
Andrea Chiarvesio Gianluca Santopietro
H.P. Lovecraft's
Kingsport
festival
Rulebook
STRATELIBRI
SIR CHESTER COBBLEPOT BOARDGAMES
PASSPORT GAME STUDIOS

**Authors:** Andrea Chiarvesio and Gianluca Santopietro

**Development:** e-Nigma.it

**Historical Research:** Alessandro Forlani, Gabriele Mari, Giacomo Santopietro and Francesco Villani.

**Art Director:** Gianluca Santopietro for e-Nigma.it

**Graphic Layout and Pagination:** Demis Savini for e-Nigma.it

**Artworks:** Maichol Quinto, Alan D'Amico and Demis Savini

**Playtesting:** Leexena Frantini, Matteo Pironi, Paolo Tentelli, Giovanni Tentelli, Emma Tentelli, Marzia Socci, Monica Socci, Francesco Villani, Enrico De Cono, Andrea Martinelli, the players of La Ludoteca dei Cacciatori di Teste; Marco Stabellini, Giulia Maccagnani and Nicola Carpentieri of La Gilda dei Giocatori Ferrara, Jacopo Casadio, Giada Monti, Alessio Monti, Manuel Meucci, Chiara Casalboni, Christian Casalboni, Manuel Casalboni.

**Production:** Giacomo Santopietro for Sir Chester Cobblepot and Silvio Negri Clementi for Stratelibri srl

©2014 Sir Chester Cobblepot by Tiopi srl. All rights reserved.

©2014 Passport Game Studios™ and Tiopi srl. All rights reserved.

For comments, questions or suggestions, please contact us at PO Box 550, Bothell, WA, 98041 USA or info@passportgamestudios.com

Tutorials and additional game information available at www.passportgamestudios.com

## THE DESIGNERS



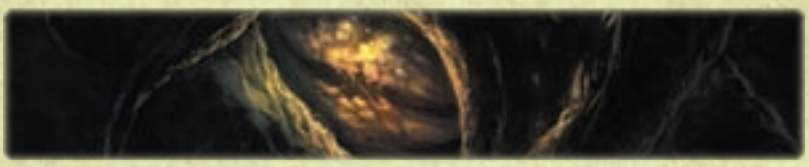
**Andrea Chiarvesio:** as a game designer, he is already known for *Kingsburg*, *Olympus*, and *Arcanum*. He loves management and card-driven games, and generally those which force you to adapt your strategy against changing circumstances. He is a big fan of television serials and of all stories well told, independent of the medium used (books, comics, movies, videogames, serials, board games, role-playing games...).



**Gianluca Santopietro**, is the designer of *Aye, Dark Godfather!*, *MotoGrandPrix*, *Letters from Whitechapel*, and *Collapsible D*. He loves games with historical settings, investigation, and role-playing. Among his passions, he loves motorcycling and cinema.

*"Then beyond the hill's crest I saw Kingsport outspread frostily in the gloaming, snowy Kingsport with its ancient vanes and steeples, ridgepoles and chimney-pots, wharves and small bridges, willow-trees and graveyards; endless labyrinths of steep, narrow, crooked streets, and dizzy church-crowned central peak that time durst not touch; ceaseless mazes of colonial houses piled and scattered at all angles and levels like a child's disordered blocks. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."*

– *The Festival*, H.P. Lovecraft, 1923



## MASTER OF WEIRD



**Howard Phillips Lovecraft** was born on August 20, 1890 in Providence, the capital of the smallest of the United States, Rhode Island. The son of Winfield Scott Lovecraft, commercial traveller, and Sarah Susan Phillips, overprotective mother and seriously ill woman.

The "Providence Solitaire" grew up, probably troubled by the pain of disease and the shadow of death that insistently sneaks into his life. His obsessive fantasy universe takes shape slowly and inexorably over the years, through amateur journalism then through extensive correspondence with other writers, before arriving in a true narrative production.

His dark delusion takes shape in his first short story, *The Tomb*. But the myth of Cthulhu waits until 1926, when he creates a cosmic pantheon of monstrous horrors that will consecrate him to posterity. This corrupt and decadent atmosphere passes through Arkham, Dunwich, Innsmouth, and Kingsport—gloomy settings of backwardness and unhealthy carnality.

However, these are tales of imagination, expertly set in dreamlike atmospheres, that few other authors have been able to achieve.

Rightly, a group of American fans granted him a nickname that in recent years has laid as a mark on his gravestone: "I am Providence".



## CONCEPT OF THE GAME

A game of bizarre cults set in the terrifying world of Howard Philips Lovecraft, for 3 to 5 cultists, ages 13 and up.

In the unimaginable darkness of Kingsport, silent wanderers are called to a profane celebration. Their goal: to invoke unthinkable horrors! A dread terror that is not of this world or any other—but rather from the spaces between the stars—demands your submission. Meanwhile, unwary investigators vainly attempt to halt this appalling chapter in the dark history of Arkham.

As the high priest of one of these shadowy cults, you must dominate the city. You will invoke cosmic creatures and unholy gods to receive their "gifts". But, you must take care to preserve your sanity and thwart the investigators who seek to stop you.

This time, you are the bad guys.

Why settle for the lesser evil?

