

MAD  
LOVE

Believing you've made the archaeological discovery of a lifetime, you and your intrepid partner enter the lost pyramid of Naal'ru, only to be immediately trapped in an endless Lovecraftian Dreamscape full of maddening visions of terror. How will you find each other and escape?

**Mad Love** is a co-operative pocket card game of memory and deduction for 2 people that plays in 5-10 minutes. The gameplay is unique due to the manner in which the cards, called dreams, are revealed and played.

During the game, you and your partner are separated; lost in the Dreamscape, surrounded by nightmares and madness. If you call out, your partner cannot hear or see you. *This means that there can be no conversing about what dreams are where, and no physical motions or visual cues can be given. Also, no writing things down!* However, babbling like a loon is permitted, as is praying to an Elder God.

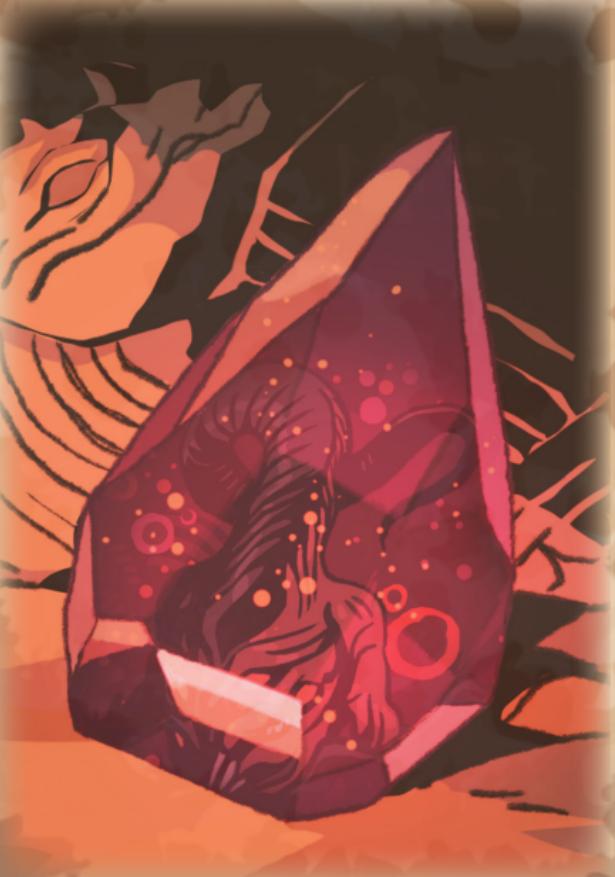
If you share enough dreams of love and happiness with each other, you will be reunited and escape this nightmare. However, if too much madness is shared, you will be trapped for eternity in the Dreamscape.



## SETUP

1. Players take their places across the table from each other.
2. Place the Love and Madness Meter within easy reach of both players, and set both meters to 0.
3. Shuffle the 18 cards together. Then deal them face down into 2 decks of 9 cards each. **DO NOT LOOK AT THE CARDS!**
4. Each player claims a deck to use as their draw pile.
5. Each player draws 2 cards from their draw pile, looks at them, and, without revealing them, places the cards face down, side-by-side, in the center of the play area closest to them, creating a 2 x 2 grid called the Dreamscape.
6. Decide who will be Player 1 and who will be Player 2. Player 1 draws 2 cards from her draw pile into her hand, and Player 2 draws 1 card from his draw pile into his hand. Hands are secret!





## HOW TO PLAY

Gameplay begins with Player 1 selecting one of her in-hand cards, which are called *dreams* in the game, and adding it to the Dreamscape, face down, without revealing it. How she chooses to add it to the Dreamscape determines which dream her partner must reveal and play. Remember, partners should not communicate or hint at the locations of dreams to each other during gameplay, however, you may read out the information on a played dream and make exclamations of joy or dismay.

There are two ways to add a dream to the Dreamscape:

- 1. Push a dream to your partner.**

*-OR-*

- 2. Dismiss a dream.**

# HOW TO PUSH A DREAM TO YOUR PARTNER

1. Without revealing it, place the dream that has been in your hand the longest face down at the bottom of either of the Dreamscape's columns closest to you.
2. Push the dream into the column towards your partner while simultaneously pushing the two dreams already in the Dreamscape in the same direction.
3. Your partner must immediately reveal the dream that is pushed out of the Dreamscape toward him. This dream is the one being played, and your partner must take the action specified.

