



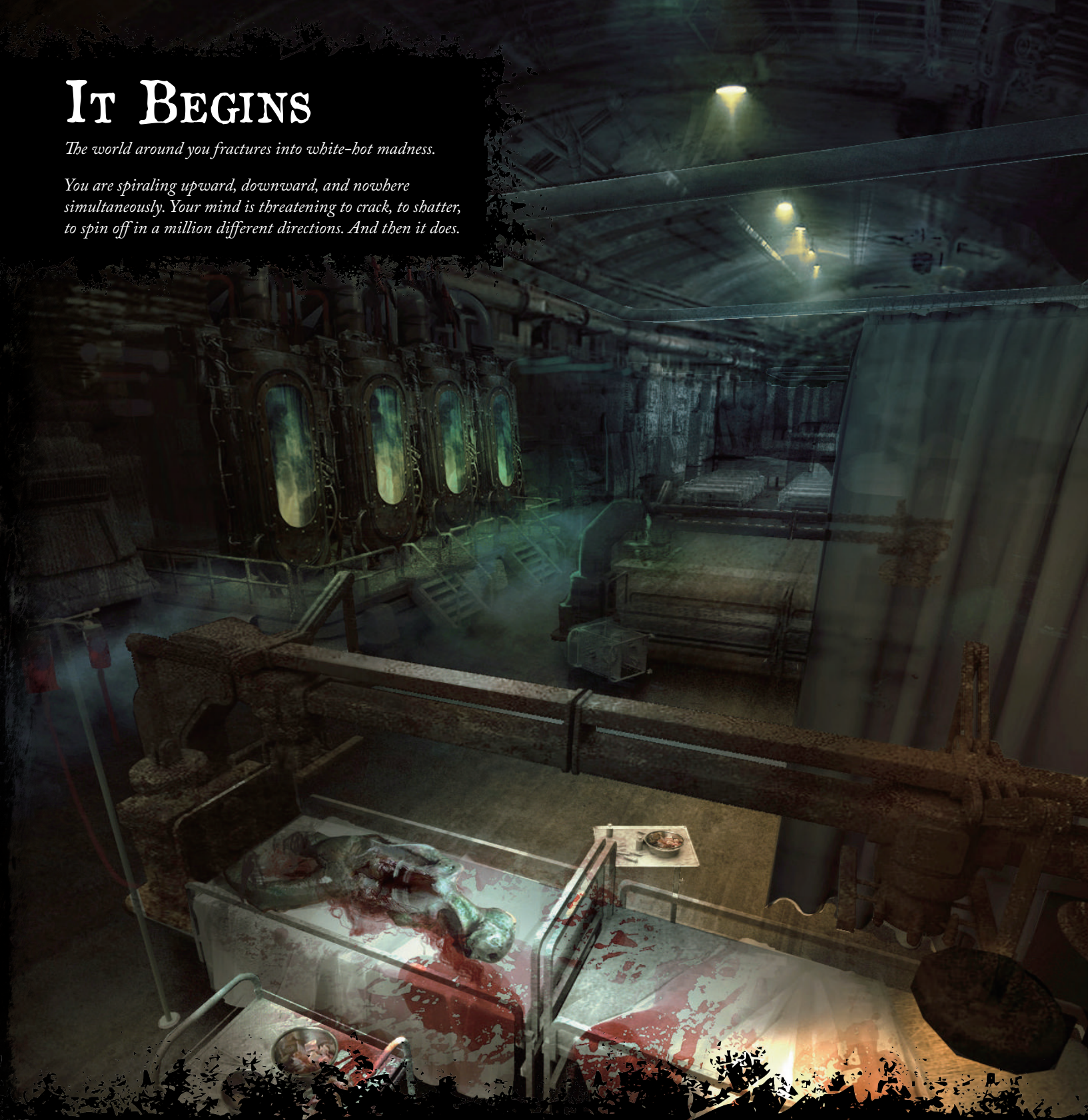
DAWN OF MADNESS 2

RULES OF PLAY

IT BEGINS

The world around you fractures into white-hot madness.

You are spiraling upward, downward, and nowhere simultaneously. Your mind is threatening to crack, to shatter, to spin off in a million different directions. And then it does.



"Report, Doctor."

Dr. Filmore clears his throat. "We have set in motion a program of experiments, Lord Hass," he says. "This will be a long-term initiative, stretching across years and perhaps even decades. Based on our past results, we are attempting a different, more gradual, native approach."

"How so, Doctor?" Lord Hass asks, his fingertips pressed together.

You scream in pain and horror as realities and entities that cannot exist – that must not exist – erupt into being around you and pass through you before winking away once again. Your soul, your soul, it's ripping apart –

You land through fire and pain, your voice hoarse from screeching. Your consciousness is like the aftermath of a supernova – a rupture of being that is now cooling, coalescing, into something smaller. Less... you. In fact, you remember your name and certain basic facts from your life, but so much of what made you who you were is just... gone.

"Our previous experiments were all contained in the laboratory facilities and were extremely brief, as the subject always expired shortly after exposure to the relic," Dr. Filmore says. "For the following experiments, we will use the relic – or derivatives of the relic – to explore varied ways of exposing subjects in their everyday surroundings. We will see what a more measured contact to the field produces, and if it allows the subjects to more easily adjust to its influence. This should hopefully also make it clearer how to breach the other plane we have observed, and to achieve the church's ultimate goals of transcendence."

"Hmm," Lord Hass says. "You have intrigued me, Dr. Filmore. Please, proceed. And keep me abreast of your results."

Dr. Filmore bows. "Of course, Lord Hass," he replies, a slight smile touching his lips. "With pleasure."

This place you're in is impossible. It bends at strange angles and reverberates with the dust of millennia. What is even more inconceivable, though, is that, as you stand there, the world begins to change its shape around you. It cracks and shifts, transmuting into something altogether different. Something... vaguely familiar.

You wander, disoriented, through this haunting, inconstant realm. A voice inside you is screaming that you know these landmarks and locales. That this is yours, and that it should not be here. But there's more. Behind the façade, you can sense a presence. Whether it is a force or a being, you know that it is alive. It is conscious. And it is hungry.



WELCOME TO
DAWN OF MADNESS



Dawn of Madness is a story-driven cooperative game of survival horror for 1-4 players set in the Deep Madness Universe. **Dawn of Madness** doesn't exist solely to provide an engrossing, entertaining gaming session or tell an engaging story (though it always seeks to do both of those things): it is a game that is at every turn working to scare you, creep you out, or make you feel an uneasy tension. For this reason, we refer to it as a true horror experience in a board game.

Dawn of Madness takes place over a variable-length campaign determined by the number of Wanderers (or playable characters) in play. Each campaign features one chapter per Wanderer, plus an ending chapter that pits players against one Wanderer's final boss(es). The object of a campaign is to uncover the stories of each Wanderer during the chapters, gathering story points towards the various available endings, and then surviving the final climactic encounter with that ending's final boss (or bosses.)

WANDERERS

In **Dawn of Madness**, each player assumes the role of a Wanderer trapped in the weird, horrific Otherworld – a different reality that is itself alive and hungry. As a Wanderer, you are sucked into a fragmented world, formed from the consciousnesses of yourself and others. You will experience feverish, mind-bending stories that are warped pieces of your life and others', some dark and horrible, some sad or bittersweet. In the game, you must work closely with the other Wanderers to survive a barrage of strange, surreal monstrosities pulled from your minds or invading from the Otherworld itself, dig into the deepest depths of each other's souls, and save one another from what seems an unstoppable nightmare. However, in this world there are no true differences between a "man" and a monster. The Wanderers are strangers to each other, and, as such, the very terror looming in the dark could indeed be another Wanderer.

CHAPTERS AND CAMPAIGNS

Dawn of Madness is played as a campaign that consists of several chapters (or game sessions) and a finale. During the campaign, each Wanderer will have his or her own chapter. Then, when every chapter is completed, the Wanderer with the most fully developed story path will trigger one of his or her four endings.

Wanderers will progress during the chapters, gaining new abilities and improving their resource and dice pools. They do this through gaining their own Memories (exclusive to their character), as well as Codas found in any chapter's encounters (not exclusive to any particular character.) The Memories and Codas will allow you to customize and upgrade your Wanderer, while also providing a deep, rich storytelling aspect to the game through their accompanying encounters (found in each Wanderer's storybook.)

As mentioned above, the Wanderer whose story path is the most fully developed will trigger one of his or her four endings, thus becoming the main character in the finale. The finale is the culmination of his or her story (or at least, one version of it.) Having said that, other Wanderers' stories will also influence the finale's gameplay.

HOW TO WIN THE GAME

There are no campaign-ending conditions during the chapters, but the Wanderers' performances in these game sessions do dramatically impact how well they will do in the finale. The gameplay experience and the finale settings are heavily based on the choices the Wanderers made during the chapters. Different decisions will lead to different endings for the campaign, some easier and some much more difficult. After the finale, the Wanderers will see the final conclusion for the conscious world they've created. If they achieve the goals of the finale, they can call it a win. But, sometimes, their destinies were written before the ending even began.



