

## LEARN TO PLAY SAVE YOUR BACON!

Thank you for your interest in Save Your Bacon! The game is in active development, so the rules are available as a living document online; simply scan the QR code or visit the URL below to access them.

Enjoy the game, and may the best champions claim the bacon!



<https://rules.saveyourbacon.app/>

## PLAYER TURNS

1. Check for Victory:
  - a. 3+ 🍖: you win!
  - b. 21+ ⚡ on cards in spent energy stack: you lose!
2. Take Two:
  - Play a card
  - Activate an ⚡ effect
  - Attack (see reverse). You cannot Attack again or Refresh this turn.
  - Refresh:
    - a. Draw to 5 cards in hand
    - b. Ready up to 3 cards
 You cannot Refresh again this turn.
  - Pass time: If cards in hand: pitch 1-2, gaining ⚡ tokens.

## ICONS

- |                   |                  |
|-------------------|------------------|
| ★ Damage          | ⚡ Action cost    |
| 🍖 Bacon           | ⚡ Exhaust cost   |
| ⚡ Energy          | 👤 Champion ready |
| ⚡ Upgraded energy |                  |

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| ⚡ Energy          | 👤 Champion ready |
| ⚡ Upgraded energy |                  |

## THE DARK SPACE LORD RYLO Ken



**Choke:** ⚡-1⚡-👤: → Choose an opposing champion; place 2★ and the *Disarmed* condition on that champion.

*Seeking life partner with whom to dominate the galaxy.*

**ATTACK** 2 **7** **DEFENSE**  
PROTOTYPE v9

## UNSTABLE ENERGY BLADE EQUIPMENT



**Sizzling Blade:** [After this card places attack or counter damage] → If this champion lacks ⚡ and/or 🍖, place 1★ on them for each trait they lack.

*Indomitable anger in blade form.*

**ATTACK** 4 **2** **DEFENSE**  
The Dark Space Lord PROTOTYPE v9

## UNSTABLE ENERGY BLADE EQUIPMENT



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*Indomitable anger in blade form.*

**ATTACK** 4 **2** **DEFENSE**  
The Dark Space Lord PROTOTYPE v9

## OVERLOAD WEAPON ACTION



Destroy one of this champion's equipped cards. If you do, choose an opposing champion; place 3★ on that champion.

*Some days you just gotta break stuff.*

The Dark Space Lord PROTOTYPE v9

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The Dark Space Lord PROTOTYPE v9



## EMBRACED ANGER

REACTION

[After this champion places ★ on an opposing champion]

Choose another opposing champion; place 3★ on that champion.

*Life is all about murdering your enemies and looking awesome while doing it.*

The Dark Space Lord

PROTOTYPE v9



## EMBRACED ANGER

REACTION

[After this champion places ★ on an opposing champion]

Choose another opposing champion; place 3★ on that champion.

*Life is all about murdering your enemies and looking awesome while doing it.*

The Dark Space Lord

PROTOTYPE v9



## THE NINJA

REVERSE GAP MOE-CHAN

**Master of Stealth:** This card cannot be chosen as the target for an attack.

*Adorable on the outside. Hardened killer on the inside.*

ATTACK

3

6

DEFENSE

PROTOTYPE v6



## EMERGE FROM SHADOWS

ACTION

Ready this champion. You may choose this champion or one of their ready equipped cards; perform an attack with that card targeting an opposing champion.

*Even if the first strike fails, the second is on its way.*

The Ninja

PROTOTYPE v9



## EMERGE FROM SHADOWS

ACTION

Ready this champion. You may choose this champion or one of their ready equipped cards; perform an attack with that card targeting an opposing champion.