After completing the action, your partner takes the played dream into his hand.

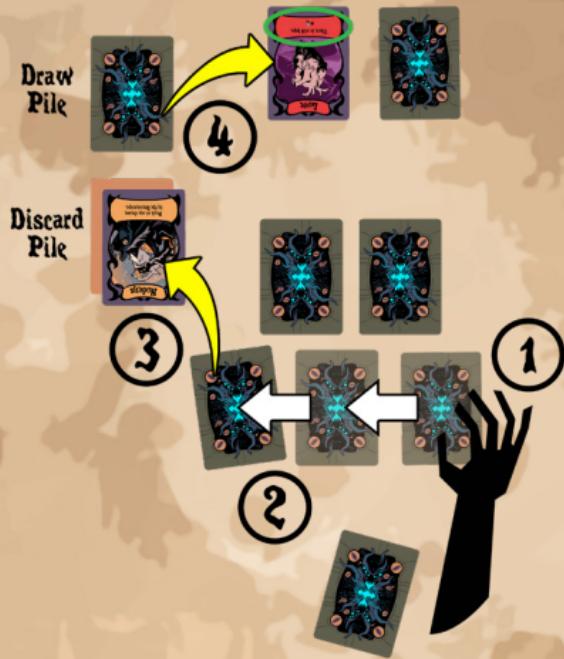


**Note:** You are not allowed to push a dream to yourself.

# HOW TO DISMISS A DREAM

1. Without revealing it, place the dream that has been in your hand the longest face down at the edge of either of the two rows on either side of the Dreamscape.
2. Push the dream into the row, moving the dream you are adding to the Dreamscape sidewise while simultaneously pushing the two dreams already in the Dreamscape in the same direction.
3. Your partner must immediately place the dream that is dismissed out of the Dreamscape face up on the top her discard pile, without playing it.
4. Your partner reveals the dream on the top of her draw pile. This dream is the one being played and your partner must take the action specified.

After completing the action, your partner takes the played dream into her hand.



**Notes:** Dismissed dreams do not take effect. If your draw pile is exhausted, immediately shuffle your discards into a new draw pile.

## CONTINUING PLAY

Gameplay then repeats with your partner adding the dream that has been in his hand the longest to the Dreamscape. This continues until the meters either reach maximum Madness (brain) or Love (heart).

## ADJUSTING THE MADNESS AND LOVE METERS



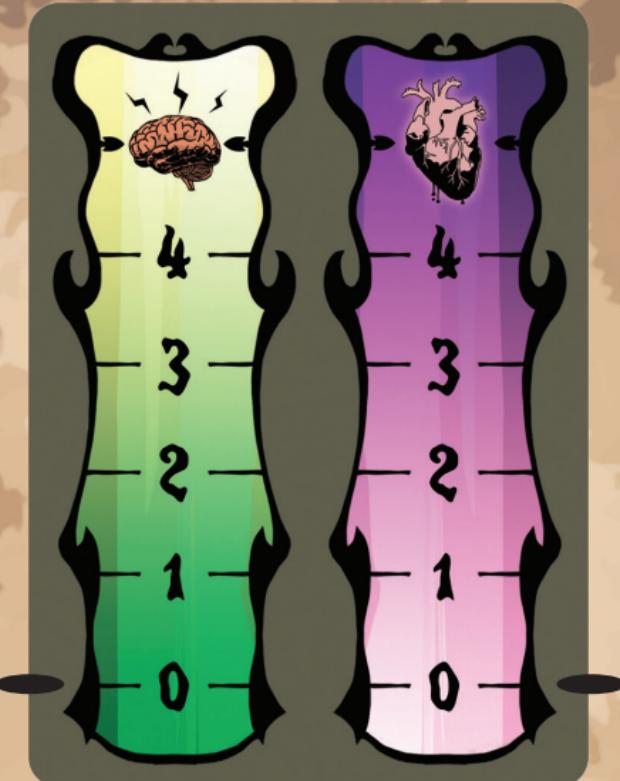
### MADNESS

Whenever a dream with a brain icon is played, the Madness Meter increases or decreases as noted on the dream.



