

The Order of the Stick™

Adventure Game



Welcome to the first ever mini-expansion for The Order of the Stick Adventure Game! These 20 cards will bring the joy of sticking things to other things into your game in a way that you never thought possible (until you found out about these cards, at any rate). This set includes 12 new shticks (two for each Order of the Stick character), 7 new Monsters, and one new Screw This! card for you to add to your game.

Sticky Shticks

Sticky Shticks are a new category of non-Battle shtick added to each character's Shtick Deck. Each Sticky Shtick has two parts to its effect text: the Sticking Point and the Effect.

The Sticking Point

Every Sticky Shtick has a green goo icon in its description, beside which is a bit of green text describing an event that could occur in the game involving another player, such as **When you defeat another player in battle**. That green text is known as the shtick's **Sticking Point**.

- At any time that the event described in the Sticking Point text of a face-up Sticky Shtick occurs, you may take the shtick and place it face-up on that player's Character Card. This is called "sticking" the card to that player, and that player is referred to as being the "stuck player."
- If the Sticking Point text refers to another player, you may only stick the shtick to that player. For example, if you must defeat a player in battle to stick the shtick, you may only stick it to the player you defeated. You can't defeat one player and stick it to someone else!
- You may never stick one of your Sticky Shticks to yourself.

Unsticking

- Once stuck to a player, the Sticky Shtick remains stuck until something unsticks it. Generally, the text on the card will describe when and how a stuck shtick can become unstuck.
- When a Sticky Shtick becomes unstuck and returns to you, it flips.
- You cannot voluntarily choose to unstick a Sticky Shtick from another player at will (for example, as part of a bargain); only the listed means for unsticking the card will remove it during play.
- When calculating Bragging Points at the end of the game, return all Sticky Shticks (unflipped) to their owners before tabulating the score.

While Stuck

Sticky Shticks have a variety of possible Effects, which are described in black text after the Sticking Point. Some are continuous while they are stuck to another player, while others require you to flip them or take some other action before they have any influence on the other player (other than simply being stuck to them).

- While stuck to another player, your Sticky Shtick still counts as being one of your shticks. It is counted among your earned shticks for purposes of how many shticks you have, for example.
- When you unflip all of your shticks for resting or any other reason, you unflip any Sticky Shticks that are stuck to other players, too.
- It may be targeted by any shtick or Screw This! card that can interact with one of your shticks; for example, Roy's player may use the **Party Leader Veto** card to flip it, and you may use the Screw This! card **A Good Laugh** to unflip it back.
- Like most shticks, the Sticky Shtick only has an effect while it is unflipped. If it becomes flipped for any reason, it has no effect on the stuck player while flipped (though it remains stuck unless the effect text specifically says that it returns to you if flipped).

Sticky Monsters

This mini-expansion also introduces a new Monster ability, Sticky. This ability is a little more complicated than most of the others and requires a bit more explanation.

- If you are defeated in battle by a Monster with the Sticky ability, that Monster is taken from the room in which you fought and is placed on your Character Card, effectively "sticking" to you.
- In order to become stuck after a failed **Ranged Attack**, the Monster must have sufficient **Range** to reach you. If not, the result is a draw and the Monster does not become stuck to you.
- Monsters that are stuck to you remain on your Character Card, moving with you from room to room each turn.
- Each Sticky Monster has a different effect on the player while it is stuck to them. Some Monsters penalize your **Attack** or **Defense**, prevent resting, or even prevent movement altogether.
- A Monster that is stuck to a player does not count toward the Battle Size of a room, and a player with a Monster stuck to them still triggers a new battle when entering an empty room. They do not count as the top Monster in the Battle Stack while they are stuck to a player.
- A Monster that is stuck to a player **does** provide Support to any Monsters on the same floor as that player.

Battling Stuck Monsters

- If you have a Monster stuck to you at the start of your turn, you can declare that you are **Attacking** that Monster instead of moving (in the same way that you may choose to **Attack** the top Monster card in a Battle Stack). During that battle, you are the **Attacker** and the Sticky Monster is the **Defender**.
- Sticky Monsters gain **+4 Defense** when they are stuck to any player. They cannot be targeted by Area Effect battle shticks.
- If you defeat a stuck Monster, the Monster becomes unstuck and is placed in the room in which the player is standing (at the top of the Battle Stack). It is not defeated. It does not drop Loot, nor may you save it toward gaining shticks or fulfilling Backstories. Only by defeating the Monster in battle while it is not stuck to any player can it be discarded or saved.
- Once a stuck Monster is defeated and placed in the room, you may choose to immediately battle it again, just as you would for the second Monster in a Battle Stack if you defeated the top Monster. You may choose to be the **Attacker** or the **Defender** for this battle. Should you win this battle, you may continue battling additional Monsters in the room as normal.
- Any player (on their turn) may choose to **Attack** a Monster that is stuck to another player in the same room. This is instead of **Attacking** a Monster in the Battle Stack or the other player. If the player is defeated by the stuck Monster, the Monster moves from the first player to the defeated player. It is now stuck to that player instead.

Other Ways of Unsticking a Monster

- If the Monster's Sticky ability is temporarily ignored or canceled by any effect, the Monster immediately becomes unstuck and is placed in the room occupied by the player to whom it was previously stuck.
- When Xykon is defeated, all stuck Monsters vanish, just like the regular Monsters do. Any Loot they would leave behind is placed in the room in which the player to whom they were stuck is standing.
- Any effect that would cause every Monster in the room to lose **1 Wound** (such as the Exploding ability of some Monsters) also causes the stuck Monster to lose **1 Wound**. Effects that cause every player in the room to lose **1 Wound** (but do not specifically mention Monsters) have no effect on the stuck Monster.
- Monsters do not become unstuck by effects that move either the player or the Monster involuntarily. If the effect moves the player, the Monster moves along with them. If the effect would move the Monster, it simply fails when used against a stuck Monster.

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