



Tiny EPIC Ghulhu

PNAKOTIC
MANUSCRIPT



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Prologue



In the somnolent embrace of New Arkhamore, an ancient evil stirs, roused from its slumber. Whispers, borne on the frigid sea breeze, carry the eerie echoes of a malevolence that has lain dormant for eons. Deep beneath the waves, a titanic terror awakens, its presence permeating the minds of unsuspecting townsfolk. Like insidious seeds planted in fertile soil, madness takes root, transforming these hapless souls into grotesque shamblers.

Yet, amidst this encroaching darkness, a disparate group of individuals find themselves bound together by their shared nightmares. Scientists, clergy, historians, and other investigators, each possessing unique skills and knowledge, must now unite their efforts. They must harness the very madness that threatens to consume them, delving into cryptic texts and traversing the perilous precipice that separates our world from the abyss of chaos. With time slipping through their fingers, our valiant heroes must reassemble the scattered pages of the *Necronomicon*, then seal away the Harbinger of Chaos before humanity falls prey to the clutches of insanity that is ... Cthulhu.

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Components



6 Double-Sided Player Mats and Tokens



4 Brain Tokens



25 Page Tokens



4 Double-Sided Great Old One Mats and Tokens



30 Page Cards



Great Old One Strength Token



Necronomicon Mat



1 Shambler Mat



1 Discard Mat



3 Cthulhu Dice



1 Tentacle Draw Bag



5 Town Cards



15 Shamblers



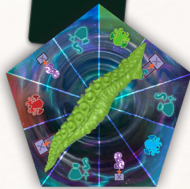
45 Madness Tentacles



17 Chaos Tentacles



23 Eldritch Tentacles



Wheel of Madness



Solo Reference Card

Game Objective

Players drawn to the town of New Arkhamore must work together to defeat the Great Old One and lock it away forever. The game is won if the Great Old One's portals are sealed before the strength of the Great Old One becomes too powerful. Sealing the portals will take cooperation from the assembled team of experts. Translate pages, collect runes, and banish Shamblers before time runs out.

Game Difficulty

The initial setup is designed for a challenge approachable for most gamers. For additional levels of difficulty, add additional Eldritch Tentacles to the Tentacle Draw Bag during Setup:

- **Hard Mode:** 1 additional Eldritch Tentacle.
- **Madness Mode:** 2 additional Eldritch Tentacles.

For additional difficulty, the Great Old Ones scale in difficulty as well.

Difficulty order of Great Old Ones: Nyarlathotep < Yog-Sothoth < Yig < Cthulhu.

Game Setup

- 1 Place the **Wheel of Madness** in the middle of the table.
- 2 Place 5 **Town Cards** around the wheel, placing the short side of each card up against one side of the wheel. Randomize which side of the Town Card to use.
- 3 Select a **Great Old One Mat** to play with this game and place the remaining mats back in the box. Place your Great Old One Mat within easy reach of all players.
Note: For your first game we recommend playing with **Nyarlahotep**.
- 3A Place the **Great Old One Strength Token** (👤) on the starting box of the Strength Track. (The unnumbered box.)
- 4 Each player chooses a **Player Mat**, then takes the matching **Player Token** and a **Brain Token** (🧠). Place any remaining player components back in the box.
- 4A Place the Brain Token at the bottom of the **Delirium Track**.
- 5 Place the **Necronomicon Mat** on the table, below the Great Old One Mat within reach of all players.
- 5A Place the **Page Tokens** in a pile next to the Necronomicon Mat.
- 6 Shuffle the **Page Cards** and form a **face-down** draw deck. Place the deck near the Necronomicon Mat.
- 6A Draw 5 Page Cards, keeping them face-down, and place one card next to each Town Card as shown in the setup diagram.
- 7 Place the **Shambler Mat** on the table, within reach of all players.
- 7A Place the 15 **Shambler Tokens** on the mat in their matching color spaces.
- 8 Place the **Discard Mat** below the Shambler Mat.
- 9 Place the **Cthulhu Dice** in easy reach of all players.

- 10 **Spin the Wheel of Madness once for each of the following tokens** and place that token on the Town Card where the Front-Pointer points when it stops. (Occasionally, where the back end of the spinner — the Tentacle-Pointer — points will also be important.)
- 10A Place the **Great Old One Token**: on the center of the Town Card indicated. (then turn that Town Card's Page card face-up).
- 10B Place 1 **Shambler per player** from the Shambler Mat (its color determined by the color on the inside edge of the Town Card where the pointer's tentacle-pointer / back-end is pointing). Place it on the lowest space of the Shambler Track.
- 10C **Player Tokens**: spin for each token and place it on the center of the resulting Town Card.
- 11 **Prepare the Tentacles:**
 - 11A Place 3 **Eldritch Tentacles** (👤) into the **Tentacle Draw Bag**.
 - 11B Place 9 each of the **Fear** (👤), **Rage** (👤), and **Greed** (👤) Tentacles into the Tentacle Draw Bag. These are collectively known as **Madness Tentacles**.
 - 11C Place 3 **Fear**, 3 **Rage**, and 3 **Greed** Tentacles on the **Shambler Mat** in the matching colored areas.
 - 11D Place 3 **Fear**, 3 **Rage**, and 3 **Greed** Tentacles on the **Discard Mat**.
 - 11E Place 3 **Eldritch Tentacles** on each **Town Card**, in the black square spaces next to the Shambler Track. Place the remaining Eldritch Tentacles in a general supply above The Great Old One Mat.
 - 11F Place **Chaos Tentacles** (👤) based on player count:
Solo and 2P – 2 Chaos Tentacles on each Player Mat's Chaos Track.
3P – 1 Chaos Tentacle on each Player Mat's Chaos Track and 1 on the Discard Mat.
4P – 4 Chaos Tentacles on the Discard Mat.

