

GRID OF SHADOWS

THE RULES

COMPONENTS:

96 cards 1 Player Turn Token
1 rulebook 6 Reference Cards



You have entered the Grid of Shadows - a cursed realm where deception is key, and every card played may be a lie. Players take turns placing cards face down, attempting to bluff their way through while shedding their hand.

At any time, if a player suspects a bluff, they may call "Lights!" to challenge the play. If the challenged card was a lie, the accused receives the penalty. If the play was truthful, the challenger gets the penalty instead.

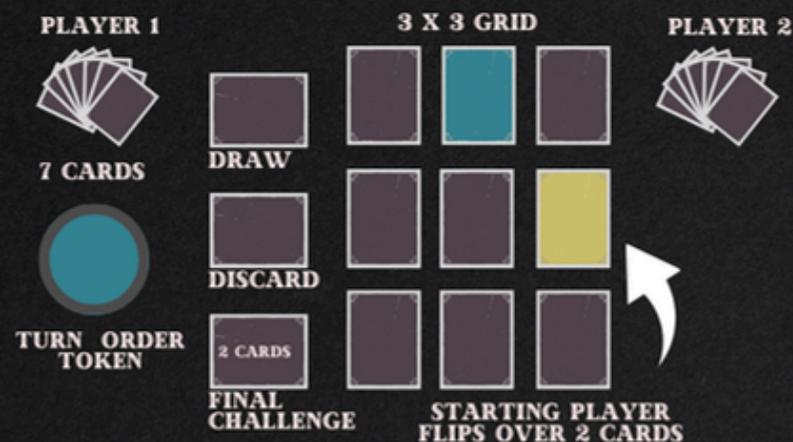
Winning the Game:

You win by either being the first to play all your cards, or by having the lowest total card value at the end of the final challenge.

SETUP

1. Remove the Extended Rules cards unless playing that version (page 15).
2. Shuffle the deck and deal 7 cards to each player.
3. Starting Grid: Place 9 cards face down in a 3x3 grid.
4. Put two cards to one side for the "final challenge" (game end).
5. The remaining deck forms the draw pile.
6. Determine the starting player:
 - o The first to act is player who is wearing the darkest clothing. Should the grid be challenged again, the previous champion begins.

The starting player receives the turn order token, flips over any two face-down cards from the grid and begins their turn.



TURN ORDER

A player's turn proceeds as follows:

1. Play or Flip (Mandatory)

- Play a card/cards onto a **face-up** grid card, or flip a **face-down** grid card and pick up a card from the draw pile.

2. Sequence (clockwise turn order)

- If a card was played on the grid players may play matching cards, bluff, pass, or call Lights. (**Cards are played face-down**).

3. Card Ability

- After the Sequence Phase ends (or after Lights, if valid), activate card abilities.

4. Resolve

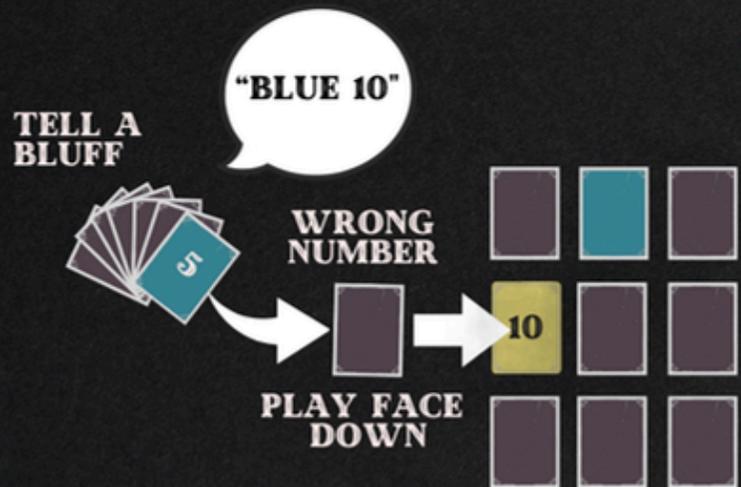
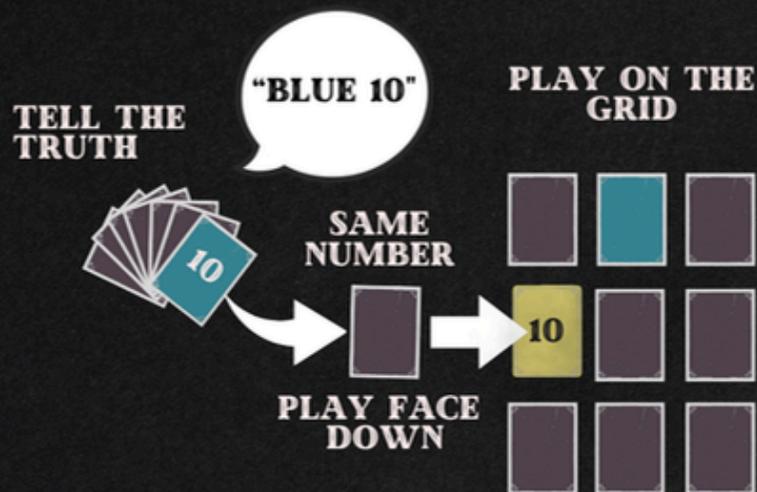
- Apply grid rules (e.g., collapse and replacement of the grid).

