

Lunatic

- 3 to 4 players
- Playtime: 10 minutes
- From age 8

Material

- 36 numbered cards (1 to 12)
- 10 special cards (symbols)

Goal

Try to get rid of all of your cards as fast as possible. The first player to do so wins, the last player having cards on their hand loses and is called *Lunatic*.

Preparations

If you're playing for the first time, leave out the special cards. You can add those later as you like. The player who has most lately seen a full moon, shuffles the cards and deals them to all players. Some players may receive one card less than the others.

The Game

The first round is played clockwise, but the direction may change during the game.

The player, who has dealt the cards starts the first round by placing a single card, a pair or a set (three of a kind) **face down** in the middle of the table.

After placing the cards, the player announces the value of the cards, e.g. "one 8". In the announcement, pairs and sets must consist of cards of the same value, e.g. "two 6s" or "three 1s". Attention! Players may lie during the announcement: The actual cards played can be just anything. Now the turn goes to the next player.

If it is your turn now, you can either *pass*, *raise* or *doubt*.

Pass

You believe the previous player and pass (do nothing). It's the next players turn. Nobody else can doubt those cards later.

Raise

You believe the previous player, place the

same amount of cards on top of the previous player's cards and announce a **higher value**.

Doubt

You doubt the previous player by turning the cards they have just played (and only these) face up. There are two possible outcomes:

The announcement was **true**:

- You take all the cards played this round
- The previous player starts a new round
- The **direction changes**

The announcement was **a lie**:

- The previous player takes all the cards played this round
- You start a new round
- The direction stays the same

Remember: If cards are doubted, the correct player takes the initiative and the wrong player gets the cards. Playing direction is always facing away from the wrong player.

End of round

If everybody passes (nobody can raise your cards), all cards played this round are discarded and you open a new round.

Playing cards face up

Upon your turn, you can choose to place your cards face up. Those cards cannot be doubted. This can be useful to avoid the next player getting good cards by doubting them.

End of game

If you place your last cards and they are either true or nobody doubts them, you are done.

If it was upon you to open a new round but you're done, the next player in playing direction opens the new round instead.

The first player to be done wins the game. The next one is the second winner and so forth until only one player is left. This player loses the game and is called Lunatic.

➔ *Continue on backside*

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Choking Hazard: Small parts not for children under 3 years or individuals who have a tendency to place inedible objects in their mouths.

The Lunatic has to shuffle and deal the cards for the next game and may start the first round.

Special cards

Special cards have unique abilities. You can add them in any combination and number to the base set to enhance the game before dealing the cards.

Some special cards can be played *anytime*, which means you can play them whenever you want, even if it's not your turn.

The three Nymphs 🎵

Face down, Nymphs have no value. You can only get rid of them by lying.

But the three Nymphs together can be played anytime, face up, over any cards. All cards played during this round, including the three nymphs, are discarded, and you get to start the new round.

Shapeshifter ✨

The Shapeshifter can have any value you announce, like a wild card. It is possible to

build a four of a kind with it.

Satyr 🐐

You can place the Satyr at any time, face up, in front of any player. That player must tell the truth when making their next announcement by playing the cards face up. After doing so the Satyr is discarded. As long as the player passes, the Satyr remains in front of them. There can only be one Satyr in front of each player.

Face down, the Satyr has no value.

Astronomer ?

You can play the Astronomer anytime, face up, to doubt an announcement even if it's not your turn. The procedure is like a normal doubt, but the direction changes if the announcement was a lie and stays the same else (in contrary to a normal doubt). The astronomer is discarded afterwards.

Face down, the Astronomer has no value.

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Art thou pale for weariness
Of climbing Heaven, and gazing on the earth,
Wandering companionless
Among the stars that have a different birth,—
And ever changing, like a joyless eye
That finds no object worth its constancy?

To the Moon
Percy Bysshe Shelley

Lunatic

Rules