COMPONENTS



1 Game Board



4 Conscious Realm Sheets



4 Storybooks



4 Wanderer Dashboards and matching Character Standees



4 Abomination Cards and matching Character Standees



5 Final Boss Cards and matching Character Standees



15 Aberration and Distortion Cards and matching Character Standees

204 STANDARD SIZED CARDS



24 World Shard Cards
(4 for each Wanderer and
8 for Otherworld)



16 Exhausted
World Shard Cards
(4 for each Wanderer)



48 Memory Cards
(12 for each Wanderer)



32 Exhausted
Memory Cards
(8 for each Wanderer)



12 Resistance Cards
(3 for each Wanderer)



36 Malformation Cards
(9 for each Wanderer) and
12 matching Character Standees



36 Confrontation Cards
(9 for each Abomination)



839 SMALL SIZED CARDS



48 Portal Encounter Cards
(12 for each Wanderer)



112 Realm and Deep
Encounter Cards
(28 for each Wanderer)



240 Coda Cards
(60 for each Wanderer)



192 Finale Encounter Cards
(48 for each Wanderer)



50 Domain Cards



73 Devour Cards
(12 for each Abomination
and 25 for Otherworld)



12 Withered Cards



12 Disoriented Cards



12 Slowed Cards



12 Weakened Cards



12 Burdened Cards



12 Overwrought Cards



12 Lightheaded Cards



12 Enlightened Cards



12 Envenomed
Cards



8 Physical
Treatment Cards



8 Psychiatric
Treatment Cards

568 PUNCHBOARD TOKENS

image to come



1 Game Round Tracker

40 Mental Capacity Trackers
(inserted into plastic stands)

240 Plot Tokens
(60 for each Wanderer)



20 Entry Tokens



20 Encounter
Tokens



20 Consequence
Tokens



50 Domain Rift
Tokens



36 Damage Tokens
(20 "1 damage", 10 "3 damage",
and 6 "6 damage")



24 Memory Shard
Tokens



16 Ending Tokens



48 Devour Tokens



10 Bullet Tokens



5 Nursery Rhyme
Tokens



20 Plant/Meat
Tokens



6 Glory Tokens

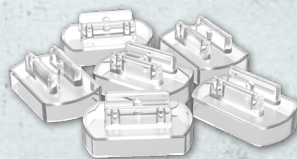


10 Brand Tokens

OTHER COMPONENTS



120 Plastic
Sentence Tokens
(24 for each color)



80 Plastic Stands



15 Six-sided
Sentence Dice
(3 for each color)



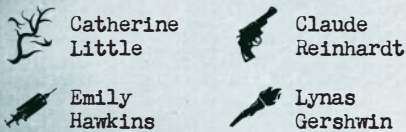
1 Twelve-sided Otherworld
Die and 1 Sixteen-sided
Otherworld Die



Resistance cards have the same contents on both sides.

Wanderer Icons

Each Wanderer has a unique Wanderer icon, which is printed on every component that belongs to the Wanderer.



A Wanderer's World Shard card



Otherworld World Shard card

The Otherworld World Shard cards don't have the Wanderer icons printed on them.



Exhausted World Shard card

The Exhausted World Shard cards don't have the Memory action requirements printed on them.

START A NEW CAMPAIGN

To set up the first chapter of a new campaign, follow the steps below in order:

1 Choose Wanderers

- Each player chooses one of the Wanderer dashboards and takes its matching Wanderer Character (inserted into a plastic stand). From now on, the player is the Wanderer.
- Each Wanderer then takes his/her Storybook and a number of colored Sentence tokens equal to the matching Sentence values printed on the Wanderer dashboard for each color.



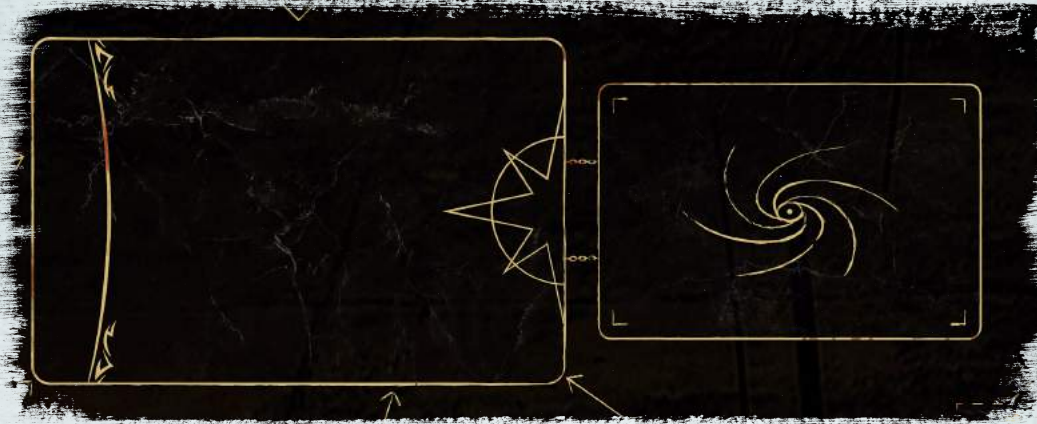
- Determine which Wanderer's chapter should be the first one in the campaign. The chosen Wanderer is called the "Central Wanderer" for the chapter that will follow.
- The Central Wanderer takes his/her 3 Resistance cards. During his/her chapter, the Central Wanderer can use these Resistance cards to fight against the Abomination.

2 Prepare the Otherworld

- Unfold and place the game board in the center of the play area.
- Take out all the Wanderers' World Shard cards (also referred to simply as World Shards) and shuffle them, adding a designated number of Otherworld World Shard cards depending on the number of Wanderers in play as illustrated in the list below:
 - ◆ 1 Wanderer: 8
 - ◆ 2 Wanderers: 4
 - ◆ 3 Wanderers: 4
 - ◆ 4 Wanderers: 0

IMPORTANT: It is important during setup of the first chapter to ensure you are placing the World Shard cards rather than the Exhausted World Shard cards. (Exhausted cards are missing the requirements to access a Wanderer's memory.) Some game options will not be available if the Exhausted cards are used at this point rather than the World Shards.

- c) Randomly place a shuffled World Shard card face-up on each of the game board's world shard slots. **IMPORTANT:** For games with 1-2 Wanderers, **do not** use the spaces numbered 13-16.



The world shard slot and encounter slot on the game board.

- d) Take out the Central Wanderer's 12 Portal Encounter cards. Shuffle them and randomly place one of them face-up on each encounter slot beside each placed World Shard card. **IMPORTANT:** For games with 3-4 Wanderers, roll the 16-sided Otherworld die 4 times before placing the Portal Encounter cards. Do not place a Portal Encounter card in any of the spaces whose numbers match the die roll results. (Should the same number be rolled multiple times, re-roll the Otherworld die until a different result is rolled.) The 4 World Shards with empty encounter slots won't feature any Portal Encounters to resolve during this chapter.



Portal Encounter cards



- e) Each Wanderer places his/her Wanderer Character on the World Shard card that matches the "Starting World Shard" printed on the back side of his/her Wanderer dashboard.

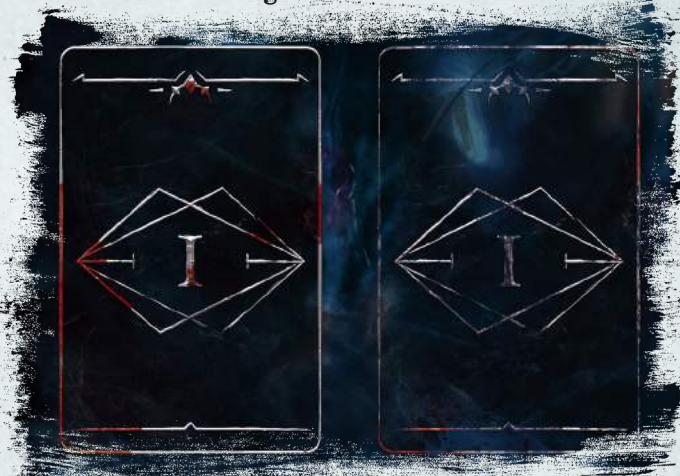




The level icons are printed on the back sides of the Malformation cards.

3 Prepare the Malformations

- Take out the Central Wanderer's 9 Malformation cards and divide them into 3 decks according to their card backs.
- Place each deck face-down on the game board's corresponding slot with the level 1 card on the top and the level 3 card on the bottom of the deck.
- Reveal the top card of each deck and place it face-up in the active malformation slot on the game board.



1st Malformation deck slot

Active malformation slot

- Take out the 3 Malformation Characters and randomly place each of them on one of the Central Wanderer's three remaining empty World Shards (ignoring the one containing the Wanderer Character).



Abomination cards

4 Prepare the Abomination and Devour Deck

- The Wanderers determine which family of Abominations they want to use for the entire campaign.
- The Wanderers choose which Abomination to use in the first chapter and place the chosen Abomination card beside the game board.
- Take out the chosen Abomination's 9 Confrontation cards and shuffle them to form a face-down deck. Place this deck on the game board's corresponding slot.



Confrontation card deck slot

Confrontation card discard slot



Confrontation cards

- d) Take out the chosen Abomination's 12 specific Devour cards and shuffle them with 12 random Otherworld Devour cards to form a face-down Devour deck. Then, place the deck on the corresponding slot on the game board.



Devour card deck slot

Devour card discard slot

- e) **IMPORTANT:** Place a Devour token on each of the Central Wanderer's World Shards.

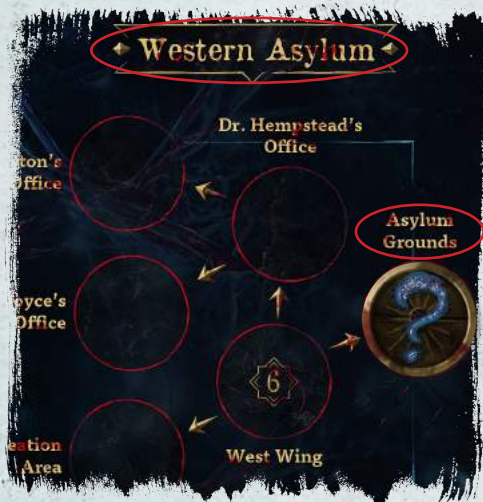
- f) Lastly, roll the Otherworld die (use the 12-sided die for games with 1-2 Wanderers and use the 16-sided die for games with 3-4 Wanderers). Place the chosen Abomination Character on the World Shard that corresponds to the die-roll result. If that World Shard already contains a Wanderer or a Malformation, reroll the die.

5 Prepare the Mental Capacity Track

Place the Mental Capacity Trackers (inserted into plastic stands) for the Wanderers, Malformations, and Abomination on the game board's Mental Capacity Track according to their respective Mental Capacity values.

6 Prepare the Conscious Realm

- a) Place the Central Wanderer's Conscious Realm sheet (also referred to as simply the Conscious Realm) beside the game board.
- b) Take out the Central Wanderer's Realm Encounter cards. On the back of each Realm Encounter card is the location where the realm encounter will take place. Place an Encounter token on each of these locations in the Conscious Realm. Then, place all of the Realm Encounter cards on the Conscious Realm's corresponding slot.



Otherworld Devour card



An Abomination's Devour card



Mental Capacity Track

Realm Encounter card



Deep Encounter card



Coda cards



Aberration card

You can find Wanderer Icons on the Aberration cards.



