

TWILIGHT CREATIONS™ PRESENTS CTHULHU!!!®

CONTENTS

- 30 Kingsport map tiles
- 50 Card Event deck
- 80 Card Relic deck
- 25 Plastic Byakhee
- 75 Plastic Cultists
- 3 Plastic Private Detectives (pawns)
- 3 Plastic Girl Fridays (more pawns)
- 85 Life tokens (or “hearts”)
- 135 Bullet tokens (or “bullets”)
- 50 Sanity tokens (or “sanity”)
- 1 six-sided die
- Instructions

OBJECT OF THE GAME (“HOW DO I WIN?”)

CTHULHU!!! is a semi-cooperative but mostly competitive adaptation of ZOMBIES!!! Many of the rules will be familiar to players of that game, though some have changed.

The overall goal of CTHULHU!!! is to prevent the cult of Hastur from summoning the King in Yellow. The players are hard-boiled investigators and clever gun molls seeking to sanctify three of five Ritual Sites, ending the threat. Meanwhile, the cultists are trying to kill a player on three of these sites, activating them to summon their god.

Killed cultists and byakhee drop relics that are used to sanctify the Ritual Sites. These relics are also scored at the end of the game to determine an overall winner...

- If three Ritual Sites are sanctified and the city is saved, the winner is the hero of the hour, who’s done the most to thwart the cult of Hastur.
- If three Ritual Sites are activated and the King in Yellow is summoned, the city is destroyed, and everyone dies. The winner is the hero to die last. Sometimes that’s the best you can hope for.

GAME SETUP

The player whose birthday is closest to H.P. Lovecraft’s (August 20) is the dealer.

The dealer removes the “Church” and one four-way intersection tiles from the map deck. He or she places the Church tile in the center of the table with the four-way intersection next to it. No cultists or byakhee are placed on these tiles.

Each player places a pawn on the Church tile, on any space inside the building.

The dealer then shuffles the rest of the map deck, including all five Ritual Site tiles (these do not need to be placed anywhere in the deck in particular — they’re just shuffled in with the rest). The map deck is placed aside, within easy reach of all players.

The dealer also shuffles the event deck and deals three cards to each player. Again, the event deck is placed within easy reach of all players.

Each player receives three hearts, three bullets, and five sanity.

ROUNDS & TURNS

CTHULHU!!! is played in rounds. In each round, each player takes a turn, beginning with the player to the left of the dealer.

During a turn, each player must perform the following steps. Instructions for each step are found in the following sections.

1. If you have 1 or more “Automatic” cards already in your hand, you must first play 1 of those cards. You may choose which if you have more than one. (If you have more than 1 Automatic card, you may discard a second one during Step 11, if you want to avoid its effects at the start of your next turn.)
2. Draw a map tile and place it on the table.
3. Combat any byakhee on your current space.
4. Combat any cultists on your current space.
5. Draw back up to three event cards, if you have less than three.

6. Make a movement roll (roll one die).
7. Add your current health to the movement roll and move up to that number of spaces. You must stop and roll for combat if you land on a space occupied by a byakhee or cultist. You may continue your movement after defeating an enemy, up to your movement total.
8. After moving, roll a six-sided die. You must move that number of cultists, two spaces each, if you can. Cultists may move in any direction of your choice, though they may not move diagonally. Cultists may move out of and into squares containing byakhee.
9. After moving cultists, move each byakhee from its current tile to any space on any adjacent tile. There may only be one byakhee per square. If a cultist is also present on a byakhee's space when it moves, the cultist goes with it (the cultist rides the byakhee). When a byakhee and cultist move together, they cannot move to a space already occupied by another byakhee OR another cultist (the space must be empty of enemies, though it may contain one or more players).
10. If any Ritual Site is empty of enemies, place 1 cultist or byakhee on any square on that tile.
11. At the end of your turn, you may discard 1 event card from your hand. This may be an "Automatic" card (if you want to avoid its effect at the start of your next turn).

Play then proceeds clockwise, with the next player to the left taking a turn.

PLACING MAP TILES

Your drawn map tile may be rotated in any direction and must be placed against one or more tiles that have already been placed.

All streets on all connecting tiles must line up (i.e. you cannot place a map tile so that a street leads into the side of a building).

Dirt streets may line up with paved streets.

Additionally, a tile may not be placed that closes off the last open street, unless it is the last tile in the map tile deck.

If you draw a tile that cannot be placed, discard it and draw a new tile. If the map tile deck is empty, reshuffle the remaining tiles and draw again. If none of the remaining tiles can be placed, skip this step and continue your turn as normal.

