Guards Character Card. They can come back. If you run out of off-board Guards, you may redeploy Guards that are already in play.

You may spend a maximum of 1 Move icon and 1 Gun icon per Guard, per turn. If a card allows a Guard to move or shoot, that is a bonus action, so you may still spend a Move and Gun icon on that Guard in the same turn.

SOLO RULES

You are Pickle Rick. During Set-Up, increase the number of face-down tiles between the starting face-up tiles to 3. For an insanely difficult challenge, place 4 face-down tiles between each of the 4 special tiles.

Your Russian opponent uses no cards and does not roll dice. Jaguar deploys only when a 3rd Red or 3rd Blue tile is on the board.

- On the Russian turn, each Guard moves 1 space towards Pickle Rick by the shortest legal path (unless already on Pickle Rick's tile) and shoots once.
- On the Russian turn, Jaguar moves 2 spaces towards Pickle Rick by the shortest legal path (unless already on Pickle Rick's tile) and shoots twice. Jaguar may move through Walls at a cost of both moves. Jaguar can't move 1 space, then also move through a Wall in the same turn. He would have to wait until the next turn to move through a Wall.

If all 10 Guards are ever in play at the same time, you lose. Otherwise, play as normal.

Reminder: You **MUST** spend your Move and Draw dice!

SPECIFIC CARD CLARIFICATIONS

“Move 1 space”: This is shorthand on several cards to mean move onto an adjacent tile as if you had spent a Move icon. These moves follow all of the usual movement rules, unless the card says otherwise.

Bribery: It’s up to the Pickle Rick player whether or not to take the bribe. If they do, they will be burning through a lot of the cards in their deck. If they choose not to, the Russian player gets a Wild icon to spend.



Condiment Cure, Quick Draw, Bribery: When you spend a Draw icon to play this card, you do not also draw a card. Pickle Rick’s maximum HP is 10. You may play Condiment Cure even if he is at max HP.

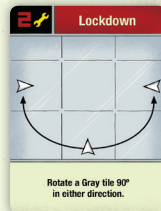


Is It Done?: “X” is a value of your choosing from 1-4. You must spend at least 1 Utility icon to play this card. The number of Utility icons you spend is how many tiles will be discarded from the top of the tile stack.

This is a great way to put time pressure on Pickle Rick.

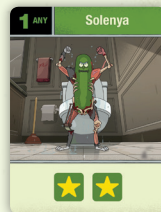
Jetpack: “Just placed or flipped” means you either drew a new tile and placed it or you moved onto a face-down tile and flipped it face up. You may attempt Air Duct movement, though doing so will end the Jetpack movement when you place or flip a tile. You may move through already conjoined Air Ducts, and this does not end your movement.

Lockdown: These powerful cards allow you to shut down a promising pathway Pickle Rick thought he had going. Ignore the white arrow. You may even rotate the tile Pickle Rick is on! In the unlikely event that Pickle Rick becomes fully trapped, the game may end early with a Russian win. If Pickle Rick has access to an Air Duct, he is not trapped.



Parkour: Use this card to move through an Air Duct in your space whether there is a face-up tile, face-down tile, or empty space on the other side. If you flip a tile or place a tile into an empty space and it has an Air Duct, place the 2 Air Ducts back to back (conjoined). If there isn’t an Air Duct on the newly flipped/placed tile, point the arrow in the direction of the move that is about to happen, but Pickle Rick still makes it through due to this card.

Solenya: This card allows you to spend any icon to gain 2 Wild icons to spend during your turn.



Suppressing Fire: You may not move Pickle Rick through a Wall, unless both sides of the Wall have an Air Duct.

This Isn’t Personal, Gunpowder Cure: If Jaguar has left the game, he won’t be coming back. If that is the case, you may still play (and pay for) these cards to draw a card. Jaguar’s maximum HP is 10. You may play Gunpowder Cure even if he is at max HP.

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ENTERTAINMENT

[adult swim]

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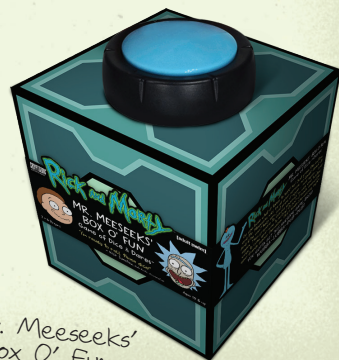
Anatomy Park



Total Rickall



The Ricks
Must Be Crazy



Mr. Meeseeks'
Box O' Fun



MOVE



DRAW



UTILITY



GUN



WILD

TURN SEQUENCE

1. Roll 4 dice
2. Re-roll unsaved dice once
 - a. Russians get 1 per Guard in play (max 4)
 - b. Pickle Rick may re-roll up to 4 dice, but subtracts 1 from his maximum number of re-rolls for each foe who can see him
3. Spend the dice
4. End of turn

PICKLE RICK MOVE OPTIONS

- Move onto an adjacent face-up tile
- Move onto an adjacent face-down tile (flip it face up)
- Move into an adjacent EMPTY space (draw a tile and place it face up)
- Move through an Air Duct in your space, which allows moving through Walls

RUSSIAN OBJECTIVE

At the END of any player's turn, the Russians win if any of the following are true:

- Pickle Rick has no Hit Points.
- Pickle Rick has no cards in his deck.
- There are no tiles in the tile stack.

PICKLE RICK OBJECTIVE

Get to the Rooftop before time runs out!