Distortion card



Domain cards

- c) Take out the Central Wanderer's Deep Encounter cards and place them on the Conscious Realm's corresponding slot. These may be unlocked during the chapter depending on the Wanderers' choices.
- d) Take out the Central Wanderer's Coda cards and place them on the Conscious Realm's corresponding slot.



Realm Encounter cards slot



Deep Encounter cards slot



Coda cards slot

7 Prepare the Aberrations and Distortions

Take out the Central Wanderer's 3 Aberration cards and all of the Distortion cards. Shuffle them together to form a face-down Adversary deck. Then, place the deck beside the game board.

8 Prepare the Inner Offerings

- a) Every Wanderer will bring his or her own unique game mechanics to the game, referred to as their Inner Offerings. These Inner Offerings are listed on the back sides of the Wanderer dashboards.
- b) Follow the Inner Offerings setup process laid out in each chosen Wanderer's storybook (not just the Central Wanderer's). The rules for using the Inner Offerings are also found in these respective storybooks.

9 Prepare Decks and Token Pools

- a) Shuffle all of the Domain Cards to form a face-down Domain deck and place the deck on the game board's corresponding slot.

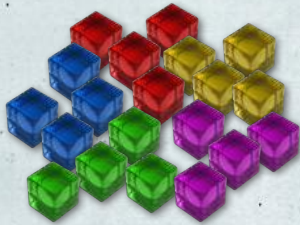


Domain card deck slot

Domain card discard slot

- b) Shuffle all of the Condition cards into their respective face-down decks and place them beside the game board.

- c) Place the Sentience, Damage, Memory Shard, Domain Rift, Encounter, Consequence, Entry, and Devour tokens into their respective pools.



Sentience tokens



Damage tokens



Memory Shard tokens



Domain Rift tokens



Encounter tokens



Consequence tokens



Entry tokens



Devour tokens

- d) Each Wanderer takes his/her 12 Memory cards and places them in a deck. A Wanderer will gain his/her own Memory cards during the campaign by performing Memory actions. For now, these cards are not in the Wanderer's possession.

- e) Each Wanderer takes his/her Plot tokens and places them into face-down stacks with the lower numbered tokens on tops. During the game, a Wanderer will gain his/her own Plot tokens through encounters and Memories. It is important to not look at the back sides of the Plot tokens, even when they are earned in-game. The reverse sides of the Plot tokens gained during the chapters will be revealed right before the Finale. For now, these Plot tokens are not in the Wanderer's possession.



The Chapter Is Ready to Begin

- a) Place the Game Round Tracker on the first space of the Round Track.

image to come

- b) Each Wanderer rolls a number of the five colors of Sentience dice equal to their Sentience values and places colored Sentience tokens in their dashboard's corresponding Concept areas according to the rolled results.
- c) Each Wanderer draws a number of Domain cards according to the list below:
- ◆ 1 Wanderer: 4
 - ◆ 2 Wanderers: 3
 - ◆ 3 Wanderers: 2
 - ◆ 4 Wanderers: 1
- d) The first chapter is now ready to begin, starting with the Event Phase of the first game round.



Memory cards



*Plot Token
Front Side*

*Plot Token
Back Side*



Example: Emily's Sentience value is 1. She can only roll 1 Sentience die. She rolls a result, so she places her Sentience token in the area on her dashboard.

KEY CONCEPTS

Before getting into the game rounds and phases of a chapter in detail, the Wanderers need to know more about the key concepts that are frequently referenced during the game.

EXISTENCE

A character's Existence (👤) (whether a Wanderer or a monster) is its conscious lifeforce in the Otherworld.

◆ Taking Damage and Losing Existence:

When a character takes damage or loses Existence, it receives a number of Damage tokens. The game effects for taking damage and losing Existence are identical. The only difference is that taking damage requires a source for the damage (for example: taking damage inflicted by an Abomination), while losing Existence does not (for example: you lose Existence because of an encounter's game effect.)

◆ Ceasing to Exist:

Each character has its maximum Existence value printed on its respective dashboard or card. (The Malformations' max Existence values are printed on the currently active Malformation cards.) This value can be modified positively or negatively by various game effects. When the amount of damage a character has taken equals or exceeds a character's max Existence value, it ceases to exist. Apply the following game effects according to the character's type when that happens:



*A Character's
max Existence*

◆ **Wanderer:** When you cease to exist, reduce your Mental Capacity to zero (see more details in Mental Capacity section) and temporarily remove your character from the game board. Next, resolve the punishment listed on the current chapter's Abomination card. At the beginning of the Refresh Phase, spawn your character on the game board. (Note: If a Wanderer's max Existence is reduced to zero, he/she is still treated as having a max Existence of 1.)

◆ **Malformation:** When a Malformation ceases to exist, remove its character from the game board and the currently active Malformation card from the game. At the beginning of the Refresh Phase, reveal the next Malformation card in that deck (if there is one) to be the new active Malformation card and spawn its character on the game board. Then, place its Mental Capacity Tracker on the track according to its new Mental Capacity value.

◆ **Aberration or Distortion:** When an Aberration or a Distortion ceases to exist, the Wanderer who eliminated this Aberration or Distortion takes the Memory Shard reward listed on its Aberration or Distortion card. Then the Aberration or Distortion's character and Mental Capacity Tracker are removed from the game board and its card is shuffled back into the Adversary deck.



*The Memory
Shard reward
on Aberration or
Distortion cards*

A Wanderer ceases to exist:

The Wanderer that ceased to exist gains **Withered** and each Wanderer gains **Envenomed**.

*The section of punishment on the
Abomination card*

◆ **Abomination:** When the Abomination ceases to exist, remove its character and Mental Capacity Tracker from the game board and record the current game round number. At the end of the chapter during the Save Campaign steps, flip the Abomination card over to its back side and resolve the corresponding game effect according to the game round when the Abomination was eliminated.

IMPORTANT: There will likely be special rules about ceasing to exist in the campaign's finale. Should that be the case, the special rules override those in this rulebook.

◆ **Gaining Existence:**

Some game effects may let a character gain Existence. When that happens, the affected character discards the number of Damage tokens designated by the effect. When a character gains Existence but doesn't have any Damage tokens, ignore the effect.

MENTAL CAPACITY

A character's Mental Capacity (Ⓜ) is its resource to perform actions, as well as its initiative when determining who will perform the next action.

◆ **Mental Capacity Track:**

Each character has its max Mental Capacity value printed on its respective dashboard or card. (The Malformations' max Mental Capacity values are printed on the currently active Malformation cards.) This value can be modified positively or negatively by various game effects. At the beginning of the chapter, each character places its matching Mental Capacity Tracker on the spaces of the Mental Capacity Track based on their own respective max Mental Capacity values.



A Character's max Mental Capacity

The character whose Mental Capacity Tracker is the highest in the track takes its turn to perform an action. After this action is fully resolved, determine the next character to perform an action by checking the Mental Capacity Track again and so on. (Should two or more characters be on the same level of the track, Wanderers will always activate after other characters. Otherwise, it is up to the Wanderers to determine which one will activate next.)

◆ **Expending and Losing Mental Capacity**

When a character expends or loses Mental Capacity, move its Mental Capacity Tracker downward the designated number of spaces along the track. As a result, its initiative will also be reduced.

As a Wanderer, you can expend Mental Capacity to perform actions and resolve other game effects listed with a Mental Capacity price. Other characters also expend Mental Capacity to perform actions according to their cards.

When a character's Mental Capacity reaches zero, it cannot expend Mental Capacity anymore. **IMPORTANT:** When a character's Mental Capacity reaches zero and the game effect instructs it to lose Mental Capacity, it must lose an equal amount of Existence instead.

◆ **Gaining Mental Capacity**

Some game effects may let the character gain Mental Capacity. When that happens, move the character's Mental Capacity Tracker upward a certain number of spaces along the track. Consequently, its initiative will also be increased. **IMPORTANT:** A character's current Mental Capacity **CAN** temporarily exceed its max value, but can never exceed 10.

During the Refresh Phase, each character restores its Mental Capacity to its maximum value.

8-	The Wanderers gain 6 Ⓜ. Add 2 Vicious Sting into the Legacy Devour cards.
9	The Wanderers gain 3 Ⓜ. Add 2 Frenzied Charge into the Legacy Devour cards.
10	Each Wanderer saves 2 damage. Add 1 Trashing Rampage and 1 The Venom Spreads into the Legacy Devour cards.
X	Each Wanderer loses 2 Ⓜ and gains Withered. Add 2 Trashing Rampage and 1 Toxic Paralysis into the Legacy Devour cards.

The game effects according to the game round when the Abomination was eliminated



Example: Emily's Mental Capacity Tracker is currently the highest in the track. It's Emily's turn to perform an action. She expends 2 Ⓜ to perform an action and her tracker is moved 2 spaces downward along the track. The next character to perform an action will be the Distortion Vivisection Viscera.



Five Sentience icons



Five Concept icons



25 types of Domains



Example: Emily is required to resolve a test:

"Test for and for .

Emily's value is 1 and value is 3, so she rolls 1 blue die and 3 yellow dice. She rolls 1 , 2 , and 1 results. Though she has a result, she will still fail the test because she didn't roll a or a (the result can be used as any other result of the same color), and she doesn't have any Domain on her dashboard to expend to help her pass the test, either. Finally, she decides to expend her Domain on her dashboard to pass the test (the Domain can be used as any other Domain of the same color).

SENTIENCE, CONCEPTS, AND DOMAINS

In this conscious world of mind and energy, Domain is the main resource you will use to resolve game effects such as completing tests in encounters and inflicting damage during an attack. A Domain consists of two elements: a Sentience, and a Concept.

Each Wanderer has five Sentience attributes which are represented by five different colors. The Sentience values on their Wanderer dashboards indicate how many Sentience dice of a specific color the Wanderer can roll and how many Sentience tokens of a specific color the Wanderer can have. Sentience reflects the color of a Domain.

In addition to Sentience, there are also five Concept symbols in the game. Concepts form the shape of a Domain. After a certain color of Sentience die rolls a Concept symbol, it becomes a Domain. Alternatively, when a Sentience token is placed in a Concept symbol space on a Wanderer dashboard it also becomes a Domain.

◆ Sentience Tests:

During encounters, game effects may instruct you to perform a Sentience test in the form of "test for or "test for .