*Even if the first strike fails, the second is on its way.*

The Ninja

PROTOTYPE v9



## SHURIKEN

EQUIPMENT

**Debilitate:** ♠-♣-♠ → Choose an opposing equipment card; place 2★ on that card.

*Death by inches.*

ATTACK

0

1

DEFENSE

PROTOTYPE v9



## SHURIKEN

EQUIPMENT

**Debilitate:** ♠-♣-♠ → Choose an opposing equipment card; place 2★ on that card.

*Death by inches.*

ATTACK

0

1

DEFENSE

PROTOTYPE v9



## HIDDEN KUNAI

EQUIPMENT

**Intercept:** [After a friendly card is targeted by an attack] ♠-♣-♠ → Change the target of the attack to this card.

*Nice try!*

ATTACK

2

2

DEFENSE

PROTOTYPE v7





### HIDDEN KUNAI Equipment

**Intercept:** [After a friendly card is targeted by an attack] - → Change the target of the attack to this card.

*Nice try!*



### THE XENO HUNTER "STALKER"

**Predation:** -1 → Choose an opposing champion; place 1 and the **Marked** condition on that champion.

*No one ever sees it coming.*



### PLASMA CANNON Equipment

**Targeted Blast:** While attacking, this card may only target a champion if they have the **Marked** condition.

*Time to light up the jungle.*



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**Targeted Blast:** While attacking, this card may only target a champion if they have the **Marked** condition.

*Time to light up the jungle.*



### BARBED SPEAR Equipment

**Precise Jab:** While attacking with this card targeting an equipment card, this card has **+2 Attack**.

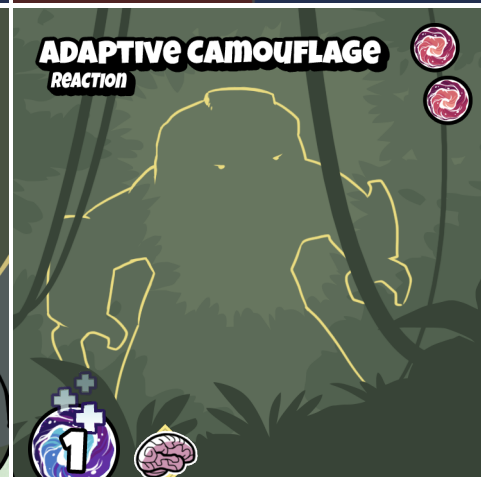
*It definitely meant to hit that.*



### BARBED SPEAR Equipment

**Precise Jab:** While attacking with this card targeting an equipment card, this card has **+2 Attack**.

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### ADAPTIVE CAMOUFLAGE Reaction

[After this champion is targeted by an attack]  
If able, the attacker must choose a different target for the attack.

*It will be back.*



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[After this champion is targeted by an attack]  
If able, the attacker must choose a different target for the attack.

*It will be back.*





### THE WIZARD MANDWELF

**Fireball:** ♠-♣-♠ → Choose an opposing champion; place 2★ on that champion.

*Is he human? Dwarf? Elf? He exploded the last person to ask.*



### SCROLL OF EXPLOSION EQUIPMENT

**Explosion:** [After this card places ★ on an opposing champion] → You may place 2★ on all cards equipped by that champion.

*EXPLOOOOOOOOSION!*



### SCROLL OF EXPLOSION EQUIPMENT

**Explosion:** [After this card places ★ on an opposing champion] → You may place 2★ on all cards equipped by that champion.

*EXPLOOOOOOOOSION!*



### ICONIC WIZARD'S STAFF™ EQUIPMENT

**Spark:** ♠-♣-♠ → Choose up to two opposing cards; place 1★ on each.

*Never be mistaken for a degenerate cultist again!  
Order your Iconic Wizard's Staff™ today!*



### ICONIC WIZARD'S STAFF™ EQUIPMENT

**Spark:** ♠-♣-♠ → Choose up to two opposing cards; place 1★ on each.

*Never be mistaken for a degenerate cultist again!  
Order your Iconic Wizard's Staff™ today!*



### BURN THROUGH LIMITS REACTION

[After this champion places ★ on an opposing champion]

Place 1★ on this champion; ready them.

