



RULEBOOK



4-8 Players



15-20 mins



8+

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SCAN ME

THE CURSED VAULT OF 1947

In the winter of 1947, whispers spread of a vault discovered deep beneath a centuries-old cathedral. This vault was said to hold an unimaginable fortune: chests of gold coins.



But among the shimmering gold were cursed coins carried misfortune to anyone who held onto them. They glitter like gold, but they destroy the fortune of those foolish enough to collect them. The gold coins and cursed coins are hidden in 40 treasure chests.



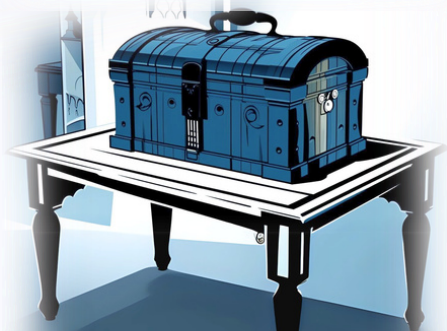
Now, a group of daring treasure hunters has discovered the vault and decided to divide it among themselves. But among the hunters were mysterious figures known as **Malignman**—short for the "Malignant Man." No one knew who they are, but their goal was clear: to sabotage the others and keep the pure gold for themselves while spreading the cursed coins to the unsuspecting.



OBJECTIVE

Players aim to collect the most gold coins while avoiding cursed coins, which decrease their wealth. The Malignmen, hidden among the players, secretly deceive others into collecting cursed coins while securing enough gold to win.

Each turn, a player picks a treasure chest (card), looks inside, and passes it to a **Recipient** via a chosen **Carrier**. The Carrier mixes the received card with their hand, shuffles, and selects one to pass. Positive cards contain genuine gold, while negative ones hold cursed coins. The team with the highest net fortune at the end—either the Treasure Hunters or the Malignmen—wins the game. Action cards are mixed into the game deck to help treasure hunters identify the Malignmen.



GAME STRATEGY

Treasure hunters don't know each other, but the Malignen do. However, treasure hunters outnumber them. As the game progresses, treasure hunters must build trust and strategically choose reliable players to carry gold while passing cursed coins to less trusted ones. Meanwhile, the Malignen secretly work together, hoarding gold and passing cursed coins to others. Players may also choose to dump a picked card instead of playing it, but they must draw a penalty card in return. This can be a strategic move to avoid risky plays involving high-value positive or negative cards. Action Cards are mixed into the deck, giving players opportunities to alter the card passing, protect themselves, or uncover a Malignan's identity.



ROLE CARDS

The game has **8 role cards**:

- **2 Maligman** cards
- **6 Treasure Hunter** cards



- **Treasure Hunter**: Treasure Hunters seek to collect genuine gold while avoiding cursed coins.



- **Maligman**: Maligmen are hidden, cursed tricksters whose goal is to deceive others into collecting cursed coins while securing enough wealth to win.

GAME AND PENALTY CARDS

The game contains **40 game cards**:



- **Positive Cards (Gold Coins): 24** positive cards (values **1 to 8**) – Representing treasure chests with genuine gold coins. Each adds to a player's wealth.



- **Negative Cards (Cursed Coins): 16** negative cards (values **-1 to -8**) – Representing treasure chests with cursed coins. Each reduces a player's wealth, as the curse drains their fortune.

If a player **dumps** a card, they risk a penalty that further reduces their total wealth.



- **Penalty Cards:** There are **30** penalty cards, with values ranging from **-1 to -5**.

ACTION CARDS

There are **5 types of Action Cards**, with 2 copies of each, making a total of **10 cards**.



- **Inspect** – The Initiator can ask the Recipient to reveal the card they received from the Carrier only to himself/herself. This allows the Initiator to verify if the Carrier acted maliciously.



- **Redirect** – The holder can change the Recipient when the Carrier is about to pass a card to the selected Recipient.



- **Detour** – The holder can change the Carrier when the Initiator is about to pass a card to the selected Carrier.



