



A basement...

...not the preferred location to bring forth the apocalypse.

Teenagers...

...not exactly the ideal harbingers for the end.



The Necronomicon...

...a tome of unspeakable power and evil.



Madness sets in early. Our would-be-doombringers struggle to be **the one** who utters the damning words.



What!

The Necronomicon sundered?



Once the sacred pages have settled into a Chaos...

...the mortals must wrack their brains to repair the tome.



Ancient power from before time...

...mended by tape.



The ritual begins!

The words are there, the mortal plays his part...



But what's this?



It certainly resembles an Elder God, but it's...

...so scrambled and tiny!



That's right...

...give it another go, mortal.

Cut out thy tongue if it falls you again.



Oh no!

This one more ridiculous than the last!

These creatures are unfit to usher in the Age of Madness, and our tome is beyond repair!

Perhaps if we find the strongest amongst them...



CHAOS OF CTHULHU

OBJECTIVE

Summon forth a unique Lovecraftian nightmare, mix-and-matched from 6 different Old Ones and Dark Minions. Then clash in strategic dice battle to be the first to assemble a fully matched monster. Part strategy, part luck...all madness!



2-4 PLAYERS



30-60 MIN



AGES 10+

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Game Contents



x5 ELDER DICE (GREEN)
1 top die, 1 left die, 1 right die
1 center die, 1 bottom die.



x5 ELDER DICE (PURPLE)
1 top die, 1 left die, 1 right die
1 center die, 1 bottom die.



x5 ELDER DICE (WHITE)
1 top die, 1 left die, 1 right die
1 center die, 1 bottom die.



x5 ELDER DICE (BLACK)
1 top die, 1 left die, 1 right die
1 center die, 1 bottom die.



x4 PLAYER MATS
These are used for tracking actions and damages.



x1 Player 1 Coin
Used to track the first player to declare in each round.



x4 SECRECY SCREENS
These are used for hiding the actions on Player Mats.



x21 ATTACK TOKENS
These are used for keeping track of Attacks.



x21 BLOCK TOKENS
These are used for keeping track of Blocks.



x21 MADNESS TOKENS
These are used for keeping track of Madness.



x21 HEAL TOKENS
These are used for keeping track of Heals.



x20 SUMMONING STONES
These are rolled to activate Elder Dice actions.



x16 OFFERINGS
These are used to appease the Old Ones.



x4 ALT BONUS PLAY ACTIONS
Use these when playing "Crown of Chaos" Rules.

Before You Begin

Chaos of Cthulhu is, for the most part, a non-linear game. All gameplay takes place simultaneously up until the **Declaration of Actions** phase. The timing of each game may vary significantly as players become more familiar with rules, mechanics, and strategy. Here are some important notes to keep in mind while reading through this rulebook and beginning a game:

Elder Dice: Monster body parts; each shows an action and a number required to activate that action.

Summoning Stones: Standard 6-sided dice; match rolled values to Elder Dice numbers to activate actions.

Declaration of Actions: The only phase of play during which players must take turns.

Resolution of Actions: The only phase of play after Setup during which players may touch their Elder Dice.



IMPORTANT!: During **gameplay**, do not rotate or touch Elder Dice until the **Resolution of Actions** phase begins. Until then, use Player Mats and Action Tokens to track all actions. (See page 10 for more information.)

Setup



1 To begin, each player chooses a color (black, green, purple, or white) and receives:

- A** 1 set of 5 Elder Dice: 1 top die, 1 center die, 1 left die, 1 right die, 1 bottom die; all the same color
- B** 1 Player Mat with the largest diagram corresponding by color to each player's chosen Elder Dice
- C** 1 Secrecy Screen
- D** 4 Offerings*
- E** 5 Summoning Stones

*Maximum number allowed in hand at any time

2 Players place the Player Mats in front of them with their Offerings and Summoning Stones to the side.

3 Place the Secrecy Screens around only the Player Mats. The Elder Dice and Summoning Stones should be visible to every player at all times.