*I...shall...not...pass...out!*

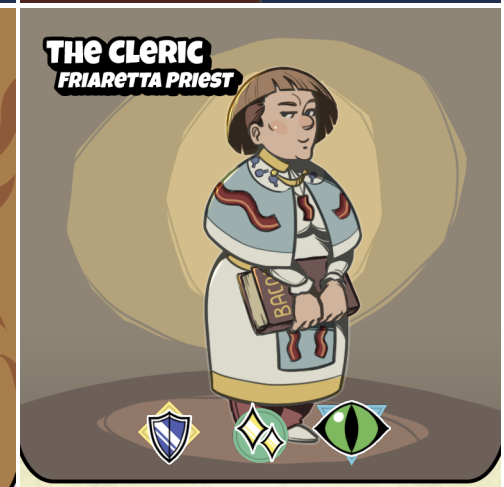


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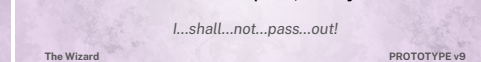
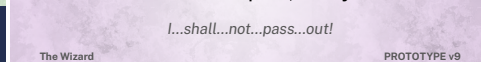
*I...shall...not...pass...out!*



### THE CLERIC FRIARETTA PRIEST

**Self-sacrifice:** [After a friendly champion is targeted by an attack] ♠ → Change the target of the attack to this card.

*She will go to any length for bacon.*







## FIRES OF RETRIBUTION

ACTION



Choose an opposing champion; place ★ on that champion equal to the lesser value between: 5★ or the number of ★ on this champion.

*Little Friaretta Priest always wanted to wield a sword when she grew up, but smiting unbelievers is almost as good.*

The Cleric

PROTOTYPE v9



## FIRES OF RETRIBUTION

ACTION



Choose an opposing champion; place ★ on that champion equal to the lesser value between: 5★ or the number of ★ on this champion.

*Little Friaretta Priest always wanted to wield a sword when she grew up, but smiting unbelievers is almost as good.*

The Cleric

PROTOTYPE v9



## DIVINE CLEANSING

ACTION



Choose a champion; remove 2★ from that champion. You may remove a condition from that champion.

*To claim the bacon, first fatten the flock.*

The Cleric

PROTOTYPE v9



## DIVINE CLEANSING

ACTION



Choose a champion; remove 2★ from that champion. You may remove a condition from that champion.

*To claim the bacon, first fatten the flock.*

The Cleric

PROTOTYPE v9



## HOLY CLOAK

EQUIPMENT



**Holy Aura:** Conditions cannot be placed on or removed from this champion by opposing effects.

*By bacon's shine, her faith is rewarded.*

The Cleric

PROTOTYPE v9



## HOLY CLOAK

EQUIPMENT



**Holy Aura:** Conditions cannot be placed on or removed from this champion by opposing effects.

*By bacon's shine, her faith is rewarded.*

The Cleric

PROTOTYPE v9



## THE LIGHT SPACE MONK

Ken Benobi



**Counterattack:** [After an exhausted friendly champion is targeted by an attack] ♣ → Place 2★ on the attacking card.

*Ken Benobi just wants to help.  
His only hope is that he'll get some bacon out of it.*

ATTACK

2

DEFENSE

PROTOTYPE v7



## ELEGANT ENERGY BLADE

EQUIPMENT



**Reflect:** [After an opposing effect places ★ on a friendly champion] ♣ - ♣ → Place 2★ on the champion that used that effect.

*An elegant weapon for a more civilized pork product.*

The Light Space Monk

PROTOTYPE v9





### ELEGANT ENERGY BLADE

Equipment

**Reflect:** [After an opposing effect places ★ on a friendly champion] ♂-♂: → Place 2★ on the champion that used that effect.