To resolve a test, roll a number of Sentience dice equal to the specific Sentience value on your dashboard. This value can be modified positively or negatively by various game effects, such as the effects on Coda cards and Memory cards. If you roll all of the required Domain results, then you pass the test. If a required Domain is not rolled, however, then you fail the test.

IMPORTANT: In addition to rolling the Sentience dice, a Wanderer may expend the Domains stored on his/her dashboard to pass any in-game tests. See Expendng Domains section for more information.

After passing or failing a test, you will resolve the corresponding game effect that matches your result. Should a matching effect be absent, it means there is no further effect for that outcome.

IMPORTANT: The die-roll result is wild. It can be treated as a , or as any other die-roll result of the same color.

IMPORTANT: You won't gain any of the Domains rolled during a test. After the test is fully resolved, these Domains coming from die-roll results disappear.

Your Sentience value can be modified positively or negatively by various game effects. When one of your Sentience values increases, you will gain a new Sentience token of that color from the common pool. When one of your Sentience values is reduced, you will lose a Sentience token of that color and return it to the pool, even if you must lose one from a Concept circle.

◆ Gaining Domains:

You can gain and store Domains on your dashboard by taking a Sentience action (see Sentience Action section for more details) or through a game effect that directly instructs you to gain a specific Domain.

To gain a Domain, simply place an available Sentience token **from your possession** in the chosen Concept circle on your dashboard (you don't take the Sentience tokens from the common pool). The Sentience token could be a spare one, or it could be transferred from another Concept circle. The number of specifically colored Sentience tokens you have is always equal to your current Sentience value. Thus, the Sentience values on your dashboard (plus any modifiers you have through Cudas or Memories) determine the maximum number of Domains you can store for each color.

IMPORTANT: Each Concept circle can only contain a certain number of Domains. At the beginning of the campaign the limit is 6. This limit can be modified by various game effects.

◆ Expending Domains:

You can expend the Domains stored on your dashboard to trigger various game effects (for example, helping you pass a Sentience test.) To expend a Domain, simply move a specifically colored Sentience token out of the required Concept's circle. You still have that Sentience token in your possession (don't return it to the Sentience tokens common pool), but it now becomes a spare one rather than an assigned Domain.

Besides being expended to substitute for a Sentience die-roll result and help you pass tests, Domains of each type of Concept can also be expended to trigger special effects as listed below:

- ◆ You can expend 1  Domain to reroll a Sentience die you just rolled. The Domain you expend and the die you reroll do not need to be in the same color.
- ◆ When you are about to take damage of a certain Sentience color, **you can first perform a Defense Sentience test of that color, with every  Domain rolled preventing 1 damage.** You can also expend identically colored  Domains on your dashboard to prevent damage – just like expending domains to help you pass a test. (Note: this cannot be used when directly losing Existence, and the potential damage must have a defined Sentience color.)
- ◆ You can expend 1  Domain to play a Domain card and trigger its top section effect for another Wanderer as if it is being played from that Wanderer's hand.
- ◆ When you need to expend Mental Capacity to perform an action (excluding a Sentience action), you can instead expend the same number of  Domains and avoid moving your Mental Capacity Tracker down the track. (This cannot be used when an effect instructs you to lose Mental Capacity – only when expending it.)
- ◆ You may expend  Domains as either  Domains or as any other Domains of the same color.  **Domains are treated as wilds.**

THE OTHERWORLD AND CONSCIOUS REALM

The left-hand side of the game board is called the Otherworld. This is a fragmented reality formed from consciousness and nightmare, steeped in world shards splintered off from the memories and minds of the Wanderers trapped in this place. During the game, characters will move around the Otherworld and perform actions.

Each Wanderer has his/her own Conscious Realm sheet used exclusively in his/her chapter, where many of the pivotal locations from his/her story are represented. You can gain entry into the Conscious Realm through portals on the Otherworld board that appear after completing Portal Encounters (see Encounter Action section for more details). Although characters cannot move directly into the Conscious Realm, you can still resolve the encounters that appear there. The Conscious Realm will accumulate Consequence tokens from choices made during encounters throughout the chapter (which will impact later encounters), and you will also find additional encounters and deeper stories about the current Central Wanderer waiting for you.

THE ENCOUNTERS

You will explore this conscious world and learn more about the Wanderers' stories by entering encounters on the game board and Conscious Realm sheet. There are three types of encounters: Portal Encounters, Realm Encounters, and Deep Encounters. These are distinguishable by their card backs.

◆ Portal Encounters:

Portal Encounter cards are placed face-up on the game board during the game setup process. After a Portal Encounter is resolved, the card will be flipped over to show the portal into the Conscious Realm. After that, all of the Realm and unlocked Deep Encounters in the same Conscious Realm section as the portal are available for the Wanderers. See Encounter Action section for more details.

◆ Realm Encounters:

Realm Encounters are placed on the Conscious Realm sheet during the game setup process. When there is an Encounter token on a Conscious Realm location, it means there is an encounter there. When you want to resolve that encounter, you can look for the corresponding card in the Realm Encounter deck. See Encounter Action section for more details.

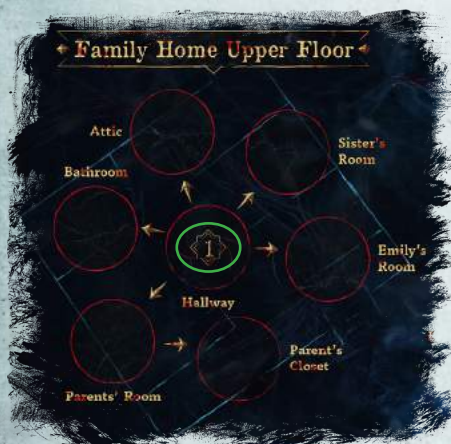
◆ Deep Encounters:

These encounters are locked from the beginning of the chapter. You can unlock them throughout the game based on the Wanderers' decisions in other encounters.

Thematically, there are also two different types of encounters: Explorations and Reality Shards. When resolving an Exploration encounter you still see the world through your own eyes. When you resolve a Reality Shard, however, it's almost as if you've entered the Central Wanderer's mind and are seeing the world from his/her perspective.



Portals on the game board



Portals on the Conscious Realm sheet



Consequence tokens

Exploration



Reality Shard

CODA CARDS, MEMORY CARDS, AND PLOT TOKENS

During the course of the campaign, Wanderers will take part in a number of encounters and memories. At the ends of many encounters you will obtain Coda cards (also referred to simply as Codas), and at the end of many Memories you will obtain your own Memory cards (also referred to simply as Memories). One difference between encounters and Memories is that Memories are accessible throughout the entire campaign, while you can only take part in a Wanderer's encounters (and gain their accompanying Coda cards) during his or her respective chapter. Additionally, only you can experience your Memories and obtain your own Memory cards, while anyone can obtain Coda cards from any chapter.

◆ Coda Card Limit

Coda cards and Memory cards are two components you will keep throughout the entire campaign. Both Codas and Memories allow you to personalize your Wanderer's development while also providing him or her with new abilities. **IMPORTANT:** While a Wanderer can have any number of Codas in his/her possession, he/she **can only have 4 active Coda cards at a time**. This is called the **Active Coda Limit**. This limit can be modified by various game effects. Other inactive Codas are stored in your Coda reserve. When you want to change an active Coda card, you need to perform the Rearrange action. **You can also upgrade your Active Coda Limit by expending Memory Shards during the Rearrange action.** See more details in the Rearrange Action section below.

When you obtain a new Coda card, you may choose to make it an active Coda as a free action. If the number of active Codas exceeds the limit, then you must place one of your active Codas into the reserve.

IMPORTANT: Memory cards don't have a limit. They are all immediately active once obtained.

◆ Plot Numbers and Plot Tokens

Both Coda cards and Memory cards have a huge impact on the campaign's finale. On the back sides of them are plot numbers which generate story points that count toward the Wanderers' various endings. During the chapters, Wanderers will also obtain Plot tokens from many of the encounters and memories they experience. These tokens also generate story points toward different endings and are kept throughout the campaign.

At the end of the last chapter and before the finale, the Wanderers will need to tally all of the story points generated by the Coda cards, Memory cards, and Plot tokens for each Wanderer's four endings. The ending that has accumulated the most points will become the finale. Likewise, the Wanderer whose ending has the most points will be the Central Wanderer in the finale. Other Wanderers' highest scored endings will also have an impact on the finale.



There is a plot number on each Memory card and Coda card. After the last chapter of the campaign and before the finale, Wanderers need to tally their plot points for each of their endings. You can find the corresponding plot points for every plot number in a diagram in the Storybooks.



Plot points to different endings on the front side *The plot number on the back side*

The Plot tokens will directly reveal the plot points on their front side. Don't look at the front side of Plot tokens until you need to tally the plot points after the last chapter ends.



Memory Shard token



The Memory Shard reward on Aberration or Distortion cards



Malformation deck

Active Malformation card

The card on the active malformation slot contains the information for the corresponding Malformation Character.



Top section

Bottom section

MEMORY SHARDS

Memory Shards () are a precious resource that Wanderers will use to gain their deepest memories and fight against their most dangerous enemy: The Abomination. See the Memory Action, Clearance Action, and Resistance Action sections for more details.

You can gain Memory Shards through completing encounters and killing Aberrations and Distortions.

IMPORTANT: Each time a Wanderer gains Memory Shards, he/she needs to immediately decide how many Memory Shards he/she wants to keep for him/herself and how many Memory Shards he/she wants to give to the Central Wanderer (the Central Wanderer will need more Memory Shards to fight against the Abomination). Once the decision is made, you can no longer redistribute them.

MALFORMATIONS

Each Wanderer has 3 different Malformations which will only appear in the Wanderer's own chapter (and possibly in the finale if that Wanderer's ending is chosen). They are other forms of yourself, made from the darkest fragments of your consciousness by the ethereal Otherworld. They are enemies that can bring great danger to the Wanderers, while also offering insights into the inky depths of the Central Wanderer's soul. Furthermore, they can also assist the Central Wanderer in defeating the Abomination.

Each Malformation form (with the 1st Malformation being the most normal and the 3rd the most horrific) has its own deck of 3 Malformation cards. There can be only one active Malformation card per form at a time, starting at level 1 and progressing to level 3.

On the top section of the active Malformation cards you will find the Malformation's current max Existence, max Mental Capacity, and abilities. See more details in the Malformation Activation section below.

On the bottom section you will find the Malformation's resistance effect which is used to fight against the Abomination. See more details in the Resistance action section.

