

2-5

14+

60-90

The Big Book of Madness™

The Vth element™

You thought that you had seen it all with this book... You were wrong. Oozing through the pages, other monsters are coming from the heart of the grimoire. More terrifying, more fearsome than their predecessors, they are coming at you, Dark Matter dripping from their skin.

Dark Matter ! The fifth element. It was but a rumor for you, and your teachers would not even mention it. Until now, as far as you knew, Dark Matter was a myth.

Obviously, you were wrong. Now is the time for practicum, and it will be... brutal. Be careful, for these monsters are powerful, and able to summon your worst nightmares. Will you be able to close the book, or will you succumb to your inner phobias?



Game Rules

ABOUT THIS EXPANSION

The Big Book of Madness: The Vth Element is an expansion for The Big Book of Madness base game. Your goal remains the same: you must close the book before succumbing to madness. But will you be able to handle the new Dark Matter and Phobias?

The Dark Matter and Phobias are two different modules that can be played together or separately.

The Dark Matter



This module adds the Vth Element, the Dark Matter, and the following game elements: the Dark Book, Dark Curses, Dark Monsters and new Magicians. You'll also need the Dark Matter tokens and the Dark Matter cards. You may combine this module with the Phobias module, or play without it.

Contents

- 4 Magician sheets (with a player aid on the other side)



- 16 Phobia cards



- 5 Dark Matter tokens
- 20 Dark Book cards



(4 cover pages with a Dark Charm on the back, 12 interior pages with a Dark Charm on each side, and 4 final pages with a Dark Charm on the front and the book cover on the back)



- 12 Dark Curse cards



- 28 Dark Matter cards (value-1)



- 13 Grimoire cards

(3 cover pages 1 with a Monster on the back, and 10 interior pages with effects on the front and a Monster on the back 2)



Setup

Use the standard setup, with following exceptions:

- **On Step ③**, shuffle the Dark Curse cards and place them in a separate stack, next to the other curses.
- **On Step ④**, create a 9th stack with the Dark Matter cards, besides the other elements.
- **On Step ⑥**, add the new Magicians to the existing ones. Then, each player chooses their Magician.

Depending on the modules that you choose, some Magicians will be more interesting than others.



- **On Step ⑦** :

- Place the base game Final Page card on the right half of the Lectern, with the Bonus/Failure side facing up. Shuffle the Dark Monster interior pages and draw 3, 4 or 5 of them, depending on the difficulty level that you want (see below). Then, if necessary, add as many base game interior pages as needed to reach a total of 5 interior pages. Shuffle them and place them randomly on the Final Page, without looking at them, with the Bonus/Failure side facing up.

Number of interior Dark Monsters	Difficulty Level
3	Easy
4	Normal
5	Hard

- Add the new Cover cards to the base game Cover cards, shuffle them, and draw 1 card at random. Place it face down on the Grimoire.

- **On Step ⑪**, place the Dark Matter tokens with the other Element tokens.
- **Compose the Dark Book.**
 - Sort the Left Pages (they have a red bookmark at the top) according to their value (1 to 4).
 - Randomly draw a page, then place it face up on the table (with a bookmark). Then, draw a page and place it on the first page, and so on. Place a random Back card, face down, on the last page. Avoid reading the different page effects as much as you can.
 - Once the Dark Book is completed, flip it over and place it in the Library, next to the Spells. Open the first page; you should see a page on the left (with a bookmark), and a page on the right (with an arrow).

How to Read the Dark Book



1 Left Page (Bookmark)

3 Dark Matter Cost

2 Right Page (Arrow)

4 Dark Charm Effects

Dark Book pages are Charms, and not Spells.
Spells have a Variable **X**, while Charms do not.

Playing the game: new actions

The base game rules still apply. Apply the following rules for the Dark Matter expansion.

Dark Matter is not an Element and does not play as an Element.

Acquire a Dark Matter card

There are only value-1 Dark Matter cards. As a result, you cannot acquire any value-2 or value-3 cards.

To acquire a Dark Matter card, you must discard 2 Element cards of different colors. When you acquire a Dark Matter card, **place it directly in your hand**. You cannot spend Dark Matter cards to acquire new Dark Matter cards.

How to Use the Dark Matter

Dark Matter can only be used to take the following Actions:

- Destroy the Dark Curses
- Use the Dark Book.



DESTROY THE DARK CURSES

When you reveal a Monster with a Dark Matter symbol, place a Dark Curse instead of a standard Curse as per the normal rules.

A Dark Curse works exactly like a standard Curse. It can only be destroyed with 4 Dark Matter cards.

You cannot choose a Dark Matter card as a reward when destroying a Curse, regardless of its type (Dark Curse or standard Curse).

USE THE DARK BOOK

Once per turn, during the Action Phase, you can use the Dark Book to activate one of the two visible Charms. **To activate a Dark Charm**, you must pay the indicated cost by discarding enough Dark Matter cards.

Dark Charms have no Variable and their effects cannot be multiplied.