*An elegant weapon for a more civilized pork product.*

ATTACK

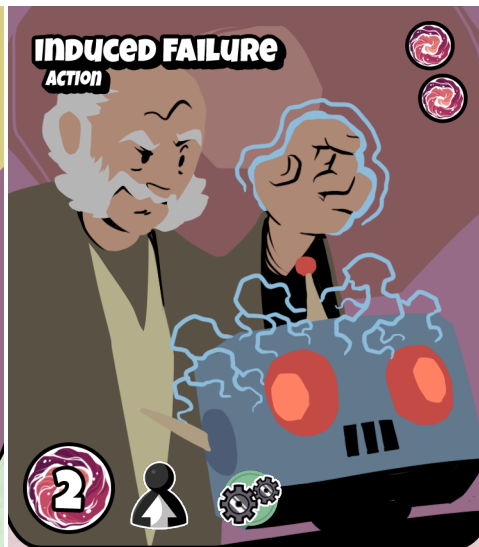
3

2

DEFENSE

The Light Space Monk

PROTOTYPE v9



### INDUCED FAILURE

Action

Choose an opposing equipment card; destroy that card.

*These aren't the...oh, wait. Oops.*

The Light Space Monk

PROTOTYPE v9



### INDUCED FAILURE

Action

Choose an opposing equipment card; destroy that card.

*These aren't the...oh, wait. Oops.*

The Light Space Monk

PROTOTYPE v9



### CHANNEL THE LIGHT

Action

Choose a friendly champion; place the *Buffed* condition on that champion.

*The Light will be with you.*

The Light Space Monk

PROTOTYPE v6



### CHANNEL THE LIGHT

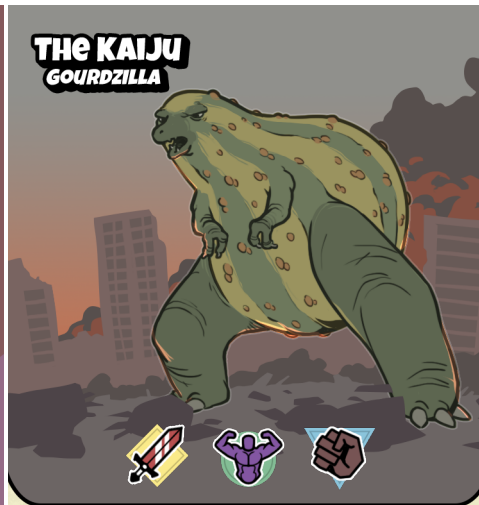
Action

Choose a friendly champion; place the *Buffed* condition on that champion.

*The Light will be with you.*

The Light Space Monk

PROTOTYPE v6



### THE KAIJU GOURDZILLA

**Different Scale:** The opponent who gains ♣ for this card's defeat gains 1 extra ♣.

*It will squash you.*

ATTACK

4

15

DEFENSE

The Kaiju

PROTOTYPE v9



### MASSIVE STOMP

Action

Choose two opposing champions; place 2★ on each.

*It's big enough to share.*

The Kaiju

PROTOTYPE v9



### MASSIVE STOMP

Action

Choose two opposing champions; place 2★ on each.

*It's big enough to share.*

The Kaiju

PROTOTYPE v9





## FERAL CHARGE

ACTION

Perform an attack with this champion.

*Having acquired a taste for pork on the farm, it ran straight to the city.*

The Kaiju

PROTOTYPE v6



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ACTION

Perform an attack with this champion.

*Having acquired a taste for pork on the farm, it ran straight to the city.*

The Kaiju

PROTOTYPE v6



## WAKE THE BEAST

REACTION

[After 2 or more ★ is placed on this champion]

Ready this champion.

*The farmer's first and last mistake was trying to harvest it.*

The Kaiju

PROTOTYPE v8



## WAKE THE BEAST

REACTION

[After 2 or more ★ is placed on this champion]

Ready this champion.

