

SHARDS OF MADNESS



GAME RULES

GAME CONTENTS

1x Leo The Elder



4x Dials



1 Bag of 75 giant Crystals

15x Purple



Air

15x Red



Fire

15x Blue



Water

15x Yellow



Wind

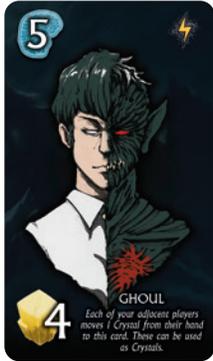
15x Green



Earth

55x Playing cards

20x Mythical Creatures



Single use abilities activated immediately after summoning the card.

15x Cultists



Single use ability used by sacrificing the card on a later turn and discarding it.

10x Items



Ongoing ability that starts the turn after being summoned.

10x Great Old Ones



End game scoring abilities

SET-UP

1. Put all of the Crystals in the bag and place it in the middle of the table.
2. Shuffle all 55 cards. Draw 7 and place them face-up in a straight line below the bag of Crystals. This region is known as the Altar.
3. Split the rest of the 48 cards evenly into a number of decks equal to the number of players and place one deck between each pair of players. These decks are called Gates.
4. Place 5 Crystals drawn from the bag as a Seal on top of each deck of cards. A Gate with Crystals on it is a Sealed Gate.
5. Each player takes a Dial and places it in front of them with their preferred design face up and draws 3 random Crystals into their hand from the bag which they place beside their dial.
6. Randomly choose a start player. The player to their right takes Leo the Elder to mark the fact they will play the final turn of the game.

Altar



Left Gate



Crystals in Hand



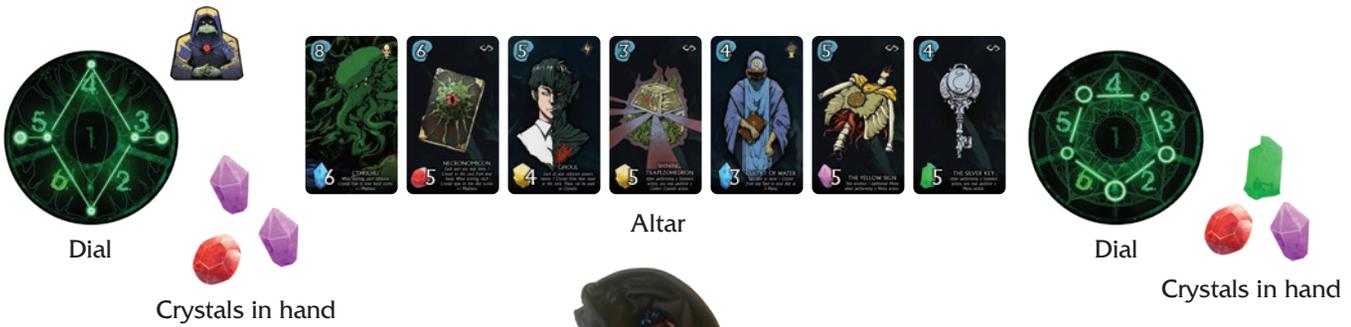
Dial

4

Right Gate



Four player set-up example



Dials are Double sided, you may choose which design you like best.

HOW TO PLAY

The game begins with the start player. The game will then progress clockwise with each player performing one of the permitted actions (collect crystals, convert crystals into mana or summon card) on their turn. The End of Times is triggered when one player has 6 summoned cards in front of them or one of the Gates is drained of cards, in either case play continues until the player with Leo the Elder has completed their turn, at this point the game ends.

A) Collect Crystals

Crystals can be collected in one of three different ways. Players may only collect Crystals from the two Gates adjacent to them. When Crystals are taken they are placed beside the players dial in an area called their hand. A player cannot perform a Collect Crystals action if they have more than 7 Crystals in their hand at the start of their turn, Crystals on the dial or on cards do not count towards the hand limit.

A1. From Both Adjacent Gates

Take one Crystal from both adjacent Gates.



A2. Different Types

Choose one of your adjacent Gates. Place one of the Crystals in your hand onto the Gate. You then take one of each Crystal type that is different to the type you just placed.