11G Place **10** Chaos Tentacles onto the tentacle spaces of the *Necronomicon* Mat (11G).

11H Place the remaining **3** Chaos Tentacles into a general supply next to The Great Old One Mat.

12 Drawing one at a time from the **Tentacle Draw Bag**, place **2 Madness** Tentacles on **each Town Card** on the leftmost empty space of their matching-colored Madness Tracks. If you draw an Eldritch Tentacle, place it back in the bag and draw again.



11B

9 Fear, 9 Rage, 9 Greed Tentacles in the bag

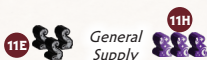


11A

3 Eldritch Tentacles in the bag



Draw 2 for each of the five Town Cards



General Supply



11H



3

Strength Token

11G Chaos Tentacles 1 per space

Page Cards

6



5

Place 15 Shamblers



Page Tokens

7 Shambler Mat



11C

3 Fear, 3 Rage, 3 Greed



2 Town Cards

6A Deal 5 Face Down

11E 3 per Town Card

1 Wheel of Madness

Spin the wheel and place, then turn the Page Card at that location face up.

10B 1 Shambler per player from Shambler Mat



3 Fear, 3 Rage, 3 Greed

8 Discard Mat

9 Cthulhu Dice

*Setup for a 4-Player game shown.

Brain Token



4 Player Mat

GAMEPLAY OVERVIEW

In Tiny Epic Cthulhu players will take turns in clockwise order starting with the youngest player and continuing until the game ends. The game is played in two phases:

Phase One – Translate the *Necronomicon*

During this phase players must collect and translate all 25 pages of the *Necronomicon* collect the runes needed to attempt to close the portals. While doing this, players must also banish the Great Old One's shambling minions and manage the madness trying to overtake the town and themselves. Once the *Necronomicon* is translated (see page 15) the game advances to Phase Two.

Phase Two – Seal the Portals

During this phase, players now may attempt to close the six portal locations in **addition** to their normal actions. It will not be easy as the Great Old One is working to increase its strength to stay in this realm and the players are trying to not go mad!

A player's turn is taken in two parts:

1. Spin the Wheel of Madness and resolve it's result (see page 10)
2. Take Player Actions (see page 12)

To **win the game**, players must **seal** all **six portal** locations before the Great Old One reaches its full strength. The players will lose collectively if the Great Old One reaches its full strength **or** if any player goes completely mad!

Player Mat

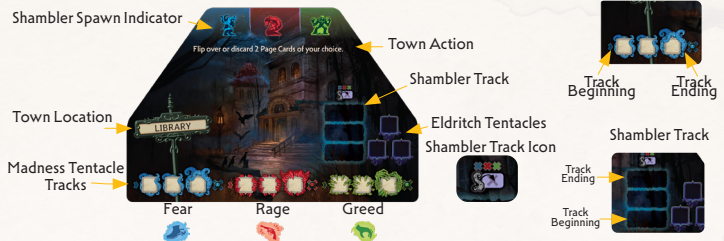


Side for Solo Play
see page 18

The Player Mat tracks and icons:

- **Delirium Track** – This track controls your descent into madness and your ability to reroll Cthulhu Dice (The closer you come to insanity, the more capable you become at controlling the darkness). Whenever one of your Temperament Tracks becomes Accursed the Brain Token will move up one space.
- **Temperament Track** – When you collect Madness Tentacles or Chaos Tentacles they are placed on the these tracks. There are 4 different types of Temperament Tracks: Fear (blue), Rage (red), Greed (green), and Chaos (purple).
- **Character Ability** – Each character has a different ability that is unique to their character type.

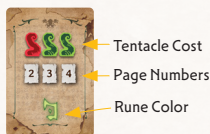
Town Card



The Town Card tracks and icons:

- **Shambler Spawn Indicator** – They determine which color Shambler will spawn on the indicated Town Card.
- **Madness Tentacle Tracks** – Madness Tentacles are placed onto these tracks during gameplay. Madness Tentacles are placed left to right.
Track Types: Fear (👹), Rage (👹), and Greed (👹).
- **Town Location Ability** – Each card has a different ability that is unique to its location.
- **Eldritch Tentacles** – 3 Tentacles are placed here during setup. The tentacles are removed during gameplay.
- **Shambler Track**– Shamblers will spawn on this track. Shamblers are placed on the bottom-most empty space.

Page Card



The Page Card icons:

- **Tentacle Cost** – What tentacles you dispose of in order to Translate this Page Card.
- **Page Numbers** - The Page numbers that will be added to the *Necronomicon* when the Page Card is Translated.
- **Rune Color** - The color of the Rune this Page belongs to.

The Great Old One

The Great Old One Mat has three sections that players must be mindful of:



- **Energy Track** – This track will have Eldritch Tentacles placed on it periodically throughout the game. Whenever this track becomes **accursed** (see page 9), the Great Old One metabolizes the Eldritch Tentacles on it (they are moved to the Discard Mat) and its strength increases by 1.
- **Strength Track** – The Great Old One's strength is tracked by the Strength Token. This not only shows its current strength level, but also determines how many Madness Tentacles are drawn when the Wheel of Madness is spun.
- **Powers of the Great Old One** – Each Great Old One has three powers that it can unleash onto the town. These powers are activated (a) whenever one of a Town Card's Madness Tracks is completely filled and therefore **accursed** (see page 9) or (b) is spun on the Wheel of Madness (page 10).