*The farmer's first and last mistake was trying to harvest it.*

The Kaiju

PROTOTYPE v8



## THE DINOSAURS

VELOCIRAPTOR PACK

**Pack Hunters:** While attacking a champion with the **Marked** condition, this card has **+1 Attack**.

*Such clever girls.*

ATTACK

2

7

DEFENSE

PROTOTYPE v6



## FLANKING MANEUVER

ACTION

Ready this champion. Choose an opposing champion; place 1★ and the **Marked** condition on that champion.

*You'd think such bright plumage would be easier to track...*

The Dinosaurs

PROTOTYPE v9



## FLANKING MANEUVER

ACTION

Ready this champion. Choose an opposing champion; place 1★ and the **Marked** condition on that champion.

*You'd think such bright plumage would be easier to track...*

The Dinosaurs

PROTOTYPE v9



## STALK PREY

ACTION

Choose two opposing champions; place the **Marked** condition on each.

*Plenty of prey for all.*

The Dinosaurs

PROTOTYPE v9

**STALK PREY**  
 ACTION

2

Choose two opposing champions; place the Marked condition on each.

Plenty of prey for all.

The Dinosaurs
 

PROTOTYPE v9

**ANIMALISTIC SENSES**  
 EQUIPMENT

2

**Exploit Weakness:** [After an opposing champion exhausts] - → Place 1★ on that champion.

Always ready to pounce.

ATTACK	0	2	DEFENSE
--------	---	---	---------

The Dinosaurs
 

PROTOTYPE v9

**ANIMALISTIC SENSES**  
 EQUIPMENT

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Always ready to pounce.

ATTACK	0	2	DEFENSE
--------	---	---	---------

The Dinosaurs
 

PROTOTYPE v9

**THE ICE QUEEN**  
 KELSA OF BARRENDALL

**Immune to Cold:** Effects cannot place ★ on this card.

Kelsa just can't let it go.

ATTACK	2	7	DEFENSE
--------	---	---	---------

The Ice Queen
 

PROTOTYPE v6

**COLD SNAP**  
 ACTION

3

Place 2★ on each exhausted opposing champion.

Good luck escaping winter.

The Ice Queen
 

PROTOTYPE v9

**COLD SNAP**  
 ACTION

3

Place 2★ on each exhausted opposing champion.

Good luck escaping winter.

The Ice Queen
 

PROTOTYPE v9

**SHACKLES OF ICE**  
 ACTION

2

Choose an opposing champion; exhaust that champion.

Where did you think you were going?

The Ice Queen
 

PROTOTYPE v9

**SHACKLES OF ICE**  
 ACTION

2

Choose an opposing champion; exhaust that champion.

Where did you think you were going?

The Ice Queen
 

PROTOTYPE v9





## Second Wind

ACTION

2

Remove 1★ from this champion. If you do, place the *Buffed* condition on this champion.

*Oh, now you've made her mad.*

The Ice Queen

PROTOTYPE v6



## Second Wind

ACTION

2

Remove 1★ from this champion. If you do, place the *Buffed* condition on this champion.

*Oh, now you've made her mad.*

The Ice Queen

PROTOTYPE v6



## The Demon

LAMIA



**Increase Suffering:** While attacking a champion with ★ on them, this card has +1 Attack.

*Even she is tempted by bacon.*

ATTACK

2

7

DEFENSE

PROTOTYPE v9



## Temptation

ACTION

3

Choose an opposing champion; exhaust that champion. If this champion is ready, place 2★ on that champion; otherwise, ready this champion.

*Hey, handsome.*

The Demon

PROTOTYPE v9



## Temptation

ACTION

3

Choose an opposing champion; exhaust that champion. If this champion is ready, place 2★ on that champion; otherwise, ready this champion.

*Hey, handsome.*

The Demon

PROTOTYPE v9



## Unholy Flame

ACTION

2

Choose an opposing champion; place 3★ on that champion. If this champion lacks ♣, place 1★ on this champion.

*She has more than one method of persuasion.*

The Demon

PROTOTYPE v9



## Unholy Flame

ACTION

2

Choose an opposing champion; place 3★ on that champion. If this champion lacks ♣, place 1★ on this champion.