## GAME COMPONENTS

This box contains:

— this **rulebook;**

— the **game board;**

— 20 **Elder God sheets;**

— 1 **board** from which you can punch out: **16 Building tiles, 5 Cult tokens,** and **4 Raid markers;**

— 110 game cards, including: 24 ***Investigators*** in 4 different levels, 45 ***Spells*** in 3 different types, 12 ***Scenarios***, 18 ***Events***, 6 ***Festivals*** and 5 **summary cards;**

— 6 **wooden cylinders** in 6 colors (white, yellow, black, red, green, and purple);

— 75 **wooden disks** in 5 colors (yellow, black, red, green, and purple);

— 65 **Domain cubes** in 3 colors (25 purple, 25 black, and 15 red);

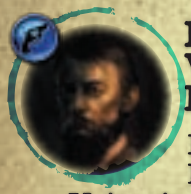
— 15 **dice** in 5 colors (yellow, black, red, green, and purple).





## ZADOK ALLEN

He is a nonagenarian drunkard who lives by his wits in the town of Innsmouth. He fought in the Civil War, but as a veteran he wasn't able to reintegrate into society. Hardened by the military life, he worked as a laborer and as a fisherman, and now he is the only healthy man in this infected city: but from what he says about the cult of ancient *Dagon* and *Hydra*, and his insane love for the bottle, he seems a fool. To anyone who offers him a glass of whiskey, he tells all the secrets of Innsmouth. Allen, like all the inhabitants of the city, is an initiate in the Order of *Dagon*, and he has made the first two Oaths: this preserves him from the cultists and the *Deep Ones*. He did not succumb to the third oath of the Cult (the carnal union with the monsters of the abyss), and thus hasn't entirely given up his humanity.



## NATHANIEL WINGATE PEASLEE

Professor of Political Economy at the Miskatonic University in Arkham, he was a respectable Professor and an exemplary husband and father of three children until May 1908. That year he collapsed, and now he suffers from strange amnesia and dissociative identity disorder. Since then, for five years, Peaslee has dedicated himself to excursions in the Arctic, in the Himalayas, and in the deserts of Arabia, consulting bizarre libraries all around the world. This fact has attracted the attention of the press: Peaslee, as well as an academic, is the Scion of the family of Haverhill, one of the older and most prosperous families of America. This anonymous fifty-year-old became a restless explorer in his five-year period of illness: his face is marked by the fatigue of sailing, and he has prematurely aged. His expression of perpetual lightheadedness and his speech disorder is a legacy of evil: His secret is an exchange of personality with the telepath-scientists of the *Great Race of Yith*: he shares with those aliens the terrible secrets of the prehistoric world, and he survives in the nightmare of those memories.

# * PLAYING AREA *

*5-player game example*




Take advantage of the versatility of the sheets to sort the Elder Gods on the game plan the way you find most congenial to your habits or space requirements.

# * SET UP *

**1** Place the **game board** in the middle of the playing area. The board shows the 16 main locations in Kingsport where you can gather your dark power. Place the **16 Building tiles** on the game board, each in its matching box.

**2** Place the **20 Elder God sheets** next to the board, in numerical order starting with X. You can arrange the sheets in the playing area in the way that you find most convenient. Arranging them as a frame around the board may be the most practical.

**3** Divide the **Domain cubes** by color and place them next to the board to form three separate reserves. Purple cubes represent **Evil**, black cubes are **Death**, and red cubes are **Destruction**. During the game, when a Cultist receives or loses Domain resources, take them from or put them in these reserves. Each Cultist must keep the Domain resources he owns clearly visible in front of him.

**4** Each Cultist chooses a color (**yellow, black, red, green,** or **purple**) and takes the **3 dice, 15 disks, cylinder, summary card,** and **token** of his color. With less than five players, the pieces that are not used are put back in the box.

**5** Each Cultist places **1 of his disks on the "10" space of the pink Sanity track**: you must conserve your Sanity points during the game! Each player places **a second disk on the "0" space of the yellow "Magic" track**: you need these points to play Spells and use some Building abilities.

**6** Next, each Cultist places **his cylinder on the "0" space of the green Cult (Elder Sign star) track**: this represents victory points.

**7** Shuffle the Scenario* cards, choose one at random, and place it face up on the board in the Scenario space. If the instructions on this card indicate, randomly select a Festival card and place it face down beneath the Scenario card. The ***Scenario*** affects the entire game and determines the Raids: Place the four Raid markers, in increasing number order, on the Calendar in the numbered spaces indicated by the Scenario card. Any Scenario and Festival cards not in use are returned to the box.

**8** Divide the **Investigator cards** into four groups by their backs. Shuffle each stack and randomly choose one card from each group. Place these cards next to the board (without looking at them): these cards represent the ***Investigator*** Raids in Kingsport. Shuffle the Event cards and place one on each Investigator card (without looking at them). Investigator and Event cards not in use are returned to the box.

**9** Place the **white Time cylinder** on the "1" space of the Calendar on the board. The Calendar shows which round you are playing, out of 12—at the end of the 12th round the game ends.

**10** Separate the **Spell cards** by the symbols on the back (Evil, Death, and Destruction) and shuffle each stack. Place them face down in the playing area.

**Now the stars are aligned: the game begins!**



## HENRY ANTHONY WILCOX

He is an eccentric and solitary young man; skinny, dark skinned, and elegant, but oversensitive and neurotic. Heir to an illustrious family of Rhode Island, he is a bizarre, skillful talent who studied sculpture at the School of Design. Wilcox's fantastic and disturbing works were rejected by the Providence Art Club, but which interest, for opposing reasons, both anthropologists and the cultists of the Elder Gods. Wilcox engraves on clay tablets his nightly visions of forgotten cities and monstrous divinities who belong to the pantheon of the Ancient Ones. He often suffers from hallucinations and fevers that render him unconscious, annulling his self, in which he groans blasphemous libels with a voice that isn't his. These terrible and mystical ecstasies destroy his body and nourish his talent, but they have not corrupted Anthony Wilcox to the worship of the Ancients. Rather, he collaborates with scholars, such as Angell and Webb, to investigate and combat the monstrous threats hanging over mankind.