When there are no tiles left in the map tile deck, skip this step and continue your turn as normal.

NOTE: Because Ritual Sites are claimed (removed from the board) when they're sanctified, it is possible for new streets to open up as the game continues.

NEW TILES AND STARTING ENEMIES

Enemies are placed on all new tiles, and tokens are sometimes placed as well.

- If the tile is a "Ritual Site," cultists are placed in each square save one. A byakhee is placed in the last square (*for more information, see "Ritual Sites"*).
- If the tile is any other "named building" (e.g. the "Pharmacy" or "Burial Hill"), place one cultist in each interior square (each square inside the building). Then place one bullet or one heart (your choice) in each interior square. For this purpose, "Burial Hill" is a named building.
- If the tile has no named building, place one byakhee on the center square (in the street).

COMBAT

Anytime you begin your turn on the same space as a cultist or byakhee, or you land on a space occupied by a cultist or byakhee during movement, combat ensues.

When on a space with a byakhee and a cultist, you must fight the byakhee first.

If a player has access to two or more weapons, only one weapon may be used for each combat roll.

BYAKHEE COMBAT

- **Sanity Check:** Each time you fight a byakhee (once per combat, not once per combat roll), roll a six-sided die. With a result of 1 or 2, you lose 1 sanity.
- After the Sanity Check, combat is resolved by rolling a six-sided die. **If you roll a five or six, you kill the byakhee.** It is removed from the board **and you draw 2 relic cards.** If you roll a one, two, three, or four, you must either forfeit a heart or spend enough bullets to raise the roll high enough to kill the byakhee (each bullet spent raises the roll by 1). For example, if you roll a two you can discard a heart and roll again, or spend three bullets to raise your roll from two to five.
- Combat continues until you kill the byakhee or run out of hearts. You may not voluntarily leave combat.

CULTIST COMBAT

- There is no Sanity Check when fighting cultists.
- Combat is resolved by rolling a six-sided die. **If you roll a four, five, or six, you kill the cultist.** It is removed from the board **and you draw 1 relic card.** If you roll a one, two, or three, you must either forfeit a heart or spend enough bullets to raise the roll high enough to kill the cultist (each bullet spent raises the roll by 1). For example, if you roll a two you can discard a heart and roll again, or spend two bullets to raise your roll from two to four.
- Combat continues until you kill the cultist or run out of hearts. You may not voluntarily leave combat.

INSANITY

When a player runs out of sanity, he or she skips the rest of the current turn except for combat in the current square, moving cultists and byakhee, and optionally discarding a card (see “Rounds and Turns”).

At the start of the next turn, the player collects one less sanity than his or her current starting sanity (so, 4 sanity if the player’s starting sanity hasn’t dropped since the start of the game, 3 sanity if the player’s starting sanity has dropped once, and so on).

If a player’s starting sanity ever drops below 1 he or she goes permanently insane and is out of the game. The player’s relics are discarded and any Ritual Sites he or she has sanctified are removed from the game. That player cannot win the game.

To track your starting sanity, keep all five sanity in front of you. Each time you lose one or more sanity, flip those over. When your starting sanity drops, discard one of the tokens permanently.

DEFEAT

When a player runs out of hearts, movement ends and his or her pawn is moved back to the starting tile. The player loses all remaining movement, as well as any weapon cards he or she has in play. The player also discards half the relics he or she has collected (rounded down, player’s choice).

The player collects three hearts, three bullets, and one less sanity than his or her current starting sanity (so, 4 sanity if the player’s starting sanity hasn’t dropped since the start of the game, 3 sanity if the player’s starting sanity has dropped once, and so on). Again, if a player’s starting sanity ever drops below 1 he or she goes permanently insane and is out of the game.

After defeat and returning to the starting tile, a player continues play as normal (he or she moves cultists and byakhee, has the option to discard a card, and may still play a card if one has not yet been played since the start of the player’s turn).

EVENT CARDS

You begin the game with a hand of three event cards, and you draw a new one each turn. You may never have more than three event cards at the end of your turn, and even if you have a legal number of cards you may always discard one event card at the end of each turn. Discarding a card must always be the last thing you do in a turn — it signals the end of your turn, and you may take no additional actions once an event card has been discarded.

Most event cards may be played at any time. You may only play one event card during each round (that is, from the start of one of your turns to the start of your next turn). When an event card is placed in front of you (e.g. when a weapon is played), the card is considered

“in play” and does not count against your hand limit. Using an item does not count as playing a card.

All discarded and spent items, as well as all used event cards, go into the event deck discard pile, and when the draw pile runs out the discard pile is reshuffled.