*She has more than one method of persuasion.*

The Demon

PROTOTYPE v9



## Steal Vitality

REACTION

1

[After this champion targets a champion with ★ on them for an attack]

Remove 2★ from this champion.

*Mm, almost as good as bacon.*

The Demon

PROTOTYPE v9



[After this champion targets a champion with ★ on them for an attack]

Remove 2★ from this champion.

*Mm, almost as good as bacon.*

The Demon

PROTOTYPE v9



**Lively Dead:** [After this card is defeated] → Place the *Empowered* condition on this card.

*Death has merely piqued his appetite.*

**ATTACK**

**2**

**7**

**DEFENSE**

PROTOTYPE v8



**Dead Men Tell No Tales:** [After this card targets an exhausted champion for an attack] → This card has +1 **Attack** this turn.

*Avast, me hearties!*

**ATTACK**

**3**

**3**

**DEFENSE**

The Ghost Pirate

PROTOTYPE v9



**Dead Men Tell No Tales:** [After this card targets an exhausted champion for an attack] → This card has +1 **Attack** this turn.

*Avast, me hearties!*

**ATTACK**

**3**

**3**

**DEFENSE**

The Ghost Pirate

PROTOTYPE v9



[After ★ is placed on this champion]

Remove 1★ from this champion. Ready this champion.

*It's but a flesh wound!*

The Ghost Pirate

PROTOTYPE v9



[After ★ is placed on this champion]

Remove 1★ from this champion. Ready this champion.

*It's but a flesh wound!*

The Ghost Pirate

PROTOTYPE v9



Place 2★ on this champion. Place the *Empowered* condition on this champion.

*One pirate's curse is another's treasure.*

The Ghost Pirate

PROTOTYPE v9



Place 2★ on this champion. Place the *Empowered* condition on this champion.

*One pirate's curse is another's treasure.*

The Ghost Pirate

PROTOTYPE v9





## THE HAUNTED ARMOR "BAKIN' KNIGHT"

**Sacrifice Mobility:** [After declaring an attack with this card] Place 1★ on this card → This card has +1 **Attack** this turn.

*Perhaps it can fill its emptiness with bacon.*

**ATTACK** 2 **8** **DEFENSE**

PROTOTYPE v9



## APPROPRIATE ACTION

Choose an equipment card; destroy that card. If you did, place the *Empowered* condition on this champion.

*It will take its enemies' strength for itself.*

The Haunted Armor

PROTOTYPE v6



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Choose an equipment card; destroy that card. If you did, place the *Empowered* condition on this champion.

*It will take its enemies' strength for itself.*

The Haunted Armor

PROTOTYPE v6



## SPIKED VAMBRACES Equipment

**Perilous Target:** [After attack damage is placed on this champion] 1: → Place 2★ on the attacking card.

*Attack it if you dare.*

**ATTACK** 1 **2** **DEFENSE**

The Haunted Armor

PROTOTYPE v6



## SPIKED VAMBRACES Equipment

**Perilous Target:** [After attack damage is placed on this champion] 1: → Place 2★ on the attacking card.

*Attack it if you dare.*

**ATTACK** 1 **2** **DEFENSE**

The Haunted Armor

PROTOTYPE v6



## PEER INTO THE VOID REACTION

[After this champion is targeted by an attack] Place no ★ on this champion when placing ★ for this attack.

*Nothing but emptiness and hunger.*

The Haunted Armor

PROTOTYPE v9



## PEER INTO THE VOID REACTION

[After this champion is targeted by an attack] Place no ★ on this champion when placing ★ for this attack.