4 Pile all Action Tokens in the center of play, within reach of every player.

Setup Continued

5 Players roll all 5 of their Elder Dice, then position them in a cross formation on the table above their Player Mats (not on the mats), with the monster's "head" at the top, the "core" in the center, the right and left appendages to each side of the core, and the bottom under the core.



Note: "Left" and "Right" refer to **your** left and right when looking down at the dice (not the monster's left and right).

ELDER DICE DETAILS



Video Tutorial

Let us show you how to set up your Elder Dice. Scan the QR Code to watch the video. Or go to <http://vimeo.com/142173594>

Note: If you are not satisfied with your roll, you may sacrifice an Offering to re-roll ALL your Elder Dice one time. See "Using Offerings" on page 15 for more information.) Additionally, if all 5 of your Elder Dice show the same number on your first roll, you've successfully summoned an Old One and the end is nigh. Give the mortals one more chance; re-roll your Elder Dice and continue with the setup (no Offering needed).

6 Finally, determine who will take the first turn during the Declaration of Actions phase by having each player roll a Summoning Stone. The highest number becomes Player 1, and play continues clockwise for each consecutive round. Track the first player of each round using the Player 1 Coin.

Playing The Game



ROLLING THE SUMMONING STONES

Each round begins with every player rolling all 5 of their Summoning Stones at the same time. Players then attempt to match the values of their Stones to the numbers showing on the bottom right corner of their Elder Dice to activate the corresponding actions defined by the icons on the top left corner. These actions, once activated, are used to target other players' Elder Dice and to defend or rotate your own. (See "Possible Actions" on page 9 for further description of Actions.)



+ or -

You may also combine any number of Summoning Stone values using addition or subtraction to make a new value. For example: $2 + 3 = 5$, so you can combine the two values to activate one of your Elder Dice showing a 5...or, alternatively, $3 - 2 = 1$, so you can activate an Elder Die showing a 1.

6

Any form of 6 is wild! Summoning Stones with a value of 6, either natural or combined via addition or subtraction, can be used to activate ANY one of your Elder Die. For example in the graphic above, any Summoning Stone value of 6 can be used to activate the 3 instead.

ROLLING THE SUMMONING STONES, CONTINUED

At this point, players may also choose to use one or more UNUSED Summoning Stones to activate a Bonus Action in addition to their normal actions. (See "Bonus Play" on page 11 for more information about Bonus Actions.)

Note: Summoning Stones may only be rolled ONE TIME per round, unless a player surrenders an Offering for one chance to re-roll some or all of his or her Stones. (See "Using Offerings" on page 15 for more information.)

Cthulhu's Summoning Stone Reminders



- Each Elder Die may only be "activated" a maximum of **ONE TIME** during each round. (For example: You have one 2 showing on your Elder Dice, and you roll three 2s with your Summoning Stones. You may only use one of the rolled 2s to activate the action on the Elder Die showing a 2, which then leaves you with a few choices for the other rolled 2s: discard them, combine them to activate another one of your Elder Dice showing a 4, or use them to activate a Bonus Play. Etc.)
- Any Elder Die may be "targeted" multiple times. (For example: You have two Madness actions showing on two separate Elder Dice. If you can match Summoning Stone values to activate both, you may choose to target the same body part twice with Madness. Etc.)
- You may always look at other players' Elder Dice and Summoning Stones to help plan your strategy, but **DO NOT** look at their Player Mats. (The Secrecy Screens are included to prevent this.)

POSSIBLE ACTIONS



ATTACK

Deal 1 damage to the monster to your left. Receiver of damage chooses which body part takes the damage.



BLOCK

Cancel any 1 action in defense of your monster.



HEAL

Heal any 1 body part of your choice.



MADNESS

Deal 1 damage to any monster. You choose which body part takes the damage.

Notes About Tracking ACTIONS (SEE PAGE 10 FOR MORE INFORMATION)

Attack: Activate this action to target the player to your left only. If you activate one or more Attack actions, simply place the token(s) in the vicinity of that monster's diagram. That player will choose where to take the damage during the Declaration of Actions phase.

Block: Activate this action to use in defense. If you activate one or more Block actions, simply place the token(s) in the vicinity of your monster's diagram, and choose if and how you would like to use them during the Declaration of Actions phase.

