



Nightshade

Poison Dealers

Overview

Nightshade drops you into the back alleys where black-market apothecaries deal and every player is racing to bottle the deadliest brews.

Every round centres around one tense choice: play your best card for initiative in order to go first, or hold it back for its powerful action... but risk your rivals stealing it before you can play.

Programme your actions, bottle your poisons and raid your rivals.



3-5
players



30
mins



Age
10+

Components

- 115 cards
- 5 player boards
- 25 tokens



Features

Fight for Initiative

Double-ended cards

Programming

How to Play

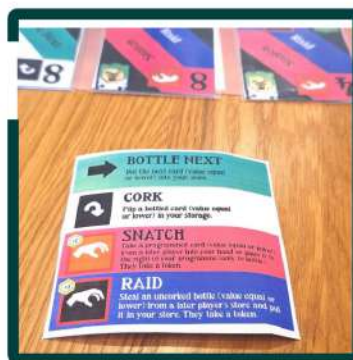
My total is 8!



Programme 5 cards:
1 initiative and 4 actions.
Reveal initiative and add to
your previous turn order.
Highest total initiative goes
first.



On your turn, execute all
your programmed actions
from left to right. You may
only attack player who are
later than you in turn order.



Actions let you store bottles,
cork bottles, steal programmed
cards and raid rivals uncorked
bottles. Stack cards to increase
power.

I have 5 bottles



The game ends when one
player has five bottled
poisons. The player with
the highest scoring
poisons wins.

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