(7) Azathoth



Discard 1 random card from each opponent's hand. These cards are discarded face-up before each player.

(6) Cthulhu



Distribute 1 or 2 cards from your hand to 1 or 2 players (your choice).

This means you could give 1 card to 1 player, 1 card each to 2 players, or 2 cards to 1 player.

Credits

A game by

BRUNO CATHALA and LUDOVIC MAUBLANC

Illustrated by

MATHIEU LEYSSENNE

Graphic Design: **Funforge studio**

Corrections: **Gersende Cheylan** & **Doria Roustan**

English Translation: **Nathan Morse**

©Funforge 2016 - All rights reserved.

PMUS01

BRUNO CATHALA - LUDOVIC MAUBLANC
MATHIEU LEYSSENNE

CTHULHU'S

POCKET MADNESS™



Rules of Play

FUN FORGE

As followers of ancient myths, guided by dark and promising rumors, you survey the most disturbing locations, each more unsettling than the last, in search of clues. Gathering enough of them will allow you to open portals to see these obscure worlds... unless you would prefer to publish your research, plunging your opponents into madness.

You must be careful, though, because you are meddling with powers that are beyond you, and it could be you who is first to fall, once and for all, into madness!

Maintain your sanity longer than your opponents, because the least crazy cultist wins the game!

Goal of the Game

You must get rid of all your Location cards as quickly as possible, by melding sets of identical cards or sets of different cards, in order to avoid descending into madness.

Course of the Game

The game plays out over several rounds, during which you must avoid descending into madness.

At the end of a round, if any player has accumulated 10 Madness tokens, the game comes to an end, and the player with the fewest Madness tokens wins the game.

Contents

- 63 Location cards

  The number printed on any given Location card indicates the number of copies of that card in the game.

  - 6 R'lyeh cards
  - 7 Arkham Asylum cards
  - 8 Lomar cards
  - 9 Innsmouth cards
  - 10 Valley of the Kings cards
  - 11 Dunwich cards
  - 12 Underworld cards
- 7 Portal cards
- 40 Madness tokens

SETUP

1. Place the 7 Portal cards face-up where everyone can reach them, in ascending order. (1)
2. Place the 40 Madness tokens near the Portal cards so they can be distributed easily. (2)
3. Shuffle the Location cards and deal 2 cards to each player. (3)
4. Remove 17 cards from the Location deck unseen, and set them aside, face-down.
5. Flip the Location deck over to be face-up, then integrate the 17 secret Location cards, keeping them face-down.
6. Shuffle this new Location deck, composed of a majority of face-up cards and the 17 face-down cards.
   - Splay all the cards on the table, without changing their order (keep them in "deck order"), so that everyone can see all of the cards (of course, 17 of them are face-down). (4)
   - When you draw cards, **always draw them in "deck order"**; i.e. draw the topmost card of the splayed deck first, (5) as if the deck were still in a single stack.

For the first round, select a random start player. This player starts the game, then the other players will follow in clockwise order.



A Player's Turn

On your turn, you...

- **must** perform **one** action of your choice from the following three: **Persevere in Your Investigations**, **Open a Portal**, or **Publish Your Research**;
- **may** perform **one** optional action: **Seal a Portal.**

Obligatory action of your choice:

a/ Persevere in Your Investigations (draw 1–3 Location cards)

You pursue your research on the different locations of the myth in order to see through the mysteries that conceal it, which will allow you to gather enough clues either to open a portal or to publish your research.

Announce whether you intend to draw the top 1, 2, or 3 Location cards from the splayed deck, and then draw them and add them to your hand.

There is no limit to how many cards you can have in your hand.

Note: You must take the cards in "deck order" (see Setup).

b/ Open a Portal (meld 1–3 sets of identical cards)

You open a portal into a mythical location, which permits you to enter into direct contact with the dark inhabitants of other planes of existence....

Meld 1, 2, or 3 sets of **identical** Location cards.

In order to meld **a set**, you take **3 or more identical Location cards** from your hand and place them face-up in front of you.