## FRANK ELWOOD

A penniless and discontinuous student of mathematics at Arkham University, Frank Elwood started to understand something about the mysteries of the Elder Gods when he met the eccentric Walter Gilman, a fellow student and housemate interested in the occult. Elwood is as anonymous and dull as his housemate was a romantic and dreamer. After a bad adventure in the "Witch's House" of Arkham, a bizarre home from the 17th century, Elwood moved away from the city never to return again. Elwood is a pale, puny night owl not so gifted in his studies, which forces him into grueling sessions of late hours. This often causes him fatigue and flu, and the somber atmosphere of the streets of Arkham certainly does not benefit his febrile delirium.

(*) If you are inexperienced players, please read the IMPORTANT paragraph in the Scenario chapter on page 7 now.



### CRAWFORD TILLINGHAST

He is a scholar of science and philosophy who always believed in the existence of extraordinary and inaccessible worlds close to ours. Thanks to the invention of an electric machine that emits waves able to manipulate the human pineal gland, now he believes it is possible to break down the barriers and travel through time, space, and dimensions. These studies are disfiguring him: he was a tough man, but now he is skinny and undernourished, his skin flabby, his eyes rimmed and notched as they look around furtively. He was always clean-shaven, but now carelessness has taken over: a beard of several days, a clump of black hair become white, clothes always dirty. What has reduced this solitary and melancholy scientist to this shadow of himself? And what are those fluctuating beings he continuously talks about?



### ROBERT BLAKE

A painter and writer, he is a young and talented Bohemian that critics say is "dedicated to myth, dreams, terror, and superstition; an avid seeker of scenes and the bizarre effects of supernatural abilities". Blake has a studio on College Street in Providence. He looks like a night owl: pale, restless, and messy. He loves to wander the streets of the ancient city at night, in particular on Federal Hill. Students at Brown University, and especially the Providence police, often find him in a confused state of mind in the ruins of the church on the hill, which he explores in search of inspiration. For his bizarre and unhealthy habits—or maybe from contact with an unknown entity—Blake has developed a strange photophobia, but also the ability to see in the dark and to grasp subtle sounds normally not heard by human ears. He gives the impression of being a penniless artist with matted hair and dirty suits, and his white pupils that glow in the dark scare everyone he meets.



# * GAME OVERVIEW *

To better understand these rules, it may help if you know the meaning of the symbols used in the game:

**Cult:** Represented by the Elder Sign star and the color green. Cult is your victory points, counted on the green track of the game board.

**Death:** Represented by a skull and the color black. It is one of the three resources: the black cubes.

**Destruction:** Represented by a flame and the color red. It is one of the three resources: the red cubes.

**Domains:** Represented by a bag and the color grey. When the game refers to a "Domain", you can choose between the three resources: Evil, Death, and Destruction.

**Evil:** Represented by a tentacle and the color purple. It is one of the three resources: the purple cubes.

**Festival:** Represented by lightning. ***Festivals*** are special events introduced by some Scenario cards. Their effects apply at the end of the game.

**Foreseeing:** Represented by glasses and the color brown. It is a special ability that lets a Cultist see either an Event card or Investigator card.

**Investigators:** Represented by a gun and the color blue. During a Raid, the Investigators try to stop the Cultists using their Strength. Raids occur during the rounds marked with blue markers on the Calendar.

**Magic:** Represented by a scroll and the color yellow. It is needed to cast Spells and use special powers. It is counted on the yellow track of the game board.

**Sanity:** Represented by an eye and the color pink. It is a victory condition in the game, and it is counted on the pink track of the game board.

**Scenario:** Represented by a ring. The Scenario card adds special effects to the game.

**Spells:** Represented by a book and the color orange. Spells are cards, divided into three types, which grant a Cultist special powers.

**Time:** Represented by a clock and the color white. The game lasts 12 rounds, marked by the white cylinder on the Calendar of the game board. The clock also identifies the Event cards.

**Note:** When a symbol is surrounded by "spikes", it means that the Cultist must pay that type of resource. A symbol without "spikes" indicates that the Cultist receives that type of resource. Each symbol represents one unit of that resource type.



# * THE SCENARIOS *

A *Scenario* is a variation of the game, based on Lovecraft's stories: the so-called "Cthulhu Mythos". They are inspired by the most important writings of the American author, written between 1921 and 1935, including *The Festival*, which inspired this game.



During the set up, a Scenario card is randomly chosen. At the beginning of the game, this card is revealed and all players must read its effects. Then, four Raid markers are placed on the Calendar, as indicated by the card. Some ***Scenarios*** also use the Festival cards: additional events that "celebrate" the end of the game. The ***Festivals*** allow Cultists to earn additional Cult points at the end of the game.

The effects of the ***Scenario*** persist through the entire game, and take precedence over all other rules.



