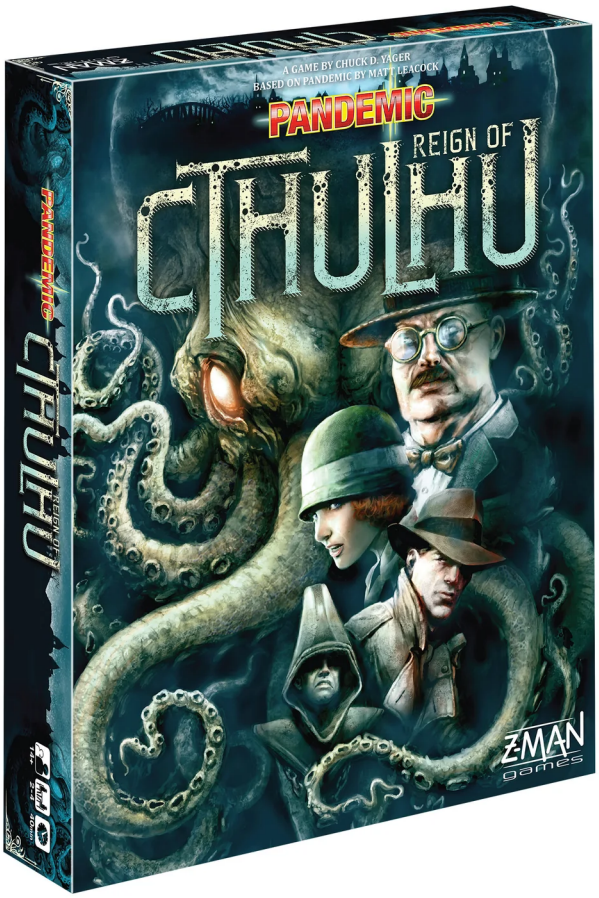


PANDEMIC

REIGN OF CTHULHU

Beings of ancient and bizarre intelligence, known as Old Ones, are awakening within their vast cosmic prisons. Should they awaken into the world, they would unleash an era of madness, chaos, and destruction upon the very fabric of reality. Everything you know and love will be destroyed!

You are doomed by the knowledge that the "slumbering masses" cannot bear: that this Evil exists and that it must be stopped at all costs.

Shadows danced all around the gas streetlamp above you, while the pilot flame emitted a faint yellow light. Even a small patch of light is better than total darkness, you think to yourself. You check your watch again for the third time in the last few minutes. Where had she gone? Had something happened?

The sound of heels clicking on the pavement draws your gaze to the other side of the street. Slowly, as if darkness were a cloak around her, a woman enters your field of vision. Her brown hair is gathered in a neat bun on her head, and glasses frame a tense face. Her hands clutch a thick manila folder with the word INNSMOUTH stamped on the outside in block letters. www.alwaysboardgames.cominfo@alwaysboardgames.com

"You're late," you say with a tone of concern in your voice, taking the folder she is handing you.

"I... tried to get here as fast as I could." Her voice is strained with fear, sharp and fast, her eyes moving nervously without pause. "Do you know how to fix this situation?" The question in her voice cuts through you like a knife. "Can you... make THIS THING go away?!"

You tense up internally when her voice rises too high on that last word, a nervous edge of hysteria creeping into her tone.

In an instant, you have opened the folder, scanning photos of dockworkers and a location near a seaside promenade that you have never seen before. The edge of the photo is blurry, but the writhing mass of tentacles and... something very large... are unmistakable.

You hide everything inside your coat, a familiar weight settling once again upon your shoulders.

"I can try. It's what we do," is all you manage to say. What promises can you make to someone when facing the spawn of chaos and embodied madness? www.alwaysboardgames.com info@alwaysboardgames.com

You clench your hands into fists in your coat pocket to stop them from shaking at the memory of the last time you got close to one of these "Old Ones" and their deformed, psychotic servants. Having made it this far is a miracle.

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The woman's eyes widen, her nostrils flare as her hands grab the front of your shirt. "Try?" Her voice is a wail bordering on a siren's screech. "Try?! You... you MUST do it! You don't know what I had to do to get those..."

You shake her off, your gaze hardening enough for the yellow glow of the streetlamp to reveal the danger in your eyes. It is enough to make her next words choke in her throat, straightening up as she steps back half a meter.

"Thank you for the information, ma'am," you say, turning and striding into the darkness. "Unless you plan to join me, you'd do well to go home. Night is dangerous around here." With this information, you should have the last clues needed to prevent this new abomination from infiltrating your world any
further. www.alwaysboardgames.com info@alwaysboardgames.com

You walk toward the next set of horrors. Noticing that you are no longer alone, you begin to share the words of your late mentor that set you on this path:

"A great Evil slumbers beneath the very earth you tread upon, my friend. It hides behind the darkness that fills the midnight void in the sky. It whispers dreams of madness and chaos to the masses from beneath the deep waters. But the clues to stop its entry into the world are all around you. A great Evil moves somewhere in the dark recesses of the world. Will you manage to stop it from awakening in time?"

