

*BEWARE CTHULHU,
THE GREAT OLD ONE!*



Final Scoring Chart

- * EACH MATCHED PAIR = 2 POINTS
- * EACH LINKED PAIR = 1 POINT
- * EACH HORROR CARD = 1 POINT
- * CULTIST CARD = -1 POINT

CTHULHU

THE GREAT OLD ONE

DELUXE EDITION

RULES BOOKLET

A GAME BY DANN KRİSS



CTHULHU

THE GREAT OLD ONE
DELUXE EDITION

GAME BY DANN KRISS

ARTWORK BY IAN DANIELS

DESIGN & LAYOUT BY DANN KRISS

INSPIRED BY THE WRITINGS OF
H.P. LOVECRAFT

DANN KRISS GAMES WOULD LIKE TO THANK OUR AMAZING KICKSTARTER BACKERS AND FANS FOR HELPING TO MAKE THIS GAME POSSIBLE.

WE WOULD ALSO LIKE TO THANK THE VARIOUS INDIVIDUALS WHOM WE HAVE HONORED IN THIS GAME FOR THEIR WORK IN CONTINUING THE THRILL AND EXCITEMENT OF THE WRITINGS OF LOVECRAFT FOR NEW GENERATIONS, AND FOR ALLOWING US TO INCLUDE THEM IN THIS TRIBUTE TO THE TRUE MASTER OF COSMIC HORROR, HOWARD PHILLIPS LOVECRAFT.

BE SURE TO READ THE VARIOUS TALES AND POETRY OF H.P. LOVECRAFT FOR A MORE IMMERSIVE EXPERIENCE IN HIS DARK AND HAUNTING WORLD.

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HOW TO BEGIN

1. SHUFFLE THE CARD DECK, THEN DEAL 9 CARDS TO EACH PLAYER
2. TURN THE TOP 3 STORY CARDS FROM THE DECK INTO THE CENTER OF THE TABLE (SHUFFLE ANY NON-STORY CARDS BACK INTO THE DECK).
3. EACH PLAYER MAY PLAY ANY MATCHED OR LINKED PAIRS THEY HOLD INTO THEIR PERSONAL PLAY AREA.
4. THE GAME BEGINS WITH THE YOUNGEST PLAYER STARTING THE GAME BY TAKING THEIR FIRST TURN.



PLAYING PAIRS

MATCHED PAIR



LINKED PAIR



- * PLAYING TWO STORY CARDS WITH THE SAME NAME IS A "MATCHED PAIR"
- * PLAYING TWO STORY CARDS WITH ONE CARD NAMING THE OTHER AS ITS LINK IS A "LINKED PAIR"
- * IN FINAL SCORING MATCHED PAIRS ARE WORTH **2 POINTS** EACH, WHILE LINKED PAIRS ARE WORTH **1 POINT** EACH. ANY FOUR-SET OF MATCHED/LINKED CARDS IS WORTH **4 POINTS** TOTAL.



TURN ORDER

1. **DRAW PHASE** - AT THE BEGINNING OF YOUR TURN, **DRAW 1 CARD** FROM THE TOP OF THE DECK TO YOUR HAND
2. **CALL PHASE** - CHOOSE AN OPPONENT THEN **NAME A STORY CARD**: IF THEY HOLD IT, THEY MUST GIVE IT TO YOU; IF NOT, YOU MUST STEAL 1 CARD AT RANDOM FROM THEIR HAND
3. **RECRUIT PHASE** - CHOOSE TO EITHER SWITCH **ONE OF THE 3 STORY CARDS** IN THE CENTER OF THE TABLE WITH A STORY CARD FROM YOUR HAND, OR DRAW 1 CARD FROM THE TOP OF THE DECK TO YOUR HAND
4. **HORROR PHASE** - YOU MAY PLAY ANY ONE **HORROR CARD OR CULTIST CARD** FROM YOUR HAND TO YOUR PERSONAL PLAY AREA; ANY HORROR EFFECTS TAKE PLACE IMMEDIATELY
IF YOU HAVE LESS THAN 7 PLAYED PAIRS, PLAY CONTINUES WITH THE PLAYER TO YOUR LEFT

STORY CARDS



CARD NAME

LINKED CARD

STORY CARD SYMBOL

CONNECTING STORY

- * YOU MAY ONLY PLAY STORY CARDS AS A MATCHED OR LINKED PAIR, AND ONLY DURING YOUR TURN
- * WHEN YOU PLAY ANY PAIR, YOU MAY TAKE ANY HORROR IN PLAY TO YOUR HAND WHICH MATCHES THAT PAIR'S CONNECTING STORY.

HORROR CARDS



CARD NAME

HORROR CARD SYMBOL

CARD EFFECT

STORY EXCERPT

THE SHADOW OVER INNSMOUTH

SHUFFLE ALL HANDS TOGETHER,
THEN GIVE EACH PLAYER THE
NUMBER OF CARDS THEY HELD

*"...a strange kind of streak in the Innsmouth folks today -
I don't know how to explain it but it sort of makes you crawl."*

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- * YOU MAY ONLY PLAY A HORROR CARD DURING THE **HORROR PHASE** OF YOUR TURN
- * HORROR CARDS IN YOUR PLAY AREA ARE WORTH **1 POINT EACH** DURING FINAL SCORING

SIGN CARDS



CARD NAME

SIGN CARD SYMBOL

CARD EFFECT

STORY EXCERPT

THE ELDER SIGN

NEGATE THE EFFECTS OF ANY
HORROR CARD CURRENTLY
BEING PLAYED

"...but the farmer and his wife would only make the Elder Sign..."

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- * YOU MAY PLAY SIGN CARDS FROM YOUR HAND **AT ANY TIME** DURING ANY PLAYER'S TURN

SPECIAL CARDS

THE GREAT OLD ONE



- * THIS CARD MAY NOT BE PLAYED OR DISCARDED

THE CULTIST

- * THIS CARD MAY BE PLAYED INSTEAD OF A HORROR CARD DURING YOUR HORROR PHASE



HOW TO WIN

- * THE GAME ENDS WHEN ANY PLAYER ENDS A TURN WITH 7 OR MORE PAIRS IN THEIR PLAY AREA
- * WHEN THE GAME ENDS, ALL PLAYERS MUST REVEAL THE CARDS IN THEIR HAND
- * IF ANY PLAYER STILL HOLDS "THE GREAT OLD ONE" CARD IN THEIR HAND THEY AUTOMATICALLY LOSE THE GAME, UNLESS THAT PLAYER ALSO HAS "THE CULTIST" IN THEIR PLAY AREA, IN WHICH CASE THEY WIN THE GAME!
- * IF NO PLAYERS WINS WITH "THE CULTIST", ALL REMAINING PLAYERS TALLY THEIR FINAL SCORE FOR THE CARDS IN THEIR PLAY AREA. THE PLAYER WITH THE HIGHEST FINAL SCORE WINS THE GAME!

- SCORING CHART ON BACK OF BOOKLET -