As soon as you meld a set of identical Location cards, you immediately claim the Portal card corresponding to the cards you melded. Whether the card is still available, or in possession of an opponent, take the card and place it in front of you (see **Seal a Portal**).

During your turn, you can meld **up to 3 sets** of identical cards, and thus can claim up to 3 Portal cards.



Note: Be sure to keep all melded sets of Location cards easily visible in front of you, so everyone can clearly see which sets have already been melded this round.

c/ Publish Your Research (meld 1–3 runs of 7 different cards)

You have gathered numerous insights that allow you to write a report as detailed as it is disturbing. Shaken by reading these chilling revelations, common mortals will descend into madness.

Meld 1, 2, or 3 runs of 7 **strictly different** Location cards.

In order to meld **a run**, you take **7 different Location cards** from your hand and place them face-up in front of you.

As soon as you meld a run of 7 different cards, your opponents descend a little more into madness: Each of your opponents immediately takes 1 Madness token from the supply.

During your turn, you can meld **up to 3 runs** of different cards.

If several runs of 7 different cards are melded in the same round (whether by one or several players), each run will give 1 more Madness token than the previous one. Thus the 1st run melded gives 1 Madness token to each opponent, the 2nd gives 2 Madness tokens to each, the 3rd gives 3 Madness tokens, and so on.



Note: Be sure to keep all melded runs of Location cards easily visible in front of you, so everyone can clearly see which runs have already been melded this round.

Optional Action: Seal a Portal

You have learned a lot from being near the terrifying entities of the other planes.... It is time to seal the portal and benefit from the knowledge you acquired before it's too late!

You can use the power of a Portal card that you have in front of you (it can be one you just claimed, or one from a prior turn). Once you have used a Portal's power, return it to the pool of available Portal cards.

You can use **only one Portal card per turn.**

Note: Saving a Portal card for a later turn may enable you to optimize its effect by playing it at just the right moment, but it also means accepting the risk of losing that card before you can use it.

End of the Round

A round can end in two ways: the deck is empty, or a player has played all of her cards.

- **The deck is empty.**

In this case, each player (including the one who took the last card) takes one last turn to meld sets and runs of Location cards (following the usual rules; see **A Player's Turn**). Once this last turn is complete, the round ends. Each player receives **1 Madness token for each different Location card** still in her hand.



- **A player has played all of her cards.**

In this case, the round ends immediately. This player discards half of her Madness tokens (rounded up) **AND** each of her opponents takes 1 Madness token.

Note: If a player plays out the last of her cards by melding a run of 7 different cards, all of her opponents suffer the effect of the run being melded (taking the appropriate number of Madness tokens), and then also suffer the effect of that player ending the round.

At the end of the round, if a player has 10 or more Madness tokens, the game ends; otherwise, start a new round.

Note: Each player discards all of her cards before starting a new round.

Start a New Round

After a new setup (see **Setup**), the player with the most Madness tokens designates a player to go first (she can designate herself).

If several players are tied for having the most, the one earliest in turn order after the current start player gets to choose.

End of the Game

When a player has 10 or more Madness tokens at the end of a round, the game ends.

The player with **the fewest Madness tokens** wins the game. In a tie, the tied players share the victory.

Portal Cards

(12) Gug



Pass your turn.

This Portal card cannot be played immediately after having been drawn.

Note: By passing your turn, you can procrastinate; for example, if you cannot meld any sets or runs, and you do not wish to draw new Location cards.

(11) Shoggoth



Until your next turn, your opponents must draw 1 Location card for their action.

(10) Nyarlathotep



Take the card of your choice, no matter where it is in the deck. You can take a face-down card.

(9) Dagon



You immediately take another complete turn.

That means you can newly Persevere in Your Investigations, Open a Portal, or Publish Your Research.

You can additionally Seal a Portal.

(8) Shub-Niggurath



Look at an opponent's hand cards, take 1 card of your choice, and add it to your hand.