ABERRATIONS AND DISTORTIONS

Aberrations and Distortions are common monsters the Wanderers will face in the game. The difference between them is that Aberrations belong to a specific Wanderer's conscious world and can only appear in that Wanderer's chapter, while Distortions can appear in any chapter.



You can distinguish them by the title sections on the cards. Wanderer icons are printed on the Aberration cards.

Domain Rifts:

After an Aberration or Distortion is spawned on the game board, you must roll 3 Sentience dice according to the Sentience icons on the monster's currently occupied World Shard card. Then, take 3 Domain Rift tokens that match the die-roll results and place them onto the three slots located on the monster's card. These are called the monster's Domain Rifts.



Domain Rift slots on the Aberration cards or Distortion Cards

The Aberration or Distortion could gain one or more of their Rift Abilities if a certain Concept or combination of Concepts is placed in its Domain Rifts. When the Domain Rifts can no longer meet a Rift Ability's requirement (for example, when a Domain Rift is broken by a Wanderer's attack), the Aberration or Distortion loses that ability – at least temporarily. The Rift Ability requirements are listed before the Rift Abilities.



The Domain Rifts also provide tests that the Wanderers may use to attack them. See more details in the Attack Action section.

Action Sequences:

Each Aberration or Distortion has its own action sequences listed on its card that it will follow when it can perform an action. See more details in the Aberration and Distortion Activation section.



Example: After Patient Aftershock is spawned on the game board, roll 3 dice according to the World Shard card where the Aberration is spawned. The die-roll results show , , and .



Place the matching Domain Rift tokens on the Aberration card.



The action sequences section on Aberration or Distortion cards.



The family of Abomination Rage.



Devour token



Example: 2 Devour tokens are on the same World Shard as Emily. When Emily resolves a test, she must reveal 2 cards from the Devour deck. These 2 cards show 2 icons and 1 icon. It means that if Emily needs to roll purple dice or green dice during this test, she can just roll 2 less purple dice and 1 less green die. After the test, these revealed cards are discarded to the Devour card discard slot and other game effects on them are ignored.

ABOMINATIONS

Every chapter features an Abomination, which is the Wanderers' main adversary in the conscious realms. Abominations are part of a family of four monsters (for instance, the Rage family.) They share the same theme and some mechanisms, but also have their own unique abilities to hinder the Wanderers from surviving.

Each chapter of the campaign will have a different Abomination from the same family. The Abominations will also evolve as a family throughout the whole campaign – just like the Wanderers. Between chapters, the next Abomination will inherit its predecessors' legacies (in the form of Devour cards), with the impact of that legacy determined by the Wanderers' performance in the previous chapters.

Wanderers cannot attack the Abomination directly. Only the Central Wanderer and his/her Malformations can harm the Abomination through the use of the Malformation cards' effects and the Central Wanderer's Resistance cards. You can find more details in the Resistance Action section.

DEVOUR TOKENS AND DEVOUR CARDS

The Abominations (as well as some game effects) will spawn Devour tokens across the Otherworld. **Each World Shard can contain no more than 3 Devour tokens. When a Devour token needs to be spawned on a World Shard already containing 3 Devour tokens, spawn it on the nearest World Shard that doesn't have 3 Devour tokens instead.**

The Devour tokens are able to harm the Wanderers in two ways. First, **when you resolve a Sentience test** (during an encounter or attack, when defending against inflicted damage, etc.) **you must reveal one Devour card for each Devour token on the World Shard you currently occupy.** Every Devour card has one or more Sentience icon(s) on it, and each icon represents a Sentience that you must roll 1 less die for during this test. The more Devour tokens on your current World Shard, the greater the chance that you will roll fewer dice during every test.

Second, some game effects (usually during the Abomination's activation) will force the Wanderers to resolve a Devour card if at least one Devour token appears on his/her World Shard. Every Devour card has a negative effect printed on it that will hinder the Wanderers. Some Devour card effects are also linked with the number of Devour tokens on the World Shard that the Wanderer currently occupies, which will be displayed in the effect text as "x/x/x". This means that when there is one Devour token you will resolve the effect based on the first value, when there are two Devour tokens you will resolve it based on the second value, and when there are three Devour tokens you will resolve it based on the third value.

The Abomination moves 1/2/3 spaces toward you.

There are two types of Devour cards: Otherworld Devour cards, and Abomination-specific Devour cards. These two types of cards will shuffle together to form a face-down deck during the game setup process. The Otherworld Devour cards focus on general game effects, while the Abomination-specific Devour cards concentrate on the special abilities and effects of the Abomination itself.

PLAYING A CHAPTER

A Chapter is played over ten game rounds. Each round consists of three phases:

- 1 Refresh Phase:** During the Refresh Phase, the characters restore their Mental Capacity, the Wanderers draw Domain cards, and the Game Round Tracker moves. **Skip the Refresh Phase during the first game round.**
- 2 Event Phase:** During the Event Phase, the Wanderers read the entry which the Game Round Tracker is currently on in the Central Wanderer's Storybook and resolve any game effects in the entry.
- 3 Action Phase:** During the Action Phase, the characters take turns performing actions according to their current positions in the Mental Capacity Track.

After the last game round ends, the Wanderers resolve the saving campaign steps, then prepare either the next chapter or the finale if they wish to continue.

REFRESH PHASE

During the Refresh Phase, resolve the following game effects in order:

- 1 Spawn Wanderers and Malformations that Ceased to Exist**
Spawn Wanderers and Malformations that ceased to exist in the previous round. If there is no Malformation card left for a specific Malformation form, don't spawn it. After the Malformation is spawned, place its Mental Capacity Tracker on the track based on the new value printed on its current Malformation card.
- 2 Restore Mental Capacity**
Each character restores its Mental Capacity to its maximum value. A character's max Mental Capacity value can be modified by various game effects.
- 3 Refresh Domain Rifts**
Roll 3 Sentience dice for every Aberration and Distortion according to the World Shard cards they are currently on. Next, refresh all of their Domain Rifts based on the die-roll results.
- 4 Draw Domain cards**
Each Wanderer draws 2 Domain cards.
- 5 Rearrange Coda cards**
Each Wanderer has a chance to rearrange his/her active Coda cards for free.
- 6 Move the Game Round Tracker**
Move the Game Round Tracker downward 1 space along the game round track.

IMPORTANT: In the first game round, skip the Refresh Phase.

image to come



The zero Mental Capacity space of the track



Example: Emily expends 2 Mental Capacity to move 2 spaces along the paths between World Shards.

EVENT PHASE

During the Event Phase, the Wanderers must find the entry in the Central Wanderer's Storybook that corresponds to the Game Round Tracker's current position. Read the description and resolve any game effects listed in that entry.

ACTION PHASE

During the Action Phase, each character on the game board takes turns to perform an action until every character's Mental Capacity reaches zero.

The character whose tracker is on top of the Mental Capacity Track is the currently active character. **The active character must perform an action if able.** If the active character cannot perform an action (for example, its remaining Mental Capacity can't afford any available action it can perform) or doesn't want to perform an action (for example, a Wanderer doesn't want to take any action currently available to him/her), the active character's Mental Capacity will be reduced directly to zero.

After the active character's action is fully resolved, the Mental Capacity Track should be checked again to determine whose turn is next, and so on.

If two or more characters' trackers are on the same space of the Mental Capacity Track, follow the rules below to determine who is the active character:

- Wanderers are always the last ones to activate.
- For characters other than Wanderers, the Wanderers can determine which one should activate next.
- If two or more Wanderers' trackers are on the same space of the track, the Wanderers may decide who should activate next.

Before every character's tracker is in the zero Mental Capacity space, it is possible that a character's tracker could move out of the zero Mental Capacity space by gaining Mental Capacity through a game effect.

As soon as every character's Mental Capacity tracker is in the zero Mental Capacity space and the last action is fully resolved, the Action Phase ends and a new game round begins with its Refresh Phase. If this is the last game round in the chapter, the Wanderers need to resolve the Saving Campaign Steps. See more details in the After a Chapter section.

WANDERER ACTIONS

When it is your turn to perform an action, you can perform one of the actions listed below:

➤ Move Action

You can expend X Mental Capacity to move your character X spaces along the paths on the game board.

Characters will always land on World Shard cards. Characters cannot land on Encounter card slots.

◆ Sentience Action

You can expend 1-3 Mental Capacity to roll 1-3 Sentience dice that match the available Sentience colors printed on your currently occupied World Shard. Next, gain the corresponding Domain(s) according to the die-roll result(s).

IMPORTANT: You can only perform one Sentience action on a specific World Shard card per game round. However, you can perform more than one Sentience action on different World Shards.

◆ Encounter Action

- ◆ **Portal Encounters:** When there is a face-up Portal Encounter card placed beside the World Shard card you currently occupy, you can expend the Mental Capacity and Domains printed on the Portal Encounter card's requirement to resolve the encounter.

To resolve this encounter, simply find the entry listed on the Encounter card in the Central Wanderer's Storybook. Read the story and resolve any game effects in the entry.

See more details about encounters in the Instructions section of each Storybook.



The Mental Capacity and Domains required to expend to resolve this encounter. When resolving the encounter, find and read the listed entry in the Central Wanderer's Storybook.

After the encounter is fully resolved and you are instructed to return to the game, flip this Portal Encounter card over to reveal its portal into the Conscious Realm sheet. The portal is connected to the identically numbered portal on the Conscious Realm sheet. Although characters cannot move directly into the Conscious Realm, you can still use this portal to resolve the connected section's Realm and Deep Encounters for the remainder of the chapter.

- ◆ **Realm Encounters and Deep Encounters:** Before performing a Realm Encounter or a Deep Encounter action, you can browse the available Encounter cards in the Conscious Realm sheet's Realm Encounter card slot. You can also find any Deep Encounters that have been unlocked there.

When there is a Portal Encounter card with its numbered portal face-up beside your current World Shard as well as a Realm or Deep Encounter located in the identically numbered section of the Conscious Realm sheet, then you can choose one of the available Realm or Deep Encounters and expend the required number of Mental Capacity and Domains to resolve that encounter.



Example: According to the World Shard that Emily currently occupies, she can roll 2 blue dice and 1 yellow die at most during a Sentience action on this World Shard. However, Emily chooses to expend 2 Mental Capacity to just roll 1 blue die and 1 yellow die, and the die-roll results show 1 and 1.