As an example, you place a Red Fire Crystal on your left Gate. You take one green, purple, yellow and blue Crystal from that Gate

A3. Same Type

Choose an adjacent Gate and place one Crystal from your hand onto it. You may take all Crystals of one type on that Gate that are different to the type placed.

For example, you may place a red Crystal and take all 4 blue Crystals from the Gate on your right.



RELEASED

- I. Once there are no more Crystals on a Gate, the Seal is removed.
- II. Draw and look at 2 cards from the Gate and place one of these on the Altar face up, identical cards may be stacked on top of each other. Place the other card face down partially concealed under your dial. If you now have 3 concealed cards one of these must also be placed onto the Altar face up. You may never have more than 2 concealed cards.
- III. Draw 5 random Crystals from the bag and place them on top of the Gate with no Crystals in order to Seal it again.

IMPORTANT

- If there are no Crystals on both adjacent Gates, you may choose the order that you Release them.
- When the final cards are drawn from a Gate the End of Times begins. During step III. place the 5 Crystals in the space of the Gate, these can be taken from as normal, but no cards will be available here if the Seal is removed.

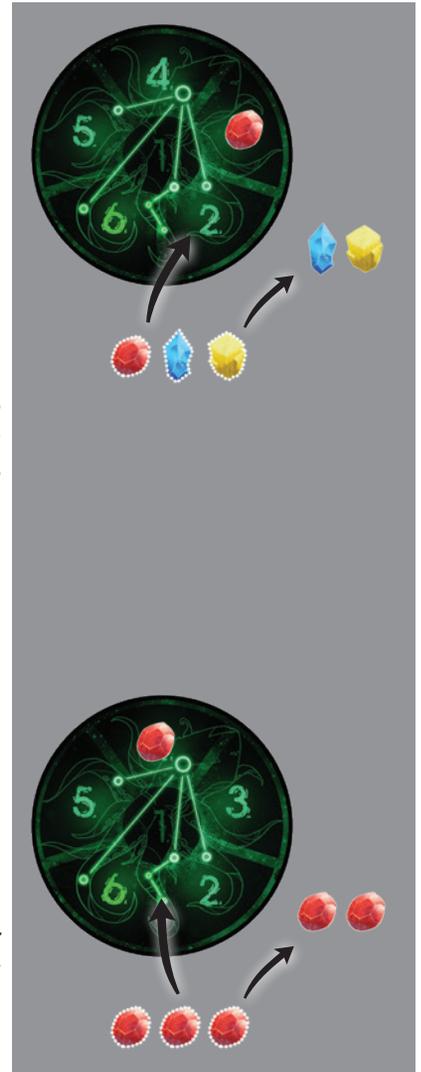
B) CONVERT CRYSTALS INTO MANA

To convert Crystals into Mana a player must use Crystals from their hand to place 1 of them on the dial. Only 1 of the Crystals used in a conversion is ever placed on the dial. Each value on the dial can contain multiple Crystals. Conversion into Mana can be performed in one of two different ways.

B1. Convert different types of Crystals into Mana

Count the number of Crystals in your hand you wish to convert, this must be between 2 and 6. Place one of these on the number that matches on the dial. Then, return the others to the bag.

For example, you use a yellow, red and blue Crystal and place the red Crystal on the dial on the number 3. This means that you have gained a red Mana power point of 3. The yellow and blue Crystals are placed in the bag.



B2. Convert matching Crystals into Mana

Count the number of Crystals in your hand you wish to convert, this must be between 2 and 5. Place one of these Crystals on the Dial number that is one higher than the number of Crystals used. Then, return the others to the bag.

For example, you use 3 red Crystals and place one red Crystal on the dial on the number 4. This means that the red power point that you have gained is 4. Then, place the other 2 Crystals back into the bag.