*The Scenario is "The Call of Cthulhu": in this game, all Investigators benefit from a bonus to Strength during Raids, which occur in rounds 4, 5, 10, and 11. During each Invocation Phase, the Cultists can invoke Cthulhu (-5) in a special way that contradicts the normal rules. This Scenario also includes a Festival card: a randomly chosen card that is placed under the Scenario card without being revealed, and which takes effect only at the end of the game.*

### ••• IMPORTANT •••

**If you are new to *Kingsport Festival*, we recommend that you play without the Scenario cards. Instead, place the blue Raid markers on spaces 3, 6, 9, and 12 of the Calendar. No special effects will be added to your first game.**



If all players agree, you can decide to select the ***Scenario*** you want to play during set up. The ***Scenarios*** offer game options that you can choose based on your personal taste. Festival cards should still be chosen randomly, if the ***Scenario*** calls for one.



## GEORGE GAMMEL ANGELL

Professor Emeritus of Semitic languages at Brown University in Providence, Angell is a well-known authority on inscriptions and ancient languages, repeatedly called by important museums. Angell, although minute, myopic, and hunchbacked by a life in books, is an energetic and enthusiastic ninety-year-old organizer. Widowed, childless, and fond of his one great-grandson, for years he has devoted himself to studies of *Cthulhu*: he collects evidence in cluttered folders in a private archive, together with items and newspaper articles that capture only marginal aspects of the horrible truth about the great Ancient cults. Because of his advanced age and heart problems, Angell does not take part in field surveys: he prefers seminars and debates. Angell is aware that the cult of the Elder Gods is widespread in areas farther away from civilization: from remote Pacific Islands to certain neighborhoods of Newport. Therefore he maintains a network of contacts that includes academics and investigators.



## ALBERT N. WILMARTH

He teaches Literature at Miskatonic University, is fond of New England folklore, and works as a freelance journalist. Wilmarth is a brilliant 40-year old, a pleasant conversationalist, and in excellent physical shape. He's the typical European gentleman who often wears hill-climbing clothes: he loves to explore Vermont looking for traces of the native Indians, guided by Henry Akeley. Wilmarth writes polemical articles on the myths of New Hampshire for the local newspapers: especially about the environmental policies of those beautiful and wooded counties. Wilmarth is very interested in the stories of indigenous people pertaining to the *Mi-Go*, a race of "black-winged" aliens. Confident in the ability of modern technology to counter pernicious superstition, Wilmarth moves by car, takes photos, and records testimonies with the methods of an anthropologist, but he always has his revolver at hand...



### WILLIAM DYER

Distinguished geologist at Miskatonic University, he organizes scientific expeditions to prove a daring theory: the existence of a prehistoric non-human civilization. Dyer has explored the deserts of Australia and Antarctica, and he found the remains of the ancient ruins of the *Great Race of Yith* at the pole. He is one of the few on Earth to have survived the fury of a *Shoggoth*. The professor does not have enough data yet to prove to humanity his monstrous supposition, however he will not give up. Dyer is a massive 50-year old, coached by the trials and hardships of exploration, at ease in the open air but clumsy in an academic context. Pilot, shooter, climber, and capable organizer, he excels at survival in harsh environments. You can't help but notice the calm with which, even in the midst of storms of sand or snow, he is capable of logging in his notebooks every detail of his horrible discoveries.



### FRANK H. PABODIE

He's a promising young professor of the Engineering Faculty at Miskatonic University. 32 years old, with a brilliant mind always ready for action, he's a rising star in his field: the revolutionary drilling tools he invented were the great idea that professor Dyer needed to organize his expeditions. Lightweight, powerful, and easy to handle, the drills designed by Pabodie allow him to investigate the secrets of the ice as never before. Pabodie also made changes to four Dornier planes that would deliver their expedition to the Antarctic plateau, by installing devices to heat fuel and to ease take-offs. During the expedition he also made a successful ascent of Mount Nansen, along with two young graduates, Gedney and Carroll. He's an open and charming man. He loves to take care of his physical appearance, especially his moustaches, and he hates ties: whenever he can he loosens or removes them, and often forgets them entirely (or at least that's what he says).



# * PLAYING THE GAME *

A game of ***Kingsport Festival*** lasts 12 rounds. Each round represents one month (from January to December), and is divided into six phases which are played in order:

— **1. Turn Order:** The order in which the Cultists will play that round is determined.

— **2. Invocation:** The Cultists may invoke the Elder Gods.

— **3. Concession:** The Cultists receive "gifts" from the Elder Gods they invoked.

— **4. Expansion:** The Cultists can use their resources to expand their power in the Buildings.

— **5. Raid:** (This phase is only played in rounds with blue Raid markers) Unexpected Events occur and fearless Investigators try to stop the Cultists.

— **6. Time:** The Time counter moves forward on the Calendar and the round ends.



# * GAME ROUNDS *

In each phase, every player acts as an evil Cultist on his turn. When all Cultists have taken a turn, that phase ends and the next phase begins.

## 1. TURN ORDER PHASE

All Cultists simultaneously roll the three dice of their color. Each Cultist adds up the total rolled to determine a new order of play for the round: **The Cultist that rolled the lowest sum will play first**, and so on.

*Andrea rolled (total 11). Luke got (total 7). James has (total 12). The turn order for the round is Luke, then Andrea, then James.*

If there is a tie between two or more Cultists, they compare their individual dice, starting with the highest die rolled, giving priority to the Cultist with the lower result. If the tie persists, they compare Cult points, rewarding the one with less points. If they are still tied, they decide randomly.