These three symbols are located on the Wheel of Madness and on The Great Old Ones Powers section of the The Great Old One Mat. When one of these symbols is spun on the Wheel or one is reached on the Great Old One Mat, the Power with that color is triggered.



This icon means that all players in the Power's area of effect might be affected — check each player in that area to see who is affected. The area of effect might be the entire town OR it might be a smaller area — the power's description will say.



This icon on a power means that it has a wider span of control than usual: The card the Great Old One is located on and one card to the left and right. Any players in this Span of Control may be affected.

Cthulhu Dice

The Cthulhu Dice are rolled when Banishing a Shambler (see pg 13) or Sealing a Portal (see pg 16). The Cthulhu Dice have symbols to represent numbers. The symbols of the Cthulhu Dice are shown below:



= 0



= 1



= 2

Accursed

The city of New Arkhamoore is currently experiencing a surge of madness that is impacting both long-time residents and casual visitors. This escalating phenomenon has the potential to reach critical mass at any moment. There are several tracks that throughout the game can become **accursed**: Madness Tracks and Shambler Tracks on Town Cards, Temperament Tracks and Delirium Track on Player Mats, and the Energy Track of the Great Old One.

Town Card



End of a Temperament Track



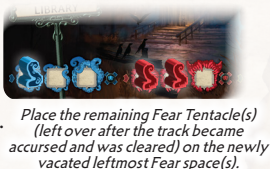
Player Mat

A track becomes **accursed** when the track is **already** full of Tentacles or Shamblers and another Tentacle or Shambler needs to be placed there. (Note that filling a track doesn't trigger a curse; the curse is triggered when you are trying to add to a track that is already full.) Two things will then occur a Relocation of tentacles and/or Shamblers, and another Consequence of one sort or another.

Relocation to the discard mat means that the tentacle/Shambler has been "used up," either by the Investigators (players) or by the Great Old One. Relocation to the Tentacle Draw Bag or the general supply means that the old token is now ready to serve as a newly emerged tentacle or a townfolk converted to Shambler, ready to serve as all those before it have served.

Consequences cover a wide range of possibilities, including strengthening the Great Old One (never a good result), driving one or more of the Investigators closer to insanity (also generally not good), or taking advantage of a player's approaching madness to accomplish a task that any sane human would flee from.

When a track becomes Accursed, the affected tentacles/Shamblers are Relocated in this way:



Place the remaining Fear Tentacle(s) (left over after the track became accursed and was cleared) on the newly vacated leftmost Fear space(s).

• **Relocation**— All Madness/Eldritch Tentacles or Shamblers on the track **and** the one that needed to be placed are cleared off the **accursed** track and moved Elsewhere, depending on what they are:

- Eldritch Tentacles to the Tentacle Draw Bag,
- Chaos Tentacles to the general supply,
- Madness Tentacles (Rage, Fear, or Greed) to the Shambler Mat.

See pg 11 for more details.

- If there are **additional** Tentacles or Shamblers to be placed after the Accursed Tentacles or Shamblers have been relocated, place those onto the empty tracks after they have been cleared by the Accursed action.
- **Consequence**—An effect must be resolved. See specific curses for details.

On Your Turn

You do two things on your turn— Spin the Wheel of Madness (step 1) and take your Player Actions (step 2). Those are resolved as follows:

Step 1: Spin the Wheel of Madness

Spin the Wheel of Madness and wait for the spinner to stop. The spinner **must** complete at least two rotations, otherwise you spin again. After the spinner has stopped, determine where the **front-pointer** (👉) and **tentacle-pointer** (👉) are pointing. If the spinner stops directly on a line, then consider that it points to the next clockwise location.

Resolve the spinner in the following order: (1-A) take the Pointer Action determined by the spinner, (1-B) then draw tentacles (and resolve them), (1-C) then spawn a Shambler (and resolve Shamblers), and then finally (1-D) move the Great Old One.

(1-A) Possible Pointer Actions 🍃

Determine the icon on the base of the Wheel that the **front-side** is pointing at:



Move one Madness Tentacle of your choice from the Shambler Mat to the Discard Mat.



Add a Chaos Tentacle from the general supply to the Discard Mat.



Trigger the matching-colored power of The Great Old One.



When drawing tentacles **this turn**, pull **one** additional tentacle.

(1-B) Draw Tentacles

Now pull tentacles from the Tentacle Draw Bag **one at a time**. The number of tentacles drawn is based on the strength of the Great Old One; the number to the right of the Strength Token on the Strength Track is the number drawn. *For example, you would draw four tentacles from the bag if the token is on the **final number 3** space. To the right of that is the number 4.*



Note: If there are not enough tentacles in the bag, draw as many as possible and continue the turn.