Heal: Can be used to target any Elder Dice on the table and must be specified. If you activate one or more Heal actions, you must place the token(s) on the diagram(s) corresponding to the exact body part(s) you will be targeting.

Madness: Can be used to target any Elder Dice on the table and must be specified. If you activate one or more Madness actions, you must place the token(s) on the diagram(s) corresponding to the exact body part(s) you will be targeting.



IMPORTANT!: During **gameplay**, do not rotate or touch Elder Dice until the **Resolution of Actions** phase begins. Until then, use Player Mats and Action Tokens to track all actions. (See page 10 for more info.)



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USING THE PLAYER MATS & ACTION TOKENS

Every Player Mat includes 4 diagrams that correspond, by color, with each set of Elder Dice. Players use the Action Tokens and Player Mats to keep track of their activated actions in each round, as well as any actions targeted at them. Use the largest diagram in the center for keeping track of your personal monster; which body parts are being targeted, which are being healed, any blocks in play, etc. Use the smaller diagrams to the right for targeting other players' monsters.

Example: If you have activated 1 Madness action, and you want to use it on the green monster's core, place a Madness token on the green center square. If you have matched 1 Attack action, place an Attack token in the vicinity of the colored diagram that belongs to the player on your left, as that player will be able to choose which body part will take the damage. If you have matched 1 Heal action and want heal your monster's core, place a Heal token on your monster's center square. If you have activated 2 Block actions, place the Block tokens in the vicinity of your monster's diagram.



Note: All players place the tokens for their intended actions on the Player Mats BEFORE declaring their actions to the group. These cannot be changed once the Declaration of Actions phase begins.

When the Declaration of Actions phase begins, players place the appropriate tokens on their monsters' diagrams to track any actions targeted at them as they are declared. (See "Declaration of Actions" on page 13 for more information.)



Example: During Declaration, the player to your right targets your monster with 2 Attacks. Decide which body parts you want to take the damage, and place Attack tokens in the corresponding locations on your monster's diagram. (In this case, you decide to take 1 Attack damage to your head and 1 to your left arm.) Plus, another player targets you with Madness to your right arm, so you place a Madness token there. Remember, you also have 2 Blocks in play that can be used to block any two actions, if you choose. Decide if and where to use them, and place those 2 Block tokens in the appropriate locations at this time.



Video Tutorial

Let us show you how to use your Player Mats and Action Tokens. Scan the QR Code to watch the video. Or go to: <http://vimeo.com/142174679>



IMPORTANT!: During **gameplay**, do not rotate or touch Elder Dice until the **Resolution of Actions** phase begins. Until then, use Player Mats and Action Tokens to track all actions. (See page 10 for more info.)

BONUS PLAY

In every round, all players have the option to apply their UNUSED Summoning Stone values toward the activation of one of a selection of Bonus Actions. A player may match the value of his or her unused Stone(s) to a number on the list of Bonus Actions. (See "Bonus Play Actions List" on page 12 and the back of each Secrecy Screen for a description of each.)

To activate a matched Bonus Action, the player must surrender 1 Offering. Players may or may not choose to hold back Summoning Stones to use toward a Bonus Play. Stone values may be combined, or not, depending on which Bonus Action is desired; the more unused Stones, the wider the selection of Bonus Actions available for activation. Use the Player Mats and Action Tokens to track the additional action(s) when applicable.



Note: Any form of 6 is NOT wild for Bonus Plays! Unused Summoning Stones with a rolled value of 6, either natural or combined, simply act as normal numbers that activate the Bonus Play Actions to which they directly correspond.



Example: I choose to use three of my rolled Summoning Stones in regular play to activate the Blocks and Madness showing on my Elder Dice. I do not wish to activate any Attacks, so I hold back two Summoning Stones that I may choose to use toward Bonus Play activation. They are showing a 1 and a 5. Thus, I may choose to activate any one of these Bonus Actions: 1, 4, 5, or 6. (See the list on page 12.)

