

GRID OF SHADOWS

THE RULES

Welcome to 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

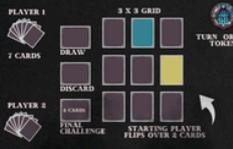
You win by either being the first to play all your cards, or by having the lowest total card value at the end of the final challenge.



SETUP

- Shuffle the deck and deal 7 cards to each player.
- Starting Grid: Place 9 cards face-down in a 3x3 grid in the center of the table.
- Put two cards to one side for the "final challenge" (game end).
- The remaining deck forms the draw pile.
- Determine the starting player
 - The first to act is player who entered the room last. 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:

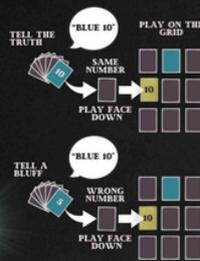
- Play or Flip (mandatory)
 - Play a card/cards onto a face-up grid card, or flip a face-down grid card and pick up a card from the draw pile.
- Sequence
 - In clockwise turn order, players may play matching cards, pass, or call Lights.
- Card Ability
 - If valid, activate the card ability based on the final sequence.
- Resolve
 - Apply grid rules (e.g., collapse and replacement of the grid).

PLAY OR FLIP

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., "6, Yellow").
- Your declared cards must match the number on the grid card, but the colour does not need to match. (You don't have to tell the truth).

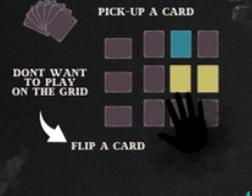
- If you play multiple cards, they must be the same number and colour.
- Bluffing is allowed. You don't have to play a matching card or cards, but if you get caught there are consequences.



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 a card or end your turn.

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

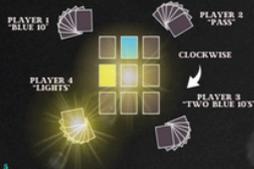


SEQUENCE

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

- Play a face-down card "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.

When Lights is called, follow these steps:

- Reveal the Last Play
 - 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).
- Check for Accuracy
 - Compare the revealed cards to the declared number and colour.
 - If any card does not match the declared number or colour, the player was bluffing.
 - If all cards match, the player was truthful.
- Apply the Outcome
 - Correct Accusation (Bluff Detected):
 - The accused player takes all cards played on the grid this round, the original grid card, and draws 1 additional card from the draw pile.
 - No card abilities are activated.
 - Incorrect Accusation (Truthful Play):
 - The accuser takes all cards played on the grid this round, the original grid card, and draws 1 additional card from the draw pile.
 - The declared card ability is activated as normal.

PLAYER 4 CALLS "LIGHTS!"



CARD ABILITY

Each number has a unique ability that activates based on when it is played in a sequence.

- First Played - Activates only for the first player to play that number on the grid.
 - Each Time Played - Activates for every player who plays that number during the sequence.
 - Last Played - Activates only for the last player to play that number in the sequence.
- Abilities resolve after Grid Rules and can tip the balance of power with each move.

The Following Card abilities are written on the cards of the associated number.

- Whisper
 - Draw a card from the draw pile and discard a card from your hand (Last Played).
- Deceive
 - Give one card from your hand to another player (Last Played).
- Smite
 - Force a player to pick up one card from the draw pile (Each Time Played).

- Blessing
 - Turn over a card for free on the grid, if you can play on it you may (First Played).
- Silence
 - Skip the next player's turn (First Played).
- Shift
 - Draw two cards, 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).
- Luck
 - Choose any grid card and replace it with one from your hand (face-down). Discard the grid card (Last Played).
- Summon
 - Add a card from the draw pile face-up to the grid, the grid will have 10 or greater cards until this card is removed, you may play on this card if you choose. (First Played).
- Hunger
 - Pick up two cards from the draw pile (Only the player who played the 5). (Each Time Played).
- Balance
 - Give one card to all players from the draw pile, including yourself. (Each Time Played).

RESOLVE

After the Sequence and any Card Ability activation, complete the Resolve step.

If "Light" 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.
- 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.



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If No "Light" 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.



Optional Deck Replenishment 5 or more Players Only

- If the draw pile runs out, reshuffle the discard pile to form a new draw pile.
- This may only be done once per game.

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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

Add the two cards that were discarded at the beginning of the game face up to the grid.

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 a colour.

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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

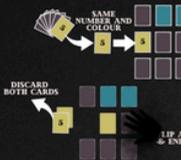
- Play proceeds to the next player in clockwise order.
- If the next player can play, they must match the colour and number of a face-up grid card.
- After playing, they must reveal another face-down grid card if any remains and end their turn.
- If a player cannot play, they must pass, they do not flip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

Challenge Resolution

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

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CARD DOESN'T MATCH? THEN PASS OTHERWISE



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.

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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



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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 stock 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 Light is called

- The caller reveals the cards.
- If Wrath is revealed, the revealing player draws 2 cards in addition to the normal Lights penalty. The bluffing player takes any remaining Lights penalty as normal.
- NOTE - Whenever Wrath is revealed face up on the grid, for any reason, the revealing player must draw 2 cards and discard Wrath. This effect is unavoidable.

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

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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 Light is called). The turn continues as normal.

If Light is called

- If you bluff with Reflect, you take the grid cards, the normal Lights penalty, and the assigned power effects.
- If Light 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.

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GAMBLE

When played

- If you are assigned one or more power effects, 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 stock are discarded.

If turned over on the grid

- Discard Gamble.
- 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.
- If correct, nothing happens. If incorrect, draw one penalty card. The turn continues as normal.

If Light is called

- If you bluff with Gamble, take the grid cards, the normal Lights penalty, and the assigned power effects.
- If Light 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.

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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 stock are discarded.

If Light is called

Resolve Lights as normal.

Restriction - No restriction to the number of times played.

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