

GOAL

In the aftermath of a cult's summoning ritual gone awry, you have been sucked into a strange alternate realm governed by sanity. Your goal is to defeat the guardian, then be the first person to reach the exit portal and escape with your sanity. Gather your wits about you, lest the void consume you.

SETUP

- 1) Divide the cards into their appropriate decks. You will have an equipment deck, event deck, character deck, monster deck, and guardian deck.
- 2) Each player must select a character card. This can be done by choice or at random. Then, place your character's figure on any position adjacent to the purple portal (see "The Board").
- 3) If a character card says that character starts with an item, take that item from the item deck and give it to that player.
- 4) Distribute sanity tokens to each player based on the starting sanity listed on their character card. Blue tokens are worth 10 sanity, orange tokens are 5, and yellow tokens are 1.
- 5) Select a guardian at random from the guardian deck. Place that guardian on the guardian track (see "The Board") on the spot marked 0.
- 6) Shuffle the equipment, event, and monster decks and place them next to the board.
- 7) Place all the extra character and guardian cards back in the box. You will not need them.

Game Pieces



Character/Enemy Piece



Movement Die



Sanity Tokens



Power Dice

THE BOARD

PORTAL

- This is where you came into this dimension and where you will leave.
 - You may not walk over the portal.
 - In order to escape through the portal, the guardian must be dead and you must have 30 or more sanity.
 - The first player to escape wins.
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GUARDIAN TRACK

- This is where the guardian waits before he appears.
 - The guardian is advanced along the track each turn until it breaks through the portal to kill the players.
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ALTAR

- This is a place for recovery and the acquisition of new items.
 - Upon use, either:
 - ◊ Gain 5 sanity
 - ◊ Reveal the top item from the item deck. You may buy that item. If you do not buy the item, place the item in the item discard pile.
 - You may not use the same altar twice in a row.
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INSANITY PATH

- A path as warped as the mind that views it.
 - When an insane player is standing on one end of an insanity path, that player may move to the other end of the path as if the spaces were adjacent.
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VOID SPACE

- Endless, empty space.
- You may not walk over these tiles.
- You may use ranged weapons across the void.

CHARACTERS

Sanity: Sanity acts as your health. All players start with an amount of sanity listed on their character card.

- ◇ 40 sanity-- Max sanity amount. You cannot exceed 40 sanity.
- ◇ 30 sanity-- Amount needed to escape through the exit portal.
- ◇ 10 or less sanity-- You are insane. You may use insanity paths.
- ◇ 0 sanity-- You are dead.


Base stats:

- Players have a starting sanity, starting attack, and starting range.
- Range is increased by the range on the weapon you are using and attack is increased by the attack on that weapon.
- You may only use one weapon per combat.
- Each character has a unique ability listed on their card.

JEANNE, "THE NANNY"	
	Sanity: 30 Attack: 2 Age: 35
→ All healing items heal an extra +3 sanity	
A sweet nanny, who only hopes the kids won't miss her too much while she's in this strange place.	

ITEMS

- Your inventory is kept face up beside your character card.
- You may carry a maximum of 3 pieces of equipment at a time.
- If you have more than 3 pieces of equipment, place one piece of equipment in the discard pile at a time until you have 3.
- There are several types of equipment you may acquire:
 - ◇ Weapons, marked with a sword
 - ◇ Armor, marked with a shield
 - ◇ Spells, marked with a book
 - ◇ Consumables, marked with a cross
- Consumables are placed in the equipment discard pile after use.
- Weapons, armor, and spells are NOT placed in the equipment discard pile after use.
- Each piece of equipment has effects stated on their card.

Knife	3	⚔
		
Attack: +1	Range: 1	
A common knife. Use this to make dinner once you get out of here.		

ENEMIES

- Monsters and guardians are the main enemies in the game.
- Enemies have a health, an attack, a range, and a speed.
- When an enemy has taken damage equal to its health, the enemy dies. Use Sanity tokens to track damage dealt to monsters.
- When an enemy attacks a player they roll dice equal to their attack. (See "Combat".)
- Enemies can move no more than their speed each turn. (See "Monster Phase".)
- When a monster dies, the killer gets sanity equal to the amount stated on the monster card
- Damage from a guardian cannot be reduced, even by items
- Each enemy has an ability on their card.