C) SUMMON CARD

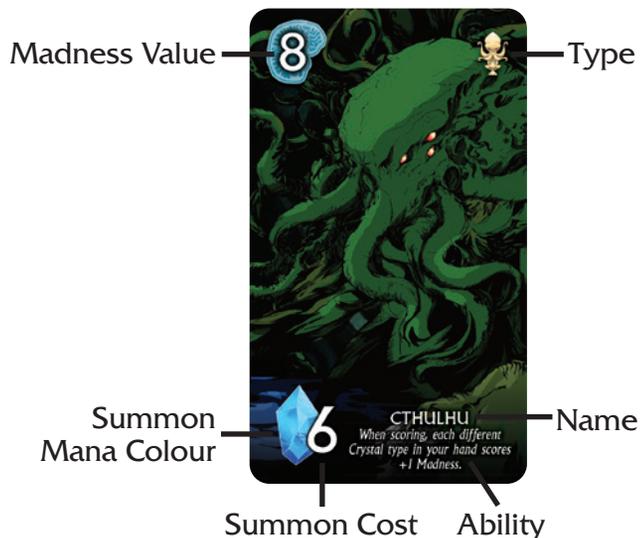
The final type of action that may be taken by a player is to Summon either a card from the Altar or a concealed card they have by using Mana on their dial. If this results in the player having at least 6 summoned cards then the End of Times begins.

Follow these steps to Summon a card:

1. Choose a card from either the Altar or your concealed cards. Note the Mana Colour type and power required to be spent. Crystals on the 1 on your dial are called Experience, you deduct from the power required all Experience you have of this type, these reduce the cost without having to be spent.
2. Spend the Mana value required on your dial by moving Mana Crystals of the same colour downwards on your dial that are on numbers 2 to 6. All Mana Crystals moved must be of the same colour. Return to the bag any Mana Crystals you used all the power from in this step. Any Crystals that finish on the central 1 will count as Experience for future Summoning.
3. Place the card, face up, in front of you. If it was a Mythical Creature its ability is activated now if required, all other Creatures abilities become active after your turn ends.

Example 1 - you chose a Shoggoth's card from the Altar and you use 4 red mana to summon the card (you have a red Crystal on the 5) and you are now left with 1 red Mana, which becomes a red Experience. Then you activate the ability on the Shoggoth's card by placing the Red Experience Crystal on the card.

Example 2 - you have 2 blue experience and you want to summon Cthulhu (6 blue mana required as pictured), you only need to spend 4 Mana in order to summon it. You have blue Mana Crystals on your dial on the 6 and 3. You spend two of the Mana on the 3 leaving it as one Experience for later turns and the remaining two are spent by moving the 6 to the 4.



THE END OF TIMES

The End of Times is triggered when someone has 6 Summoned cards in front of them or if one Gate has no cards in it. Continue the game until the player with Leo the Elder finishes their turn. Scoring then commences, calculate your Madness points by totalling the following:

- Crystals on the dial. The Madness value of each Mana and Experience Crystal is equal to the dial number it is on.
- Summoned cards Madness value which can be found at the top left of every card.
- Summoned cards end game bonuses stated on the bottom of the card.

The player with the most Madness points wins. In result of a tie the tied player with the most Crystals in their hand wins. If this is a tie the tied player with Leo Elder or the first anticlockwise from Leo wins.

Four Player Team Game

Four players are split into 2 teams of two players each. Teammates sit opposite each other. The team with the highest combined score will be the winner of the game. If the two teams are tied the team with the most Crystals combined in hand wins, otherwise the team with Leo the elder wins. All other rules remain the same.

SOLO PLAY

Out of the blue, you thought of the board game that is filled with dusk, you came upon an imaginary player named Leo. You will play a game against him.

SET-UP

Set-up is the same as for 2 players but with the following changes:
The number of cards at the altar determines the difficulty of the game:

Level	Easy	Medium	Hard
Number of cards at the Altar	5	4	3

Leo does not use Crystals or a Dial. Leo the Elder is placed on the right-hand side of the Altar. Your play area should look as below once set-up is complete.



SOLO GAME TURNS

Leo will start and take turns to play the game with you. When its Leo's turn, he will do one of these two steps:

- I. If there are cards on Leo's left he moves to the left by one card. His turn ends.
- II. If Leo starts his turn to the left of all cards on the Altar, Leo summons the leftmost card on the Altar and moves to the right of all the cards on the Altar. Leo does not trigger any ability on his summoned cards apart from during end game scoring. His turn ends.

On your turn you play as normal with the exception that if you place cards on the Altar they must always go to the right end of the Altar.



SOLO END OF TIMES

The game can end in one of two ways.