- **Shield** - If you dump a card this turn, you take no penalty.



- **Swap Hands** – Swap your entire hand with another player.

GAME SETUP

- It is recommended to choose a game **coordinator**.
- Based on the table provided, **select a number of Action Cards randomly** from the 10 available.
- The game coordinator shuffles the Game and Action Cards into a **single deck** and places them face down. The Penalty Cards are also shuffled and placed face down.

Number of players	Number of Treasure Hunters	Number of Malignen	Number of Action Cards
4	3	1	6
5	4	1	7
6	4	2	8
7	5	2	9
8	6	2	10

- Based on the table provided, the game coordinator selects the number of Malignman and Treasure hunter cards and distributes the Role Cards randomly.
- In a game with **2 Malignman** cards, all the players **close their eyes**. On the game coordinator's signal, the Malignmen open their eyes to **recognize** each other. Once they do, everyone opens their eyes.
- Before the start, each player draws **one card** from the deck.

HOW TO PLAY

Gameplay

The youngest player starts the game, and turns continue clockwise.

On their turn, the **Initiator** draws a card, checks its value, and decides to either:

1. **Dump** it (taking a **penalty**)
2. **Pass** it to another player

If the Initiator dumps the card, they must draw a Penalty Card. Penalty cards cannot be played.

If the Initiator chooses to pass the card, they select a **Carrier** and a **Recipient**.

- The Carrier adds the received card to their hand, shuffles if they choose, and then selects a card—either the received one or another from their hand—to pass to the Recipient.
- The Carrier, whether a Treasure Hunter or a Malignant, can pass the same card, a higher-value card, or a lower-value card to the Recipient based on the **trust developed during the game** and their **strategy**.
- Cards must be passed **discreetly** between the Initiator, Carrier, and Recipient, ensuring that other players **do not see** their value.

- If a player **reveals** their card's number, they must draw **3 Penalty Cards**.
- However, players are free to discuss their suspicions about the Malignmen during the game.

Using Action Cards

- Players may draw Action Cards on their turn.
- Action Cards can be played at **any time** during the game, even when it is not the player's turn.
- The card holder based on the type of the action card, may **inspect**, **redirect** and **detour** the card passing, **switch** his/her hand with other players and **protect** himself/herself from penalty.
- If a player chooses not to play an Action Card immediately, they must reveal the bottom of the card to prove it is an Action Card before adding it to their hand.

Ending the Game

- The game ends after **all cards** are played.
- The team—either the **Malignmen** or the **Treasure Hunters**—with the **highest total net score**, including the **Game and Penalty** cards, wins.

MALIGMAN

Includes

40 Game Cards

8 Role Cards

30 Penalty Cards

10 Action Cards

Maligman Rulebook

Fortune or Misfortune? Choose Wisely!

Deep beneath an ancient cathedral lies a hidden vault filled with shimmering gold—but not all that glitters is treasure. Among the riches are cursed coins, dooming anyone foolish enough to collect them. Can you claim your fortune without falling into misfortune?



A Game of Treasure, Trickery, and Deception!

You and your fellow treasure hunters must take turns drawing, passing, and bluffing your way to victory. But beware! Hidden among you are the Maligmen, devious players who seek to sabotage the hunt by spreading cursed coins while keeping the pure gold for themselves.



Players: 4-8

Age: 8+

Playtime: 15-20 mins

Fast-paced & engaging gameplay

Hidden roles & bluffing elements

Who Holds the Cursed Coins? Trust No One!

Outwit your opponents, uncover the Maligman, and secure the most valuable loot. But remember, not everyone is who they claim to be. Will you walk away rich, or will the cursed fortune claim you instead? The vault is open—let the game begin!



Bluff, Trade, and Trick Your Way to Victory!

Each turn, players must decide—pick a card, dump it at a cost, or pass it through a middleman who may not be trustworthy. Will you take risks for greater rewards, or will deception and greed lead to your downfall? Choose wisely, because in this game, trust is the most valuable currency.



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