Draw and resolve each tentacle one at a time, as follows:

- **Eldritch Tentacle** — Place these on the Great Old One's Energy Track, filling it from the bottom to the top. If the track is completely filled so that you can't add this tentacle, it becomes **accursed**. Do the following:

1. **Relocation** — Take **all** Eldritch Tentacles, those on the Energy Track and the one just drawn, along with all Madness, Chaos Tentacles, and Eldritch Tentacles on the Discard Mat, and place them in the Tentacle Draw Bag.
2. **Consequence** — Advance the Strength Token **one** space. If this places the Strength Token on the last space of the Strength Track the **game is lost!**

- **Chaos Tentacle** — Place these on the Chaos Track of your Player Mat. If the track is already completely filled and so becomes accursed, do the following:

1. **Relocation** — Take all Chaos Tentacles, those on your Chaos Track and the one just drawn, and place them back in the general supply.
2. **Consequence** — Move your Brain Token up **one** space on your Delirium Track.

- **Madness Tentacles** — Place these on the matching colored Madness Tracks of the Town Card where the front-pointer is pointing. They are placed from left to right. If a Madness Track becomes **accursed**, do the following:

1. **Relocation** — Take **all** Madness Tentacles, those on the **accursed** Madness Track and the one just drawn, and place them on the bottom of the Shambler Mat on the matching color areas. Note that this accurses only a single track, not all three.
2. **Consequence** — Trigger the Great Old One's power of the matching color.

(1-C) Spawn a Shambler

To spawn a Shambler, look at which color the **tentacle-pointer** is pointing to at the inside edge of a Town Card. Take a Shambler of that color and place it onto that Town Card's Shambler Track, placing from bottom to top. If the Shambler Track becomes **accursed**, resolve it as follows:

- **Relocation** – Take **all** Shamblers, those on the Shambler Track and the one just drawn, and place them on the Shambler Mat on their matching color areas.
- **Consequence** — Move **one** Eldritch Tentacle from the Town Card and place it onto the Discard Mat. Then place a fresh Eldritch Tentacle onto the Town Card from the general supply. If there are no more Eldritch Tentacles in the general supply, leave it empty.



Important: If a Shambler of a specific color is unavailable on the Shambler Mat, take a Shambler of the next color to the right. Blue → Red → Green → Blue

(1-D) Move the Great Old One

Move the Great Old One Token to the Town Card where you just placed the Shambler.

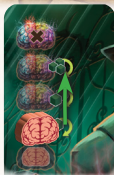
Step 2: Take Player Actions

On their turn players may take up to **three** of the following actions in any order, — (2-A) Move, (2-B) Collect Tentacles, (2-C) Banish Shamblers, (2-D) use a town action, (2-E) Translate a Page Card, and (2-F) Seal a Portal — and, and they may do the same action more than once. Players may also spend **Chaos Tentacles** from their **Chaos Track** to take additional actions on their turn. Each additional action costs 1 Chaos Tentacle. Discard the Chaos Tentacle to the General Supply. *Example: After you completed your three normal actions, you can take an additional action by spending a single Chaos Tentacle from your Player Mat.* During your action, one or more of your Temperament Tracks may become **accursed**. If so, resolve as follows:

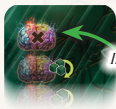
- **Relocation** – Take all Madness Tentacles, those from the **accursed** Temperament Track and the one just drawn, and place them on the Shambler Mat in their matching color areas.
- **Consequence** – Move your Brain Token up **one** space on your Delirium Track.

Note: When one of your Temperament Tracks is **accursed**, move the Brain Token up on your Delirium Track. If the Brain Token reaches the top space of the Delirium Track, on any player's mat, that player has gone **mad** and the **game is lost for all players!**

However, becoming delirious can have its advantages. The notations on your Delirium Track allow you to **reroll** one, two, or three individual Cthulhu Dice anytime **you** roll them.



Each time you accrue a Temperament Track, the Brain Token will move up one space until you have gone mad!



If a player goes mad the game is lost!

(2-A) Move

You may move around town in either direction, but you may **not move through** or **stop on** the Great Old One's location in Phase One. If the Great Old One is on your location at the start of your turn, then you **must** use your **first action** to move away from it. The number of Town Cards you may move depends on the number of tentacles on your Fear Track:

- No Fear Tentacles – Move 1 Town Card in either direction.
- 1 Fear Tentacle – Move up to 2 Town Cards in either direction.
- 2 Fear Tentacles – Move up to 3 Town Cards in either direction.

Your full movement must be taken in a single move. If the Town Card that you stop on has a face-down Page Card, flip it face-up.

Important: When you stop on a Town Card with one or more Shamblers, you **must** draw a tentacle from the Tentacle Draw Bag for **each** Shambler on that Town Card. Madness Tentacles and Chaos Tentacles are **added to your Player Mat**. Eldritch Tentacles go on the Energy Track of the Great Old One Mat. Resolve any tracks that become **accursed** (see pg 9).



Draw 1 tentacle from the bag for each Shambler.

(2-B) Collect Madness Tentacles

You collect Madness Tentacles from the Town Card where you are currently located. You can only place a Madness Tentacles on its matching color track. You collect Madness Tentacles based on the number of tentacles on your Greed Track:

- No Greed Tentacles – Collect 1 Madness Tentacle of any color.
- 1 Greed Tentacle – Collect up to 2 Madness Tentacles of any color.
- 2 Greed Tentacles – Collect up to 3 Madness Tentacles of any color.


Important: You may **not** have more than **two** Madness Tentacles on each of your Temperament Tracks. Temperament Tracks **cannot** become accursed when collecting Madness Tentacles voluntarily; therefore, you cannot collect more tentacles than you have spaces for on your Player Mat.

(2-C) Banish a Shambler


You may Banish **one** Shambler per Banish action. To do this you must be on a Town Card with one or more Shamblers, then follow these steps in order:



- Roll **one** Cthulhu Die for **each** Shambler present.
- Spend Madness Tentacles from your Player Mat as indicated by the Cthulhu Dice to banish any color Shambler from the Shambler Track. Madness Tentacles go to the Discard Mat.