Emily place a spare yellow Sentience token on the circle. Since she doesn't have a spare blue Sentience token and she really wants to have a Domain, she moves her blue Sentience token from the circle to the circle.



Example: There is a face-down Portal Encounter card in Emily's space. It means that Emily has the opportunity to resolve a Realm or Deep Encounter in the section containing the same numbered portal on the Conscious Realm sheet. There is an Realm Encounter token placed on the location "Bathroom" in the section containing the same numbered portal, which means a Realm Encounter is available. Emily finds the card labeled with the section "Family Home Bottom Floor" and the location "Bathroom" among the Encounter cards in the Realm Encounter slot on the sheet, flip it over and reveal its flavor texts and requirement. She needs to expend 4 Mental Capacity (1 on the card plus 3 on the path) and 1 Domain to get into this encounter.

The Domains you need to expend are identical to the Domains printed on the Encounter card. **The amount of Mental Capacity you need to expend is equal to the number of Mental Capacity icons printed on the Encounter card plus the distance between the portal on the Conscious Realm sheet and the encounter's location.**

After the encounter is fully resolved, discard the Encounter token from the location and remove the Encounter card from the game unless otherwise stated.

Memory Action

- ◆ **Memory Action on World Shard Cards:** When you are on one of your own World Shard cards that you haven't performed a Memory action on yet during the course of the campaign (in other words, the card is not the exhausted version), then you can expend a number of your Mental Capacity and Memory Shards according to the requirement printed on the World Shard card to resolve this memory.



Emily can expend 2 Mental Capacity and 3 Memory Shards to resolve the Memory action on this World Shard, since it is one of her own World Shard cards.

To resolve a memory, simply find the entry listed on the card in **your own Storybook**. Read the story and resolve any game effects in the entry.

After the memory is fully resolved (you are instructed to return to game), replace this World Shard card with its exhausted version (the alternate version without the Memory action requirements on it) to remind you that you have already performed a Memory action on this World Shard card.

- ◆ **Memory Action on Memory Cards:** When you have a Memory card that you haven't yet performed a Memory action on, then you can expend Mental Capacity and Memory Shards according to the requirement printed on the card to resolve this memory.



Mental Capacity and Memory Shard requirement on Memory cards.

After the memory is fully resolved, replace this Memory card with its exhausted version (the alternate version without the Memory action requirements on it) to remind you that you have already performed a Memory action on this card.

◆ Rearrange Action

You can expend 1 Mental Capacity to rearrange all of your active Coda cards.

Remember, **the default Active Coda Limit is 4 cards.**

Before you rearrange your active Coda cards during this action, you have a chance to **upgrade your Active Coda Limit by expending Memory Shards to gain Enlightened.** You gain 1 Enlightened card for each 3 Memory Shards you expend and each Enlightened card's effect increases your Active Coda Limit by 1.

When you gain a new Coda card, you have a chance to make it an active Coda card for free. If the number of your active Coda cards exceeds the limit after that, then place a different active Coda card into the reserve.

Each Wanderer has a chance to rearrange all of his/her active Coda cards for free during the Refresh Phase. (You cannot increase your Active Coda Limit during the Refresh phase or when gaining a new Coda card, however.)

◆ Fusion Action

You can expend 3 Mental Capacity to give 1 of your Coda cards to another Wanderer, or take 1 Coda card from another Wanderer.

When you receive a Coda card in this way, it is treated as if you just gained a new Coda card and you can immediately make it active for free.

◆ Clearance Action

You can expend 1 Memory Shard to discard a Devour token from the World Shard card you are currently on.

Remember, you don't need to expend Mental Capacity to perform this action.

◆ Attack Action

When you are on the same World Shard as an Aberration or Distortion, you can expend 2 Mental Capacity to attack it.

To attack an Aberration or Distortion, you need to choose one of its Domain Rifts and initiate a Sentience test of the same color as the chosen Domain Rift. For each die-roll result whose Concept matches the chosen Domain Rift, you inflict 1 damage of the Sentience color to the Aberration or Distortion. **You can also expend the matching Domains on your dashboard to inflict extra damage during this process.**

After the Aberration or Distortion takes damage from your attack, discard the chosen Domain Rift from the Aberration or Distortion card. That means you cannot target that Domain Rift again, and the Aberration or Distortion loses any special abilities which required that Domain Rift.

If the Aberration or Distortion is killed during your attack, you take the Memory Shard reward listed on its card. After this, remove the Aberration or Distortion character from the game board and shuffle its card back into the Adversary deck.

If an Aberration or Distortion has no Domain Rifts left on its card, then you cannot attack it for the rest of the current round.

IMPORTANT: You cannot directly attack a Malformation. You can only inflict damage on it within encounters initiated by the Malformation when it is activated.

IMPORTANT: You cannot directly attack the Abomination. Only the Central Wanderer can harm the Abomination via Resistance actions.



Enlightened cards.



Example: Emily is in the same space as Patient Aftershock and decides to attack it. She chooses the Domain Rift on the Aberration card to attack. According to Emily's red Sentience value, she rolls 2 red dice and gets a and a . The result counts as 1 red damage to the Aberration. Then Emily decides to expend the Domain and the Domain to inflict 2 extra red damage. The Aberration doesn't have any game effect to resist red damage so it takes 3 damage and discards the Domain Rift token.



Since the only Domain Rift is gone, this Rift Ability on the Aberration card is lost.



For each [Skull] in the die-roll result, the Abomination takes 2 damage.

When [Skull] appears in the die-roll result, Each Wanderer that has a Physical Treatment gains 2.



Example: Emily's 2nd Malignation is in the same space as the Abomination. Emily decides to use the Malignation to perform the Resistance action. She rolls 6 dice according to the bottom section of the active Malignation card. The combination of the 3 die-roll results on the top triggers the effect on the Malignation card and the combination of the 3 die-roll results on the left triggers the first effect on the Confrontation card. As a result, each Wanderer with a Physical Treatment card gains 2 Existence and the Abomination takes 2 damage. Then, other game effects on the Confrontation card still need to be resolved. This is a Malignation Resistance action, but Emily chooses not to sacrifice a Coda cards for extra damage. Lastly, spawn a Devour token on each World Shard containing a Malignation Character.

Resistance Action (Central Wanderer Only)

- ◆ **Malignation Resistance Action:** When one of your Malignations is on the same World Shard as the Abomination, you may expend 3 Memory Shards from your own possession to resolve the game effect listed on the bottom section of that Malignation's active card and attempt to harm the Abomination. At the same time, you must reveal the top card of the Abomination's Confrontation deck and resolve the game effects on both cards.

The Sentience icons shown at the bottom of the Malignation card indicate which Sentience dice you can roll. The information on the Confrontation card, meanwhile, indicates what game effects will be triggered by the corresponding die-roll result (or group of die-roll results.) Most of them will inflict die damage to the Abomination, and some of them will trigger unique effects.

IMPORTANT: You **CANNOT** expend the Domains on your dashboard to trigger the effects on the Confrontation card.

After the effects are fully resolved, remove the active Malignation card from the game, and also remove its character from the game board as if it ceased to exist. If the Malignation still has an available Malignation card in its deck, reveal the next card and spawn the Malignation on the game board at the beginning of the next Refresh Phase.

- ◆ **Central Wanderer Resistance Action:** When you are on the same World Shard as the Abomination (and you are the Central Wanderer), then you can expend 3 Memory Shards to play one of your Resistance cards. Similar to using a Malignation card, you need to reveal the top Confrontation card at the same time to resolve the game effects on both cards.

After the effects are fully resolved, remove the used Resistance card from the game.

Component Actions

Some components (such as World Shard cards, Coda cards, Memory cards, Domain cards, etc.) allow you to perform other unique actions. These component actions are preceded by the word "Action" in bold. To complete one of these actions, simply follow the directions on the component.



MALFORMATION ACTIVATION

When it is a Malformation's turn, it resolves the effect on the top section of the active Malformation card. Usually, a Wanderer will be sucked into an encounter initiated by the Malformation if the requirement is met. After the effect is fully resolved, reduce its Mental Capacity to zero.



ABOMINATION, ABERRATION AND DISTORTION ACTIVATIONS

When it is an Aberration, Distortion, or Abomination's turn to perform an action, you must always keep in mind its entire action sequence. The actions on top of the sequence list have higher priority. If the condition of an action that is on top of the sequence list is met and the character can also afford the Mental Capacity price, that action will be triggered and the actions below it will be ignored for this activation.

When checking an Aberration or Distortion's action sequences, don't forget to include its rift abilities if the current Domain Rifts meet the abilities' requirements. During the Refresh Phase, each Aberration and Distortion's Domain Rifts will be refreshed. For more details, see the Refresh Phase section.

The Abomination card also contains the special rules of spawning Devour tokens and resolving Devour cards, and the rules of Wanderer ceasing to exist.



The section for rules of Spawning Devour tokens and resolving Devour cards on the Abomination card.

If the Aberration, Distortion, or Abomination cannot perform any available action on its card, reduce its Mental Capacity directly to zero. (For example, if the monster's Mental Capacity is too low to afford any actions or there are no available actions for it to perform, then its Mental Capacity would be reduced to zero.)



Example: Now it is Patient Aftershock's turn to perform an action, and Emily is the only Wanderer in the same space as it. When determining which action for the Aberration to perform, you must check the action sequences from the top in every Patient Aftershock's turn. Since Emily is in the same space, the first two actions' conditions are not met, the third action in the sequences is performed and Emily gains Slowed.

Later in the game progress, it's Patient Aftershock's turn again and there's no Wanderer within 2 spaces this time, so the first action in the sequences is performed if Aftershock has enough Mental Capacity to expend. If the remaining Mental Capacity can't afford the action, Aftershock's Mental Capacity tracker will be moved to the zero space of the track directly.

ADDITIONAL RULES

There are a few more rules you need to know before you can begin the first chapter of the new campaign.

DOMAIN CARDS

Domain cards are a very useful resource for the Wanderers that provide a number of benefits. You can often gain Domain cards from encounters during the game, and each Wanderer will also draw 2 Domain cards during the Refresh Phase.

IMPORTANT: Each Wanderer has a Domain card limit of 4 cards by default. And this limit can be modified by various game effects.