PLAY A CARD

At the beginning of your turn, you must take one of the following actions:

- **Play:** Choose a face-up grid card and play one or more cards from your hand **face-down**.
 - You must clearly **declare** the number and colour you are claiming (e.g., "**Yellow 6**").
 - Your declared cards must match the number on the grid card, but the colour does not need to match.

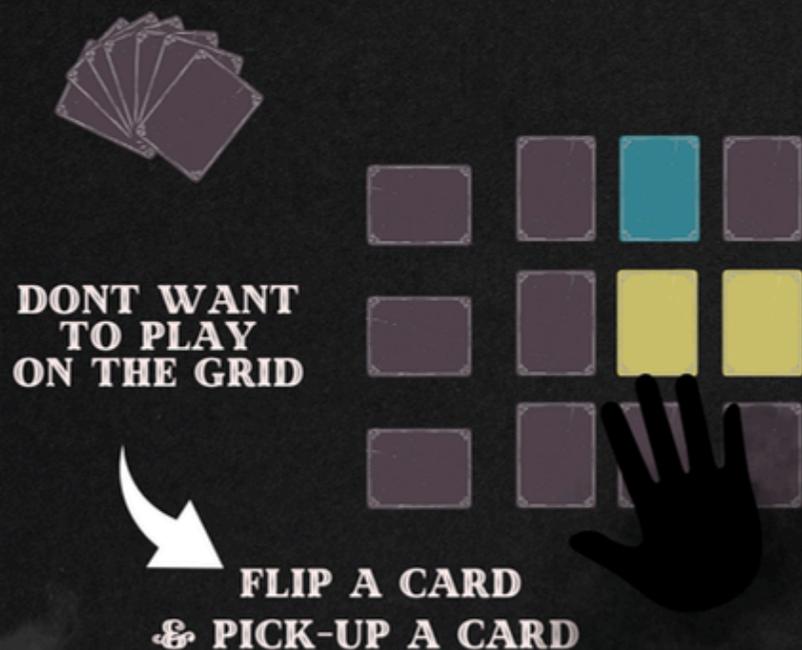
- If you play multiple cards from you hand, they must be the same number and colour.
- Remember you can bluff! You don't have to play a matching card or cards, **but if you get caught there are consequences..**



OR FLIP A CARD

- Flip: Reveal a face-down grid card. To do so, draw 1 card from the draw pile and add it to your hand as a penalty.
- After flipping, you may choose to play **on any** of the face up grid cards **or end your turn**.

Note: You must either play or flip on your turn. Taking no action is not permitted.