*Gabriel got (total 10) and Livio has (total 10). Comparing their highest individual dice, Gabriel has a while Livio got a . In this case, Livio will play before Gabriel. If they had the*

*same total and the same sequence of dice, the order between them would be determined by Cult points.*

Each Cultist places his marker on the Turn Order track of the game board, in the order decreed by the results of the dice. Then, the Cultist with the marker in the **first position may gain two Sanity points**. The Cultist in the **second position may gain one Sanity point** as well. Update their markers on the Sanity track.



*The turn order for this round is Luke, Livio, Gabriel, Andrea, and James. Luke chooses to gain 2 Sanity points (he can since he's first). Livio chooses to refuse his Sanity point. Luke moves his marker up on the Sanity track.*

**••• IMPORTANT •••**

**A Cultist may never have more than 12 Sanity points. Ignore any points earned above this.**



**Square "6" of the Sanity track is highlighted to remind the Cultists to activate or deactivate certain game effects when above or below this value.**

## 2. INVOCATION PHASE

Each Cultist, in turn according to the round's turn order, may invoke an Elder God or *pass*, followed by the next player, and so on. After all Cultists have had a turn, they start a new set of turns with the first player again. If a Cultist passes, he cannot invoke any more Elder Gods during this phase.

To invoke an Elder God, a Cultist must use one or more of his dice, where the *sum* of their values is *exactly equal* to the number of the Elder God (as indicated on the sheet). When invoking, the Cultist places his dice on the Elder God he wants to invoke.



The Elder God sheets have a **value** (between X and 19), a **frame**, a "level", a **cost** (the top row of symbols, marked with "spikes"), and **gifts** (the bottom row of symbols—each symbol is one unit of that resource). On the back of each sheet is some flavor text and that Elder God's effects described in detail.



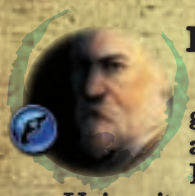
### DANIEL UPTON

A close friend and confidant of Edward Pickman Derby, Daniel Upton is an architect of Arkham and almost fifty years old. He was a friend of Edward's since they were teenagers. Edward, eight years younger than him, has an imagination attracted to the darkest sides of reality: while Edward wrote morbid poems, Daniel painted grotesque paintings. In time, Daniel abandoned art in favor of architecture, graduating from Harvard with excellent marks. After an apprenticeship in Boston, Daniel returned to Arkham to get married and to open his studio. Over the years, his friendship with Edward has never faltered, so Daniel decided to name his only son Edward Derby Upton. This friendship, however, has a dark shade of madness: the tormented confidences of Edward speak of blasphemous rituals and malignant entities able to take possession of his body. Did his unbridled imagination drive him crazy, or do horrors beyond our understanding really exist? Either way, Daniel has pulled out of a dusty shoebox the Colt .38 he used when he was in the army.



### WILLIAM CHANNING WEBB

Professor of anthropology at Princeton University and a famous explorer, Webb traveled Greenland and Iceland looking for runic inscriptions in his study of Eskimo cults. Along with George Gammel Angell of Boston University, Webb is one of the most knowledgeable men about the cult of Cthulhu: he was the first to transcribe and translate the abominable chants to awake the Old One. A fiery speaker in academic debates, Webb is also researcher in the field: his face has been burnt by the Arctic sun, and his physique toughened by glacial cold, making this harsh, grizzled, and angry sixty year old appear rather funny in his double-breasted coat. Webb is more comfortable with rock climber boots and padded jacket, as in the pictures of him taken at the North Pole against a backdrop of horrors buried for millions of years.



## HENRY ARMITAGE

Dr. Henry Armitage graduated in Literature and Philosophy from Miskatonic and Princeton University, and is the librarian at the University of Arkham. He is a bibliophile with a passion for ancient tomes, but who knows and fears their contents. His healthy common sense and remarkable intellect preserves him from the madness and dangers of those books, which he hides from the curiosity of fools and, above all, from the interest of cultists. Armitage is capable of translating ancient Arabic, Greek, and Latin, and owns a monstrous tome: a copy of the *Necronomicon* of the 17th Century edition. Armitage is a vigorous elder with white beard and hairs, pedantic and gentle, but determined. He wears a double-breasted coat as well as he wears trekking suits. In fact, he often goes for walks in the country to investigate the true nature of certain superstitions.



## JOHN RAYMOND LEGRASSE

Police Inspector of New Orleans, he is a middle-aged man of ordinary appearance. However, under his Fedora and square jaw, his unwise gaze and improbable braces, his messy moustache and a tobacco suit bought for only a few bucks, lurks a true hound. Legrasse is accustomed to dealing with voodoo cultists celebrating rituals in Louisiana. Along the way he developed a useful knowledge of the fetid swamps around New Orleans, infected forests, and mestizo enclaves. The inspector particularly despises oriental and black people. Legrasse is always the first—revolver in hand—to do everything needed to stop a depraved cult ceremony. His personal occult war has convinced him that often bullets are not enough, so he visits universities to refer to anthropologists and historic relics stolen from monstrous cultists.

