

RISE OF
Cthulhu



OBJECTIVE

In Rise of Cthulhu you play as the leader of a cultist faction wishing to awaken Cthulhu and the other Old Ones to rule this world. But a competing faction races against you to be the first to awaken these chaotic masters.

By playing various numbered and colored Cultist cards, you must control the prime Lovecraftian locations – Arkham, Dunwich, Innsmouth and Kingsport – in an effort to awaken an Old One.

The faction that maintains the most influence on a location will gain favor when an Old One arises, while the losing faction risks the destruction of their sanity and souls.

GAME COMPONENTS

50 CULTIST CARDS • 8 MONSTER CARDS • 6 ARTIFACT CARDS

6 OLD ONE CARDS • 4 LOCATION CARDS

1 DARK HUNTER TOKEN • RULEBOOK



COMPONENTS



**DARK HUNTER
TOKEN**



CULTIST



MONSTER



ARTIFACT



OLD ONE



LOCATION

SETTING-UP THE GAME

First, place the four Location cards in the middle of the table, between the two players. Each Location card should be arranged vertically at this time (this represents a neutral position).

Next, shuffle the 50 Cultist cards and deal 5 out to each player. Once this is done, flip over the top Cultist card so it is face up and set it next to the rest of the Cultist Deck. This face up card will be the starting card in the Valley for the game. The Valley is where Cultist cards may be played to move the Dark Hunter.



Then separate the remaining Cultist Deck into 3 equal piles. Shuffle the Old One cards separately and select 3 at random and place one face down in the middle of each of the 3 piles of Cultist cards. Once this is done, stack the three piles of Cultist cards together and this becomes the starting Cultist Deck. Place the other unused Old One cards in the box without looking at them.

Next, shuffle the Artifact cards together and place them to the right of the four Location cards. Do the same with the Monster cards.

Finally, place the Dark Hunter token in between the Valley and the Cultist Deck.

The oldest player goes first.

SAMPLE SET-UP



HOW TO PLAY

On your turn you must choose from the following actions:

- **Draw 2 cards, OR**
- **Play 2 cards, OR**
- **Draw 1 card and play 1 card**

If a player chooses to draw a card and play a card, this can be done in either order (draw first, then play, or play first, then draw). Cards can be drawn from Valley or the Cultist Deck.

If you choose to play a card, it may either be played on your side of one of the four main Lovecraftian Locations - Arkham, Dunwich, Innsmouth, or Kingsport – OR on the Valley.

Unless a Monster or Artifact card allows it, Cultist cards may not be played on Locations that already have an Old One on it. All Cultist cards in play at a Location should be visible to both players.

The player with the most total points on a given Location turns the Location to face them, marking that Location as being influenced by their Cultists. As the values change during gameplay, Locations will shift their influence and facing from player to player.

If at any time the values of Cultists on both sides of a Location are tied, the Location should be returned to a vertical position, marking it as neutral once more.

DARK HUNTER

If a card is played on the Valley it must either be a higher value Cultist card that what is currently face up in the Valley OR the same color as that card. When a card is played on the Valley, the player that played it **MUST** move the Dark Hunter token to one of the Location cards that does not already have an Old One on it.

When the Dark Hunter appears at that Location, the highest value Cultist card is destroyed (if both players have a card in play that ties for the highest, destroy each one). New Cultist or Monster cards cannot be played on a Location that has the Dark Hunter token on it.

If an Old One awakens on a Location that the Dark Hunter is on, return the Dark Hunter token to the space between the Cultist Deck and the Valley.

OLD ONES

At some point in the game, an Old One card will be drawn from the Cultist Deck and awaken at a Location. Each Old One card has a series of letters on the right hand side of it; these correspond to each of the 4 Locations (A for Arkham, D for Dunwich, I for Innsmouth, and K for Kingsport).

When an Old One is drawn, you place it on the Location at the top of the series. If that Location already

has an Old One on it, the “new” Old One goes to the next Location down the line until a free Location is located.

The player currently influencing that Location (*i.e.* the player that has the Location facing him or her) will reap the benefits of the Old One’s power text printed on the card. Once the Old One’s power has been resolved, the player who drew the Old One draws another card from the Cultist Deck.

SET ABILITIES

Players may try and create certain combinations of Cultist cards throughout play to earn special rewards. These combinations are called “Set Abilities”.

If a player plays a card that grants them three of the same colored Cultist card at a Location, they may choose to move the Dark Hunter token back between the Cultist Deck and the Valley.

If a player plays a card that grants them three of the same numbered Cultist card at a Location, they MUST draw a Monster card if one is available. Monster cards sit in a player's hand until used and do not count as a “played card” for

purposes of a player's turn. Unless it states otherwise on the card, Monster cards are discarded as soon as they are played.

If a player plays a card that grants them three Cultist cards that all share the same color AND are in order (ex. 2-3-4 or 8-9-10) at a Location, they MUST draw an Artifact card if one is available. Like Monster cards, Artifact cards sit in a player's hand and do not count as a “played card” for purposes of a player's turn. Unless it states otherwise on the card, Artifact cards are discarded as soon as they are played.

HOW TO WIN

When three Old Ones have awakened (*i.e.* are in play at Locations), the game ends and the person with the most Locations facing them is the winner. If there is a tie for the number of Locations facing the players, or if Azathoth has been awakened, the player who has the most total points of cards in play is the winner instead.

Ties for points are decided in the following order: most Artifacts acquired, then most Monsters played, then least number of cards in hand. If there is still a tie, then both players lose.

FAQ

Q: If there are multiple copies of the highest Cultist card in play when the Dark Hunter appears at a Location, are all of them destroyed?

A: No. Only 1 card is destroyed. So, for example, if there are two 7s in play on a player's side at a Location where the Dark Hunter appears, and 7 is the highest card in play there, only one 7 would be destroyed.

Q: If I already have three of a color or number in play and I play another of that same color or number, do I trigger the Set Ability again?

A: Yes.

Q: If the Valley has no cards in it, can I still play a card on it?

A: Yes. In this case, any color or number card can be played there.

Q: If the Monster or Artifact deck runs out of cards what happens?

A: You may no longer draw any Monster or Artifact cards.

Q: If I choose to draw 1 card and play 1 card, can I choose what order to take those actions in?

A: Yes, you can do them in either order and can even choose to draw another or play another card after you've done the first action.

Credits

DESIGN: Chuck D Yager

ILLUSTRATION: James Daly III

GRAPHIC DESIGN: Aleksandra Bilić

PLAYTESTING: Jeremy Baxter, Garrett Graham,
Robert Midlil, Chris Pasetto, David Ruiz,
Gabriel Sheets, Keith Staines, Matt Tieger, Tania Yager

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