### LOVE

Whenever a dream with a heart icon is played, the Love Meter increases or decreases as noted on the dream.



**Note:** Meters cannot be reduced below zero.

## WINNING THE GAME

If the Love Meter reaches its max before the Madness Meter does, you have found your partner and escaped the Dreamscape.

However, if the Madness Meter reaches its max before the Love Meter does, you and your partner have succumbed to the madness and are lost forever.

## DEFINITIONS & TERMS

**Partner** - The player opposite you.

**Dream** - A card.

**Dreamscape** - The 2 x 2 card grid in the center of the table.

**Hand** - The dreams you are holding. Do not reveal them to your partner.

**Madness Meter** - Tracks how close you are to defeat

**Love Meter** - Tracks how close you are to victory.

**Push** - Add a dream into the Dreamscape by moving one of the columns upward in order to push a dream out of the Dreamscape towards your partner.

**Dismiss** - Add a dream into the Dreamscape by moving one of the rows left or right in order to dismiss a dream out of the Dreamscape onto your partner's discard pile.

**Play** - The dream that is either pushed out to your partner or revealed from his draw pile is the dream that is in play.

**Discard** - Place the dream in your hand face up onto your discard pile.

**Peek** - Choose a dream in the Dreamscape to look at without revealing or communicating it to your partner, then return it to its position face down in the Dreamscape.

**Randomize** - Pick up the four cards in the Dreamscape without looking at or revealing them, shuffle them, then redistribute the dreams randomly, face down, into the Dreamscape.

## CARD CLARIFICATION

**Nyarlathotep** - *Discard the dream in your hand, and draw a new one without revealing it.*

This means that the dream that you draw will be the dream that you add to the Dreamscape.

**Cthulhu** - +  and - 

This means that the Madness meter increases by one AND the Love meter is reduced by one.

**Madness** - +  and 

This means that the Madness meter increases by one AND both players must shuffle their discard piles into their draw piles (*without looking at the cards currently in their draw piles*).

## THE AUTHOR

During setup, remove the Author card and place it to the side of play, next to the scoring meter card, face up.



**(DO NOT shuffle the Author card into the starting deck.)**

## THE AUTHOR (continued)

During the game, it may be used once, at any time and by either player, to immediately cancel the effects of a played dream.



However, using the Author requires a **Rewrite**, and then the card must be taken into hand. This means that another rewrite will be required whenever the Author is played out of the Dreamscape or a draw pile!

### To perform a Rewrite:

- Place the Author to the side and collect every other card outside the Dreamscape into a single deck, face down. (Leave the Dreamscape as-is.)
- Shuffle these cards without looking at them (there should be 14), and deal them, face down, into two draw piles of 7 cards each.
- The player whose turn it was when the Author was used must first take the Author into her hand, and then draw one other card from her draw pile into her hand. The other player must draw one card from his draw pile into his hand.

**Reminder:** The cancel effect of the Author can only be used **ONCE** per game, and, as per the rules of the game, there should be no discussion about whether to use it or not; if a player decides to use it, it is done.

## GAME VARIANTS

There are two alternate ways to play:

**Easier:** Take out 1 Madness and 1 Ghast from the deck, then play as normal. This leaves only 16 cards and less chance of madness taking hold. (*You may want to begin with this variant, as there are fewer cards to track while you learn.*)

**Harder:** Play as normal, but pay extra close attention...because whenever you dismiss a dream of Love from the Dreamscape, you must adjust the Love Meter down by one!

## COMPONENTS

Your game of Mad Love includes the following:

- 18 Cards (4 Madness, 3 Love, 3 Nyarlathotep, 2 Saturnian Cat, 2 Brown Jenkin, 2 Ghast, 1 Nodens, and 1 Cthulhu)
- 1 Madness & Love Meter
- 2 Slider Clips

## CREDITS

**Game Design:** Darth Rimmer

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# REMINDERS

- Stay attentive; no sharing knowledge!
- There should always be **4** dreams in the Dreamscape; no more, no less.
- Do not reveal the dream that you are adding to the Dreamscape.
- Take the played dream into your hand **AFTER** completing its action. Leave it face up until then.
- The partner who is adding a dream to the Dreamscape should have **2** cards, and the receiving partner should have **1** card.
- Add the dream that has been in your hand the longest to the Dreamscape, not the one that was just played.