When the Cthulhu Dice are rolled, the **highest number of tentacles shown on a single die** is the number of Madness Tentacles that must be spent from your Player Mat (pg 8). **The tentacles spent must match the color of the Shambler being banished.** If all dice rolled show zero , you banish for free. If the highest number is on more than one die, do not add them together. *For example, if you roll two dice with single tentacles, then you only need to spend one Madness Tentacle of the same color as the Shambler.*




Note: A player may spend one or two **Chaos Tentacles**  as wild color tentacles when banishing a Shambler. *Example, if you rolled two tentacles to banish a Shambler you could spend two Chaos Tentacles from your Chaos Track to the General Supply.*

Example: You roll two Cthulhu Dice because you're on a Town Card with two Shamblers present. You roll a  and a . You will need to spend two Rage Tentacles (red), or one Rage Tentacle and one Chaos Tentacle, or two Chaos Tentacles to banish a red Shambler (and similarly for blue and green Shamblers).

If you don't have the right Madness Tentacles or Chaos Tentacles to spend, you **cannot** banish a Shambler.

If you are able to banish a Shambler, do the following:

- Place the banished Shambler on the Shambler Mat in the matching color area.
- Move Madness Tentacles **that match the color of the banished Shambler** from the Shambler Mat to the Discard Mat (if you spent any **Chaos Tentacles** they go to the general supply). How many are moved is based on the number of Rage Tentacles (red) that were on the player's Rage Track  when the banishment **started**.
 1. No Rage Tentacles – Move 1 Madness Tentacle.
 2. 1 Rage Tentacle – Move 2 Madness Tentacles.
 3. 2 Rage Tentacles – Move 3 Madness Tentacles.

Example: You had one Rage Tentacle on your Player Mat when you rolled the Cthulhu Dice. You succeeded in banishing a red Shambler, so you may now move two Rage Tentacles from the Shambler Mat to the Discard Mat, even though you spent one Rage Tentacle as part of the banishment cost.

Diagram for Banishing a Shambler from pg14



You had one Rage Tentacle at the start of the banishment.



You move two Rage Tentacles from the Shambler Mat to the Discard mat.

(2-D) Use a Town Action

Each Town Card has a special action printed at the top of the card that the player may **perform as an action** once per turn. If Madness Tentacles are spent as part of the action they go to the Discard Mat. If Chaos Tentacles are used they go to the general supply.

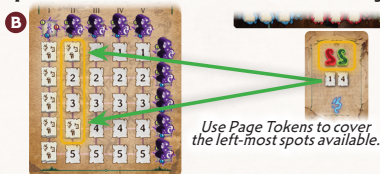
(2-E) Translate a Page Card

You may **translate** a Page Card at your **current** location. To translate, perform the following steps in order:

- Spent Madness Tentacles to match those shown on the Page Card from your Temperament Tracks, placing them on the Discard Mat. You may spend **Chaos Tentacles** as wild tentacles, spent Chaos Tentacles go to the general supply.



- Take as many Page Tokens as there are numbered boxes on the Page Card and place them on the *Necronomicon* in the **left-most spaces** available for the numbers on the Page Card.



- If a **column** or **row** of pages is **completed**, you gain a small bonus: remove the associated Chaos Tentacle in that column or row and place it on the Discard Mat so they can enter distribution when the Discard Mat is cleared and the tentacles are added to the Tentacle Draw Bag.



- D** Take the translated Page Card and place it next to your Player Mat. Start a column of Page Cards next to your Player Mat for each of the three colored **runes** shown on the Page Card. These runes will assist in Sealing the Portals (page 16) once the *Necronomicon* has been completely translated.



- E** Draw a **new Page Card** from the deck, keeping it **face-down**, and replace the Page Card you just translated.

- Important:** If you translated the last page of the *Necronomicon*, **immediately** flip the Great Old One Mat to its opposite side and move the Strength Token to the start of the Strength Track on the new side. Then place all tentacles on the Discard Mat and the Great Old One's Energy Track into the Tentacle Draw Bag.

Note: Once all 25 pages of the *Necronomicon* have been translated, then Phase Two immediately begins and players can attempt to seal the portals!

Seal a Portal (Phase Two Only)

In Phase Two the Great Old One is weakened and players may now both **move through** and **occupy** the same location as it is in. On each Great Old One there are six total Portals, two corresponding to each of the three colors. You must Seal all six portal locations to win.

To attempt to seal a portal location, you must be on the same Town Card as the Great Old One **and** have at least **one** Chaos Tentacle or a Madness Tentacle of the same color as the portal location you are trying to close.

To close a portal location, do the following:

- Choose a single portal location you wish to close (one of six, not one of three).

*There are three Portals each with 2 locations. You **MUST** close all 6 locations.*



You may only close one location per action.

- Roll the Cthulhu Dice. The number of dice you can roll depends on the number of runes you have (on the bottom of your Page Cards) that match the color of your chosen portal location. You may roll **one** Cthulhu Die for **each rune** you have of the matching color, up to three. *For example: you can roll three Cthulhu Dice when attempting to close a red portal location because you have three red runes.*
- Add up the tentacle symbols on all rolled Cthulhu Dice. If that number is **equal to or greater than** the number on your chosen portal location, you have succeeded!



