



DARK SECRETS EXPANSION

How To PLAY

Refer to the Rise of Cthulhu main rules for an overview of the game. A FAQ at the end will detail some of the more common questions or timing issues that could arise during play.

USING THE NEW CARDS

To use the new Monster, Old One or Artifact cards in your game, simply shuffle them into their respective piles. If you want a more balanced pull from the Artifact deck, remove 4 of the Silver Key cards from the main game, so that you have 8 Artifacts altogether (2 Silver Key, 2 Necronomicon, 2 Dagger of R'yleh, and 2 Musicbox of Kadath).

INVESTIGATORS

Rise of Cthulhu: Dark Secrets adds a new element to the game (which is completely optional): Investigators. These would-be heroes set out to hunt down rumors of your corrupting influence and seek to stop you from awakening the Old Ones. When they appear, they force both you and your opponent to deal with the threat they bring, else they halt the coming of the age of madness you seek to unleash.



CONTENTS:

6 ARTIFACT CARDS (2 NECRONOMICON, 2 DAGGER OF R'YLEH, 2 MUSICBOX OF KADATH); 4 MONSTER CARDS (DHOLE, GUG, LENG SPIDER, SERPENT PEOPLE); 4 INVESTIGATOR CARDS (ARTIST, EXPLORER, PROFESSOR, SCIENTIST); 2 OLD ONE CARDS (DAGON, TSATHOGGUA); 2 PLAYER AID CARDS; 1 WOODEN INVESTIGATOR TOKEN

To use the 4 Investigator cards in your game, prepare the Cultist deck as you would any starting game (shuffle the Cultist cards and deal 5 out to each player). As you would normally, flip over the top card of the deck to act as the Valley. Then, separate the cards into three piles, but instead of adding in Old Ones, shuffle the 4 Investigator cards and choose 3 at random to blindly shuffle into each of the three piles of Cultist cards. Once this is done, then add the Old Ones in as per normal, setting aside the remaining Investigator and Old Ones back into the box. Lastly form the Cultist deck per usual, and place the white Investigator wooden token to the side of the board.

When an Investigator card is drawn from the deck, place the wooden Investigator token on the corresponding Location printed in the upper right hand corner of the card. If an Old One is already awake on that Location, simply discard the Investigator altogether. If the Dark Hunter token is on that Location, remove the Dark Hunter from the game –it cannot be used again this game, then proceed as follows. When an Investigator token lands on a Location without an Old One, return all Cultist cards in play to their owner's hands. Any Monsters or Artifacts that are in play on that Location are removed from the game. The Location resets to neutral (turns sideways so that it's not facing either player).

Each Investigator has a number in a red circle in the upper left hand corner of their frame. This represents their resources they bring to bear against both cultist players. Players must play Cultist cards to equal or exceed the resource value listed to remove the Investigator token from the Location.

Until the Investigator token is removed from the Location, players may not play any Cultist cards on any other Location except that one; furthermore, cards played on a Location with an Investigator token present on it do not cause the Location to shift to face the player with the highest total value of cards. For example, if the Artist is brought into play on Dunwich, both players would only be able to play Cultist cards on Dunwich until they had met or exceeded his resource rating of 15, and while cards were being played the Location would remain in the neutral (sideways) facing. Once the resource rating is met or exceeded, the Investigator token is removed, the Investigator card is discarded, and the Location would face the player with the highest total Cultists in play there.

If an Old One is brought into play while an Investigator is present on the Location, remove the Investigator but do not change the facing of the Location. Effectively, the Old One destroys the Investigator token and card, but the meddling do-gooder prevents the Old One's power from manifesting and denies both sides that Location for purposes of influencing it.

If the Dark Hunter token is removed from the game as a result of the Investigator coming into play, a player may summon it back into existence at a later time by having four of more of the same colored Cultist card in play at one Location. In effect, this will restore the Dark Hunter token to its starting position (between the Cultist deck and the Valley) and players may once again call it to Locations by playing to the Valley as per normal.