



Lost in R'lyeh™

by
Kedric Winks

RULES OF PLAY

R'lyeh is a horrible, ancient city, risen from the Pacific by a great curse. There, the Elder God Cthulhu lies both dead and dreaming, waiting to consume any who venture near.

In *Lost in R'lyeh*, you are trapped in “The Call of Cthulhu,” H.P. Lovecraft’s canonical tale of this accursed place. You are assailed by the horrors of the nightmare city and its monstrous demigod. You must escape the briny clutches of this horrific narrative, or perish forever.

As the game progresses, a stack of cards builds. The horror level rises. Failure to keep pace will doom you. And only once you’ve completely rid yourself of your hand of cards can you begin the daunting task of masterminding your escape.

You cannot win *Lost in R'lyeh*. But one player will lose — the last player remaining when all the others have gotten rid of their cards and made good their escape.

OBJECTIVE

Escape the cursed city by getting rid of *all* of your cards before the last player.

COMPONENTS

Lost in R'lyeh's 75-card deck has 50 Horror cards and 25 Event cards. Also included is a turn-order token, which you flip when the direction of play changes to indicate its current direction.



CARD ANATOMY

Cards in *Lost in R'lyeh* are either Horror cards or Event cards. The lantern in the corner distinguishes the two. Horror cards have a number there, a Horror rating. Event cards show a yellow Elder Sign instead.



SETUP

Shuffle all the cards together and deal each player a face-down starting hand according to the chart. Then deal each player five more cards face up.

PLAYERS	HAND SIZE
2	7
3	6
4-6	5

The face-up cards in front of you are your Escape cards. Arrange them in a way that is mystically significant to you.

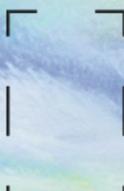
Finally, choose a card from your hand and place it face down among your Escape cards. This is your Ultimate Escape card, and will be the last card you pick up.

The remaining cards form the draw pile.

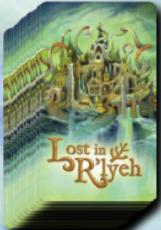
Choose a card that's easy to play as your Ultimate Escape — an Event card or a Horror card with a high number.



FACE-DOWN
ULTIMATE ESCAPE CARD



STACK



DRAW
PILE



TURN-
ORDER
TOKEN

FIVE FACE-UP
ESCAPE CARDS



HAND

THIS GAME HAS THREE PLAYERS, AND THEREFORE A STARTING HAND OF SIX. EACH PLAYER HAS PUT ONE CARD DOWN AS THEIR ULTIMATE ESCAPE CARD, SO FIVE CARDS REMAIN IN EACH PLAYER'S HAND.

TAKING TURNS

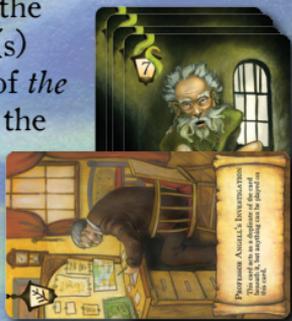
Starting with the player who has slept most recently (or the loser from the last game) and proceeding clockwise, take turns playing cards from your hand to form a central, face-up stack of cards.

On your turn, you may play either one Event card, or one or more Horror card(s). If you play multiple Horror cards, they must all have the same Horror rating. Event cards can be played on any card, one at a time.

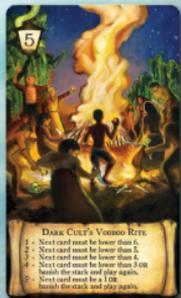
You may not try to conceal how many cards you have, but you should definitely conceal the faces of the cards in your hand.

When playing one or more Horror cards, if there's a Horror card at the top of the stack, the rating of the new card(s) must be *equal to or higher than* the one on top of the stack. However, if there's an Event card at the top of the stack, the rating of the new card(s) must be equal to or higher than the rating of *the most recently played Horror card* — that is, the Horror card closest to the top of the stack.

Play Event cards perpendicular to the other cards in the stack. That lets you more easily see the value of the most recently played Horror card.



If the stack is empty, Horror card(s) you play can have any rating. The card(s) you play are always resolved (see below) and then placed face up on the stack.



Exception: Horror cards played when Dark Cult's Voodoo Rite is on top of the stack must have a Horror rating lower than the number listed in that card's power. (Event cards can be played on Dark Cult's Voodoo Rite as normal.)

If you don't have an Event card and you can't play any of your Horror cards, see **IF YOU CAN'T PLAY, PICK UP THE STACK.**

At the end of your turn, if cards remain in the draw pile, draw back up to the hand size for your game's number of players (see **SETUP**). When no cards remain in the draw pile, do not draw. Your goal for future turns will be to deplete your hand, then begin your escape (see **ESCAPING R'LYEH**).

RESOLVING HORROR AND EVENT CARDS

HORROR CARDS: The number of identical Horror cards you play unlocks the corresponding numbered power printed on those cards. So if you play a set of three of the *Lost in Visions* Horror cards, you activate power #3, which lets you “Play again and change the direction of play.”

