'In his house at R'lyeh, dead Cthulhu waits dreaming.'

At 47°9 S 126°43 W in the southern Pacific Ocean, a point farthest from any landmass, lies nothing more than the tangible substance of Earth's supreme terror – the nightmarish city of R'lyeh. Trapped beyond the city's cosmic gate the monstrous Cthulhu waits to break through. The gate is about to fail and release him upon the world. You cannot afford to let this happen. You and a team of investigators will search the ancient mythos to decipher the incantations that will create four magical sigils and seal the cosmic gate forever. But this task will not be easy. Hidden among your number, cultists secretly desire to thwart your plans. The cultists want nothing more than to undo your work and see Cthulhu rise from R'lyeh to terrorize humanity. To make matters worse, the doom clock has started ticking down. Time is short.

Can you seal the gate in time? This is your task at the gate of R'lyeh!

**OBJECTIVE**

To win the game, investigators must create four sigil seals surrounding the cosmic gate before the doom clock runs out. This is accomplished by adding cards to the incantation. When revealed, if 4 card symbols match the target symbol then a sigil has successfully been created. Cultists win the game if the investigators fail to create four sigils before the doom clock runs out.
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SETUP
1) Set the Cosmic Gate Board out, place the Necronomicon Cards (the Necronomicon cards are shuffled, the cover is placed on the bottom of the deck and then the deck is flipped over) and the Insanity Cards on the spaces provided on the game board.

2) Place the god cards Zhar, Dagon, Bokrug, and Ithaqua so that the sealed symbol is face down around the gate.

3) Place a sigil token on each of the god cards.

4) Choose a starting player to receive the Pocket Watch Tile. Place the Tracking Token on the Pocket Watch on 2, 3, 4, or 5 pm (see chart below).

5) Each player takes 1 Player Reference Card, and a “Yes/No” tile.

6) Shuffle the Mythos deck and deal 3 to each player. Place the remainder on the Cosmic Gate Board.

7) Place the top card from the Mythos deck into the incantation pool (on the space marked The Seed).

8) Using the Table to the right, shuffle the number of Secret Nature cards listed and deal one secretly to each player.

OVERVIEW
The game is played in turn order starting with the player holding the Pocket Watch and proceeds clockwise. One round is after each player has taken a turn. Each complete round is one hour in game time.
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DECLARATION OF TARGET SIGIL

At the beginning of the game or any turn immediately after an incantation was attempted, players will decide on a Sigil they wish to target. Place the selected Sigil token in the Target Indicator stand and place it back on the god card.

Players may not change the target Sigil until the next incantation. *(Ithaqua is the target in the image to the right)*

Ultimately, the player with the Pocket Watch Token (at the beginning of the game) or the next player after the player that triggered the incantation will decide the target. If that player is a Discovered Cultist, the decision will skip to the next player, play will resume with the Discovered Cultist.

PLAYER ACTIONS

On a player’s turn, they may choose one and only one of the following actions:
(Actions with the Insanity Card Icon mean that Insanity is drawn after taking this action)

**Contribute**
Players can choose to play 1 card from their hand into the incantation facedown. Once cards are placed on the table, they can not be viewed by this player again on this turn.

**Research**
Players discard any or all of the cards they have in their hand face-down into the Mythos discard pile. They then draw up to a full hand of 3 cards from the Mythos deck. This action can be selected even if a player has no cards in their hand.
If the Mythos deck ever runs out of cards, reshuffle the discard deck to form a new Mythos deck.

**Gamble**
Draw 2 cards from the Mythos deck. After viewing them, immediately place one of the cards face down in the incantation and the other card, face-down into the discard pile.

**Investigate**
When this action is chosen, a player gathers the cards in the incantation and shuffles them. Randomly place 1 card back into the incantation Pool. Randomly draw 1 Insanity Tile.

The player views the remaining cards and they MAY swap 1 card from their hand with 1 card they are viewing. Once cards are placed they cannot be re-checked by the player that placed them.

**Make an Accusation**
* (Not before 6pm) A player may make an accusation during their turn in order to accuse another player of being a cultist.
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(Incidentals Continued)
After some discussion players vote “Yes” or “No”. The accused player should be allowed to defend
themselves before voting occurs. Once a player decides, they place their vote token in front of them to
indicate Yes/No if they support the accusation.
- If a majority* of the players vote that a player is a cultist (“Yes”), the accused must reveal their
  Secret Identity card.
- The Identity card is not revealed on a failed or tied vote.
- If the accused is a Cultist, they flip their Player Reference Card to the Discovered Cultist side.
- If they are an Investigator, advance the clock 2 hours.

