

Gloom

DEMONSTRATION



The sky is gray, the tea is cold,
and a new tragedy lies around every corner ...

In *Gloom*, you control the fate of an eccentric family of misfits. Your goal is sad, but simple: make your characters suffer the greatest tragedies possible before helping them pass on to the well-deserved respite of death. Play cards with horrible mishaps like Pursued by Poodles or Swindled by Salesmen on your own characters, while trying to cheer your opponents' characters with happy occasions. The transparent cards reveal or obscure the effects of cards below; in the end, the totals showing through determine your score — may the most miserable soul win!

Location:

Date:

Start Time:

End Time:

Moderator:

Note:

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