*Nothing but emptiness and hunger.*

The Haunted Armor

PROTOTYPE v9



## THE BERSERKER BRUNHITTA

**Overequipped:** This card may have three equipped cards.

*She will hit you.*

**ATTACK** 2 **7** **DEFENSE**

PROTOTYPE v6



## ABSURDLY BIG HAMMER

Equipment



**Blowback:** [After this card places attack or counter damage] → Place 1★ on this champion.

*She will hit you really hard.*



## ABSURDLY BIG HAMMER

Equipment



**Blowback:** [After this card places attack or counter damage] → Place 1★ on this champion.

*She will hit you really hard.*



## ENDLESS THROWING AXES

Equipment



**Where Is She Pulling Them From?!** Do not exhaust this card when attacking with it.

*She will hit you a lot.*



## ENDLESS THROWING AXES

Equipment



**Where Is She Pulling Them From?!** Do not exhaust this card when attacking with it.

*She will hit you a lot.*



## BIKINI ARMOR

Equipment



**Implausibly Effective:** When placing ★ on this champion, place 1★ from the total on this card instead.

*She can take a hit.*



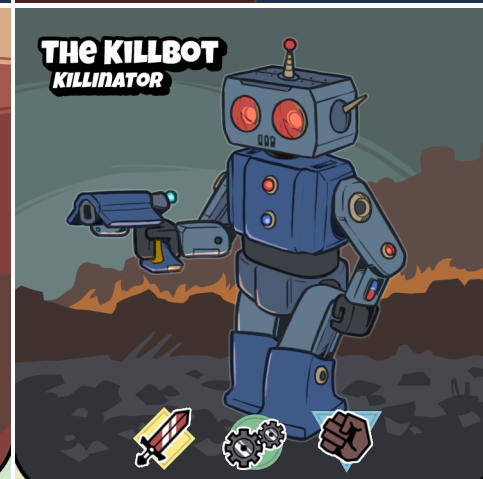
## BIKINI ARMOR

Equipment



**Implausibly Effective:** When placing ★ on this champion, place 1★ from the total on this card instead.

*She can take a hit.*



## THE KILLBOT KILLINATOR

KILLINATOR



**Micromissile Barrage:** ♀ - ♂ → Place 1★ on each opposing champion.

*It has 4,037 hours worth of soap operas to catch up on, so it's going to make this quick.*



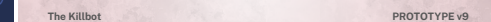
## EXPLOIT WEAKNESS

Action



Choose an opposing champion; place 3★ and the *Disarmed* condition on that champion.

*Enemy successfully neutralized.*





**EXPLOIT WEAKNESS**  
ACTION

Choose an opposing champion; place 3★ and the *Disarmed* condition on that champion.

Enemy successfully neutralized.

The Killbot PROTOTYPE v9

**WRIST-MOUNTED LASER**  
EQUIPMENT

**Peak Efficiency:** While this card has no ★ on it, it has +2 Attack.

It is good at what it does.

ATTACK	1	3	DEFENSE
--------	---	---	---------

The Killbot PROTOTYPE v6

**WRIST-MOUNTED LASER**  
EQUIPMENT

**Peak Efficiency:** While this card has no ★ on it, it has +2 Attack.

It is good at what it does.

ATTACK	1	3	DEFENSE
--------	---	---	---------

The Killbot PROTOTYPE v6

**FIGHTING STANCE**  
EQUIPMENT

**Ready for Anything:** While this champion is the attacking card, this champion has +1 Attack.

It's always prepared for battle.

ATTACK	0	2	DEFENSE
--------	---	---	---------

The Killbot PROTOTYPE v7

**FIGHTING STANCE**  
EQUIPMENT

**Ready for Anything:** While this champion is the attacking card, this champion has +1 Attack.

It's always prepared for battle.

ATTACK	0	2	DEFENSE
--------	---	---	---------

The Killbot PROTOTYPE v7

**THE MEDBOT**  
PROBE-BIOTIC

**Render Aid:** 🏠 - 🏠 → Choose a champion; remove up to 2 conditions from that champion.

Perhaps if it procures strips of fatty protein its patients will stop running away.

ATTACK	1	8	DEFENSE
--------	---	---	---------

The Medbot PROTOTYPE v6

**TARGETING LOCK**  
ACTION

This champion has +2 Attack this turn; perform an attack with this champion.

