

THE ABYSS

RULEBOOK

COMPONENTS

51 cards · game aids · this rulebook

2 – 4 players | 15 – 30 min

Dive into the deep and hoard the richest treasures — but beware what lurks in the dark. Push your luck too far and the Abyss will swallow you whole.

GAME OBJECTIVE

The game is played over multiple rounds. At the end of each round, players score the points in their **hand**. Cards played in front of you do not count. The first player to reach **70 points** wins the game.

THE CARDS

Each card shows: a **class icon** (Sword, Hook, or Eye) that determines its combo effect; a **point value** for end-of-round scoring; for combo cards, an **effect icon**; and a **copy count** at the bottom (e.g. 3x means three copies in the deck).

Point-Only Cards

These cards have no ability. Keep them in your hand — they are pure points at the end of the round.

Panic Cards

Panic cards are dangerous. When drawn, they are placed face-up in front of you immediately. They **never** enter your hand and **cannot** be discarded.

See the Panic Cards section for full details.

GAME SETUP

Shuffle the deck and deal **3 cards** to each player.

- Any Panic cards in a player's opening hand must be placed face-up in front of them immediately. (They do not draw replacements.)
- Flip the top card of the deck face-up to start the discard pile. If it is a Panic card, shuffle it back in and flip again.

PLAYING A TURN

On your turn, follow these steps in order:

1. Draw (mandatory)

Choose one:

- Take the top card of the **discard pile, or**
- Draw **2 cards** from the deck, keep 1, and discard the other.

Panic & Drawing: If one of the two drawn cards is Panic, place it face-up in front of you and discard the other — you keep nothing. If both are Panic, place both face-up and discard nothing.

2. Play Combos (optional)

You may play any number of combo cards from your hand. Place each one face-up in front of you and resolve its effect immediately. Remember: a played card **loses its point value**.

3. Call Stop (optional)

If you hold **25 or more points** in your hand, you may declare **STOP** to end the round immediately.

4. End Your Turn

Play passes to the next player.

THE COMBOS

To use a combo, play the card from your hand face-up in front of you and resolve its effect. You may play multiple combos in the same turn. Combos can only be played **during your turn**, after drawing.

Combo	Effect
Eye	Look at the top 4 cards of the deck. Put them all back on top or on the bottom, in the same order.
Hook	Force a player (or yourself) to draw 2 cards from the deck and discard 1.
Sword	Choose one: steal 1 random card from an opponent's hand, or give one of your face-up Panic cards to an opponent.

PANIC CARDS

Panic cards never enter your hand. Whenever you draw one, place it face-up in front of you immediately. Panic cards cannot be discarded.

Elimination

A player who accumulates a **3rd Panic card** in front of them is **instantly eliminated** from the round and scores 0.

Removing Panic

You can destroy one of your face-up Panic cards in two ways:

- **Sacrifice points:** Remove cards from your hand worth a total of **15 or more points**. These cards are **removed from the game** for the rest of the round (they do not go to the discard pile).
- **Sword combo:** Play a Sword and choose to give one of your Panic cards to an opponent instead of stealing.

END OF THE ROUND

The round ends immediately when any of the following occurs:

- A player declares **Stop** (requires 25+ points in hand).
- The deck runs out of cards.
- Only 1 player remains (all others have been eliminated).

All remaining players reveal their hands and count the points they hold. Each player's score is added to their total from previous rounds.

END OF THE GAME

After scoring a round, if any player has reached or exceeded **70 points**, the game is over. The player with the highest total wins. In case of a tie, the player who took their turn last in the final round wins.

SPECIAL SITUATIONS

- **Sword vs. yourself:** You cannot steal from yourself, but you **can** target yourself with a Hook.
- **Multiple Panic at once:** Resolve them one at a time. You may sacrifice 15+ points to destroy a Panic card before the next one is placed.
- **Gifting a 3rd Panic:** If a Sword gives an opponent their 3rd Panic card, the elimination check triggers immediately. That opponent must sacrifice 15+ points or be eliminated.

QUICK REFERENCE — TURN ORDER

1. **Draw** (discard pile or deck) → 2. **Play Combos** → 3. **Call Stop** → 4. **End Turn**

Stop = 25+ pts in hand | **Win** = first to 70 pts | **3 Panic** = eliminated
Remove Panic = sacrifice 15+ pts (removed from game)