- If the final card on the Altar is summoned you lose the game immediately.
- If either you or Leo have 6 summoned cards the game ends at the end of that turn and you and Leo score Madness value as normal. Compare your Madness scores, highest wins. If this is a tie Leo wins.

If you win, well done, now try the next level of difficulty!

CARD MANIFEST

Cultist	Cultist Of Wind	Sacrifice to move 1 Crystal from any Seal to your dial as 3 Mana.
Cultist	Cultist Of Fire	Sacrifice to move 1 Crystal from any Seal to your dial as 3 Mana.
Cultist	Cultist Of Water	Sacrifice to move 1 Crystal from any Seal to your dial as 3 Mana.
Cultist	Cultist Of Earth	Sacrifice to move 1 Crystal from any Seal to your dial as 3 Mana.
Cultist	Cultist Of Void	Sacrifice to move 1 Crystal from any Seal to your dial as 3 Mana.
Creature	Byakhee	Exchange 2 Crystals on your dial.
Creature	Shantak	Increase one of each Mana type on your dial by 1.
Creature	Fire Vampire	Place 1 Crystal from your hand onto your dial as 1 Exp.
Creature	Shoggoth	Move all Exps on you dial to this card. These can be used as Crystals.
Creature	Deep Ones	Perform a Crystal action.
Creature	Star-Spawn	Move all Crystals from one of your Seals to this card. These can be used as Crystals.
Creature	Ghoul	Each of your adjacent players moves 1 Crystal from their hand to this card.
Creature	Hounds of Tindalos	Each of your adjacent players moves 1 Exp from their dial to 1 Exp on your dial.
Creature	Mi-Go	Exchange all of your concealed cards with an equal number of cards on the altar.
Creature	Colors Out of space	Refill your Seals to 5 Crystals.
Item	Yellow Sign	You produce 1 additional Mana when performing a Mana action.
Item	Necronomicon	Each turn you may move 1 Crystal to this card from your hand. When scoring, each Crystal type on this dial scores +1 Madness.
Item	Ruby of r'lyeh	After performing a Mana action, you may keep 1 discarded Crystal in your hand.
Item	Shining Trapezohedron	After performing a Summon action, you may perform a Crystal action.
Item	The Silver key	After performing a Summon action, you may perform a Mana action.
Great Old Ones	Hastur	When scoring, each Exp on your dial scores +1 Madness
Great Old Ones	Ithaqua	When scoring, each different card number scores +1 Madness.
Great Old Ones	Cthugha	When scoring, each type of Mana on your dial scores +2 Madness.
Great Old Ones	Yig	When scoring, each different colour of your summoned cards scores +1 Madness.
Great Old Ones	Cthulhu	When scoring, each different Crystal type in your hand scores +1 Madness.
Great Old Ones	Dagon	When scoring, each different type of card you have scores +1 Madness.
Great Old Ones	Nyarlatheotep	When scoring, Each cultist you have scores +2 Madness.
Great Old Ones	Shub-Niggurath	When scoring, Each creature you have scores +2 Madness.
Great Old Ones	Azathoth	When scoring, Each Great Old One you have scores +2 Madness.
Great Old Ones	Yog-Sothoth	When scoring, Each Item you have scores +2 Madness.

CARD CLARIFICATIONS

- Cultist: You can only sacrifice a cultist card during your turn and take a Crystal from your adjacent Gate to place on your dial with the number '3'. You are allowed to sacrifice as many cultist cards during your turn as you wish. If you have removed the 'seal', you are supposed to choose 2 cards and keep one as a concealed card.
- Shantak: The number '6' on your dial will not change to '7' if you add a point to it.
- Cthulhu: You can only count the Crystals in your hand and on the card but not those that are on the dial.
- Ithaqua: Check the points on your card. Add one point whenever you have cards with different Madness value.

THANKS

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PLAYTESTING:

SHARDS OF MADNESS

Rumours have been spreading that Shards of Madness is an ancient mythological board game in disguise, reading the rules will lead to people losing their sanity.

Indeed, this is true! The moment the box is opened, you and your friends will be transformed into cultists! Then, you will be given a dial where Crystals are needed to be placed on it, in the correct position. By doing so, you will be able to summon a companion, mystic creatures and even Cthulhu itself! Once 6 cards have been summoned by anyone, the world ends and the maddest player is the winner!