Cthulhu's Bonus Play Reminders



- Having unused Summoning Stone(s) does not mean you **MUST** surrender an Offering and activate a Bonus Action; it simply gives you the **OPTION** to do so.
- If you don't have any Offerings, you can't activate Bonus Play...use Offerings wisely; some Bonus Actions can help you regain a few!
- Bonus Play is limited to one action per player, per round...choose well.
- Upon activation, Bonus Action rules override regular play rules when applicable.
- Most Bonus Actions can be activated any time before or during the Declaration of Actions phase, even out of turn, with the exception of numbers 3, 5, 7, and 8. These Bonus Actions must be activated and tracked on your Player Mat before your turn to declare.
- All Bonus Actions must be activated, declared, and tracked on the Player Mats **BEFORE** the Resolution of Actions phase of each round.
- Activated Bonus Actions only last one round.



IMPORTANT!: During **gameplay**, do not rotate or touch Elder Dice until the **Resolution of Actions** phase begins. Until then, use Player Mats and Action Tokens to track all actions. (See page 10 for more info.)



Video Tutorial

Let us show you how to use the Bonus Play Actions. Scan the QR Code to watch the video.
Or go to: <http://vimeo.com/142174295>

BONUS PLAY ACTIONS LIST

Below is the list of Bonus Actions available for each round, depending on the value of unused Summoning Stones. There is also a quick guide to Bonus Play Actions on the back of each Secrecy Screen. Remember: one Offering must be sacrificed to activate the matched action! (See page 11 for complete Bonus Play instructions.)

1. Miskatonic Boon

Regain: Roll a Summoning Stone; a 1, 2, 3, or 4 immediately regains you that many Offerings, up to the max allowed.* Rolling a 5 or 6 regains you 1 Offering.

2. Ponape Scripture

Absorb: Roll a Summoning Stone: the number rolled is the number of Block actions you may choose to use this round, in addition to your regular actions.

3. Passage of Pnom

Health Convert: All of your activated actions turn into Heals; actions must be converted before your turn to declare..

4. Eibon's Formulae

Double Up: Double all of your activated actions.

5. Tongue of Azathoth

Madness Convert: All of your activated actions turn into Madness; actions must be converted before your turn to declare.

6. Innsmouth Interference

Cancel: Immediately cancel another player's Bonus Action.

7. Tarsioid Psalm

Attack Switch: All of your activated Attack actions are now aimed at the monster on your RIGHT instead of left; must be switched before your turn to declare.

8. Words of Iod

Block Convert: All of your activated actions turn into Blocks; actions must be converted before your turn to declare.

9. Testament of Carnamagos

Insanity: Deal 1 Madness action to all other monsters in addition to your regular actions; you choose which body parts take the damage.

10. Eltdown Glyph

Deflect: Transfer all actions targeted at your monster to any other monster.

11. Revelations of Gli'aki

Steal: Immediately take 1/2 of another player's Offering tokens, up to the max allowed.* Round up in case of an odd number.

12. Bedlam

Re-roll: Choose 1 body part from any monster to re-roll.

*For information on the hand max for Offerings, see page 15.

DECLARATION OF ACTIONS

When all players are finished strategizing and have tracked their activated actions on their Player Mats, Player 1 verifies that all players are ready, then yells: "Release the Chaos!" At this point, the Secrecy Screens are removed, and Player 1 begins declaring the actions that he or she has chosen to activate with his or her Elder Dice (and/or with a Bonus Action, if applicable). The remaining players then take turns declaring, in a clockwise rotation.

As declarations are made, players track actions targeted toward them by placing Action Tokens on their Player Mats. (See "Using the Player Mats & Actions Tokens" on page 10.)

Remember to include the declaration of Bonus Plays during this phase. A player may choose to activate a Bonus Action after all other players have declared (but BEFORE Resolution begins), depending on which Bonus will be used and personal strategy. *Hint: Some Bonus Actions can be used to keep another player from winning at the last minute, but not if you've already activated a different one; this is where some teamwork could come into play!*



Example: Player 1 declares that the player to her left takes 2 Attacks, another player of her choosing takes 1 Madness to his monster's core, and she is Healing her monster's core. This continues in a clockwise rotation until every player has taken a turn and everyone has tracked the actions targeted at their monsters on their Player Mats, including any Bonus Play introduced.