Automatic Cards: Cards that start with the word “Automatic” work differently. When you start a turn with one or more Automatic cards in your hand, you must play one of them before doing anything else. Automatic cards played from your hand do not count as the one card you may play during each turn.

PLAYER MOVEMENT

When you move, roll one six-sided die and add your current health. The result is the number of squares you can move. There is no diagonal movement, but players may occupy the same space.

You may choose not to use your entire movement, and may stop at any time. You may only move onto road and named building spaces; all other spaces are off-limits. You may move into or out of named buildings through any squares, whether doors or windows are depicted in those squares or not.

Enemies encountered while moving must be fought before movement continues (unless the Elder Sign card is played, in which case the player may move through enemies but must still make sanity checks when landing in a byakhee-occupied square, as normal).

Moving onto an unoccupied space with a heart or bullet adds that token to the player’s collection. Lives and bullets are also collected when a player kills the last enemy on the same square.

CULTIST & BYAKHEE MOVEMENT

Each space may contain only 1 cultist and 1 byakhee.

Cultists move after the player and before byakhee. The player rolls a six-sided die and moves that number of cultists two spaces each, if possible. Cultists may move in any direction of your choice, though they may not move diagonally. Cultists may move out of and into squares containing byakhee.

Byakhee move after cultists. The player moves each byakhee from its current tile to any space on any adjacent tile that doesn’t already contain a byakhee. If a cultist is also present on a byakhee’s space when it moves, the cultist goes with it (the cultist rides the byakhee). When a byakhee and cultist move together, they cannot move to a space already occupied by another byakhee OR another cultist (the space must be empty of enemies, though it may contain one or more players).

Spaces containing a cultist or byakhee may also contain a heart or bullet but, if an enemy moves, any tokens in the enemy’s square do not move with it.

RITUAL SITES

Ritual Sites are shuffled into the map tile deck, and when drawn may be placed in any allowed spot (where the one entrance lines up with a street, no other streets run into a Ritual Site wall, and the Ritual Site doesn't close off the last available street).

When a Ritual Site is placed, the player fills eight of the nine squares (his or her choice) with cultists, and places a byakhee in the remaining square. Enemies cannot leave the tile, but enemies may move onto the tile at any time. Also, if a Ritual Site tile is ever empty of enemies during Step 9 of any player's turn, that player places one cultist or byakhee on any square on the tile.

To sanctify a Ritual Site, it must first be clear of all enemies. During a player's turn when located on an empty Ritual Site, he or she may discard one of each relic type (there are five different types: Amulets, Daggers, Idols, Space Mead, and Tomes). The player collects the Ritual Site, which is worth 12 victory points (see "End Game Scoring"). If three Ritual Sites are sanctified, the players save Kingsport!

If a player is defeated on a Ritual Site (loses all health and returns to the starting tile), all enemies are removed from the tile and it is flipped over to indicate that it has been activated. If three Ritual Sites are activated, the cult summons the King in Yellow!

If any players remain on a Ritual Site tile that is sanctified or activated, they are immediately moved to the first street square outside the Ritual Site tile.

END GAME SCORING

When three Ritual Sites are sanctified or activated, the game immediately ends and either Kingsport is saved (three sites sanctified) or the King in Yellow is summoned (three sites activated). At this point, players score relics and sanctified Ritual Sites to determine an overall winner.

- Relics are scored by type. There are five types (Amulets, Daggers, Idols, Space Mead, and Tomes). For each type, double the number you have and subtract one to determine the victory point reward for that type (i.e. one Dagger scores 1 victory point, two daggers scores 3 victory points, three daggers scores 5 victory points, and so on).
- Each sanctified Ritual Site is worth 12 victory points.

The player with the highest victory point total wins the game!

- If three Ritual Sites are sanctified and Kingsport is saved, the winner is the hero of the hour. He or she did the most to thwart the cult of Hastur.

- If three Ritual Sites are activated and the King in Yellow is summoned, Kingsport is destroyed, and everyone dies. The winner is the hero to die last. Sometimes that's the best you can hope for.

ADDITIONAL RULES AND CLARIFICATIONS

- All discards are placed face up. Anyone may inspect cards in any discard piles at any time.
- No player may have more than five hearts at one time.
- A player may have as many bullets as he or she can collect.
- A player may not have more than 5 sanity at one time.
- When playing event cards, the "Church" and "Ritual Site" are not considered named buildings.
- Each player may have only one copy of each weapon in play.
- One player may not attack another without a card effect specifically allowing the action.

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