*The majority is based on the number of players in the game without counting Discovered Cultists.
Accused players do not vote. An 8 player game with 1 Discovered Cultist would need 4 votes to succeed.

TRIGGERING THE INCANTATION
The 7th card being played into the incantation MUST be played FACE UP. At that point, the cards in the incantation are shuffled
and immediately revealed.

To succeed the number of cards matching the target sigil must be
equal to or greater than 4.

If a card is revealed that has the sigil that is the polar opposite of
the target sigil, reduce the number of successful sigils by one.
Zhar is the polar opposite of Ithaca in the image to the right. The
Cards to either side are considered to be Neutral cards. Bokrug &
Dagon in the image to the right.

For Mythos cards that contain more than 1 sigil, ONLY the sigil
that is most favorable to the Investigators is the sigil that counts
in the current incantation.

In the example to the right
the beast has neither the
target symbol or its polar
opposite, so it just counts
as a neutral. If it had a
polar opposite symbol, it
would still count as a
neutral.

Discard all cards in the
incantation face down to
the Mythos discard pile.

If a Sigil has been
successfully created, flip
the god card
over (Image to
the left) and place the sigil token back on to the card. A successfully created Sigil does not
negate the “polar opposite” effect of that sigil for future incantations.

If the incantation has failed (Target Sigil cards was less than 4). Investigators must begin again and the
player whose turn it now is will select a new Target Sigil and take their action.
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INSANITY CARDS

Players draw Insanity cards after Researching, Investigating, or if a Beast is present when an Incantation is revealed (all players will draw an Insanity card). When all players draw an insanity card, begin with the player that triggered the incantation and take turns clockwise drawing and revealing the insanity.

Effects are cumulative. If you draw 2 “See 1 less Mythos Card.”, you will now see 2 less. Place the insanity cards under the player reference card so that the effect is visible. There is no limit to the number of insanity cards a player has.

*You can not force a discovered Cultist to take an Insanity card.

ADVANCING THE TIME

Before the player with the pocket watch tile begins their turn, move the Tracking Token to the next highest number on the watch. The pocket watch will always be associated with the player that began the game.

Time is only advanced when play reaches the player with the pocket watch.

END OF GAME

The game ends as soon as the clock strikes midnight.

The Investigators win if all four Sigils have been created. The Cosmic gate is closed and Cthulhu is trapped in R’lyeh.

The Cultists win if the Investigators fail to secure all four locks. In this case, the Cosmic Gate at R’lyeh fails and Cthulhu rises, killing all of humanity and that’s pretty bad.

SPECIAL CARDS

Beasts

Beasts are helpful in that they have 2 symbols on them (only count the most favorable symbol). However, this comes at a cost. After all cards in the Incantation are revealed, each player will draw 1 Insanity card for each beast that is present. Draw in order from the player that triggered the incantation.
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The Elder Sign
This card will automatically count as the target sigil. There is no circumstance where the Elder Sign would be considered harmful to the Investigators.

The Necronomicon
If the Investigators are desperate, they may attempt to use the Necronomicon.

Before a player takes their turn they may ask the group if they wish to consult the Necronomicon. This is NOT the player's action. A majority of players (not counting discovered Cultists) must agree to consult the book. At that point a player must volunteer to be the one to open it. After opening, that player will draw 3 Insanity cards.

Necronomicon card (the book cover) is flipped over, the directions are read, and the card is placed face up next to the Necronomicon deck.

When the Necronomicon is active, it has 3 effects.
1. If a cultist is discovered while the Necronomicon is active the Investigators will regain 1 hour on the clock.
2. The rules for Triggering an incantation will be altered.
3. If the Incantation fails, the game immediately ends with the Investigators losing.

If the Investigators are successful place the cover card back onto the cards to indicate that the Necronomicon is no longer active (image to the right) and continue play. Players may agree to consult the Necronomicon and flip the next card as many times as necessary. If the book is consulted a second time, flip to the second card and so on.

PLAYING AS A DISCOVERED CULTIST

If a player is discovered to be a Cultist they are not eliminated from the game. Instead, they flip their player reference card over and their turn action options have changed.

Insanity no longer affects Discovered Cultists. They will not draw or be given Insanity cards under any circumstances.

DISCOVERED CULTIST ACTIONS

Contribute
Cultists may only place 1 card into the incantation and that card must be placed face-up. (If other players perform an investigation, this card is flipped face down and picked up with the other cards.)

Plot
Cultists may increase the cards in their hand by drawing one. They can not have more than 3 cards in their hand.