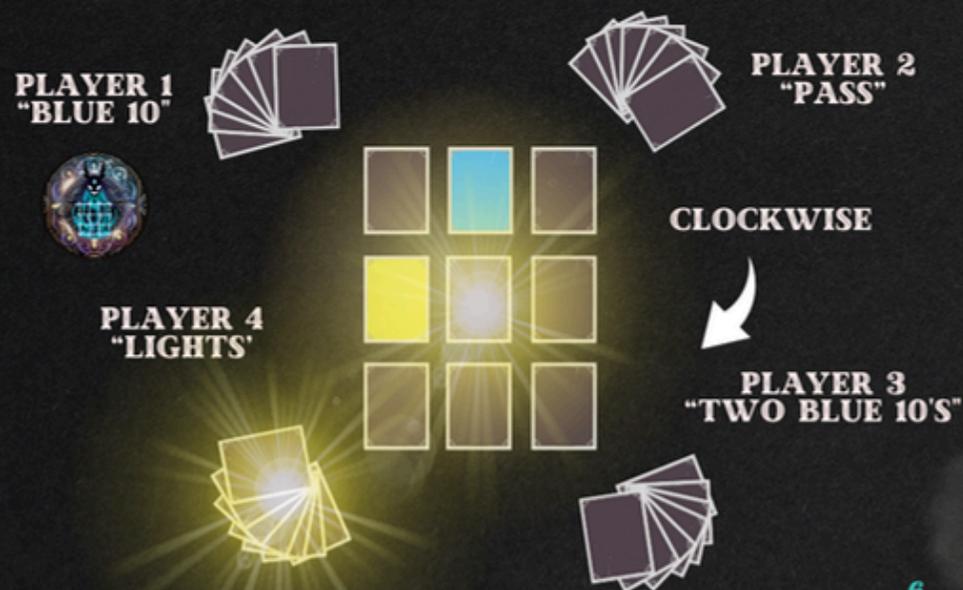
SEQUENCE

If someone has played on a grid card then, starting with the next player in clockwise order, each player may:

- Play a face-down card or cards on top of it "claiming" to match the **declared** number and colour.
- Pass.
- Call Lights, accusing the last player of bluffing. Any player can call Lights, they do not have to wait for their turn.

Continue until all players have passed or Lights is called. If all players pass, proceed to the "Card ability" step.

If Lights is called, proceed to "Calling lights".



CALLING LIGHTS

During the Sequence Phase, any player may call "Lights!" to challenge the most recent play. The player **who calls Lights turns over** the relevant cards.

When Lights is called, follow these steps:

1. Reveal the Last Play

- o Flip over all cards played during the **last player's** turn. If the player played multiple cards, all of them are revealed. (the previous plays remain face down).

2. Check for Accuracy

- a. Compare the revealed cards to the **declared** number and colour.
- b. If any card does not match the declared number or colour, the player was bluffing.
- c. If all cards match, the player was truthful.

3. Apply the Outcome:

- **Correct Accusation (Bluff Detected):**
 - o The accused player takes the grid card played this round, all cards on top of it, and draws one penalty card from the draw pile.
 - o **No card abilities** are activated.
- **Incorrect Accusation (Truthful Play):**
 - o The accuser takes all cards and the penalty as described above.
 - o The declared card ability **is activated** as normal.

NOTE: During the Sequence Phase, if you play a face-down card and all other players pass, then you play another face-down card, you are still considered the last player to have played. If Lights is called, you must reveal all face-down cards you played in succession without another player playing in between.

PLAYER 4 CALLS
"LIGHTS!!"



PLAYER 3
PLAYS
"TWO BLUE 10'S"



Truthful play
player 4 picks up the yellow 10 grid card, cards on top of it, and +1 penalty from the draw pile.

CARD ABILITY IS PLAYED.



bluff detected
player 3 picks up the yellow 10 grid card, cards on top of it, and +1 penalty from the draw pile.

CARD ABILITY IS NOT PLAYED.

CARD ABILITY

Card abilities activate after the **Sequence Phase** once all players have passed, or if Lights was called and the revealed cards were truthful. The ability used is that of the **declared** card, not any bluffed cards.

Each card number has a **unique ability**, that triggers based on when the card is played during the sequence:

- **First Played** - Activates only for the first player to place that number on the grid.
- **Each Time Played** - Activates every time that number is played during the sequence.
- **Last Played** - Activates only for the final player to play that number in the sequence.

Example - Each Time Played (10)

The 10 is an Each Time Played ability. If the 10 is played face down three times during a sequence, then when the Sequence Phase ends, the 10's ability resolves three times, causing each player to draw three cards.