When you use the Dark Charm from the left page (Bookmark), simply apply its effect.

When you use the Dark Charm from the right page (Arrow), apply its effect, then flip the card to read the next page of the Book. You cannot turn the page if you did not use the Charm. Charms that appear on the right page can only be used once per game.

When you use the value-5 Dark Charm at the end of the book, you must close the Dark Book and it can no longer be used.

Create a Spontaneous Element

Any time during one of your Actions, you may discard 2 Dark Matter cards to create a virtual value-1 Element. You do not take any card, but you may immediately use the created Element for any of your Actions. You cannot keep that Element for later use, and it may not be added to the Support Pool.



Example: To destroy this Earth Curse, you could discard 3 value-1 Earth Element cards + 2 Dark Matter cards.

You cannot cure a Madness with only 2 Dark Matter cards.

You may even cure Madness with Spontaneous Elements.

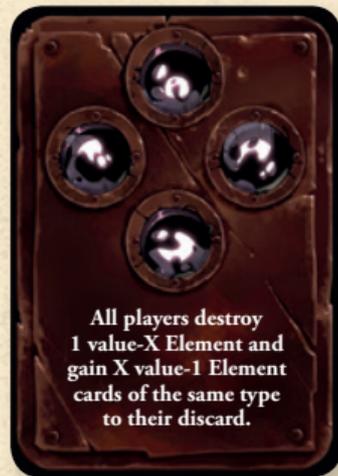
For example, you could use 1 Element card + 2 Dark Matter cards, or even 4 Dark Matter cards, to cure a Madness card.

Dark Curses



If you are playing with the female blue Magician from the base game, and if she has more than 3 cards in support, she must discard the excess cards. **If she had 4 or 5 Phobias**, you're eliminated (see Phobia rules, pg 8).

If you are playing with the male green Magician from the base game, he must lose one of his six Spells (of your choice).



You may choose which card you destroy.

Place the cards that you gain on your discard. **If there are not enough value-1 cards**, deal them one by one to the players, starting with the Active Player. **If you have no value-2 or value-3 Element card in your hand**, nothing happens.



Draw the next Dark Curse and add it to the next Curse space (if possible). **If there is already a Curse on this space**, place the new Curse above it, but make sure that you can still read the text of the previous Curse. **These Curses trigger as normal at the same time:** resolve the top Curse first. You can destroy them in the order of your choice.

Phobias

This module adds Phobia cards. It can be combined with the *Dark Matter* module, or played separately. Phobia cards are Madness cards with a permanent constraint. They are considered Madness cards in every aspect.

Note: Phobia cards may be cured with 2 Element cards.

Setup

On Step ② prepare the Madness Stack as indicated below. Shuffle that stack and place it face up on the appropriate space of the board.

Number of players	Stack
2	10 Phobias + 10 Madness
3	12 Phobias + 13 Madness
4	14 Phobias + 16 Madness
5	16 Phobias + 19 Madness

Playing the Game

Phobias play exactly as Madness cards, with the exceptions listed below. Since the Madness cards are visible in the Madness stack, you **always know if the next Madness is a Phobia** and may anticipate its effects. When receiving a Phobia from the Madness stack, place it as usual in your discard.

- **In the Recuperation Phase**, after you drew to your hand limit of 6 cards, check if you draw some Phobias. If yes, place them all in support. If a game effect forces you to receive a Phobia in your hand, place it directly in support.
- **If you don't have any free support slots**, place your Phobia onto a card that is already in support (except another Phobia). Your covered card is neutralized and cannot be used until the Phobia is cured or moved.



- If you cannot place a Phobia in a support slot because they're all occupied by Phobia cards, you succumb to your worst fears, and you are **eliminated**.
- The text of a Phobia card only applies to you personally, as soon as you place it in support. Its effects do not affect other players, but they are permanent for you, including during their turns. A Phobia is considered active until it is cured.
- If several players should receive a Madness card at the same time, deal them in turn order, starting with the Active Player.
- When you cure a Phobia (or Madness), place it face up at the bottom of the Madness Stack.

List of Phobias



Receive 2 Madness (instead of 1) when you shuffle your discard.

When your deck is empty and you must reshuffle your discard, add 2 Madness instead of 1 to your discard.

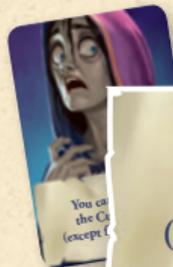


Destroying a Curse costs you 1 extra matching Element.

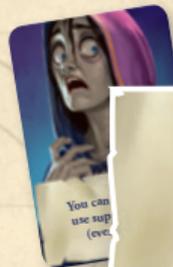
When you destroy a Curse, you must discard 1 extra Element card matching the type of the Curse. On a Multi-Element Curse, you may discard any extra Element card. If there is a token on a Curse, you can use an Element card matching this token.



Activating a Spell costs you 1 extra Element.



You cannot take the Cure action (except for this card).



