

NANTY NARKING

THE RISE OF CTHULHU

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A veil of darkness and despair has shrouded London.
The natural order of things is shifting.
The Great Old Ones emerge from the never-lifting mist,
bent on taking over the feeble minds of humans – and
each has its own purpose, a malevolent goal to fulfill.
Rejoice as London descends into madness, and
reshape it into your own ghastly image!

COMPONENTS

Original game:

- Game board
- 48 Player's Agent miniatures
- 24 Player's Building miniatures
- 4 Grenadier miniatures
- 3 New Citizens miniatures
- 12 Trouble markers
- Coins
- D12 die

Expansion:

- Insanity Track board
- Insanity marker
- Elder Ones miniatures (+ rings)
- 4 Player boards
- 101 (new) Action cards
- 24 (new) Building cards (6 per player)
- 7 Objective cards
- 9 Event cards

Turn to the next page to see how the story begins.

Starting the game

Place the board in the middle of the table. The board shows the city of London. The city is divided into 12 areas, separated by border lines **1**. Each area has a name plate **2**, and a number **3** (ignore the circled cost value, it is used in the base game only). An area's number is used e.g. when Random Events occur. Areas are adjacent if they share a border or are connected by a bridge.

- Place the Doomsday track near the left side of the board. Place the Insanity marker on level 1 of this track **4**. Place the Grenadier pawns on the indicated numbers **5**.
- Randomly deal one player board to each player **6**. Each player takes a set of playing pieces in a chosen colour. A set consists of twelve Agent pawns **7** and six Buildings **8**. In addition each player takes their 6 Building cards **9**.
- Each player places one of their Agents in each of The East End **10**, The City **11**, and Chelsea **12**. Place a Trouble marker in each of these areas. Place the remaining Trouble markers beside the board **13**.
- Place the money markers beside the board to form a bank **14**. One crown is worth £5, and one shilling is worth £1. Each player starts with £10 **15** (one crown and five shillings). Each player's money is public information.
- Place the Elder Ones miniatures and their respective cards **16** as well as the New Citizen pawns **17** beside the board.
- Shuffle the Random Event deck and place it face down beside the board, close to the Doomsday track **18**.
- Separate the Action cards into two decks, the yellow background deck and the purple background deck. Shuffle the purple deck and place it face down. Then shuffle the yellow deck and place it face down on top of the

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Game setup



purple deck. Deal five cards from the top of this combined deck to each player **19**. Place the remaining deck **20** near the board. Place three top cards open next to the draw deck **21**.

- Shuffle the Objective cards and deal one to each player **22**. Each player keeps their card



secret until they achieve its victory condition or the game ends. Return the remaining Objective cards to the box without revealing them.

- Each player takes a Player Aid card, which summarises important rules.
- Randomly determine the first player.

Two players

Remove Action card *Henry "Holy" Peter* from the deck.

Playing the game

- Players take turns in clockwise order, starting with the first player.
- **On your turn, your first option is to announce your sudden death victory** (this will not happen during first round of the game).
- At some points in the game you will roll a die to determine the area where the active Grenadier moves into and immediately removes a Trouble marker (if any).
- If you haven't won the game yet, choose one of your Action cards to play. You do whatever it tells you to do on the card. You may have the option to play another card.
- When you have finished playing cards, if you have fewer than five cards, draw cards from the

draw deck to your hand size. During your turn, you might have picked up more cards, so that you have more than your hand size. This is fine; you do not have to discard any.

- Now the player to your left takes their turn. Play continues in this manner until a player declares victory (which depends on their Objective card), or other situations described below occur.
- It is very important that all players are aware of all possible secret victory conditions. Keep an eye on opponents to avoid 'giving' them an easy victory. The victory conditions are detailed on the player aid. **Please make sure that all players read them carefully before you start the game.**

GREAT OLD ONES ABILITIES

Each player is allowed to use their Great Old One ability described on the player board once per turn. Using the ability is not an Action.

Ending and winning the game

The game ends when a player achieves the victory conditions on their Objective card **OR** as soon as one player cannot refill their hand to five cards because the draw pile is exhausted **OR** if the Insanity marker reaches level 13 on the Doomsday track (*Azathoth awakes*).

All Objective cards except *Sloth* state that the conditions on the card must occur at the **start of your turn**, not at the end of it. Some Objective cards refer to area control which is described below.

AREA CONTROL: You control an area if you have more of your playing pieces (Agents, Elder Ones and Buildings) in it than each other player. You must also have more pieces there than the total number of New Citizens. You cannot control an area that contains one or more Grenadiers. The

presence of a Trouble marker does not affect the control of an area.