Seal a Portal (continued)

- If you close a portal location, take a Madness Tentacle matching the color of the portal from your Player Mat and place it on the portal space to **seal** it. You may use a Chaos Tentacle as a wild in place of a Madness Tentacle.

For Example: You are attacking the **Red Portal 4** of the Great Old One and are allowed to roll **3** dice. You roll the following: 1, 2, 2. Adding these tentacles together, You have a total of **5 tentacles** and this exceeds the number 4 which is needed to close one of the locations in the Red Portal. Take 1 Rage Tentacle from your Temperament Track and place it onto the Great Old One Mat in the portal location you attacked, covering the number 4.



Note: In addition to Sealing a Portal, players may still perform any of the Phase One Player Actions during Phase Two.

Sealing a Color

When both locations of a single color have been sealed, that portal color is now closed. When a portal color is sealed the Great Old One will be weakened further and two things occur.

1. That color power of the Great Old One will be turned off and will no longer trigger on the Wheel of Madness or by Accursing the matching color Madness Track on a Town Card.

2. Move all the matching color Tentacles from the Shambler Mat down to the Discard Mat. However, players will still be subject to that type of madness (Fear, Greed or Rage).



Character Abilities

Each character in the game has a unique ability that the player may use on their turn. This ability is located at the bottom of the Player Mat. **This ability does not use an action.** You may use the ability multiple times during your turn.

Next Turn

At the end of your turn, pass the Tentacle Draw Bag to the next player in clockwise order and begin a new turn.

Game End

The game ends **immediately** when a win/loss condition has been met.

The players collectively **win** if all six portals have been successfully sealed.

The players collectively **lose** if:

- The Great Old One's strength reaches the top of the Strength Track on either side of the Great Old One Mat.
- All Shamblers are out in the town and none are left on the Shambler Mat.
- Any player reaches the top of their Delirium Track and goes completely mad!


Solo Game Mode

Gameplay Overview

In this solo player variant, you will play with an assistant at your side! This assistant will help you by banishing Shamblers and making more resources available to you, but you must watch out for your assistant's safety and sanity!

Setup Additions

Set up the game the same as in a two-player game, with changes in the following steps:

- 4 After taking your preferred Player Mat and associated items, choose another Player Mat, flip it to the 'Assistant' side () and give your new Assistant the matching Player Token and a Brain Token. Additionally, for your Assistant do the following:
 - 4A Place the Assistant Reference Card next to the Assistant's Player Mat with the Phase One side face-up.

Gameplay Changes

You will alternate turns with the Assistant:

Step 1: Spin the Wheel of Madness (see page 10).

Step 2: The Assistant Actions are resolved.

Step 3: Spin the Wheel of Madness.

Step 4: Your actions are resolved.

Continue in this order until you win or lose the game.

Note: The Assistant Temperament Track is different from the Player Temperament Track. This is because the Assistant looks for Tentacles in a specific order.

Wheel of Madness

This is resolved as in the standard rules. The Assistant is treated as another player when resolving any special actions or effects that are triggered.

Assistant Actions Taken in Order

1. Collecting is different for the Assistant than for a Player. The Assistant will collect **left to right and will fill from the bottom to the top** of their Temperance Tracks. This means they will always fill the bottom row first if they can. If they can **benefit** from additional Tentacles for having Greed Tentacles they will (see pg. 13).

The Assistant will collect Greed (G) first, followed by Rage (R) and then Fear (F). The Assistant will **not** accrue their Temperance Tracks through collection.



Note: Printed on the card are numbers to help guide you. You will fill the bottom row of 1's first if possible. Then move on to fill the upper row of 2's.

2. Move (Phase One): The Assistant will move the shortest distance towards the Front-Pointer of the spinner based on the number of Fear Tentacles on their Temperament Track (see pg. 13). The Assistant will stop all movement if they reach the target location of the Front-Pointer. The Assistant **can** move through The Great Old One's location and **can** share a location with The Great Old One.

3. Draw Tentacles: Once the Assistant moves they must draw tentacles from the Tentacle Draw Bag equal to the number of Shamblers at the town location they moved to (page 13). Madness Tentacles and Chaos Tentacles are added to the Assistant Mat the same as a player. Eldritch Tentacles go on the Energy Track of the Great Old One Mat. Resolve any tracks that become **accursed** (see pg 9).

Note: If one of the Assistant's Temperament Tracks becomes **accursed**, their Brain Token moves up the track as normal. They will gain rerolls the same as a player. However, they must reroll **all** dice when they reroll.

4. Reveal a Page Card: If the Page Card at the Assistant's location after they move is face-down, flip it face-up.

5. Seal a Portal (Phase Two Only): When sealing a portal, the Assistant will prioritize the open portal that matches the rune color they have the most of on their collected Page Cards. Ties are broken going left to right on the Great Old One Mat. **In Phase One skip this step.**

Note: While sealing a portal location, whenever the Assistant rolls the Cthulhu dice and fails, they may reroll **all** the dice rolled as many times as noted by their Brain Token's space on the Delirium Track.

6. Translate a Page Card: If the Assistant has the Madness Tentacles and Chaos Tentacles needed to translate a face-up Page Card in their location, they may do so.

7. Banish a Shambler: The Assistant will always attempt to Banish even if they have no Tentacles because they could roll a zero (see pg 14). When banishing a Shambler, they will prioritize banishing the Shambler for which they have the most matching tentacles. Ties are broken from top to bottom on the Town Card.