*Luke, who rolled ⚀⚀⚀ (total 7) is the first player. He decides to use his ⚀⚀ (total 6) to invoke the Haunter of the Dark (6). He puts his two dice on the sheet that shows that cosmic creature. Luke still has a ⚀, so on his next turn he may be able to place it on the Nightgaunt (?) if it's still available, or Nephren-Ka (X), who accepts any dice combination.*

### ••• IMPORTANT •••

**You cannot invoke an Elder God that has already been invoked during this phase (by yourself or by another Cultist)—except *Nephren-Ka* (X), who will accept one invocation from each Cultist each round.**

*Gabriel has already used a ⚀ to invoke the Nightgaunt (?). Luke only has a ⚀ left, so he can only invoke Nephren-Ka (X), who accepts any combination of dice. Luke can invoke Nephren-Ka even though Jack worshipped him first: both will receive the gifts of the Black Pharaoh. Nephren-Ka is the only Elder God that will accept dice from more than one Cultist during the same Invocation Phase.*



## 3. CONCESSION PHASE

In ascending order, as indicated by the values on their sheets (from X to 19), the Elder Gods give their gifts to the Cultists who invoked them. If an Elder God was not invoked, it does not give any gift to anyone (ignore its effects this phase). After receiving his gifts, the Cultist removes his dice from the sheet.

### ••• IMPORTANT •••

**The Cultists must receive their gifts from the invoked Elder Gods in the order shown on their sheets. This order cannot be changed.**

*Andrea has invoked Nodens (9): She first chooses the Spells she wants to draw, then gains the Magic Points. Finally, she receives the Foresee ability.*

When an invoked Elder God grants its gifts, the Cultist may have to lose Sanity points to receive the rewards and take his dice back from the sheet. If the Cultist does not have enough Sanity points to pay (Sanity cannot be reduced below zero), he loses Cult points instead.



### ••• IMPORTANT •••

**There is no limit to the amount of Domain resources a Cultist can collect. The cubes should be treated as unlimited: in the unlikely event that you run out of cubes, mark the excess in some way.**

*Luke invoked the Haunter of the Dark with his 2 dice, which grants him 1 Domain and 1 Magic point. For his Domain, Luke chooses 1 Death (a black cube), then advances his marker on the Magic track 1 space.*

*Livio invoked the Hydra with his 3, which allows him to choose between 2 Evil and 1 Death or 2 Evil and 1 Destruction, but he must pay 2 Sanity. Livio only has 1 Sanity point left, so he moves his Sanity marker down 1 and moves his Cult marker down 1 space also. He chooses the 2 Evil and 1 Destruction option.*



## THE FORESEE ABILITY

If a Cultist receives the Foresee ability, he can choose to secretly look at either the Event card **or** the Investigator card for the next Raid. The Cultist should not reveal this information! After looking at the card, he returns it to its space. The Foresee ability is a "one use" ability, so the Cultist must try to remember the ***Event*** or ***Investigator*** card seen: to look again, the Cultist must receive this ability again!

*During round 6, Andrea has received the Foresee ability from Nodens (9). She chooses to look at the Investigator card for the next Raid (in round 10). Without saying anything to her opponents, she looks at the card and puts it back in its place.*

If a Cultist receives the Foresee ability after all of the Raids have been resolved, he may choose to look at the Festival card beneath the Scenario card.



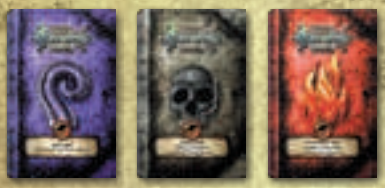
## RANDOLPH CARTER

Thirty years old, a dandy and a dreamer, he lives in the nostalgia of eternal worlds he visited as a teenager in his dreams. To escape the boredom of an ordinary existence since then, he has tried every kind of experience and even fought in the Great War. Then he devoted himself to fiction and became a successful novelist. But, bothered by high society, he shut himself up in his home in Boston to practice the occult. His purpose is to find the "silver key" that can open the doors of the lost Dreamland, and he is convinced that art and unorthodox science might do it. Carter is a cold, solitary, and refined gentleman, proud of his Victorian clothing and habits. Anyone who knows him is impressed by his strange talk, his deep and quirky nature, and his experience in handling the bayonet and the musket, which shows what he learned in the French Foreign Legion.



## GUSTAF JOHANSEN

Johansen is a tough Norwegian sailor and expert stoker. He saw enough weirdness to keep himself out of trouble. A practical man, he has a poor imagination but he can use sticks and knives well if needed. This sober, taciturn giant, scratched from the salt of the sea, always wears the sweaters and canvas pants that he wore on ships, even now that he has retired to Oslo with a woman who wonders about his past. Johansen is, in fact, the only one on Earth who has seen and dealt with an incarnation of the *Great Cthulhu* and escaped sound in mind and body. He's physically and spiritually exhausted by his strenuous adventures, but not enough to prevent him from writing a memoir: proof of the monstrous threat of the Old Ones.



## SPELLS

The Cultists can gain additional powers from Spells hidden in the pages of ancient tomes stored in some Buildings or received as gifts from certain Elder Gods. In the game, Spells are cards that can be used during specific phases by spending the resources listed to receive the benefits shown.

The 45 Spell cards are divided evenly into three types: Evil, Death, and Destruction. Each category has a different type of effect:

— **Evil Spells** allow Cultists to enhance their invocations;

— **Death Spells** increase the Cultist's Strength against the Investigators; and

— **Destruction Spells** offer Cultists alternative ways to gain Cult points or Domain resources.

To play a spell card, a Cultist must pay the cost described on the card. Each Spell card can be used only once, and must be discarded after use.

### ••• IMPORTANT •••

**A Cultist cannot hold more than three Spell cards at a time. If he draws more Spell cards, he must choose and discard cards (without activating their effects) until he only has three cards in hand.**



## 4. EXPANSION PHASE

The game board shows a map of Kingsport and the locations where a cult can expand its dark power as they carry out their plan of conquest.