SCORING: If the game ends due to a player being unable to refill their hand or the Insanity marker reaching level 13 on the Doomsday track **and** no one has the *Sloth* Objective card, then the winner is the player with the most points.

Each Agent on the board is worth 5 points. Each controlled Elder One is worth 5 times its HPs.

Each Building is worth as many points as its monetary cost. Each £1 in hand is worth 1 point. If you have the *Mr. Merryweather* card or the *City & Suburban Bank* card then you must pay

back the amount noted on the card. If you cannot, then you lose 15 points. Ties are won by the tying player with the highest value Building on the board.




Example.

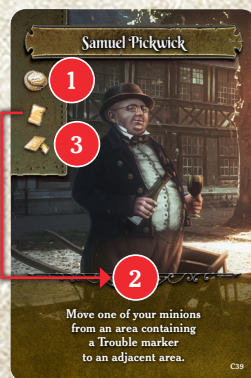
- 1 Green controls Lambeth.
- 2 Yellow controls Battersea, even though there is a Trouble marker there.
- 3 Purple does not control Chelsea because there is a Grenadier there.
- 4 Blue does not control Westminster because there is one New Citizen there. If Blue had a second piece there (another Minion or a Building), Blue would control the area.
- 5 Neither Yellow nor Green controls The West End.

Action cards

Every card has one or more symbols at the top. These symbols tell you which Actions you can do and in which order. When you play an Action card you may do some, none, or all of the Actions indicated.

Actions must be performed in the order shown on the left side of the card, from top to bottom. For each Action, you may choose whether to do it. The only Action that you **must** perform is the Insanity Action . Finish one Action before starting the next Action. Once you have finished with the card, place it on the discard pile.

The actions you can perform are: Place or move a Minion, Summon, Assassination, Take money, Scroll, Insanity, Play another card, Interrupt, and Place a Building.



Example. If you play the *Samuel Pickwick*, then you must first perform the Insanity Action 1, then you have the option to move one of your Minions from an area containing a Trouble marker to an adjacent area (as written at the bottom of the card) 2. Finally, you have the option to play another card 3.

Here are the Actions explained in more detail:

PLACE OR MOVE A MINION



Place one of your Minions (Agents or controlled Elder Ones) in an area on the board. You must already have a Minion in this area or in an adjacent area.

(Exception: if you have no Minions on the board, then you may place a Minion in any area.)

An area may have any number of Minions.

OR

Move one of your Minions from a chosen area to an adjacent area.



Example.

Let's assume that you are the Green player (for this and all other examples) and you have just played a card with the 'Place or move a Minion' symbol on it. You already have a Minion in the East End, so you can place a Minion in one of the indicated areas. You decide to place a Minion in Bermondsey.

TROUBLE MARKERS – Whenever you place or move (for any reason) a pawn (Minion or New Citizen) into an area that already has at least one pawn (even only one of your own Minions), you **must** place a Trouble marker in that area, if it does not already have one. An area can only contain **one** Trouble marker. As soon as a pawn is moved or removed from an area, remove any

Trouble marker from the area (even if there are still multiple pawns in the area).

Placing a Building in an area does not cause Trouble. There are two main effects of Trouble. First, you can only assassinate a Minion in an area with Trouble. Second, you cannot build a Building in an area with Trouble.



Example.

Here is an example of what happens when a Minion is placed in an area that already contains a Minion. As there was already a Minion in Bermondsey, Yellow player must also place a Trouble marker in the area.

SUMMON



Roll a die. If the modified result is equal or lower than the current Insanity level, choose an available Elder One from the pool, take its corresponding card, and

place its miniature on the board in an area containing at least one of your Minions. Place a Trouble marker there. You can modify the result by paying money to the bank in amount equal the HP value of the summoned Elder One multiplied for each missing number.



Example.

Green decided to summon Basatan. The current Insanity level is 4 **1**. Green rolled 7. The roll is too high to summon Basatan. Green needs to pay for 3 points to equal the Insanity level ($7-4=3$). As the Basatan's HP is 2 **2**, Green must pay £2 for each point above 4, which gives £6.



ELDER ONES – Once you successfully summon an Elder One, it becomes one of your Minions (all effects related to Minions are applied to the controlled Elder Ones), and you can move them just like any other of your Minions. Each Elder One has a certain HP value **1** and a special ability **2** described on its card. You can use the special ability once per turn and it does not count as an action.