Not a day has passed where you haven't wished you could forget them and take a different path... and not a day where you don't know that you can't. Someone must try to push back this ancient Evil. Someone must hold onto the light. But that doesn't mean that someone has to be alone...

OVERVIEW

You and your fellow players are investigators. You must work together to seal four gates to prevent Cthulhu from awakening, or the area from being overrun by cultists or Shoggoths. Failure means unleashing an era of madness. www.alwaysboardgames.com info@alwaysboardgames.com

Pandemic – Reign of Cthulhu is a cooperative game. Each player has a specific role with special abilities to improve their team's odds. Players win or lose all together.

YOUR GOAL IS TO SEAL ALL 4 GATES.

PLAYERS LOSE IF:

- Cthulhu awakens,
- Not enough cultists remain when needed,
- Not enough Shoggoths remain when needed,
- Not enough Player cards remain when required, or
- All players go insane.

CONTENTS

- 1 Board
- 1 Sanity Die
- 18 Sanity Tokens
- 4 Seal Tokens
- 24 Summoning Cards
- 44 Clue Cards
- 12 Old One Cards
- 12 Relics

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- 7 Investigator Cards
- 7 Investigator Figures
- 26 Cultist Figures

- 3 Shoggoth Figures

- 4 Reference Cards

BOARD, CTHULHU, AND PIECE SETUP

1. THE BOARD Place the board within reach of all players. Place the Cthulhu Old One card face down on the board in its designated space (X). Place the cultist and Shoggoth figures as a supply next to the board. Place the Seal tokens near the Turn Order chart at the bottom of the board.

2. PLACE THE OLD ONES Shuffle the Old One cards and place 6 face down on the remaining spaces to the left of Cthulhu. Return any unused Old One cards to the box.

3. GIVE EACH PLAYER AN INVESTIGATOR, A FIGURE, AND SANITY TOKENS The player who has most recently read a horror story is the first player.

4. Shuffle the 7 Investigator cards and deal 2 on the table. The first player chooses an Investigator card. That card

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6. is replaced and the next player can choose between those 2 cards. Continue until all players have chosen an Investigator card.

7. Place each player's corresponding Investigator figure at the Arkham Train Station. Each player takes 4 sanity tokens and ensures their Investigator card is facing the sane side (as illustrated here).

8. Each player also takes a Reference card.

9. Return unused investigator figures, along with remaining Investigator and Reference cards, to the box.

10.

    4. SET GAME DIFFICULTY Depending on the chosen difficulty level, adjust the number of Clue cards as follows: For the introductory game, leave all 44 Clue cards in the deck.

11. For the standard game, remove 1 Clue card of each color from the deck.

12. For the expert game, remove 2 Clue cards of each color from the deck.

13.

    5. GIVE CARDS TO EACH PLAYER AND PREPARE THE RELIC DECK Randomly select 4/5/6 Relic cards with 2/3/4 players and shuffle them together with the remaining Clue cards to form the Player deck. Set unused Relic cards

- face down to the side to form a Relic pile. Deal cards to each player to form their starting hands. Deal cards based on the number of players: 2-player game: 4 cards

    - 3-player game: 3 cards

    - 4-player game: 2 cards (We suggest players keep their cards face up at all times).

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        6. PREPARE THE PLAYER DECK (Note: Player deck setup) Divide the remaining Player cards into four face-down piles as equal in size as possible. Shuffle 1 "Evil Stirs" card into each pile, face down. In its designated space, stack these piles to form the Player deck, placing the smaller piles at the bottom.

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        7. PLACE CULTISTS AND SHOGGOTHS Shuffle all Summoning cards together and place them in their designated space as the Summoning deck. Flip over the top 2 cards and place 3 cultists on each of these locations.

- Flip over 2 more cards and place 2 cultists on each of these locations.
- Flip over 2 more cards and place 1 cultist on each of these locations.

Finally, flip over 1 more card and place 1 Shoggoth in this location.

Place all drawn Summoning cards face up in the Summoning discard pile.

8. START PLAYING The first player begins.

TURN STRUCTURE

Each player's turn is divided into 3 phases:

- DO 4 ACTIONS.
- DRAW 2 PLAYER CARDS (and resolve "Evil Stirs" cards).
- REVEAL SUMMONING CARDS.

After a player finishes resolving Summoning cards, play passes to the player to their left.

Players should freely offer advice to each other. Let everyone offer opinions and ideas. However, the player whose turn it is decides what to do.

Your hand may contain Clue and Relic cards. Clue cards are used in certain actions, and Relic cards can be played at any
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1. ACTIONS

You can perform up to 4 actions per turn (as shown on the sane side of your Investigator card).

Select any combination of the actions listed below. You can perform the same action multiple times, each counting as 1 action. Your investigator's special abilities may alter how an action is performed. Some actions require discarding a card from hand; all such discards go to the Player discard pile.

MOVEMENT ACTIONS

If any movement involves entering a location occupied by a Shoggoth, you must roll the Sanity die.

- WALK: Move from your current location to a location connected by a line.