Cthulhu's Declaration Reminders



- If the player being targeted cannot (or chooses not to) cancel the damage from an Attack with any defensive actions, then that player decides which of his body parts will take the damage.
- Block actions are generic and optional, meaning you may choose which action(s) you want to block after every player has declared, or you may choose not to use them at all.
- Once the Secrecy Screens are removed and the first player begins declaring actions, players may not change their activated actions or adjust their strategies, UNLESS one or more players decide to activate a Bonus Play. Bonus Actions may be declared at any time prior to Resolution. (See "Bonus Play Instructions" on page 11.)



IMPORTANT! During **gameplay**, do not rotate or touch Elder Dice until the **Resolution of Actions** phase begins. Until then, use Player Mats and Action Tokens to track all actions. (See page 10 for more info.)

RESOLUTION OF ACTIONS

All healing and damage is applied to Elder Dice during this phase, at the end of the round after all players have declared their actions. Before this time, keep track of all actions using the Player Mats and Action Tokens.

All actions are simultaneous! For example: If a player plans on Healing a body part that another player targets with Madness, the actions cancel each other out, and that Elder Die will not be rotated. (Etc.)

To resolve damage from an undefended Attack or Madness action, rotate that Elder Die to the next lowest number. To Heal a body part, rotate that Elder Die to the next highest number. If any body part is targeted multiple times, rotate that Elder Die accordingly. Block actions are only resolved in defense; one block cancels one other action.



Video Tutorial

Let us show you how to use the Resolution of Actions works. Scan the QR Code to watch the video. Or go to: <http://vimeo.com/142174147>



Cthulhu Says

If an Elder Die is damaged below a 1, that body part is re-rolled at this time. Additionally, if an Elder Die is healed above a 6, that body part is re-rolled at this time.

After all players resolve their monsters' damages and heals, the Player Mats are cleared, the Secrecy Screens are placed back into position, and a new round begins with every player rolling all of their Summoning Stones simultaneously. The next player to the left will now begin the Declaration of Actions; place the Player 1 Coin accordingly. This continues until at least one player forms a matched monster. (See "Winning the Game" on page 16.)

Note: It is possible that players may end a round with unused Block actions and/or Summoning Stones. These MAY NOT be saved for later use. At the beginning of every round, the Player Mat must be cleared of tokens, and every Summoning Stone must be rolled.



CONGRATULATIONS! You have made it to the Resolution of Actions phase without touching your Elder Dice! You may now rotate them as required until the next round begins.

Offerings

Everyone knows the Old Ones are notoriously unforgiving and hard on their faithful summoners. But, in the world of *Chaos of Cthulhu*, "Elder God" crankiness may, perhaps, be caused by some simple personal issues. Could they be hungry after awakening from eons of slumber? Offer them a taco! Maybe they feel a bit unattractive at the moment. Offer them a Halloween mask or some clean underwear! Perhaps they are sad and depressed, feeling that they are losing significance in this world. Give them a cute cat to pet or a teddy bear to snuggle! It could be that they are just bored. Crank up the record player to 11 and blast an LP!

So, before you jump to the conclusion that you'll need an animal sacrifice or something equally messy to appease them, first grab something from around the house. You may be pleasantly surprised with the results.

USING OFFERINGS

Each player begins the game with 4 Offerings*. **This is the maximum quantity that players may have in their hands at any time during gameplay.**

They may be used in these three ways ONLY:

- Surrender 1 Offering to re-roll ALL of your Elder Dice, at the beginning of the game only; limited to one re-roll per player, per game.
- Surrender 1 Offering to re-roll some (or all) of your Summoning Stones; limited to one re-roll per player, per round.
- Surrender 1 Offering to activate 1 Bonus Action; limited to one Bonus Action per player, per round. (See "Bonus Play" on page 11 for more info.)



