

Fight Your Inner Demons!

# DERANGED



3-6  
players



12+



90-180  
min

## GAME OVERVIEW

**Deranged** is a gothic semi-cooperative scenario-driven adventure game where 3 to 6 players must survive 3 days and nights in a town overrun with unrestrained horrors.

## GAMEPLAY

On their turn, each player plays a card from their hand and resolves up to 2 actions or rests and restores their Sanity.

### DURING THE DAY

The first action is free, another one costs 1 Sanity.

The players roam the town:

- Fighting **Monsters**
- Getting rid of their **Curses**
- Fulfilling their individual **Objectives**
- Collecting useful Items to **craft stronger decks**



### DURING THE NIGHT

Each of the 2 actions costs 1 Sanity. On top of everything else, each player reveals their random **Night card**, and they either:

or

**Become Deranged!** From now on, they become more powerful, play by the upside-down side of the Action cards, and don't need to rest,



If there is a symbol in the card played, the **Time token** is advanced 1 space forward. When it **crosses the border**, not only the Time of day changes, it also triggers the next Scenario Chapter.

Get a **Night mission** which must be completed until the next dawn



But the only way for them to turn back is to **kill a once fellow Human Hero!**

## VICTORY AND DEFEAT

A player wins if at the end of the last Night all of the 3 conditions are met:

1. They don't have a Deranged token,
2. They have no Curse cards,
3. Their Hero is on the Enchanted Gate space.

OTHERWISE, THEY LOSE.

## INSTANT DEFEAT

If at any point during the Night all Heroes are turned into Deranged, all players instantly lose.

## KEY SELLING POINTS

- Atmospheric semi-cooperative adventure with varying roles and hidden objectives
- Catchy gothic comics artwork
- High replayability: modular game board, 3 extensive scenarios, Open World mode
- 11 plastic figures

## CONTENTS

4 double-sided pieces of the game board (quarters of the town) • 6 Hero sheets • 11 Hero figures • 6 bases • 6 Health and Sanity tracks • 42 Action cards • 49 Item and Reward cards • 6 Role cards • 18 Night cards • 42 Curse cards • 2 Time tracks • 18 Scenario sheets • 2 additional pieces of the game board • 136 various tokens • 6 Monster sheets • 7 Scenario Reference cards • Game Rules

## PRACTICAL INFO

RIGHTS: except   
RELEASE: Gen Con 2019  
MOQ: 1000  
MSRP: TBD  
BOX: 298×298×71 mm  
CARTON: 380×310×310 mm 5

Contact: Pavel Safonov,  
Head of International Sales  
pavel.safonov@hobbyworld.ru

Game Designer: German Tikhomirov  
Artwork: Anton Kvasovarov,  
Sergey Dulin

