

Postcard Cthulhu

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Play here - move the **TOPMOST COIN** in any location along an **ARROW**. If moving from **MISKATONIC** you may move 2 **COINS** together.

MISKATONIC UNIV.

RESEARCHERS



1928

Play here - every player draws a **TAIL**.

RESEARCHERS



CTHULHU



If there is no **COIN** here add a **COIN** to **CARCOsa**, and the current player loses 2 **TAILS**.

INNSMOUTH

Play here - **TURN OVER** any **COIN**.

RESEARCHERS



CTHULHU



If there is no **COIN** here add 2 **COINS** to **CARCOsa**.

DUNWICH

Play here - choose a player to draw 2 **TAILS**.

RESEARCHERS



KINGSPORT

R'LYEH

Play here - **FLIP** any number of **COINS** in your hand. **Elder sign: 3 HEADS**.

RESEARCHERS



CTHULHU



If there is no **COIN** here all players lose a **HEAD** for every 2 **COINS** on **YOG-SOTHOTH**.

Play here - every player with less than 4 **COINS** draws 2 **TAILS**.

Elder sign: 3 HEADS

RESEARCHERS



CTHULHU



If there is no **COIN** here all players lose a **TAIL** for every 2 **COINS** on **NYARLATHOTEP**.

THE DREAMLANDS



CARCOsa



Postcard Cthulhu!

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Version 1

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This postcard is a complete game for 1-6 players. It represents the epic struggle of a brave group of researchers to postpone the awakening of Cthulhu. Each researcher has a hand of COINS; HEADS (☺) represent mental strength or magic and TAILS (☹) represent physical strength.

Since we had to fit the rules on this postcard, they might be a bit vague. Feel free to fill in the blanks yourselves or go to www.modestgames.com for a more detailed summary.

SOME TERMS:

- **FLIPPING** a coin means tossing it in the air to see if it comes up HEADS or TAILS.
- **TURNING** a coin over means reversing it from HEADS to TAILS or back.
- **DRAWING** a coin means drawing it from the pool of unused coins.

YOU WILL NEED: Some coins. The coins should have a side with an obvious HEAD. About 10 coins per player.

SETTING UP: Each player draws a number of coins into their hand based on the desired difficulty. Flip each one before play:

Defleth (easy): 5 COINS,

Petersen: 4 COINS,

Lovecraft (hard): 3 COINS.

ORDER OF PLAY, EACH PLAYER SHOULD...

1. Draw a TAIL and then FLIP any number of coins from their hand.
2. PLACE a coin on the map, but only in an ALLOWED location.
3. FLIP 3 coins for CTHULHU to see where it plays. If there are coins on the location the top COIN goes to YOG-SOTHOTH if HEADS and NYARLATHOTEP if TAILS. If there are no coins on the location, follow the instructions on the location.
4. If the current player has only HEADS or only TAILS in their hand, they must discard a coin. If they have no coins, they meet a horrible fate and lose the game. Everyone else can continue.

ALLOWED locations: In order to play on a particular location you must have the correct number of HEADS or TAILS. For example to play on KINGSPORT, you need to have at least 3 TAILS in your hand. You must play a coin of the correct type as well, so to play on KINGSPORT, you must play a TAIL. You can play a HEAD or TAIL for Miskatonic.

ELDER SIGN: If either R'LYEH or the DREAMLANDS has three heads on it, there is NO EFFECT when CTHULHU's flip determines a move there.

CARCOSA: Once a space on Carcosa has a coin on it, all researchers are immediately limited to the hand size noted next to that space and may never have more coins in their hand. When a Carcosa space has 3 coins, the next space begins filling.

SACRIFICE: After a researcher has flipped coins for Cthulhu and seen the outcome, they may sacrifice themselves (leave the game) to turn over one of these coins, changing the result.

WINNING or LOSING: If R'lyeh and the Dreamlands both have 3 HEADS on them, the players win. If the combined coins on YOG-SOTHOTH and NYARLATHOTEP equal 9, OR if CARCOSA is completely filled, the players lose.

ALTERNATE VERSION - CTHULHU AS PLAYER: One player plays as CTHULHU, flipping coins when appropriate. This player may then re-flip any number of their coins one time before the flip takes effect.

FREQUENTLY ASKED QUESTIONS

Q. How do I know if I can play on a particular location?

A. Look under the word RESEARCHERS on that location, it will tell you how many and what type of coins you need in your hand to play on the location. If you don't have the coins, you can't play there. Note that you can always play on Miskatonic University because it requires either 1 HEAD or 1 TAIL.

Q. If I move a coin onto a location using the ability of MISKATONIC UNIVERSITY do I get to use the ability of the location I moved the coin onto?

A. No. You may only activate one location ability per turn. MISKATONIC allows you to move coins along arrows but it doesn't allow you to activate the location you moved the coin to.

Q. When do I have to play a HEAD or a TAIL?

A. It depends on the location you are playing your coin. If the COIN type (HEADS or TAILS) does not appear under the RESEARCHERS label, you may not play that type of coin there.

Q. When does CTHULHU play on Kingsport or Miskatonic?

A. Never. Those places are (relatively) safe from his eldritch and tentacled grasp.

Q. How many coins do I play on a location?

A. Only one. You may only ever play one coin on any location from your hand at a time.

Q. Where does my hand of coins go during play?

A. In front of you so everyone can see it, but not on the POSTCARD.

Q. How does CARCOSA work?

A. Once at least one coin is in a particular space on CARCOSA then the number by that space immediately reduces all RESEARCHER'S hands down to that number. If you have that many coins in your hand during the draw portion of your turn, you don't draw a coin.

Q. When do COINS go to YOG-SOTHOTH and NYARLATHOTEP?

A. When CTHULHU flips and that flip determines a location with a coin on it, the TOPMOST coin goes to YOG-SOTHOTH (if HEADS) and NYARLATHOTEP (if TAILS). If there is NO COIN on the space, the text under the CTHULHU label is activated. This text is ONLY activated if there is NO COIN on that location.

Q. So any location with 3 HEADS on it is safe from CTHULHU because of an ELDER SIGN?

A. No. Only R'LYEH and THE DREAMLANDS can be protected in this way.

Q. Which coins do I flip for CTHULHU and where does it place its coin?

A. You can flip any coins for CTHULHU that are not being used in the game. We usually use a different type of coin for CTHULHU than for the players so those coins don't get mixed with the player's hands. CTHULHU never places coins on the map except when coins are put on CARCOSA.

Q. Where do the coins on CARCOSA come from?

A. The coin pool.

Q. How do I get coins off of CARCOSA, NYARLATHOTEP and YOG-SOTHOTH?

A. You don't.

Q. Can I use DUNWICH to turn a coin over if it on YOG-SOTHOTH?

A. Sure. If you do, move it to NYARLATHOTEP since it is now a TAIL. If you turn over a coin on NYARLATHOTEP, move it to YOG-SOTHOTH.

Q. If I play on MISKATONIC, can I move a coin to INNSMOUTH and another to KINGSPORT?

A. No. You have to move the two coins together to the same location. The coin on top must stay on top.

Q. What type of coins should I use?

A. Pennies work great and fit on the board. If you are wealthy, you can use dimes. To differentiate the coins for the CTHULHU flip, we recommend nickels or quarters.



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