Contagion has exceeded safe levels; activating SCRCHD\_EARTH.exe.

The Medbot PROTOTYPE v6

**TARGETING LOCK**  
ACTION

This champion has +2 Attack this turn; perform an attack with this champion.

Contagion has exceeded safe levels; activating SCRCHD\_EARTH.exe.

The Medbot PROTOTYPE v6



## FORCIBLE INOCULATION

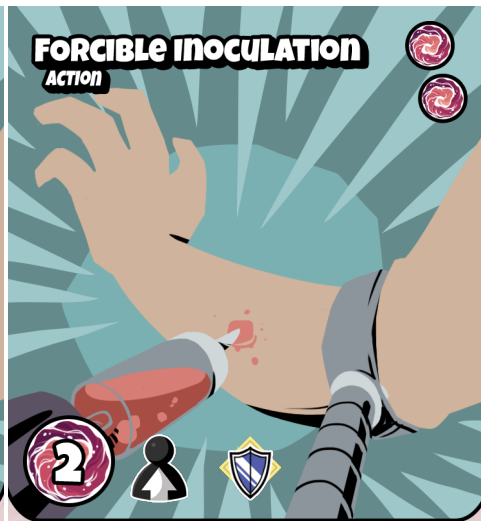
ACTION

Choose a champion; if that champion is friendly, remove 2★ from that champion. Otherwise, place 2★ on that champion.

*This might sting a little...*

The Medbot

PROTOTYPE v8



## FORCIBLE INOCULATION

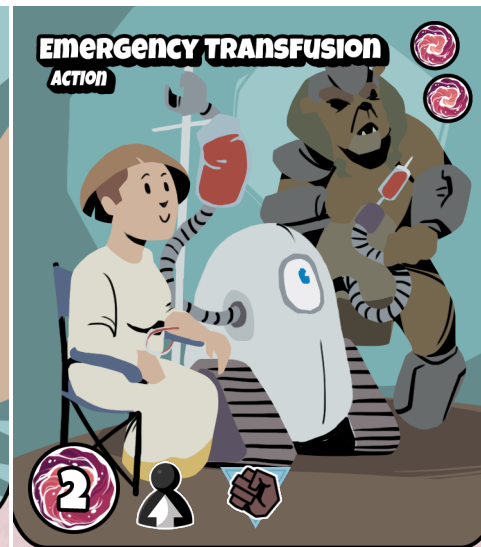
ACTION

Choose a champion; if that champion is friendly, remove 2★ from that champion. Otherwise, place 2★ on that champion.

*This might sting a little...*

The Medbot

PROTOTYPE v8



## EMERGENCY TRANSFUSION

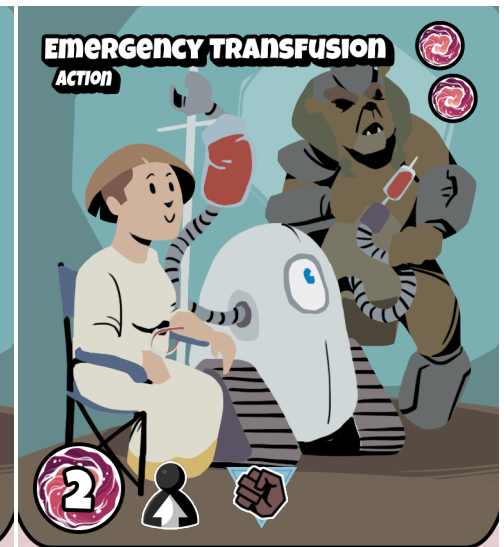
ACTION

Choose two champions; place 1★ on one and ready the other.

*Triage has been successful; applying treatment.*

The Medbot

PROTOTYPE v6



## EMERGENCY TRANSFUSION

ACTION

Choose two champions; place 1★ on one and ready the other.

*Triage has been successful; applying treatment.*

The Medbot

PROTOTYPE v6