You cannot use an Elder One card's ability in the same turn that you summoned it.

You can have a maximum of two Elder Ones as your Minions.

ASSASSINATION



Remove one pawn (Minion or New Citizen) of your choice (but not your own Minion or Grenadier) from an area with a Trouble marker. This also removes the Trouble marker from the area.

You can also neutralize an Elder One by this Action, and each played skull results in 1 hit. In addition, you can sacrifice your Minions from the area with the attacked Elder One, each removed own Agent results in 1 hit, each removed Elder One results in hits equal to its HP value.

If the number of hits is equal to the HP value of the Elder One, it is removed from the board. Removed Agents are placed back in player's area. Removed Elder Ones are placed back to the pool and the current owner loses control over it. They might be Summoned again.

TAKE MONEY



Take the amount of money shown in the gold circle from the bank.

SCROLL




Perform the Action described in the text at the bottom of the card.

INSANITY (*The only mandatory Action.*)



Advance the Insanity marker on the Doomsday track by 1. If the marker is placed in a box containing a Grenadier, roll a die and immediately place a Grenadier in a corresponding area (resulting in the removal of a Trouble marker there, if any).

If the marker is placed in a box with  symbol, draw the top card from the Random Event deck and apply its effect. (See page 10 for Random Event details.) Afterward, place the card at the very bottom of the Event deck.

PLAY ANOTHER CARD



Play another card from your hand. It is legal to play a series of cards, each with this symbol allowing another card to be played.

INTERRUPT



You can play an Interrupt at any time, even if it is not your turn. Most Interrupt cards protect you from harmful effects.

For example, if an opponent tries to remove one of your Minions, you could play the *Toby* card to stop them. You can play an Interrupt during your turn and it does not count as an Action. The Interrupt must be played promptly in reaction, before play continues. If you forget to use an Interrupt to cancel an opponent's Action, you cannot 'go back in time' to play the card retroactively.

PLACE A BUILDING



Place one of your Buildings in an area where you have a Minion. The area cannot already have a Building or a Trouble marker. The cost of placing the Building is shown in the area and on the matching Building card. You pay this cost to the bank. You then take the

matching Building card. Place the card in front of you, face up. If, for any reason, your Building is removed later, then you must return the Building card to your reserve. You can have up to six Buildings on the board. If you already have six Buildings on the board, then you can move one from a different area to the selected area.

Example.

In the part of the map shown, you can only place a Building in Battersea **1**. Chelsea **2** has a Trouble marker in it, Lambeth **3** already has a Building, and you do not have a Minion in either Westminster **4** or West End **5**.

The cost of the Building depends on its type and is listed on its card. Note that even though Yellow has more Minions than you in Battersea, you can still place a Building there. Place the chosen Building miniature on the board and its corresponding card on the left side of your player board.



Building cards

Each Building has its own Building card. Each card grants you a particular ability. In most cases, you can use this ability once per turn, and you may choose when you use it during your turn. You cannot use a Buildings card's ability in the same turn that you gained it.



TENEMENT [£6]

Once per turn you can place one of your Minions in the area with your Tenement.



HOTEL [£12]

Once per turn all players with Minions in the area with your Hotel must pay you £1 for each of their Minions there.



OFFICE [£6]

Once per turn you can place one Trouble marker in the area with your Office or an adjacent area.



MANSION [£12]

Once per turn you can pay £3 to place one of your Minions in the area with your Mansion or an adjacent area.



FACTORY [£12]

Once per turn you can discard one card and take £2 from the bank.



PALACE [£18]

Once per turn you can take £4 from the bank.

Random Events

Many Random Events affect Buildings. If you lose a Building, then you must return the corresponding Building card to your reserve. Here are some random events described in more detail.

FLOOD

Roll the die twice to determine which areas are at risk. (If the same number is rolled twice, then only one area is at risk.) Each rolled area adjacent to the River Thames is flooded. In clockwise order (starting with the active player), each player must move each of their Agents in any flooded area to a non-flooded area adjacent to that Agent. Agents may be moved to non-flooded areas adjacent to the river. Buildings, Grenadiers, New Citizens and Elder Ones remain in flooded areas and are not affected by flooding.

FIRE

Roll the die to determine where the fire happens. If there is a Building in that area, remove it, *and* then roll the die again. If the area rolled is adjacent to the previous area and it has a Building, then the fire spreads: remove that Building too. Continue rolling this way until an area is rolled which does not contain a Building or which is not adjacent to the previous area rolled.

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