

Grandma of Theseus

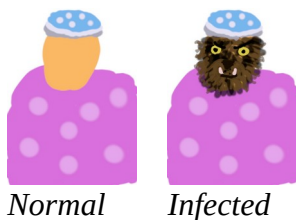
Story

“My, Grandma, what hairy arms you have!” Something has been a little bit off about Grandma lately. You’ve been reading scary articles online about the Thesian Werewolf Parasite – apparently it slowly turns people into wolves, replacing them one bit at a time so no-one will notice! You’ve got the strangest feeling your Grandma might be infected, but she never wants to be a bother. You’ll need to work hard to convince her to see the doctor – you’ll need some proof that something’s off! But there’s always the chance that you’re wrong, and you don’t want to damage your relationship with her. You’ll need to be careful, watch for any suspicious changes and trust your instincts to make sure that Grandma’s OK!

In Grandma of Theseus, one player plays as the Thesian Werewolf Parasite, trying to take over Grandma’s body without being caught. The other player plays as Red Riding Hood, watching Grandma closely for signs of the parasite and trying to keep her safe.

Components

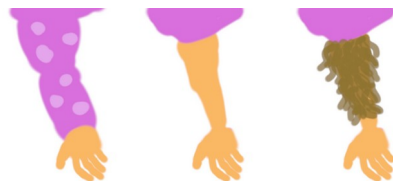
One Grandma’s Torso card



Normal

Infected

Four Grandma’s Arms cards
(Two normal, two infected)

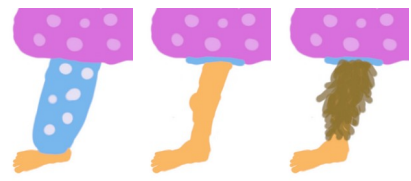


Face

Back
(Normal)

Back
(Infected)

Four Grandma’s Legs cards
(Two normal, two infected)



Face

Back
(Normal)

Back
(Infected)

4 Generic tokens (3 used as relationship tokens, 1 used as refusal token)

Setup






1. Place Grandma’s Torso and the normal Grandma cards face-up in the play area in an exodia-like formation to form Grandma.
2. Give the infected Grandma cards to the Parasite player.
3. Place the relationship tokens near Grandma
4. Place the refusal token near the Parasite player



Figure 1: Exodia Grandma

Gameplay

The game is played over 7 rounds. Each round, the Parasite player might swap some of Grandma’s arm and leg cards with the matching cards in their hand – they might swap in an infected card to try and infect Grandma, or swap out an infected card to try and avoid detection. The exact rules for how they swap the cards, and how many cards they swap varies from round to round, as shown below:

Round	Quick Reference	Rules
1	 0-1	Red Riding Hood cannot watch, Parasite may swap 0-1 cards
2	 0-2	Red Riding Hood cannot watch, Parasite may swap 0-2 cards
3	 0-1	Red Riding Hood cannot watch, Parasite may swap 0-1 cards
4	2	Red Riding Hood can watch, Parasite must swap 2 cards
5	 0-2	Red Riding Hood cannot watch, Parasite may swap 0-2 cards
6	 0-2	Red Riding Hood cannot watch, Parasite may swap 0-2 cards
7	1-3	Red Riding Hood can watch, Parasite must swap 1-3 cards

Whether or not they end up swapping any cards, the Parasite may pose Grandma in any way they wish, both for fun and to bluff and draw attention away from which limbs they might have swapped. Once they are ready, they signal this to Red Riding Hood by saying **“Come give your Grandma a hug!”**

After a bit of in-character chit-chat and inspection, Red Riding Hood may choose to reveal one of the Grandma cards. When doing so, they must say the equivalent of **“Grandma, what a hairy left leg you have!”** for whichever card they are revealing, and tap it to make it clear which card they want to reveal. Once during the game, the Parasite player can refuse this inspection, saying **“Oooh no dear, I wouldn’t want to be a bother!”** - remove the Parasite’s refusal token to show that it has been used. When Red Riding Hood’s inspection is refused, if it is the last round she chooses a different card to reveal, otherwise proceed immediately to the next round without revealing any card.

If she reveals an infected card, Red Riding Hood has proof that Grandma is infected and can make her go to the Doctor – Red Riding Hood wins the game! If she reveals a non-infected card, Grandma is embarrassed and Red Riding Hood loses one relationship token – if she loses all her tokens, Red Riding Hood loses the game.

After Red Riding Hood has had the opportunity to inspect Grandma, the Parasite can reveal that all four current Grandma cards are infected – in that case, they have fully taken over Grandma’s body and they win the game! The Parasite cannot do this if they used their refusal token this round. If the next round would be one where Red Riding Hood cannot watch, reveal the win by flipping all the Grandma cards (including the torso) to the infected side while Red Riding Hood isn’t watching, and say the usual **“Come give your Grandma a hug!”**

If after seven rounds pass, neither Red Riding Hood nor the Parasite have won the game, reveal all the current Grandma cards. If at least three of them are infected, the Parasite wins the game, otherwise Grandma’s auto-immune system takes over and destroys the Parasite, in which case Red Riding Hood wins the game.