*You may choose to begin with less Offerings, or with more Offerings (if playing with less than 4 players). You may even choose to add other items from around your house, such as coins, bottle caps, stones, etc. The maximum quantity of Offerings allowed in one player's hand at any time is equal to the quantity each player is given at the start of the game. Choosing to play with less or more Offerings may shorten or extend the game, or it may not...it depends on individual player strategy as well as how the dice fall.

WINNING THE GAME



The game ends immediately in victory for any player who matches all 5 of his or her Elder Dice to form one whole and complete monster. If this happens, an Old One has been successfully summoned, and the Age of Madness has begun!

If two or more players complete their Old One in the same round, the player matching the highest number wins. If they match the same numbers, roll a Summoning Stone; the highest number rolled wins. (See pages 20-23 for descriptions of all possible winning combinations.)



Video Tutorial

Let us show you how to Win the Game. Scan the QR Code to watch the video.
Or go to: <http://vimeo.com/142175451>

ALTERNATE GAMEPLAY

Lovecraft's Lament (Timed Play)

Only have a limited time to play? Set a timer, and the first player closest to matching a monster when the timer expires is declared the winner. If two or more players are equally as close, the monster matching the highest numbers wins.

Alhazred's Dare

Roll a Summoning Stone; the number rolled is the number a player must match on his or her Elder Dice to win! (Be sure to grab some snacks and get lots of hydration because it may be a loooong night...)

ALTERNATE GAMEPLAY

Crown of Chaos (To the Death!)

For the cut-throats among us! In this gameplay scenario, when any Elder Die drops below a 1 that die is removed from play, along with the corresponding Summoning Stone. If a center ("core") Elder Die drops below a 1, that monster is dead, and the player is out of the game. (This scenario typically takes more time to complete, so be sure to keep that in mind before beginning a game.)

Setup

The setup for this scenario is similar to that for normal gameplay, with a these important exceptions:

1. Every player sets their center ("core") Elder Die to the number 3. Then, roll the remaining 4 body parts to complete the monster setup.

2. Instead of using the Bonus Play Actions on the back of the Secrecy Screens, each player needs a **Crown of Chaos Bonus Play Action Card***. (DO NOT use the Bonus Play Actions on the back of the Secrecy Screens when playing this scenario!)

Playing Crown of Chaos

The basic mechanics of the gameplay for this scenario are similar to the normal game scenario, with these important exceptions:

Losing Body Parts: When Elder Dice are damaged below a 1, those body parts are removed from play, along with the corresponding Summoning Stones. Remember: if a center ("core") Elder Die drops below a 1, the monster is dead, and that player is out of the game! (However, if an Elder Die is ever healed above a 6 the rule remains the same as in normal gameplay; that die is re-rolled during Resolution.)

Matching: In this scenario, matching all 5 Elder Dice does not grant a player instant victory. Instead, it gives that player one additional action (Heal, Block, Attack, or Madness) to use during that round for free, player's choice. After the round is resolved, if the Elder Dice no longer match, or if one is lost in battle, the free action is not available for use in subsequent rounds.

Offerings: Players may use Offerings in all the normal ways, however the separate, more insanity-inducing "Crown of Chaos" Bonus Play list must be used for all Bonus Actions. PLUS, players may choose to surrender one Offering to save an Elder Die when it is damaged below a 1 during a round, regardless of how many hits it takes. (That Offering must be surrendered during Resolution, after which the Elder Die should be re-rolled and placed back in action for the next round.) Additionally, players may EARN BACK Offerings, up to the maximum allowed, by taking out body parts of other players' monsters. This is the only way to reclaim Offerings in this scenario! (If 2 players take out the same body part in the same round, the player whose action was the first to take it below a 1 will claim the Offering.)

Winning: The last monster standing is the winner! (If the final players take each other out in the same round, roll a Summoning Stone; the highest number rolled wins.)



*The Crown of Chaos Bonus Play Actions List is provided on page 18, as well as on cards inside the game box.