Note: Whenever the Assistant rolls the Cthulhu Dice and fails while Banishing a Shambler, they may reroll **all** the dice rolled as many times as indicated on their Brain Token's current space on their Delirium Track.

Phase Two: Immediately flip over the Assistant's Reference Card and The Great Old One card.

Move (Phase Two): The Assistant takes the shortest route to the Tentacle-Pointer of the spinner, with total possible movement determined by the number of Fear Tentacles on their Temperament Track (see pg. 12). The Assistant **will stop at** The Great Old One.

Added Player Actions

You will have access to extra actions on your turn.

Sharing Tentacle Resources:

If you share the same location as your Assistant, you may spend the Madness Tentacles on their Player Mat as if they were your own. This ability does not use an action.

Spending Chaos Tentacles:

You may spend a Chaos Tentacle to perform an additional action with your Assistant. This costs a Chaos Tentacle, but does not cost you an action. The additional actions you can take with the Assistant are:

- **Move** – The Assistant can move like a normal player one space, and then additional spaces based on the number of Fear Tentacles they have. It may be useful to position the Assistant for their next turn, or move them to a location where you can utilize their resources. You choose the direction they move.
- **Translate** – The Assistant may take a Translate action as described in Step 5.
- **Banish a Shambler** – The Assistant may take a Banish a Shambler action as described in Step 6.
- **Seal a Portals** - The Assistant may take a Seal a Portal action as described in Step 4 (Phase Two only).

Game End Conditions

The winning and losing conditions are the same with the Assistant as in the standard game. If the Assistant goes mad, you lose the game.

Variants

Solo Mode: Playing with Multiple Assistants

You may choose to set up the game with two Assistants instead of one. If you do this, alternate which Assistant is resolved on each turn. When you take your actions, you may use the benefits and give extra actions to either Assistant.

Playing With Assistants in 2-player or 3-player Games

In a two-player game, each player will set up an Assistant that is assigned to them and resolve the Assistant's turn before their turn as in Solo Mode. In this variant, you may only Share Tentacle Resources and Spend Chaos Tentacles with your assigned Assistant.

In a three-player game, only **one** Assistant is set up, bringing the number of characters in play to four. The same Assistant is assigned to **all** players, so any player can resolve the Assistant. The Assistant goes first each round of play and spin the Wheel of Madness and resolve the Assistant actions before the players go in player order. In this variant the Assistant **cannot** share resources with the players.

Playing With Zero Players


You may choose to play the game with zero players and the game can play itself. If you do this, set up a two-player game and use two Assistants. Each Assistant would have their own turn and resolve that turn as in Solo Mode. In this variant Assistants **cannot** share resources with each other and cannot spend Chaos Tentacles to perform additional actions.

- **Setup Changes**

Take an extra Brain Token and place that above one of the Assistant cards. Move it back and forth between the Assistants to keep track of which Assistant is the active player.

- **Gameplay Changes**

Each Assistant Spins the Wheel of Madness and resolves the Wheel, then takes their actions.

When an Assistant spins () to bring a Tentacle down from the Shambler Mat to the Discard Mat, they always choose the Tentacle there is the most of on the Shambler Mat. If there is a tie for the most Tentacles, then choose the left most Tentacle of the tied Tentacles.

When drawing Tentacles from the bag after moving, Chaos Tentacles remain with the Assistant that drew them.

Appendix: Token Flow Chart



Madness Tentacles



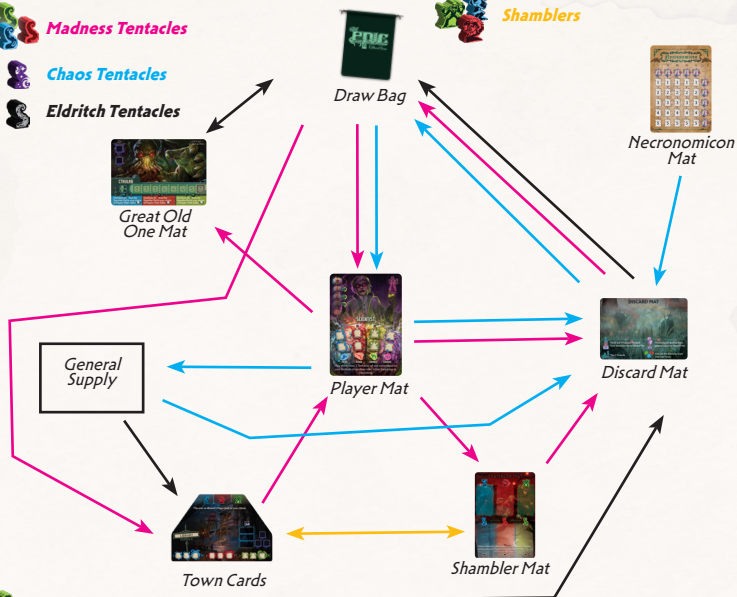
Chaos Tentacles



Eldritch Tentacles



Shamblers



Madness Tentacles



Chaos Tentacles



Eldritch Tentacles

Bag > Player.....Mat Drawn from Bag
 Town Cards > Player Mat.....Collect Madness Tentacle
 Bag > Town Cards.....Drawn from Bag
 Bag > Town Card.....Shambler on your Town Card
 Player Mat > Shambler MatTrack is Accursed
 Shambler Mat > Discard Mat.....Wheel of Madness
 Shambler Mat > Discard Mat.....Banish a Shambler
 Shambler Mat > Discard Mat.....Seal both Portals of a color
 Player Mat > Discard Mat.....Banish a Shambler
 Player Mat > Discard Mat.....Translate a Page Card
 Discard Mat > Bag.....Complete Phase One
 Player Mat > Great Old One Mat ...Seal a Portal Location