Attack
A cultist may choose any other player and force them to randomly discard a card from their hand.

Discovered Cultists may not Make an Accusation or participate in them by voting. They may contribute to the discussion, but who is going to listen to them?

You may never show other players the card you are playing or cards in your hand.
All card play is secret.
### OPTIONAL ADVANCED RULES

**GODS**

At the beginning of the game select 4 gods to use. Some will make the game more difficult for the investigators, others will not. Place each god card on the main game board with the rule modification face up. When that symbol on the god card is targeted, the rule modification associated with the god will take effect.

*If “The Incantation triggers with 6 cards” is revealed when there are already 6 cards in the incantation, it immediately triggers.*

<table>
<thead>
<tr>
<th>Nyarlathotep</th>
<th>The presence of ANY beast card in the Incantation when it triggers will cause the Incantation to fail.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nodens</td>
<td>Players do not draw any Insanity cards if there is a Beast present in the Incantation when it triggers.</td>
</tr>
<tr>
<td>Azathoth</td>
<td>Each player will draw 1 Insanity card, starting with the player that triggered the Incantation if the Incantation failed.</td>
</tr>
<tr>
<td>D'endr</td>
<td>Normally, this will trigger the Incantation on the 6th card. If the Necronomicon card that triggers the Incantation early is active, the Incantation will trigger on the 5th card and place only a 6th. If the Necronomicon is revealed when there are already 6 cards in the incantation, the Incantation immediately triggers.</td>
</tr>
<tr>
<td>Mordiggian</td>
<td>Mordiggian cancels out the beneficial effect of regaining an hour for discover a cultist while the Necronomicon is active. It is strongly recommended to not have this be the last sigil attempted.</td>
</tr>
<tr>
<td>Pharol</td>
<td>Start the Incantation with two random cards drawn from the top of the Mythos deck.</td>
</tr>
<tr>
<td>Yog Sothoth</td>
<td>To “neutral” sigils will need to be in the Incantation along with 2 successes. A neutral sigil is one that is not the target sigil or the polar opposite sigil. The Elder sign will count as either a neutral sigils or a success (which ever is needed). A beast will only count as a success.</td>
</tr>
<tr>
<td>Hastur</td>
<td>If this attempt at creating a sigil fails, the game is over and the Cultists win.</td>
</tr>
</tbody>
</table>

### EQUIPMENT

Each Character card has an image of the equipment in the upper right hand corner. The related Equipment card is assigned to that Character. Cards are face-up. Discovered Cultists may use any of the Equipment except for the Holy Relic (since they don't draw insanity under any circumstances). Most cards are single use, some have 3 uses, turn the card so the number of uses is facing away from the player with the card to track the number of uses left.

If there is a conflict between Equipment and an Insanity card, the Insanity card will take precedence. You cannot force someone to vote “No” with Blackmail if they have insanity that only allows them to vote “Yes”.

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*Note: Images are not described as per request.*
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Blackmail
May change another player’s vote to “Yes” for any vote. Accusations and consulting the Necronomicon.

Pistol
Can force a player to take an action, but can not specifically tell them what to do.
- “You must contribute.” OK
- “You must contribute a Nodens card.” NOT OK
You have until the next player takes their turn. You can undo a current player’s move, but once the player after them starts their turn, you can not.

Eye of Horus
At any time after the target sigil has been selected and and before any Investigation action has been taken, the Magician may use the Eye of Horus to use a card from his hand as “The Seed” card instead of the Seed being a random card from the deck.

Tarsoid Psalms
The Psalms may NOT be used to play any cards beyond the trigger card.

Orb
When this player takes the Investigation action. They may look at all of the cards in the Incantation, but they will be unable to trade out any cards in that turn.

Rabbit’s Foot & Holy Relic
May be used 3 times. Turn the card to indicate the number of uses left. Discard after the 3rd use.

Opium
The Doctor may remove one Insanity card from anyone (including himself) at any time during the game.

**THese next two Optional Rules may destabilize your game... but they can be fun!**

**Paranoia** - uncertainty about the number of cultists
With paranoia, extra Secret Nature cards are shuffled into the deck. The cards that are not dealt out are placed in the game box without anyone looking at them.
5 or 7 Player game - Add 1 Investigator card 6 player game Add 1 Investigator and 1 Cultist card.

**Turning to the other side**
Drawing one of these cards may make a player secretly change sides.
- If a player is a “discovered” Cultist or Investigator these card will change nothing.
- If you are Successfully discovered, you must reveal this card along with your Secret Nature card.

BEST in 4 and 6 player games.