- TAKE A BUS: Being in a location with a bus station, you can perform this action in two ways: Discard a Clue card to move to any location in the city depicted on the card.

- Discard a Clue card matching the city you are currently in to move to any location in any city.

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1. USE A GATE: Move from a location with a gate to another location with a gate. Players cannot move to or from sealed gates. If, after using a gate, you are in a location with a Shoggoth, roll the Sanity die twice: once for using the gate and once for entering a location with a Shoggoth.

SPECIAL ACTIONS

- GIVE OR TAKE 1 CLUE CARD: You can perform this action in two ways: Give a Clue card matching the city you are in to another player, or

- Take a Clue card matching the city you are in from another player. For both actions, both of you must be in the same location and must agree. If the receiving player now has more than 7 cards, they must immediately discard a card or play a Relic card.

- GIVE OR TAKE 1 RELIC CARD: At any time, you can perform the Give or Take 1 Relic card action for free with a player in your location.

- DEFEAT A CULTIST: Remove 1 cultist figure from your current location, returning it to the supply.

1. DEFEAT A SHOGGOTH (3 ACTIONS): Remove 1 Shoggoth figure from your current location, returning it to the supply. Due to their unspeakable horror, defeating a Shoggoth costs 3 actions, and these 3 actions must all be spent in the same turn. After defeating a Shoggoth with this action, draw a Relic card from the Relic pile and add it to your hand.

2. SEAL A GATE: In a location with a gate, discard 5 Clue cards from your hand that all match the city you are in. When you seal a gate, place the corresponding Seal token on the gate, then remove 1 cultist from each location in the city whose gate you just sealed, returning them to the supply.

3. DRAW CARDS

After taking 4 actions, draw the top 2 cards together from the Player deck.

If, when you are about to draw, there are fewer than 2 cards left in the Player deck, the game ends and your team has lost! (Do not reshuffle the discard pile to form a new deck).

"EVIL STIRS" CARDS

If your draws include "Evil Stirs" cards, immediately carry out the following steps in order (once an "Evil Stirs" card is
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you must fully resolve it before playing a Relic card):

1. Fight Madness: Roll the Sanity die and apply its result.

2. Awakening: Reveal the next Old One.

3. A Shoggoth Appears: Draw the bottom card of the Summoning deck and place a Shoggoth figure on that location. Discard this card into the Summoning discard pile. (If you cannot place a Shoggoth on the board because none remain in the supply, the game ends and your team has lost!)

4. Cultists Gather: Reshuffle only the cards in the Summoning discard pile and place them on top of the Summoning deck.

Note: It is rare, but possible, to draw 2 "Evil Stirs" cards at the same time. In this case, perform all four steps above a first time and then again.

After resolving any "Evil Stirs" card, remove it from the game. Do not draw replacement cards for them.

HAND LIMIT

The hand limit is 7 cards at all times. If you find yourself holding more than 7 cards (after resolving any drawn "Evil Stirs"
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), discard cards or play Relic cards until you have 7 cards in hand.

3. SUMMONING

Flip over as many Summoning cards as the current summoning rate. This number is found under the rightmost revealed Old One, or is 2 if no Old Ones are revealed (the starting summoning rate). Flip these cards one at a time, placing a cultist on the location indicated on each card. Discard the card into the Summoning discard pile.

- Awakening Rituals: If the location already has 3 cultists, do not place a 4th cultist. Instead, an awakening ritual occurs.

- Shoggoth Movement: Each of these icons on Summoning cards indicates that every Shoggoth moves 1 location closer to the nearest open gate.

If the Summoning deck runs out of cards, reshuffle the discard pile to create a new Summoning deck.

SANITY ROLLS

You must roll the Sanity die:

- after completing the Use a Gate action,

- after resolving the effects of a Relic card,

- when entering a location with a Shoggoth or when a Shoggoth enters your location,

- as the first step of a drawn "Evil Stirs" card.

SANITY DIE EFFECTS

- BLANK (Empty face): Nothing happens.
- DELIRIOUS: Lose 1 sanity token.
- PSYCHOTIC: Lose 2 sanity tokens.
- PARANOID: Add 2 cultists to your current location.

INSANE INVESTIGATORS

If at any time an investigator loses all their sanity tokens, they go insane. Flip their card to show that they suffer the following effects:

- They have 1 fewer action each turn, as shown on their insane side.
- Their special ability changes to reflect their mental state.
- Curing Madness: If an insane investigator seals a gate, they are immediately transported to the Church or the Hospital (their choice). Flip their card back to the sane side, restore starting sanity, abilities, and number of actions, and immediately gain 1 action on their turn.

END OF GAME www.alwaysboardgames.com info@alwaysboardgames.com

- Players win as soon as all 4 gates are sealed.
- Players lose if any of the following conditions occur: The last Old One (Cthulhu) awakens,
- There are no cultist figures left to add to the board when needed,
- There are no Shoggoth figures left to add to the board when needed,
- A player cannot draw 2 Player cards after taking their actions, or
- All players have gone insane.