Each Building shows the following information:



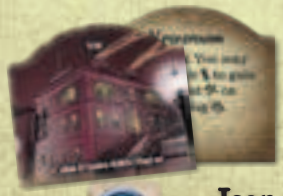
— **Level:** Shown as a Roman numeral in the frame.



— **Cost (in Resources):** A Cultist must pay the resources in the first row (surrounded by "spikes"—each resource is one unit of that resource) to place his disk on that Building. These costs **can only be paid** during the Expansion phase.



— **Reward (in Cult points):** When a Cultist places his disk on a Building, he receives the reward in the second row (each symbol is one Cult point). If the Cultist must remove his disk for any reason, those Cult points are lost immediately (but if he later returns his marker to the Building, he receives them again).



— **Effects:** Each Building tile also describes an effect that is granted to any Cultists that have a disk on that Building: each effect takes place in the phase indicated on the tile.



— **Icon (only on some Buildings):** Acts as a reminder of the Building effects.

In the Expansion phase, each Cultist in turn order may (if they wish) expand their power over the city by placing his disk on one Building. To do so, he must pay the combination of Domain resources required for that Building (return them to the supply). Then, he places his disk on the space with the artwork for that Building.

The first Building that a Cultist must expand into is the ***House***. After this, he may only expand into Buildings that are connected to a Building he has already marked:

— A Cultist may expand into a level IV Building (using the red links) only if he has marked at least one of the adjacent level III Buildings;

— A Cultist may expand into a level III Building (using the black links) only if he has marked at least one of the adjacent level II or level IV Buildings; and
— A Cultist may expand into a level II Building only if he has marked the ***House***.

### ••• IMPORTANT •••

**A Cultist cannot expand into more than one Building per round!**

*Luke has already marked the House. On his turn, he decides to expand his dark power into the Emporium. He spends 1 Death (returning 1 black cube to the supply), then places his disk on the Emporium. During the next Raid, Luke will have a bonus against the Investigators, as indicated on the Building. In the next Expansion Phase, Luke could put a marker on any of the Buildings connected to the House (Dock, Ruins, School, or Club) or connected to the Emporium (Library or Newsroom).*



## 5. RAID PHASE

**(only in rounds with blue markers)**




If the Time counter is on a Calendar space marked with a blue marker (determined during set up by the Scenario card), there will be a Raid phase.

First the Event card and then the Investigator card is revealed. Then, each Cultist must resolve the Raid in turn order.



The back of each Investigator card lists the minimum and maximum Strength value that the Investigator might have. This helps the Cultists prepare for their defense.

Cultists can also help prepare by using the Foresee ability ∞, earned by invoking some Elder Gods **or** through the effects of some Buildings. This ability allows the Cultist to see either the Event card **or** the Investigator card for the next Raid.




Each Investigator card shows that Investigator's Strength (in red). This determines the Raid level.



## Saducismus Triumphatus

This is a manual of witchcraft by Joseph Glanvill, written in the 70's of the 17th century. Subsequent appendices about the witches of the Netherlands and Sweden were later added by Anthony Horneck. The book confirms the existence of malignant witches and paranormal powers, warning skeptics about them. Glanvill claims to have written this book under the capricious dictation of an unknown entity called "the Drummer of Tedworth". The relationship between this poltergeist and the filthy flutists of the throne of *Azathoth* is obvious to those initiated to the Elder Gods. Because of the portfolios continuously added over thirteen years, before its final edition in 1683, *Saducismus* looks like a patchwork of codes with pages torn and glued, the front of some pages unpaired with the back, the ribs sewn with black thread similar to a surgical suture. Printed sheets alternate with manuscripts, and the margins are filthy and worn, stained by the black fingers of the perverts who have read it. In addition to its examination of the cults of witches and the nature of the goddess *Shub-Niggurath*, *Saducismus* contains rituals and spells to do evil for the pleasure of doing it, without any other purpose than a sadistic enjoyment in spreading chaos and madness around the world.



## Necronomicon

The detestable *Necronomicon*, the Dead Names Index, is the most powerful and dangerous tome in the world. Written by the sorcerer Abdul Alhazred in Arabic, under the title of Al Azif, "the Chant of the Demon", this volume was translated and disseminated, in Greek and Latin, starting from the 10th century. Rare copies that survive are incomplete and contradictory: because, in every age and society, men of sound mind cared about destroying them.

The *Necronomicon* teaches all the rituals, spells, dogmas, doctrines, and even the nature of the Elder Gods. It explains how to open dimensional gates that allow them to enter our dimension, prayers to arouse the *Great Cthulhu* from sleep, and formulas to submit to *Nyarlathotep*. There is no word in it that is not a blasphemy. Although there are no complete editions, over the centuries the most cunning cultists have drawn numerous notes from it. Their research, and the collation of the text itself, are all acts of impiety.

Independent of the edition of the *Necronomicon*, the book is always bound in human skin and written by hand in blood: the circles, pentacles, and ceremonial diagrams are drawn with black ichors of a haunted nature.

The pages are usually of parchment, or made from poisonous bark, and they are anointed, moldy, and stink like a corpse. Signs around the worn corners of the pages suggest it has been read and annotated by non-human beings.

## RESOLVING A RAID

1 - **Reveal the Event card:** Apply the effects described on the card immediately.

2 - **Reveal the Investigator card:** This determines the Raid Level and the Investigator's Strength.

