

PANDEMIC SURVIVAL 2020: REIGN OF CTHULHU

Survival takes a turn for the weird with this year's Survival event game: *Reign of Cthulhu*!

In order to accommodate the Survival format, there are a few changes to the core rules for *Reign of Cthulhu*, described in detail below.

1. SANITY

Players never roll the sanity die. Whenever you would roll the sanity die for any reason (the Use a Gate action, Relic cards, Shoggoths, or Evil Stir cards), you **lose 1 sanity instead**. All other rules for sanity (going insane, regaining sanity) are unchanged.

- If the Hunter is insane, the first time she enters a location with no cultists each turn, place 1 cultist.

2. OLD ONE CARDS

Old One cards are placed on the board in an order dictated by the scenario, and will resolve from left to right. They are placed **faceup** instead of facedown. During setup, place the sanity die to the left of the Old Ones. Whenever an awakening occurs, resolve the Old One's effect, then place the sanity die on that Old One card to mark that it has been resolved.

3. SUMMONING RATE

The summoning rate is **not** based on the number of revealed Old Ones. Instead, the summoning rate is controlled by the GM, and will increase from 2 to 3 after the third Evil Stirs card is drawn.

4. CLUE CARD SETUP

During setup, separate out the Clue Cards into stacks by color and set them next to the board faceup. During the game, you will draw Clue cards as directed by the GM, taking cards from the corresponding piles and adding them to your hand. Players must still maintain a separate Player discard pile for cards they discard during the game (do not add cards back to their respective piles). Keep 1 Evil Stirs card nearby to reference its effects.

5. RELIC CARD SETUP

During setup, separate the Relic cards. The GM will instruct you to set 4 Relic cards aside faceup: these are the 4 Relic cards in the Player deck, which you will draw when directed by the GM. Then, lay out the remaining 6 Relic cards faceup as directed by the GM, in order from left to right above the board. These represent the cards in the Relic pile. Whenever you would draw a Relic card from the Relic pile, **draw the leftmost Relic card** from above the board instead.

WINNING AND LOSING

If your team loses the game, you are eliminated from the event. To win the event, you must either seal all four gates before any other team, or be the last team remaining who has not lost. Each part of a turn is resolved sequentially, so a team that loses the game during the "Draw 2 Player Cards" step would be eliminated before a team that loses during the "Reveal Summoning Cards" step, and a team that loses after the first summoning card would be eliminated before a team that loses after the second card.

TIEBREAKERS

If multiple teams would win the event during the same turn, either because they all seal the fourth gate during the same turn or because they all lose the game during the same step of the same turn, resolve ties in the order below:

1. The tied team with the most sealed gates wins.
2. The tied team with the fewest resolved Old Ones wins.
3. The tied team with the fewest Shoggoths on the board wins.
4. The tied team with the fewest locations with 3 cultists on them wins.
5. The tied team with the fewest total cultists on the board wins.
6. The tied team with most remaining sanity (total between both players) wins.
7. If a tie still persists, randomly determine a winner among the tied teams.

FREQUENTLY OVERLOOKED RULES

Keep these rules in mind when playing or judging *Reign of Cthulhu* Survival events:

SANITY LOSS

You lose 1 sanity:

- after doing the Use a Gate action.
- after playing a Relic card and resolving its effect.
- when you enter a location with a Shoggoth.
- when a Shoggoth enters your location.
- when you draw an Evil Stirs card during your turn.

If you have no sanity left, you become insane. While insane, you can still do anything that would cause you to lose sanity, but you do not lose any more sanity or suffer any other effect.

The only ways to regain sanity are the “Song of Kadath” Relic card, and sealing a gate while insane.

LOSING THE GAME

You lose the game if any of the following occur:

- The last Old One (Cthulhu) awakens.
- There are no cultists left in the supply when you must add one to the board.
- There are no Shoggoths left in the supply when you must add one to the board.
- You cannot draw 2 Player cards during the “Draw 2 Player Cards” step.
- All players are insane.