
BEDLAM CHEAT SHEET

This is what happens when you take your turn in Bedlam, follow along to learn the game.

1. Get Your Act Together

- Reset your purple Stuff cards
- Reset your Slider to Courage and Sanity of 5
- Replenish your hand from the Dark, up to 6 total
- Remove counters from Events with arrows pointed at you
- Any Events without counters are ditched
- No Pile? Turn a card from the Dark deck to start the Pile

2. The Floodgates EVERYONE PLAYS ORANGE OR YELLOW CARDS

- a) Going clockwise from the player to your left, players can either:
 - Play Enemy or Ordeal card on top of the pile
(If a yellow card is played, go immediately to *Screw Things Up*)
 - Pass
- b) When play gets back to you, your choices are:
 - Play an Enemy or Ordeal card. Go back to a), or
 - Say you will 'deal with' whatever is on top of the Pile and go to *Screw Things Up*

3. Screw Things Up THEY PLAY PURPLE AND GREEN CARDS

- Going clockwise from the player to your left, players may put out, replace and/or use Stuff cards or play Effect cards
- When it gets back to you, it is time to *Deal With It*

4. Deal With It YOU PLAY PURPLE AND GREEN CARDS

- If the card on top of the Pile is purple or green, pick it up and move to *Clean Up*
- Otherwise, test your Courage and Sanity against the Enemy/Ordeal on top of the Pile
- You may play Stuff and Effect cards
- You may move your Gizmo 1 space for every opponent in the game
- Depending on how you fare:
 - Lose or gain Heart and Mind points
 - Draw Goodies if you've earned them
 - Do what the card tells you to if you are Brave/Scared/Sane/Crazy

5. Clean Up

- If you dealt with an Enemy or Ordeal, ditch it
- You may still play Stuff and Effect cards
- If you have more than 6 cards in your hand, ditch down to 6
- Voluntarily ditch up to 2 more cards from your hand

Next player's turn starts