3 - **Fight the Investigators:** Each Cultist calculates his Strength by adding up any modifiers he has due to Spells, Buildings, and other game effects (such as ***Events***, ***Scenarios***, etc.).

4 - **Outcome:** Finally, each Cultist must compare his Strength to the Investigator's Strength. Each Cultist faces the full Investigator Strength, regardless of the outcome of the other fights. Resolve each fight one at a time.

– **If the Cultist Strength is greater than the Investigator Strength,** the Cultist defeats the Investigator and receives the rewards listed on the card.



### ••• IMPORTANT •••

**Each Cultist that defeats an Investigator with a total Strength equal to or greater than twice the Investigator's Strength receives double the rewards.**

– **If the Cultist Strength is equal to the Investigator Strength,** the Cultist has thwarted the Investigator, but does not receive any reward or suffer any penalty.

– **If the Cultist Strength is less than the Investigator Strength,** the Cultist is defeated and must suffer the penalty listed on the card.

*The "Ex Oblivione" Event card is revealed, which increases the Investigator Strength by 1. Then, the Investigator card is revealed: it's Nathaniel Wingate Peaslee, who now has a Strength of 3 (2+1 for the event). Luke, first in turn order, calculates his Strength: 2 for his marker on the Club plus 2 for his Spell "The Testimony of the Mad Arab", which he plays by spending 4 Magic points. Normally, this Spell would give him +3 Strength, but the Investigator's ability reduces it by 1. Since Luke's total Strength of 4 is higher than Nathaniel's Strength of 3 he wins the fight and receives the reward. But, he did not double Nathaniel's Strength, since his total was less than 6. Now, the other players must resolve the raid, regardless of the fact that Luke won his battle.*

## 6. TIME PHASE

Advance the Time counter on the Calendar one space. If the counter was on the last space of the Calendar (12), the game ends and a winner is declared!



# THE END OF THE GAME

The game ends after the twelfth round is played. If the ***Scenario*** has a Festival card, it is revealed and its effects resolved at this time.

The Cultist who has the most Cult points is the winner. If there is a tie, the tied Cultist with the most Sanity wins. If still tied, the one with the most Magic wins.

### ••• IMPORTANT •••



**If a Cultist collects more than 50 Cult points, he places his Cult token on the "+" box of the green track and moves his cylinder back to the start of the track to continue scoring.**
**This reminds the Cultist to add 50 Cult points to his score at the end of the game.**



**Thanks for playing with us!**

**If you have further questions or doubts please write an email to the game developers: info@sirchestercobblepot.com**



**THE HORROR CONTINUES!**

Available on AppStore and PlayStore ***Kingsport Festival: The Rituals of Mysteries***, the digital porting of the board game. Download it now on your iOS or Android tablet.

Available on the App Store

ANDROID APP ON Google play



## Demonolatreia

Written by inquisitor Nicholas Remy in the second half of the 16th century, the *Demonolatreia* collects nine hundred sorcerers' confessions. Remy purged those wicked cultists from the world, condemning them to the flames, but the terrible knowledge that can be learned from the memorandum survives.

In the delirium of torture, pain, and fever, sorcerers describe the world as it would be if it was ruled by the Ancient Ones, the interstellar hell from which they descend to Earth, and their tombs in the depths of the oceans. Possessed by the Ancient Ones, they spoke the words of the Gods, filling the pages with horrible blasphemies: none of the editors escaped madness after reading this book.

The *Demonolatreia* includes spells that lead to corruption and destruction of the soul. The strength of the testimonies collected in this volume is such that the shape and proportions of the book are somehow unpleasant and wrong. The book is bound in a dark, shiny silk which, when exposed to light, never has the same color.

To know more about the symbols placed on the back of the Cult tokens, please visit **www.sirchestercobblepot.com**

# * Game Summary *

A game of ***Kingsport Festival*** lasts 12 rounds, each one divided into six phases:

1. **Turn order:** All Cultists roll the dice and the one that rolled the lowest sum will play first, and so on. See rules on page 8.
2. **Invocation:** Each Cultist, in turn order, may invoke an Elder God by using one or more of his dice, where the sum of their values is exactly equal to the number of the Elder God, or *pass*. To invoke, the Cultist places his dice on the Elder God. See rules on page 9.
3. **Concession:** In ascending values order, the Elder Gods give their gifts to the Cultists who invoked them. The Cultists may have to lose Sanity points to receive the rewards and take their dice back from the sheets. See rules on page 10.
4. **Expansion:** Each Cultist in turn order may place his disk on one Building that is connected to another one he has already marked (starting from the ***House***). To do so, he must pay the Domain resources required. See rules on page 12.
5. **Raid:** If this turn is marked with a blue marker (on the Calendar), this phase is resolved. First the Event card and then the Investigator card is revealed. Then, each Cultist must resolve the Raid in turn order. See rules on page 13.

   **Reveal the Event card and apply the effects described on the card. Reveal the Investigator card,** then each Cultist calculates his Strength by adding up any modifiers he has due to Spells, Buildings, and other game effects (such as ***Events***, ***Scenarios***, etc.):

   - **if the Cultist Strength is greater,** the Cultist receives the rewards. If it is equal to or greater than twice the Investigator's Strength, the Cultist receives double the rewards.
   - **if the Cultist Strength is equal,** he does not receive any reward or suffer any penalty.
   - **if the Cultist Strength is less,** the Cultist suffer the penalty.
6. **Time:** advance the white counter on the Calendar one space and the round ends. See rules on page 15.

STRATELIBRI

PASSPORT GAME STUDIOS