Crown of Chaos: BONUS PLAY ACTIONS LIST

Below is the list of Bonus Actions available for each round, depending on the value of unused Summoning Stones. Use these Bonus Play Actions ONLY when playing the "Crown of Chaos" Alternate Gameplay. There are also quick guide cards for the "Crown of Chaos" Bonus Actions provided in the game box. Remember: one Offering must be sacrificed to activate the matched action! (See page 11 for complete Bonus Play instructions.)



1. Ghast Ambush

Attack Convert: All of your activated actions turn into Attacks; actions must be converted before your turn to declare.

2. Innsmouth Interference

Cancel: Cancel another player's Bonus Action.

3. Hand of Nodens

Block Plunder: Steal all of another player's activated Block actions to use in addition to your regular actions.

4. Dunwich Deal

Madness Possession: Steal all of another player's activated Madness actions to use in addition to your regular actions.

5. Might of the Deep Ones

Attack All: 1 Attack action aimed at all other monsters, in addition to your regular actions; they choose where to take the damage.

6. Word of Zanthu

Health Seizure: Steal all of another player's activated Heal actions to use in addition to your regular actions.

7. Sign of the King

Delirium: Roll a Summoning Stone; all other monsters who have the rolled number showing on any of their body parts are hit with a Madness action on those parts.

8. Pnakotic Plight

Mega Attack: Roll a Summoning Stone; the number rolled is the number of Attack actions you may use against the monster to your left, in addition to your regular actions.

9. R'lyeh Rope-a-Dope

Pay the Gods: 1/2 of all other players' Offerings are immediately sacrificed to the Old Ones; round up in case of an odd number.

10. Arkham Tea Party

Rotation: At the beginning of the next round, every player rotates 1 chair to the left; monsters remain stationary; Offerings and Player 1 Coin travel with players.

11. Dreamland Banishment

Solitary Confinement: Silence all actions but yours for the round, including Bonus Play; must be announced BEFORE Declaration begins.

12. Reagent Solution

Regenerate: Reclaim 1 lost body part and corresponding Summoning Stone; roll that Elder Die to set the number during Resolution.

666. Sealed in Blood

Roll 3 natural 6s to set a chosen monster's core to 1 at the beginning of the next round.

FAQ

Q: Help! There are too many tentacles, and I don't know which Elder Dice belong where during setup!

A: The number will always be on the bottom right corner of each Elder Die, and the art on the center ("core") die will always be perfectly square; this will help you form your monster at the beginning of the game.

Q: Can I multiply or divide my rolled Summoning Stone values to activate actions and bonus plays?

A: No. The only allowed combinations of Summoning Stone values are those which can be arrived at via addition or subtraction.

Q: Can I adjust my actions after other players begin declaring their actions? For instance, I originally placed a Heal token on my left arm/tentacle, but another player has just declared that they are aiming a Madness at my core...can I switch the Heal to my core to counteract the Madness?

A: NO. However, you MAY put a Bonus Action into play, if you have unused Summoning Stones and decide you would like to sacrifice one of your Offerings to do so.

Q: I'm not sure how to track a few Bonus Actions on my Player Mat. Specifically, *Bedlam* (12 in normal gameplay) and *Arkham Tea Party*, *Reagent Solution*, and *Sealed in Blood* (10, 12, and 666 in the "Crown of Chaos" scenario). There are no action tokens for these!

A: There are a few ways you can track these: write on a paper, use a coin, etc. Our favorite, and the one that seems to work the best, is to use the sacrificial Offering as a place holder. Just remember to complete the final sacrifice during Resolution after the Bonus Play has been resolved!

Q: If another player activates a "Bedlam" Bonus Action against me during Declaration, when should the Elder Die be re-rolled and who should do the rolling?

A: The die should be rolled during Resolution, after you've accounted for all other actions toward your monster, and the player who activated "Bedlam" should do the rolling.

Q: Can I use a Madness action on myself?

A: Yes.

Q: Alternatively, can I use a Heal action on another player?

A: Yes...anything that fits within the rules and causes chaos and insanity is perfectly acceptable!

Q: Help! I'm having a hard time keeping track of whose turn it is to begin declaring actions.

A: This is why there is a custom Player 1 Coin included with the game! Remember to place it in front of the first player to declare during each round.