Remember - If Lights is called and any revealed card is a bluff, no card abilities activate for that sequence.

1: Whisper

Draw a card from the draw pile and discard a card from your hand (**Last Played**).

2: Deceive

Give one card from your hand to another player (**Last Played**).

3: Smite

Force a player to pick up one card from the draw pile (**Each Time Played**).

Each player applies the effect once for each copy they played, in the order those cards were placed on the grid.

4: Blessing

Turn over a face-down card on the grid for free, if you can play on it you may (**First Played**).

5: Silence

Skip the next player's turn (**First Played**).

6: Shift

Draw two cards from the draw pile, use one of the cards to replace one grid card (**play face-down**) and place the other card at the bottom of the draw pile. (**Last Played**).

7: Luck

Choose any grid card and discard it, including any cards on top of it. Then place a card from your hand face-down in that space (**Last Played**).

8: Summon

Add a face-up card from the draw pile to the side of the grid (the grid may have 10 or more cards),. You may play on this card if you choose (**First Played**).

9: Hunger

Pick up two cards from the draw pile (Only the player who played the 9). (**Each Time Played**).

10: Balance

Give one card to all players from the draw pile, including yourself (**Each Time Played**).

RESOLVE

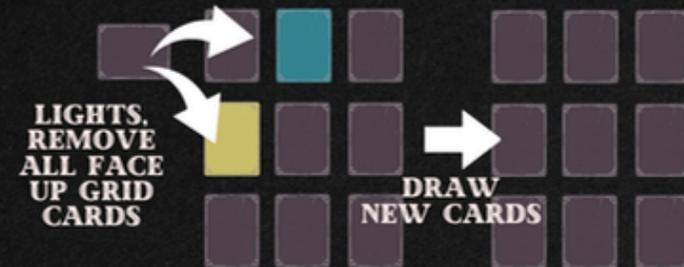
After the Sequence Phase and any applicable card abilities, complete the Resolve step:

If "Lights!" Was Called:

- Regardless of the outcome, **all face-up** grid cards are discarded. Replace them with new **face-down** grid cards from the draw pile.

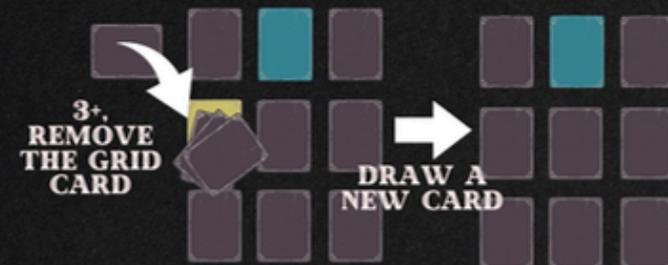
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- The next player begins their turn as if it were the start of the game: they may flip two grid cards for free before choosing to **play or flip**.

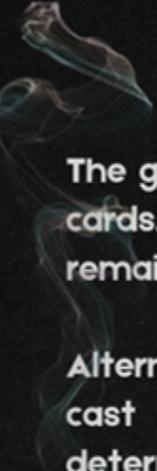


If No "Lights!" Was Called:

- Check the grid card where cards were played.
 - If there are **three or more cards** on top of it, the card collapses: discard the grid card and all cards on top of it.
 - Replace the collapsed grid card with a new face-down card from the draw pile.



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FINAL CHALLENGE

The game ends if a player successfully removes all their cards, escaping the Grid of Shadows and leaving the remaining players to face their fate.

Alternatively, if the draw pile is depleted, the shadows cast their judgment, and each player's fate is determined after the final challenge. Only the one with the lowest total value will evade the shadows' grasp, while all others are bound to the grid.

Setup:

1. Add the two cards that were placed aside at the beginning of the game to the grid, placing them face-up.
2. Discard any face-up cards on the grid that have **one or more cards** on top of them.

Open Play:

- Cards must be **played face-up** – bluffing is no longer allowed.
- Card abilities no longer apply.
- To play on a grid card, the card must **match its number and colour**.

Playing Cards:

- Once a card is played, the grid card and played cards are discarded.
- A single player may play multiple cards on a single grid card, but other **players cannot add to their play**.
- After playing, the player must reveal another face-down grid card and wait for their next turn to play again.