Most of the Domain cards require that you play them in order to trigger their abilities. After playing a Domain card, place it into the Domain discard pile slot on the game board. When the Domain card deck is empty, shuffle all of the Domain cards in the discard pile to form a new deck.



Example: Catherine is resolving a test against 2 . After rolling dice, she only gets 1 . You want to help her pass this test and expend a Domain from your dashboard to play the Domain card above, so that Catherine can roll 2 extra purple dice (the blue Sentience icon on the card is wasted since the test is not about blue Sentience). After that, this card is discarded into the discard pile (the effect on the bottom section is ignored).

Top Section Effect

Each Domain card has 2 effects, though you can only choose to use one of them when play it. The top section will always show 3 Sentience icons. When resolving a test and after rolling the Sentience dice, you can play Domain cards to roll more dice according to the icons shown on the top section of the Domain cards. You can also play Domain cards to trigger their top section effects to help another Wanderer resolve a test as if that Domain card were played from that Wanderer's hand, though you must expend a Domain from your dashboard for each card in order to do this.

IMPORTANT: You won't gain the Domains rolled by playing a Domain card on your dashboard. They are only used to help you pass the current test. After the test is fully resolved, the Domains gained from the die-roll results disappear.

Bottom Section Effect

The Domain card's bottom section provides a variety of useful effects. However, most of them require you to have a certain combination of Domains stored on your dashboard to trigger the ability. Only the Concepts of the Domains are required in these cases; not the Sentience colors. The effect's requirement is listed above the ability. When there's no requirement shown on the card, it means it doesn't require anything to trigger the ability. You **CANNOT** play a Domain card to trigger the bottom section effect as if it were played from another Wanderer's hand.



You must have the required Domains on your dashboard to use the game effect below it.

SPAWNING

If a game effect instructs you to spawn a component on the game board (for example, a character or a token) and doesn't tell you the specific World Shard space, you must roll the Otherworld die to determine the World Shard space it should spawn on. For games with 1-2 Wanderers, roll the 12-sided die. For games with 3-4 Wanderers, roll the 16-sided die. Then, place the component on the World Shard space that corresponds to the die-roll's result.

◆ **Spawning an Aberration or Distortion:**

When a game effect instructs you to spawn a specific Aberration and it is not currently on the game board, search the Adversary deck and find that Aberration card. Place that card face-up beside the game board, then spawn its matching character on the game board. Next, place its Mental Capacity Tracker on the track based on its max Mental Capacity value, and roll 3 dice according to the World Shard card it is currently on to determine its Domain Rifts. Then, shuffle the Adversary deck.

When a game effect instructs you to spawn a random Aberration or Distortion, reveal the top card from the Adversary deck and place it face-up beside the game. Next, apply the steps above (apart from shuffling the Adversary deck.)

If the Aberration you need to spawn is already on the game board, restore its Existence and Mental Capacity to the max values and discard all of its condition cards. Then, spawn it again and refresh its Domain Rifts.



PLAY THE FIRST CHAPTER

Now you know all of the important rules that are required to play the first chapter of a new campaign. You can begin playing the first chapter.

IMPORTANT: If you are playing a one-Wanderer solo campaign, there will be only one chapter before the finale. You must kill the Abomination during the chapter in order to get into the finale.

AFTER A CHAPTER

SAVE CAMPAIGN STEPS

After a chapter ends, each Wanderer needs to follow these steps based on if this chapter is the last one before the finale or not:

➤ **If this chapter is not the last chapter before the finale:**

◆ Resolve the game effects on the Abomination card and save Legacy Devour cards

Flip the Abomination card over to its back side and resolve the corresponding effect for the game round when the Abomination was killed. Usually, some Devour cards from the current Abomination and the Legacy Devour cards saved from previous Chapters will be mixed into the next Abomination's Devour deck as its legacy for the following chapter. If the current Abomination was killed very late in the game (or even was not killed), then more dangerous Devour cards will be passed on to the next Abomination. Save these Legacy Devour cards according to the current Abomination card's instructions into the corresponding slot in the game box.

◆ Save Wanderers' components

Place your Sentience tokens, Memory Shard tokens, current World Shard cards (if some of them are exhausted, store the exhausted version), obtained Memory cards, obtained Coda cards, obtained Plot tokens, and any Condition cards with the words "Keep this card for the rest of the Campaign" on them into your save slot in the game box.

➤ **If this chapter is the last chapter before the finale:**

If the Wanderers didn't kill the Abomination during the last chapter, skip this step. The campaign ends without a finale, which is considered a failure for the Wanderers. If the Wanderers did kill the Abomination during the last chapter, however, follow these steps:

◆ Tally the Plot Points:

The Wanderers as a group tally the plot points for every one of their endings by checking the plot points diagram in each Wanderer's Storybook. You can find plot points for all of the Coda cards and Memory cards obtained by the Wanderers in the plot points diagram, as well as those found on the front side of every Plot Marker.

IMPORTANT: Don't mix the Coda cards obtained by different Wanderers together, because the Wanderers will still need them in the finale.



The different game effects according to the game round when the Abomination was killed. The first effect is for Round 8 or earlier. The second and third effects are for Round 9 or 10. The last one is for not killing the Abomination during the chapter.



The plot points from the Memory cards and Plot tokens in your possession go to your endings. However, the plot points from the Coda cards go to their original owners' endings not the current holders'.

The Wanderer who has the highest scored story ending will be the Central Wanderer in the finale. His/her Storybook will be used during the finale, and his/her highest scored story ending will be the ending used in the finale. The chosen Wanderer takes his/her corresponding ending token to remind the group of which ending will be featured in the finale. Then the Wanderers will set up the finale according to the chosen ending in the Central Wanderer's Storybook.

Other Wanderers will also receive ending tokens based on their respective highest scored endings. These tokens will have some impact on the rules of the finale. Save these ending tokens into the corresponding slots in the game box.

◆ Save Wanderers' Components:

Place your Sentience tokens, Memory Shard tokens, World Shard cards (it no longer matters if they are exhausted or not since Wanderers cannot perform Memory actions in the finale), obtained Memory cards, obtained Coda cards, and any Condition cards with the words "Keep this card for the rest of the Campaign" on them into your save slot in the game box. You don't need to save the Plot tokens any longer.



Four types of Ending tokens

SETTING UP THE FOLLOWING CHAPTER

To set up the second, third, or fourth chapter of the campaign, follow the steps below in order.

1 Prepare the Wanderers

- a) Each Wanderer takes out his/her Storybook, Wanderer dashboard, Sentience tokens, Memory Shard tokens, World Shard cards, obtained Memory cards, obtained Coda cards, obtained Plot tokens, and any Condition cards with the words "Keep this card for the rest of the Campaign" on them from the save slot in the game box, placing them in his/her play area.
- b) Determine which Wanderer should be the Central Wanderer in this chapter. Then the Central Wanderer takes his/her 3 Resistance cards. Wanderers that have already been Central Wanderers in previous chapters cannot be the Central Wanderer of this chapter.

2 Prepare the Otherworld

- a) Unfold and place the game board in the center of the play area.
- b) Shuffle all of the Wanderers' World Shard cards with a designated number of random Otherworld World Shard cards (may be different from the ones used in the previous chapters) according to the number of the Wanderers in play as illustrated in the list below:
 - ◆ 1 Wanderer: 8
 - ◆ 2 Wanderers: 4
 - ◆ 3 Wanderers: 4
 - ◆ 4 Wanderers: 0
- c) Randomly place the World Shard cards and Central Wanderer's Portal Encounter cards in the same way as was done in the first chapter.
- d) Each Wanderer places his/her Wanderer character on the World Shard card according to the "Starting World Shard" printed on the back side of his/her Wanderer dashboard.

3 Prepare the Malformation Decks

Place the Central Wanderer's Malformation decks and Malformation characters in the same way as was done in the first chapter.

4 Prepare the Abomination and Devour Deck

- a) The Wanderers choose which Abomination to use in this chapter and place the chosen Abomination card beside the game board. The Abomination(s) that were used in previous chapter(s) cannot be used again in this one.
- b) Take out the chosen Abomination's 9 Confrontation cards and shuffle them to form a face-down deck. Then, place the deck on the game board's corresponding slot.
- c) Take out the chosen Abomination's 12 specific Devour cards, 12 random Otherworld Devour cards, and the **legacy Devour cards saved from every previous chapter**. Shuffle them to form a face-down Devour deck. Then, place the deck on the corresponding slot on the game board.
- d) **IMPORTANT:** Place a Devour token on each World Shard card that **belongs to the current Central Wanderer as well as the Central Wanderer(s) from every previous chapter**.
- e) Lastly, roll the Otherworld die. Place the chosen Abomination character on the World Shard corresponding to the die-roll result. If that World Shard already contains a Wanderer or a Malformation, reroll the die.

5 Prepare the Mental Capacity Track

Prepare the Mental Capacity Track in the same way as in the first chapter.

6 Prepare the Conscious Realm

Prepare the Conscious Realm in the same way as in the first chapter.

7 Prepare the Aberrations and Distortions

Prepare the Aberrations and Distortions in the same way as in the first chapter.

8 Prepare the Inner Offerings

Prepare the Inner Offerings according to every Wanderer's Storybook.

9 Prepare Decks and token Pools

Prepare all the other decks and token pools similar to the first chapter.

10 The Chapter Is Ready to Begin

- a) Place the Game Round Tracker on the first space of the Round Track.
- b) Each Wanderer rolls the five colors of Sentience dice according to their Sentience values (plus any modifiers) and places their colored Sentience tokens in their dashboard's corresponding Concept circles according to the die-roll results.
- c) Each Wanderer draws a number of Domain cards according to the list below:
 - ◆ 1 Wanderer: 4
 - ◆ 2 Wanderers: 3
 - ◆ 3 Wanderers: 2
 - ◆ 4 Wanderers: 1

SETTING UP THE FINALE

Usually, the Malformation cards, Abomination cards, Confrontation cards, Resistance cards, Devour cards, Distortion cards, Encounter cards (other than Finale Encounter cards), unobtained Memory cards, and unobtained Coda cards will not be used in the finale, unless specifically mentioned in the ending's special rules.

To set up the finale, follow the steps below in order.

