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v1

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Game: **RISE OF CTHULHU**
Publisher: **Dragon King Games (2015)**

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(*Dark Secrets* expansion and FAQ)

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Place the 4 **Location cards** in a row between the players, each in a *neutral* vertical orientation. You may choose to use the blank sides or the sides with special text.

Shuffle the 50 **Cultist cards** and deal 5 to each player. Flip the top Cultist card faceup and set it next to the deck. This is the starting card in the **Valley**, where Cultist cards may be played to move the **Dark Hunter**.

Separate the rest of the Cultist deck into 3 equal piles. Shuffle the **Old One cards** separately, select 3 at random and place 1 facedown in the middle of each of the 3 Cultist card piles. Then stack the 3 piles of Cultist cards together to form the starting Cultist deck. Remove the unused Old One cards from the game without looking at them.

Shuffle the **Artifact cards** together and place them to the right of the 4 Location cards. Do the same with the **Monster cards**.

Place the **Dark Hunter token** in between the Valley and the Cultist deck. The oldest player goes first.

HOW TO PLAY

On your turn you must choose from these actions:

Draw 2 cards, or play 2 cards, or draw 1 card and play 1 card

If you choose to draw a card and play a card, you can do them in either order. **Cards can be drawn from the Valley or the Cultist deck.** There is no hand limit.

A card may be played either be played on your side of one of the 4 locations (Arkham, Dunwich, Innsmouth, or Kingsport) or on the Valley.

You cannot draw from the Valley and then play to it in the same turn.

Unless a **Monster** or **Artifact** card allows it, **Cultist** cards may not be played on locations that already have an **Old One** on them. 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** card to face him, marking that location as being **influenced** by his cultists. As the values change during gameplay, locations shift their influence (facing) from player to player.

If the values of cultists on both sides of a location are tied, return the location to a neutral orientation.

DARK HUNTER

If you play a card on the Valley it must either be a higher value Cultist card than the one currently faceup on the Valley *or* the same color as that card.

You *must* then move the **Dark Hunter** token to a **Location** card that does not have an **Old One** on it.

When the **Dark Hunter** is moved to that location, the highest value **Cultist** card there is destroyed. If there are multiple copies, the card owner chooses which is destroyed; if both players tie for the highest, destroy both. **New Cultist or Monster cards cannot be played on a location that has the Dark Hunter on it.**

If an **Old One** awakens on a location the **Dark Hunter** is on, return the **Dark Hunter** token to its starting space between the **Cultist** deck and the **Valley**.

OLD ONES

When an **Old One** card is drawn from the **Cultist** deck, check the series of letters on the right hand side of the card (A = *Arkham*, D = *Dunwich*, I = *Innsmouth*, and K = *Kingsport*) and place it on the location at the top of the series. If there is already an **Old One** there, place the new **Old One** on the next location down the series until a free location is located.

The player currently influencing that location receives the benefits of the **Old One's** power text. **Old Ones** summoned to a neutral location do not trigger their power.

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

Combinations of **Cultist** cards that earn special rewards are called **set abilities**.

If you already have 3 of a kind and you play another of the same type, the set ability triggers again. You can only choose one set ability to trigger at a time.

If you play a card that grants you 3 of the same colored Cultist card at a location, you may choose to move the **Dark Hunter** back between the **Cultist** deck and the **Valley**.

If you play a card that grants you 3 of the same numbered Cultist card at a location, you *must* draw a **Monster** card if one is available. **Monster** cards do not count as a 'played card' for purposes of a player's turn. Unless stated otherwise, they are discarded as soon as they are played.

If you play a card that grants you 3 Cultist cards that all share the same color and are in numerical order at a location, you *must* draw an **Artifact** card if one is available. **Artifact** cards do not count as a 'played card' for purposes of a player's turn. Unless stated otherwise, they are discarded as soon as they are played.

HOW TO WIN

As soon as the third Old One is revealed, placed, and its power is resolved, the game ends and the person with the most locations facing them is the winner.

If there is a tie, or if *Azathoth* has been awakened, the player with the most total points of cards in play wins. Further ties are decided in this order: most artifacts acquired, then most monsters played, then least number of cards in hand. On a further tie both players lose.



DARK SECRETS EXPANSION

SETUP

Shuffle the new **Monster**, **Old One**, and **Artifact** cards into their respective decks.

For a more balanced pull from the Artifact deck, remove 4 *Silver Key* cards so you have a total of 8 Artifacts.

INVESTIGATORS (OPTIONAL) SETUP

Before adding the **Old Ones** to the 3 piles of the **Cultist deck**, choose 3 **Investigator cards** at random and blindly shuffle one into each pile.

Then add the Old One cards and form the final Cultist deck as normal. Remove the unused Investigator and Old Ones cards from the game without looking at them.

INVESTIGATORS (OPTIONAL)

When an **Investigator card** is drawn from the deck, place the white **Investigator token** on the Location card indicated in the Investigator card's upper right hand corner.

If an Old One is already awake at that location, discard the investigator.

If the Dark Hunter token is on that location, remove the Dark Hunter token from the 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 in play on that location are removed from the game. The location resets to neutral (turn it so it is not facing any player).

To remove an investigator from a location, players must play Cultist cards to equal or exceed the investigator's **resource number** (top left hand corner).

Until the Investigator token is removed from a location, players may not play any Cultist cards on any location *except that one*.

Cards played on a location with an Investigator token *do not* cause the location to turn to face the player with the highest total value of cards.

Once the resource rating is met or exceeded, the Investigator token is removed, the Investigator card is discarded, and the location turns to face the player with the highest total value of cards in play there.

If an Old One is brought into play on a location while an investigator is present, remove the investigator but do not change the location's facing.

A Dark Hunter token that has been removed from the game may be restored to its starting position (between the Valley and the Cultist deck) by having 4 or more of the same coloured Cultist card at any one location.

GAME NOTES

LOCATIONS

If you are the first to play 5 cards in a run on *Arkham* (with special text faceup), place the Old One and turn the location to face you, regardless of who has the most points there.

OLD ONES

If the card revealed by *Tsathoggua* is an investigator, resolve the investigator and draw again. If the card is another Old One, draw another card to resolve *Tsathoggua*, then resolve the second Old One that was revealed.

MONSTERS

The *Mi-Go's* ability must be chosen (both color and number) whenever you play it, and it stays that way for the rest of the game.

The *Ghost* lets you look through the Valley and choose any 1 card you wish.

The *Dimensional Shambler*, *Shoggoth*, and *Gug* last the entire game once played, unless destroyed in some way.

ARTIFACTS

If the *Necronomicon* is used to protect a location from the Dark Hunter, the Dark Hunter cannot be moved to that location for the rest of the game, or until the *Necronomicon* is destroyed in some way.

If the *Music Box of Kadath* is played to seal the Valley, no one may play to, or draw from, the Valley until the *Music Box of Kadath* is destroyed in some way or the next Old One appears.

If the *Dagger of R'yleh* is played to destroy 2 non-Old One cards, and this would change the influence of a location with an Old One already on it, change the facing of that location to its new owner.

The *Dagger of R'yleh* may be played to destroy an investigator in play.