Q: If I choose to activate a Block action, but then I decide I don't want to use it, is that allowed?

A: Yes! Blocks are optional, which means you don't have to use them even when activated. (But, you may NOT carry over unused Blocks to the next round.)

Q: Can I sacrifice an Offering to heal one of my Elder Dice?

A: No. But, if you are playing the alternate "Crown of Chaos" scenario, you may use an Offering to save an Elder Die from being taken out of the game!

Q: What happens when one of my Elder Dice is damaged below a 1? Or, alternatively, if it is healed above a 6?

A: You will re-roll the affected die only, during the Resolution phase. This may hurt you, or it may help you; that's the nature of rolling dice. Therefore, all players should be careful with this mechanic because it may backfire! (In the alternate "Crown of Chaos" scenario, any Elder Dice damaged below a 1 is removed from play, and any healed above a 6 is re-rolled.)

Q: How do I know if I've matched all 5 of my Elder Dice? Some of my monster parts look similar!

A: A matched monster will be showing all of the same number...all 5s, all 2s, etc.



WHITE

Elder Dice



1. NIGHTGAUNT

- Lesser Servitor Race
- Faceless Servants of Nodens



2. MI-GO

- Lesser Independent Race
- The Fungii from Yuggoth



3. HOUND OF TINDALOS

- Greater Independent Race
- Scavenger of Time



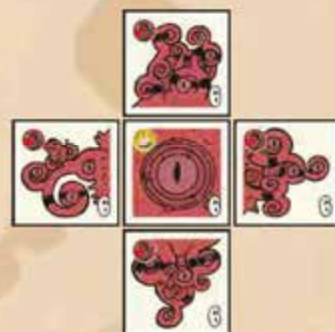
4. UBBO-SALTHA

- Outer God
- The Unbegotten Source



5. SHUB-NIGGURATH

- Great Old One
- The Black Goat of the Woods



6. YOG-SOTHOTH

- Outer God
- Opener of the Way

GREEN

Elder Dice



1. ELDER THING

- Lesser Independent Race
- Ancient City Builder



2. SHANTAK

- Lesser Servitor Race
- The Dreamlands Steed



3. DAGON

- The Great Old One
- Ruler of the Deep Ones



4. HYPNOS

- Great Old One
- The Lord of Sleep



5. AZATHOTH

- Outer God
- The Demon Sultan



6. NODENS

- Elder God
- Lord of the Great Abyss

PURPLE

Elder Dice



1. LENG SPIDER

- Lesser Independent Race
- Huge Nightmare Spider

2. THE COLOUR OUT OF SPACE

- Greater Independent Race
- Life Devouring Meteorite

3. BOKRUG

- Great Old One
- The Great Water Lizard



4. HUNTING HORROR

- Greater Servitor Race
- Servants of Nyarlathotep

5. THE GREEN FLAME

- Great Old One

6. NYARLATHOTEP

- Outer God
- The Crawling Chaos

BLACK

Elder Dice



1. SHOGGOTH

- Lesser Independent Race
- Ancient City Builder

2. STAR VAMPIRE

- Lesser Independent Race
- Invisible Ravener

3. HASTUR

- Great Old One
- The Unspeakable



4. YIG

- Great Old One
- Father of Serpents

5. ABHOTH

- Outer God
- The Source of Uncleanliness

6. CTHULHU

- Great Old One
- Master of R'lyeh

CREDITS

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A big tentacle hug goes to all of our playtesters, but especially:

Brandy, Frank, Heather, Sam, Shua, and Stephen

Kickstarter Backers

Your support gave us life, and we are eternally grateful. May a shrine in your honor be constructed in Arkham.



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CHAOS OF CTHULHU

ROLL

Call forth the Old Ones by rolling Elder Dice and Summoning Stones.

CHOOSE

Match the values of rolled Summoning Stones to the numbers on the Elder Dice to activate the actions shown on the summoned monsters.

DECLARE

Take turns declaring the chosen actions.

RESOLVE

Resolve the effects of the declared Actions by rotating Elder Dice. Be the first to form a completely matched monster to win!

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