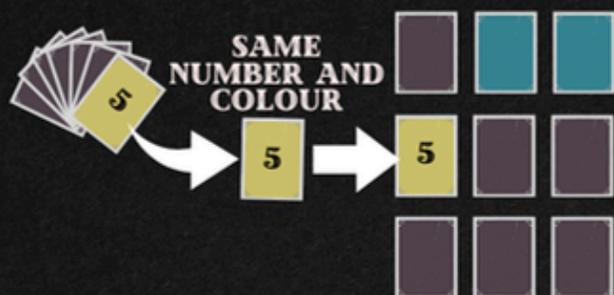
Turn Sequence:

- Play proceeds to the next player in clockwise order.
- If the next player can play, they must match the colour and number of a face-up grid card.
- After playing, they must reveal another face-down grid card (if any remain) and end their turn.
- If a player cannot play, they must pass, they do not flip over a grid card.

Challenge Resolution:

- The Final Challenge continues until no one can play or no face-down cards remain.

CARD DOESN'T MATCH? THEN PASS,
OTHERWISE



DISCARD
BOTH CARDS



WINNING THE GAME

- If a player gets rid of all their cards, they immediately win.
- After the Final Challenge, the player with the lowest total card value escapes victorious, evading the grasp of the shadows... for now.

EXTENDED RULES:

- For those seeking greater tension and unpredictability, the Extended Rules introduce four special cards – **Wrath**, **Reflect**, **Gamble** and **Indecisive**. These cards are included in the base game, but are only used when playing with the extended rules variant.
- Each of these cards appears **four times** in the deck and brings unique tactical twists. Any of these cards left in your hand at the end of the game **count as a value of 10**.
- While these cards do have their own colour, they do **not follow the standard placement rules** (such as matching both number and colour). Instead, each one is played according to its own specific rules.
- Each card also has a distinct effect **when played**, and a different consequence if **revealed face-up** on the grid.

WRATH REFLECT GAMBLE INDECISIVE



WRATH

When played:

- When played, Wrath immediately ends the current Sequence.
- Ignore the current grid card rule and its effect. Only Wrath resolves this turn.
- Choose another player; they must draw 2 cards from the draw pile.
- Wrath may only be played on another player's card, not your own.
- Once the turn ends, all cards in this stack are discarded.

If turned over on the grid:

- The revealing player draws 2 cards.
- This cannot be prevented, ignored, or reflected.
- Discard Wrath after resolving. The turn continues as normal.

If Lights! is called:

- The caller reveals the cards.
- If Wrath is revealed, the revealing player draws two cards. The bluffing or false accuser takes any remaining Lights penalty as normal.
- **NOTE** - Whenever Wrath is revealed face up on the grid, the revealing player must draw 2 cards.

Restriction - One Wrath may be played per turn, total.

REFLECT

When played

- If you are assigned one or more power effects from a 2, 3, or Wrath during a turn, you may play Reflect to send those effects back to the player or players who assigned them.

Timing

- Reflect may be played at any point after you are first assigned a power effect during a turn. It reflects all applicable power effects assigned to you that turn, including any assigned after it is played. Place it face down on top of the current turn's grid cards.

If turned over on the grid

- No cards may be played on top of it. That space is blocked until the grid is refreshed (for example, when Lights! is called). The turn continues as normal.

If Lights! is called

- If you bluff with Reflect, you take the grid cards, the normal Lights penalty, and the assigned power effects.
- If Lights is called on a revealed Reflect, the Reflect effects apply as normal, and the player who called Lights takes the grid cards and Lights penalty.

Restriction - One Reflect may be played per turn, total.

GAMBLE

When played

- When played, Gamble immediately ends the current Sequence.
- Ignore the current grid card rule and its effect. Only Gamble resolves this turn.
- Reveal the previous player's card. If it meets the sequence requirement, discard one card from your hand. If not, draw three cards from the draw pile.
- Gamble may not be played on your own card.
- Once the turn ends, all cards in this stack are discarded.

