

DON'T WAKE UP CTHULHU!



A GAME BY FRANCESCO BARBORINI & MASSIMILIANO GROTTI, KRAKEN KORP

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· GAME SET UP ·
FOR 3 TO 6 PLAYERS · 15 min.

1. REMOVE THE *EVENT*, *COUNTERSPELL* AND *CTHULHU* CARDS FROM THE DECK (ALL RED AND GREEN BORDERED CARDS).

2. SHUFFLE THE REST OF THE DECK AND DEAL 4 CARDS FACE DOWN TO EACH PLAYER. PLAYERS CAN LOOK AT THEIR OWN HAND.

3. GIVE EACH PLAYER A *COUNTERSPELL* CARD, SO THAT EVERY PLAYER HAS 5 CARDS IN THEIR HAND, INCLUDING THAT *COUNTERSPELL*. REMOVE THE EXTRA *COUNTERSPELL* CARDS FROM THE GAME.



4. ADD 2 *CTHULHU* CARDS OF THE SAME COLOR (RED, OR GREEN FOR THE VARIANT RULES), AS WELL AS ALL THE *EVENT* CARDS, TO THE DECK AND SHUFFLE IT AGAIN, THEN PLACE IT FACE DOWN IN THE MIDDLE OF THE PLAYING AREA.

5. LEAVE ROOM FOR A DISCARD PILE AND CHOOSE THE FIRST PLAYER.

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· PLAYING A TURN ·

- A PLAYER CAN PLAY AS MANY CARDS AS HE OR SHE WISHES ON HIS OR HER TURN.
- BEFORE ENDING HIS OR HER TURN (INCLUDING BECAUSE OF A CARD EFFECT), THE PLAYER DRAWS A CARD.
- IF A PLAYER DRAWS A *CTHULHU* CARD, FOR ANY REASON, HE OR SHE MUST PLAY IT IMMEDIATELY. HE OR SHE CAN ONLY : PASS *CTHULHU* TO ANOTHER PLAYER (*ELDER SIGN* CARD) OR PUT IT BACK INTO THE DECK (*COUNTERSPELL* CARD). IF ALL PLAYERS ARE ABLE TO GET RID OF THE CARD, SHUFFLE *CTHULHU* BACK INTO THE DECK. IF THE ACTIVE PLAYER DREW THE CARD, HIS OR HER TURN IS OVER.
- A PLAYER LOSES WHEN HE OR SHE IS UNABLE TO PASS *CTHULHU* TO ANOTHER PLAYER OR PUT IT BACK IN PLAY. IF *CTHULHU* IS RESHUFFLED BACK INTO THE DECK, THE TURN RESUMES WHERE IT LEFT OFF.



- CARDS WITH THE STAR SYMBOL CAN BE USED AT ANY TIME.

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- EVENT CARDS (WITH A RED BORDER) MUST BE PLAYED IMMEDIATELY AFTER BEING DRAWN, EVEN IF THE PLAYER'S TURN IS ENDING. EVENT CARDS ARE REMOVED FROM THE GAME AFTER THEY HAVE BEEN PLAYED AND DON'T GO INTO THE DISCARD PILE. AFTER PLAYING AN EVENT CARD, THE PLAYER'S TURN IS OVER.
- PLAYERS MUST END THEIR TURN WITH A MAXIMUM OF 6 CARDS IN THEIR HAND. EXTRA CARDS MUST BE DISCARDED.
- CARDS REMAINING IN THE DISCARD PILE CAN BE EXAMINED BY THE PLAYERS AT ANY TIME TO COUNT THE ODDS AND STRATEGIZE.
- A PLAYER CANNOT BE LEFT WITH AN EMPTY HAND BY DISCARDING, BUT CAN BY PLAYING CARDS.

· NAUGHTY CTHULHU RULES ·

(VARIANT)



- REPLACE RED BORDER CTHULHU CARDS BY GREEN BORDER CTHULHU CARDS, WHICH AFFECT THE NEXT PLAYER INSTEAD OF YOU.