Some cards don't have powers for some set sizes. Those sets can still be played, there's just no special benefit.

Some powers give two options using the word “OR.” In those cases, you decide which one to use.

EVENT CARDS: To resolve an Event card, just do what the card says.

APPENDING TO SETS OF HORROR CARDS

If you play one or more Horror cards with a Horror rating equal to the top card of the stack (or equal to the most recently played Horror card, if there's an Event card on top of the stack), you can count all of those matching cards as part of your set to activate even better powers. For example, if *The Horror in Clay* is on top of the stack and you play a set of two more, you activate the #3 power for those cards.

Professor Angell's Investigation can also help you append to previously played sets. Count each *Professor Angell's Investigation* along with each identical Horror card when determining which power to activate. When you have more than five cards in a set, activate power #5.



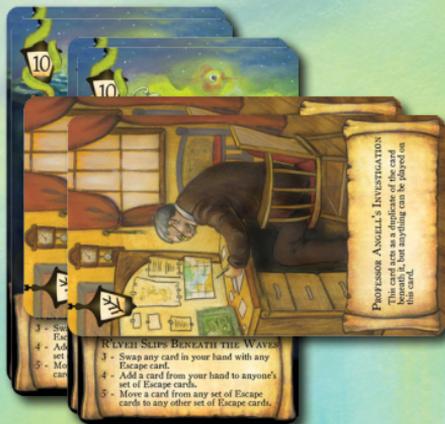
EXAMPLE OF CARD PLAY

Dagon plays a set of two R'lyeh Slips Beneath the Waves cards. It does not have a power for a set of two, so nothing further happens.

Lavinia plays another two R'lyeh Slips Beneath the Waves. She activates power #4, because there are now four 10s in sequence on top the stack. She adds a card from her hand to Dagon's collection of Escape cards.

Whately plays Professor Angell's Investigation. This acts as a fifth R'lyeh Slips Beneath the Waves, so he activates power #5, and moves one of his Escape cards to be with Asenath's.

Asenath could play anything on top of Professor Angell's Investigation (because part of its effect says that anything can be played on it), but she is enjoying the stacking and plays another Professor Angell's Investigation. There are now six cards in this set of 10s (because each Professor Angell's Investigation counts as one), but there are only five powers on any card, so she also activates power #5.



IF YOU CAN'T PLAY, PICK UP THE STACK

If you can't or don't want to play any cards on the stack during your turn, pick up the stack into your hand. This may be because you have no Horror cards with a high enough Horror rating and no Event cards, or just because you wish to pick up the stack for strategic reasons. While this might seem like an overwhelming curse at first, remember that getting lots of the same card is how you unlock the best powers!

BANISHED CARDS LEAVE THE GAME

Banished cards are removed from the game.

BANISHING THE STACK: When a power allows you to “banish the stack,” take all the cards in the stack and remove them from the game. Then, as a special bonus, you get to start a new stack by playing again. Play then continues as normal.

Remember: When you pick up the stack, play moves on to the next player, but when you banish the stack, you get to play again.

ESCAPING R'LYEH

At the beginning of your turn, if you have no cards in your hand, pick up one of your Escape cards — your choice — into your hand. Then play your turn normally, playing your card if you can, or picking up the stack if you can't.

Your face-down Ultimate Escape card must be the last one that you pick up. It cannot be banished or moved to another player until all your other Escape cards are gone.

If you pick up an Escape card that allows you to banish the stack, normally you would get to play again, but *you may only pick up one Escape card per turn, and only at the beginning of your turn*, so in that case, play simply passes to the next player.

If, at the beginning of your turn, your hand is empty and all of your Escape cards are gone, you may pick up your Ultimate Escape card. As with Escape cards, you must then take your turn normally, playing it if you can or picking up the stack otherwise.

At the instant your hand is empty and you have no Escape or Ultimate Escape cards left to pick up you have successfully escaped R'lyeh! Your part in the game is complete. You can now sit back and watch the remaining players scrabble to slip away. You have not won the game, of course — there can be no winners where Cthulhu is concerned — but you have not lost, either. You have merely survived.

GETTING LOST IN R'LYEH

The last one left in the game when all the others have escaped is lost in R'lyeh, the loser of the game, stuck forever in the prison of their mind with all of the terrors of the Elder Gods.

As the loser, you must babble in a corner accordingly, the other players treating you with a mixture of pity and disdain until you play a game you don't lose. But, since you're still in Dread Cthulhu's city, you have the regretful advantage of playing first in the next game.

On your turn, check the top Horror card on the stack. You can play:

- ☠ a Horror card with a higher number†
- ☠ a set of Horror cards with a higher number†
- ☠ a Horror card with the same number‡
- ☠ a set of Horror cards with the same number‡
- ☠ any one Event card
- ☠ or you can always pick up the stack!

†ACTIVATE POWER ACCORDING TO THE NUMBER OF CARDS YOU JUST PLAYED.

‡ACTIVATE POWER ACCORDING TO THE TOTAL OF IDENTICAL CARDS ON TOP THE STACK.

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