If turned over on the grid

- Discard Gamble.
- Guess: 5 or lower, 6 or higher, or a Power card. Replace Gamble with a new face-up grid card.
- If correct, nothing happens. If incorrect, draw one penalty card. The turn continues as normal.

If Lights! is called

- If you bluff with Gamble, take the grid cards, the normal Lights penalty.
- If Lights! is called on a revealed Gamble, resolve Gamble normally. The caller takes the grid cards and Lights penalty.

Restriction - One Gamble may be played per turn, total.

INDECISIVE

When played:

- Switch the current sequence colour.
- Blue ↔ Yellow.

If turned over on the grid:

- You may play any number and colour on top of it face down. Once the turn ends, all cards in this stack are discarded.

If Lights! is called:

Resolve Lights as normal.

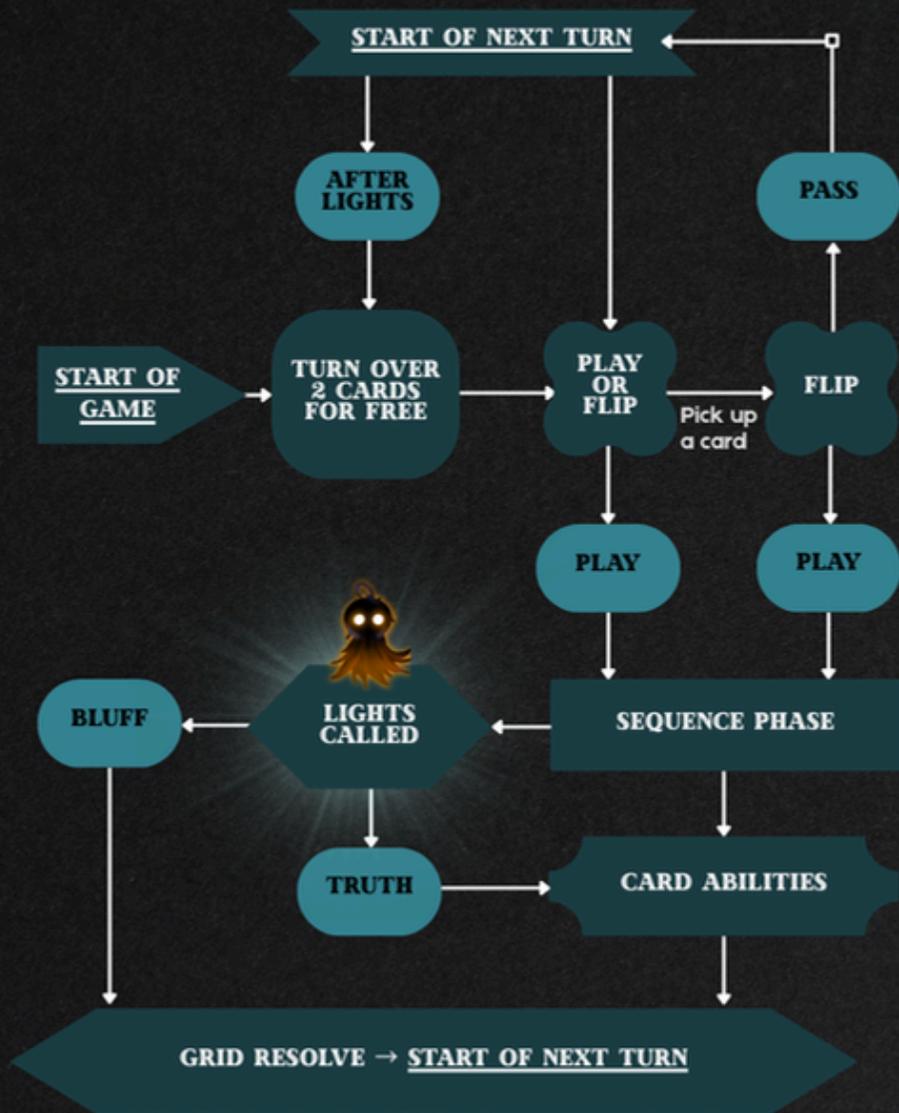
Restriction - No restriction to the number of times played.

WEBPAGE: www.bigcheekgames.com

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TURN SEQUENCE



Grid Resolve is different if lights is called!