

THE GloomTM CHRONICLES



Twenty sorrowful scenarios to explore and expand the gloomiest of games!

CREATING YOUR CHRONICLE

The *Gloom Chronicles* takes you and your friends on a journey across multiple sessions of *Gloom*. Each *Chronicles* card describes the setup for playing one *Gloom* game as a “chapter” with a shared narrative. Each chapter leads to others. Your “chronicle” is the interwoven tapestry of stories created by playing through a series of these linked chapters.

- 1. Choose Your Chapter:** Start your first *Chronicles* game by placing CHAPTER 1: THE UNHAPPY BIRTHDAY in the center of the table, with the red side up. Later sessions use the *Chronicles* card chosen by the previous winner. This is the only *Chronicles* card in play for this game, which will become a chapter in your ongoing chronicle.

Unchronicled Chronicles

After playing through *The Gloom Chronicles* as a sequential story, you can keep playing by selecting any *Chronicles* card to use as an enhancement to your *Gloom* game. Choose one as a group or at random.

- 2. Cast Your Characters:** If this is your first *Chronicles* game, select a family from core *Gloom* or choose four Character cards from any *Gloom* game. This will remain your family for subsequent chapters.

Death and Rebirth

We recommend that you choose a family and play that same family in each session of the *Gloom Chronicles*. This may seem counterintuitive given that in each session, at least one family will die. This is just the nature of *Gloom*: people endure terrible tragedies, they suffer untimely deaths, and then they meet up next week and do it all again. Don't overthink it, just focus on the story they're experiencing today.

While we suggest using the same families throughout the *Chronicles*, it's not a requirement. Perhaps someone wants to switch and play the Malone Mob for THE TRIAL OF BOILS MALONE, or maybe your family had such a miserable time in the last chapter that you want to let them rest in peace for a session. Whatever the reason, family choice is ultimately up to you.

- 3. Set Up the Scene:** Get out the game(s) listed in the setup section of the current *Chronicles* card, and sort out any particular cards it requires. Remove any other Story and Unwelcome Guest cards. Shuffle the Modifier, Event, and Untimely Death cards together into a draw deck and deal five to each player, as you would normally.

You can always add other expansions, too.

- 4. Specify Your Setting:** Read aloud the setting text on the *Chronicles* card in play. It frames the background for this game, perhaps a location or some recent events. Work as a group to add elements and details to the people, places, and events for this chapter of your chronicle. Incorporate your Characters and the suggestions on the *Chronicles* card, and expand your story together.

Dissimilar Settings

Feel free to diverge from the *Chronicles* card's prescribed details during these group discussions. For example, CHAPTER 1: THE UNHAPPY BIRTHDAY is written as a party for the Wellington-Smythe Twins, but what's most important is that it's a birthday party. If you want it to be the Old Dam's 101st birthday party, go ahead!

The important thing is for all players to collaborate and agree on the setting.

- 5. Rule the Roost:** In addition to the setting text, *Chronicles* cards also have special rules text. Read the special rules aloud now. They apply to all players and their Characters for the duration of the game.
- 6. Get in the Game:** Now play *Gloom* as always, with players trying to make their own families miserable while cheering their opponents' families. Modifier, Event, and Unhappy Ending cards work as usual. When an entire family has succumbed to Unhappy Endings, the game ends. Self-Worth scores are then tallied, and the most miserable player wins! (Unless rules are otherwise specified on that chapter's *Chronicles* card.)
- 7. Your Awful Aftermath:** At the end of this game, the player who wins flips the *Chronicles* card in play and reads The Aftermath. Then they decide which card will be used the next time you play. That determines what your next chronicle's setting will be, so in this way the winner chooses the next step on your journey. Stack the chosen card first when putting away *The Gloom Chronicles*, so it's obvious for the next game.

SETTING SORROWFUL SCENES

As you build your chronicle's story over the course of each chapter's game, use the setting you agreed on as your starting point and flesh it out with your own twists and turns: Why is your family there? What are they doing? How does each card played fit in with the setting and previous events?

For example, if during CHAPTER 6: DINNER WITH THE DUKE, Lord Slogar is suddenly Disgraced at a Dance, he's likely dancing with someone at the dinner party. Who's his dance

partner? Is it someone from another family? What could possibly go wrong, dancing with a brain in a box? And why is he disgraced when they aren't?

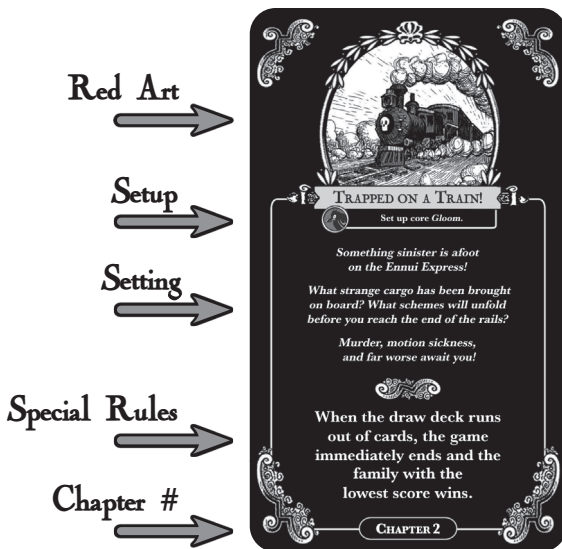
But if Melissa Slogar is at THE TRIAL OF BOILS MALONE and is Disgraced at a Dance, she might testify to the court about her disgrace. Maybe at Boils' "retirement" party she overheard him confess just before she reeled into a buffet table, since she's known for having two left feet, literally!

The goal is to establish a connection to the other families, since you're all part of the same story. As the game progresses and you start playing more Modifiers and Events, work to tie your descriptions into the story of your chronicle.

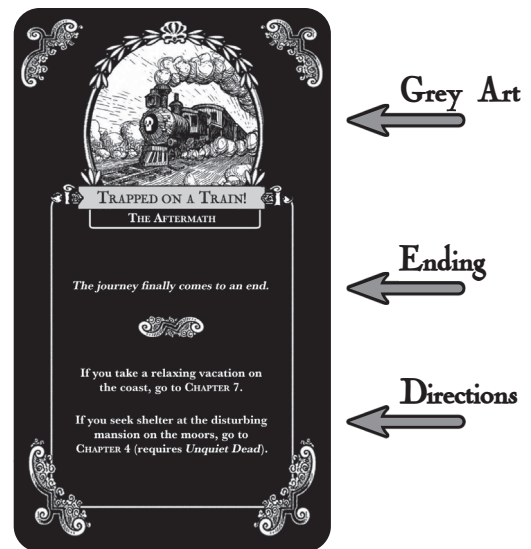
CHRONICLES CARDS

The front of each *Chronicles* card contains the information used during that chapter, and the back of the card shows The Aftermath of that chapter, including its ending and directions for the winner to choose the next chapter. The front has red details in the illustration, while the back has the words "The Aftermath" under the illustration.

FRONT



BACK



Chapter Title: The gloomy title of this chapter appears under the illustration.

Setup: Beneath the title is the name of the expansion or game that the card is best played with, its deck icon, and sometimes further setup instructions. The deck icon occurs on all cards in that set, to help you sort them out from other *Gloom* games.

Setting: This describes details of your story's beginning, the foundation of this chapter. Read it out loud before the game.

Special Rules: Read this aloud at the start of the game as well. These rules apply to all players for the duration of the game.

Chapter Number: Each card has a chapter number at the bottom for quick reference.

CREDITS

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