

Gloom 2nd Edition™

A tragicomic card game where players torment their misanthropic families until they succumb to the deserved respite of an untimely death.

Key Selling Points

- **The core game in an evergreen line that's been featured on Tabletop**, with more than 300,000 games in print.
- **Award-winning gameplay** is based on transparent cards that stack on top of each other to hide and reveal text and statistics from the cards below.
- **Players try to make their own families miserable** (and then kill them!) while lifting their opponents' spirits.

What It's About

You can't choose your family, the saying goes. **How awful.** At least you can torment them until they die. In *Gloom*, that's how you win!

Let's meet the families, shall we?

The **Slogar** patriarch, Lord Slogar, is a brain in a box. His wife Helena enjoys long walks in the moonlight and reanimating the dead. Lord **Wellington-Smythe** dotes on his children the Twins, the sweetest demonically possessed sociopaths you'll ever meet. The **Darks** are a circus family led by ringmaster Darius Dark. Their most miserable show on earth features a shy, illustrated lady and a bearded... *man*. Finally, the head of the **Stark** household is The Old Dam, a murderous matriarch whose sweet daughter Angel is a starry-eyed serial killer.

In play, these unfortunates might be Ruined by Rum or Shunned by Society before dying Old and Alone or even being Devoured by Weasels. But in *Gloom*? That's great! Because **once everyone's dead, the most miserable family wins!**

Gameplay Basics

- Players play modifiers to depress their own families while buoying their opponents' self-worth scores. Untimely demises lock in points for good or ill.
- There's no stacking limit: **Transparent cards are stacked directly on top of each other, to hide and reveal the self-worth scores below.**
- The game ends when one entire family has shuffled off this mortal coil. **The winner is the player whose deceased family members were most miserable in life.**

Vital Stats

- Stock AG1350, ISBN 978-1-58978-144-3, MSRP \$24.95.
- Contains 110 transparent, poker-sized playing cards.
- 2-4 players, 60 minutes, Ages 13+.
- Box size 5.25" x 3.75" x 1.0", case count 48



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