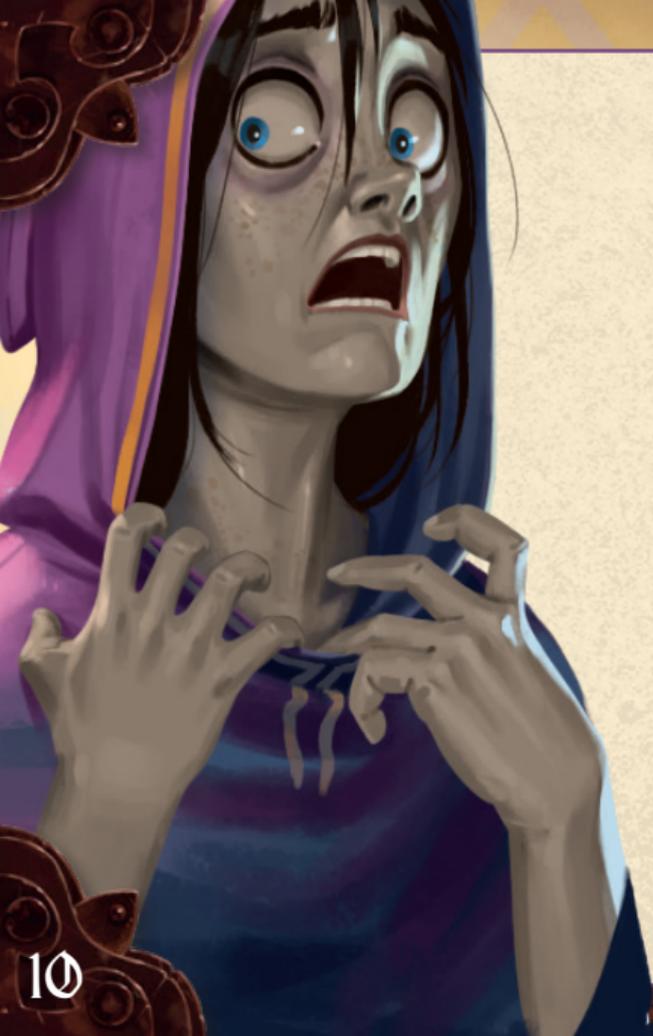
You can no longer use support cards (even yours).



You can no longer discard Element cards to Cure a Madness (except this card). Neither on your turn, nor on another player's turn. The other players may Cure a Madness for you as usual. Spells and Rewards that allow you to cure Madness cards still work.

All cards in support are no longer available for you when you take Actions, but you may still place cards in support for the other players. Your support cards are affected normally by Spells, Monsters, etc.





At the beginning of your turn, the Invocation marker moves 2 spaces forward.

During the Monster Phase, the Invocation Marker moves 2 spaces forward instead of 1. If there is a Curse on the first space, you must still apply its effects before moving to the second space. If the marker is on the space #5, resolve the arrival of a new Monster, then move the marker directly to space #2.



At the end of your turn, refill your hand to 5 cards (not 6).

During the Recuperation Phase, draw or discard until you have exactly 5 cards in hand (and not 6). If you have 5 Madness, you are eliminated.



Curses that apply to all players apply twice for you.

When a Curse applies to all players, apply its effects twice for you, even on another player's turn, whether you're the Active Player or not. All other players apply the Curse as normal.



You can refresh only 1 Spell during the Concentration Phase.

At the beginning of your turn, if several Spells are exhausted in front of you, you can only refresh one of them. The other Spells remain exhausted. They remain exhausted even after you have cured this Phobia, until the next Concentration Phase.



Acquiring 1 Element card costs you 1 extra Element of the same type.

When you want to Acquire an Element card, you must spend 1 extra Element of the same type.

If you want to Acquire a value-2 Fire card, you must discard 3 value-1 Fire cards or a value-1 and a value-2 (instead of 2).



You cannot take any Action using Fire.

This Phobia prevents you from taking any Action using the indicated Element. You cannot use this Element to destroy a Multi-Element Curse or to Cure a Madness. You cannot create a Spontaneous Element of this Element.

If this Magician places the "You cannot take any Action using Air" Phobia in support, he loses his ability, until the Phobia is cured or moved.





You can no longer use your ability.

As long as you have this Phobia in support, your Magician loses their ability.

If you play with the female blue Magician from the base game, and if she has more than 3 cards in support, she must discard the excess cards (except Phobias). If she had 4 or 5 Phobias, you are eliminated. If you play with the male green Magician from the base game, he loses one of his six Spells (of your choice).

End of the Game

The game ends exactly as in the base game.

Glossary

ACTIVE PLAYER

- Some Curses only apply to the Active Player, i.e. the player that owns the Active Player Token when they come into play.
- If the Monster's Arrival Effect targets the Active Player, it immediately affects that player, but ends at the end of the current turn.

WARNING! This product contains small parts that can be swallowed and may not be suitable for use by children under 36 months.

THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 3 YEARS OF AGE OR YOUNGER.

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