CHAIN THRALL	
	Sanity Prize: 6
Health: 15 Attack: 6 Speed: 4 Range: 2	
If a player attacks the active Guardian, the Chain Thrall will target and pursue that player.	
A bone fiend consumed by chain-link snakes. It retains its desire to protect the Guardian.	

PARTS OF A TURN

Each round begins with each player taking their turns. The player with the youngest character goes first, then turns proceed clockwise.

-Consumables Phase:

- Consumables must be used at the start of your turn
- Spells are not consumables. Refer to Action Phase for use of spells.

-Movement Phase:

- Roll the scaled d6 (numbered 3 - 6) for movement
- You cannot move through enemies or other players
- You may move through the tiles directly adjacent to a player or monster without combat
- You don't have to move the full distance of your roll, or any tiles all.

-Altar Phase:

- After you finish moving you may use an altar if you are on an altar tile. (See "Altar".)

-Action Phase:

- **If the guardian is still on the guardian track, skip this phase.**
- During the action phase you may attack one opponent within range, or cast one spell
- Combat-
 - ◊ The target must be within range to attack them (See "Combat".)
- Spells-
 - ◊ Players pay the spell cost on the spell each time it is cast
 - ◊ You can only use each spell once per turn
 - ◊ If you have exactly enough sanity to cast the spell you may choose to cast the spell, but you will die immediately after as your sanity will be reduced to zero

Once each player has gone, then the enemies take their turns. First the guardian takes its turn and then all the monsters go. If the guardian has not advanced to the end of the guardian track, advance the guardian by one space. If the guardian is at the end of the track, instead of advancing it, place the guardian on the portal and the guardian begins taking its turns as normal.

- Monsters take their turns in the order they were revealed
- Enemies move a number of tiles equal to their speed
- Enemies follow the most direct path to the nearest player, unless the monster card says otherwise
- Enemies move as far as possible until they reach their target
- Once an enemy reaches their target they attack that player
- If two players are the same distance from the enemy, the enemy moves towards the one with most sanity
- If two players are the same distance and at the same level of sanity, the target is resolved via a dice roll
 - ◊ Both players roll 2 attack dice, and the low roll becomes the target

Once all the enemies have completed their turns, the event for the round is revealed.

- During the event phase you draw an event card and execute its effects immediately, then place the card in the discard pile
- Summoning a monster
 - ◊ If the event summons a monster, pull the top card from the monster deck and place it beside the board
- If an event's effect cannot take place, nothing happens and the event is discarded normally

DEATH

- When a player dies, they are immediately eliminated from play and their character piece is turned sideways on the space where they died
 - Another player may take any of the dead player's items by stepping onto the tile where they died
 - When all of the dead player's items are claimed, or if the dead player had no items when they died, remove the player's piece from the board
 - If all players die, you have failed to close the portal and the terrors of the void spill out into the waking world
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COMBAT

- In each fight there is an attacker, the one who started the fight, and a target, the one being attacked.
 - At the start of each fight any player involved in the fight must select a weapon they control, or choose to use their base stats.
 - To attack a target, the target must be within your range or the range of your weapon. This is also true for enemies.
 - Range is counted as the number of tiles it would take for the attacker to move onto the same tile as the target.
 - Weapons with a range of 2 or higher may be used over void tiles
 - When an attack is declared, the attacker rolls as many attack dice as they have attack
 - Your attack stat is equal to your base attack plus the attack of the one weapon you are using, as well as any other bonuses
 - The target takes damage equal to the result of the roll
 - After damage is dealt, the target may then perform a counterattack if they are still alive
 - ◊ They must be in range of the original attacker to counterattack
 - Counterattacks are the same as attacks except now the target becomes the attacker and the attacker becomes the target
 - If a player strikes the killing blow on a player, you gain 5 sanity
 - Guardians and monsters do not gain sanity if they defeat a player
 - Damage from a guardian cannot be reduced, even by items
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Trading

- At the end of any player's movement phase that player may choose to initiate a trade with any player directly adjacent to them. Players may only trade equipment, and both players must agree to the trade.