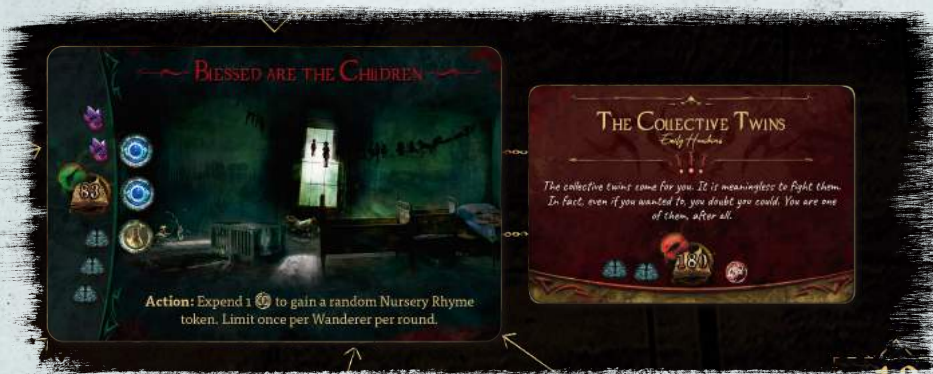
1 Prepare the Wanderers

Each Wanderer takes out his/her Storybook, Wanderer dashboard, Sentience tokens, Memory Shard tokens, World Shard cards, obtained Memory cards, obtained Coda cards, Ending tokens, and any Condition cards with the words "Keep this card for the rest of the Campaign" written on them from the save slot in the game box, and places them in his/her play area.

2 Prepare the Otherworld

- a) Unfold and place the game board in the center of the play area.
- b) Shuffle all of the Wanderers' World Shard cards with a designated number of random Otherworld World Shard cards (may be different from the ones used in the previous chapters) according to the number of the Wanderers in play as illustrated in the list below:
 - ◆ 1 Wanderer: 8
 - ◆ 2 Wanderers: 4
 - ◆ 3 Wanderers: 4
 - ◆ 4 Wanderers: 0
- c) Randomly place a shuffled World Shard card face-up on each of the game board's world shard slots. For games with 1-2 Wanderers, do not use the spaces numbered 13-16.
- d) Take out the Central Wanderer's 12 **Finale Encounter cards** for the corresponding ending. Shuffle them and randomly place one face-up on each encounter slot beside each placed World Shard card.

IMPORTANT: For games with 3-4 Wanderers, roll the 16-sided Otherworld die 4 times before placing the Finale Encounter cards. Do not place a Finale Encounter card in any of the spaces whose numbers match the die roll results. (Should the same number be rolled multiple times, re-roll the Otherworld die until a different result is rolled.) The 4 World Shards with empty Encounter slots won't feature any Finale Encounters.



Finale Encounter cards of the corresponding ending.

- e) Each Wanderer places his/her Wanderer character on the game board's World Shard card that matches the "Starting World Shard" printed on the back side of his/her Wanderer dashboard.

3 Apply the Ending Special Setup

Follow the setup instructions laid out in the corresponding ending section of the Central Wanderer's Storybook.

4 Prepare the Mental Capacity Track

Place the Mental Capacity Trackers of the Wanderers and any other characters on the game board according to their respective max Mental Capacity values.

5 Prepare the Inner Offerings

Prepare the Inner Offerings according to every Wanderer's Storybook.

6 Prepare Decks and Token Pools

- a) Shuffle all of the Domain cards to form a face-down Domain deck and place the deck on the game board's corresponding slot.
- b) Shuffle all of the Condition cards into their respective face-down decks and place them beside the game board.
- c) Place the Damage and Domain Rift tokens into their respective pools.

7 The Chapter Is Ready to Begin

- a) Each Wanderer rolls the five colors of Sentience dice according to their Sentience values (plus any modifiers) and places their colored Sentience tokens in their dashboard's corresponding Concept circles according to the die-roll results.
- b) Each Wanderer draws a number of Domain cards according to the list below:
 - ◆ 1 Wanderer: 4
 - ◆ 2 Wanderers: 3
 - ◆ 3 Wanderers: 2
 - ◆ 4 Wanderers: 1

PLAYING THE FINALE

Before playing the finale, first read the special rules of the corresponding ending's section in the Storybook. Each ending has its own goals to achieve.

The finale is played over a series of game rounds. Each round consists of three phases very similar to the phases of a chapter.

REFRESH PHASE

During the Refresh Phase, resolve the following game effects in order:

- ◆ 1 Each character restores its Mental Capacity to its maximum level.
- ◆ 2 Every Aberration and Distortion refreshes its Domain Rifts.
- ◆ 3 Each Wanderer draws 2 Domain cards for free.
- ◆ 4 Each Wanderer has a chance to rearrange his/her active Coda cards for free.

IMPORTANT: In the first game round of the finale, skip the Refresh Phase.

EVENT PHASE

During the Event Phase, the Wanderers read the entry in the corresponding ending section of the Central Wanderer's Storybook and resolve any game effects described in the entry. For example, read the first entry of the corresponding ending during the first game round, read the second entry during the second game round, and so on.

ACTION PHASE

During the Action Phase, the characters take turns to perform actions according to their current positions in the Mental Capacity Track (just like in the chapters), unless there are special rules for the ending.

❖ Wanderer actions:

- a) You can perform the Move action, Sentience action, Rearrange action, Fusion action, Attack action, and Component actions just like in the chapters, unless there are special rules for them in the ending.
- b) You cannot perform the Memory action, Clearance action, and Resistance action during the finale, unless there are special rules for them in the ending.
- c) The Encounter action in the chapter is replaced by the **Finale Encounter action**:

When there is a face-up Finale Encounter card placed beside your current World Shard card, you may expend Mental Capacity and Domains according to the requirement printed on the Finale Encounter card to resolve this encounter.

To resolve this encounter, simply find the entry listed on the Encounter card in the Central Wanderer's Storybook. Read the story and resolve any game effects in the entry.

❖ Malformation Activation

Usually, the Malformation cards are not used in the finale. However, the Malformations will still occasionally appear in the finale. The ending will list the rules for them should this be the case.

❖ Aberration Activations

Aberrations perform actions just like in the chapters, unless there are special rules for them. Having said that, usually the Abominations and Distortions are not used in the finale.

After the Action Phase, the finale continues into a new game round starting with the Refresh Phase – unless the campaign ends because an end-game event was triggered or this was the finale's last game round.



INDEX

A

Aberration 22
Aberration and Distortion activation 31
Abomination 24
Abomination activation 31
Action Phase (Chapter) 26
Action Phase (Finale) 39
Action Sequences 23
Active Coda Limit 21
Attack action 29

C

Campaign 5, 10
Central Wanderer 10
Cease to exist 16
Chapter 5, 25, 34
Character 10
Clearance action 29
Coda card 21
Component action 30
Concept 18
Conscious Realm 20

D

Deep Encounter 20
Defense test 19
Devour card 24
Devour token 24
Distortion 22
Domain 18
Domain card 32
Domain Rift 23

E

Encounter action (Chapter) 27
Encounter action (Finale) 39
Encounter 20
Event Phase (Chapter) 26
Event Phase (Finale) 39
Existence 16
Expanding Domains 19
Expanding Mental Capacity 17

F

Finale 38
Fusion action 29

G

Gaining Domains 18
Gaining Existence 17
Gaining Mental Capacity 17

L

Losing Existence 16
Losing Mental Capacity 17

M

Malformation 22
Malformation activation 31
Memory action 28
Memory card 21
Memory Shard 22
Mental Capacity 17
Mental Capacity Track 17
Move action 26

P

Plot token 21
Portal Encounter 20, 27

R

Realm Encounter 20, 27
Rearrange action 29
Refresh Phase (Chapter) 25
Refresh Phase (Finale) 38
Resistance action 30

S

Save Campaign Steps 34
Sentience 18
Sentience action 27
Sentience test 18
Spawn 33

T

Take damage 16
The Otherworld 20

U

Upgrading Active Coda Limit 29

W

Wanderer 5

DAWN OF MADNESS

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Actual components may vary from those shown. Made in China.
THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 17 YEARS OF AGE OR YOUNGER.

QUICK REFERENCE

WANDERER ICONS

-  Catherine Little
-  Claude Reinhardt
-  Emily Hawkins
-  Lynas Gershwin

IMPORTANT ICONS

-  Existence
-  Mental Capacity
-  Memory Shard
-  Devour token

SENTIENCE ICONS



CONCEPT ICONS



- ◆ The initial Active Coda Limit is 4.
- ◆ The initial number of Domains each Concept circle can contain is 6.
- ◆ The initial Domain card limit is 4.
- ◆ The max number of Devour tokens each World Shard can contain is 3.
- ◆ Expending a Domain:

Besides being expended to substitute for a Sentience die-roll result and help you pass tests, Domains of each type of Concept can also be expended to trigger special effects as listed below:

 - ◆ You can expend 1  Domain to reroll a Sentience die you just rolled. The Domain you expend and the die you reroll do not need to be in the same color.
 - ◆ When you are about to take damage of a certain Sentience color, **you can first perform a Defense Sentience test of that color, with every Domain rolled preventing 1 damage.** You can also expend identically colored  Domains on your dashboard to prevent damage – just like expending domains to help you pass a test.
 - ◆ You can expend 1  Domain to play a Domain card and trigger its top section effect for another Wanderer as if it is being played from that Wanderer's hand.
 - ◆ When you need to expend Mental Capacity to perform an action (excluding a Sentience action), you can instead expend the same number of  Domains and avoid moving your Mental Capacity Tracker down the track.
 - ◆ You may expend  Domains as either  Domains or as any other Domains of the same color.
- ◆ Refresh Phase (Chapter):

During the Refresh Phase, resolve the following game effects in order:

 1. Spawn Wanderers and Malformations that Ceased to Exist.
 2. Each Character restores its Mental Capacity to the max value
 3. Refresh Domain Rifts for Aberrations and Distortions
 4. Each Wanderer Draws 2 Domain cards
 5. Each Wanderer has a chance to rearrange his/her active Coda cards for free.
 6. Move the Game Round Tracker downward 1 space along the game round track.
- ◆ Wanderer Actions (Chapter):
 - ◆ Move action ◆ Sentience action ◆ Encounter action
 - ◆ Memory action ◆ Rearrange action ◆ Fusion action
 - ◆ Clearance action ◆ Attack action ◆ Component actions
 - ◆ Resistance action (Central Wanderer only)