Shamblers




Town Cards > Shambler Mat.....Town Card is accursed
 Town Cards > Shambler Mat.....Banish a Shambler
 Shambler Mat > Town Cards.....Spawn a Shambler

Bag > Player Mat.....Drawn from Bag
 Player Mat > General Supply.....(Draw a Chaos Tentacle)
 Player Mat > Discard Mat.....(Banish a Shambler)
 General Supply > Discard Mat.....Wheel of Madness
 General Supply > Discard Mat.....Front-Pointer Action
 Necronomicon Mat > Discard Mat..Finish a row or column
 Discard Mat > Bag.....Complete Phase One

General Supply > Town Cards.....Town Card is accursed
 Town Cards > Discard Mat..Spawning a Shambler accurses
 Discard Mat > Bag.....Draw an Eldritch Tentacle
 Bag > Great Old One Mat.....Drawn from Bag
 Bag > Great Old One.....(Shambler on your Town Card)
 Great Old One Mat > Bag.....Complete Phase One




Appendix: Great Old One Powers

Difficulty order of Great Old Ones: Nyarlathotep, Yog-Sothoth, Yig, then Cthulhu. *They were not composed altogether of flesh and blood. They had shape [...] but that shape was not made of matter. When the stars were right, They could plunge from world to world through the sky; but when the stars were wrong, They could not live. But although They no longer lived, They would never really die. They all lay in stone houses in Their great city of R'lyeh, preserved by the spells of mighty Cthulhu for a glorious resurrection when the stars and the earth might once more be ready for Them.* H.P. Lovecraft

Each Great Old One has three powers (the same powers in Phase One and Phase Two); the only difference among each triplet of powers is what madness each power affects: Fear () , Rage () , or Greed () . When you spin the Wheel of Madness and it points to one of the three Power icons, the power affects not just the Town Card that the Great Old One currently occupies, but also the two Town Cards adjacent to it (and those players standing on any of the three Cards). In order of power (least to greatest):




Nyarlathotep — *And where Nyarlathotep went, rest vanished, for the small hours were rent with the screams of nightmare.* H.P. Lovecraft

Known as the Crawling Chaos and the Creature of 1000 Forms, Nyarlathotep can control mystic energies. In particular, he can enter dreams and alter reality into a wide variety of nightmares, eventually transforming Earth with his horrific visions.

Powers: Any Town Card within one of Nyarlathotep that does not have a  /  /  gets one from the Shambler Mat.




Yog-Sothoth — *Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through of old, and where they shall break through again.* H.P. Lovecraft

The progenitor of most other Great Old Ones, he most often appears as though covered in orbs, which are probably (?) eyes of some sort. Yog-Sothoth is omniscient but unable to directly enter Earthly realms. He has fathered two half-humans in an attempt to breach those portals.

Powers: each player within one Town Card of Yog-Sothoth discards one translated page with  /  / .

Yig — If any of the Great Old Ones could be said to be friendly to mankind, Yig, the Father of Serpents, is such a one — or at least, to those who cooperate with him.




Yig's chief trait is a relentless devotion to his children—a devotion so great that the tribesmen almost feared to protect themselves from the venomous rattlesnakes which thronged the region. Frightful clandestine tales hinted of his vengeance upon mortals who flouted him or wreaked harm upon his wriggling progeny; his chosen method being to turn his victim, after suitable tortures, to a spotted snake. H.P. Lovecraft

Powers: Each player within one Town Card of Yig places all    on the Shambler Mat.

Cthulhu — In his house at R'lyeh, dead Cthulhu waits dreaming. H.P. Lovecraft

One image of Cthulhu, constructed by an artist after a series of baleful dreams, is said to have yielded simultaneous pictures of an octopus, a dragon, and a human caricature ... a pulpy, tentacled head surmounted a grotesque and scaly body with rudimentary wings. H.P. Lovecraft

The leader, or master, of all the Great Old Ones is Cthulhu, who lies at the deepest depths of the ocean, patiently waiting for a sufficient number of humanity to dream him awake.

Powers: take all    from the Shambler Mat and distribute them as you decide among the players within one Town Card of Cthulhu. When any player becomes accursed distribution will stop.

Thanks to the H.P. Lovecraft Wiki ([lovecraft.fandom.com](https://www.hplibrary.com/)) for assembling most of the information on The Great Old Ones. Check it out to discover even more about Cthulhu and the other Great Old Ones.

Tentacle Types:

-  Fear Tentacle
-  Rage Tentacle
-  Greed Tentacle
-  Chaos Tentacle
-  Eldritch Tentacle

Quick Reference

Dice Faces:

-  = 0
-  = 1
-  = 2

Temperament Tracks:

-  Fear / Move
-  Rage / Banish
-  Greed / Collect
-  Chaos / Wild

Spinner Sides:

-  Front-Pointer
-  Tentacle-Pointer

Player Actions:

Move - Move player token from one Town Card to another (pg 13).

Collect - Pick up Madness Tentacles from your town location (pg 13).

Banish - Banish a Shambler from your town location (pg 14).

Town Card Action - Take the action listed on the Town Card at your location (pg 15).

Translate - Add tokens to the *Necronomicon* and collect Runes (pg 15).

Seal a Portal (Phase Two only) - Close Portals on the Great Old One mat (pg 16).

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