

# MADNESS METER

STAGE 1: <b>THE CALM</b>	The Mad Half's Narrative Price must be paid sometime during the current scene.
STAGE 2: <b>THE BRINK</b>	The Mad Half's Narrative Price must be paid immediately.
STAGE 3: <b>THE DESCENT</b>	The Mad Half can now randomly remove one of your cards from your hand before you play a Showdown.
STAGE 4: <b>THE SHATTER</b>	The Mad Half can now choose to narrate how you perform any Showdown.
STAGE 5: <b>THE MADNESS</b>	When you declare an action, the Mad Half can now declare that you do something totally different instead.