

RATHULHU

Game Overview

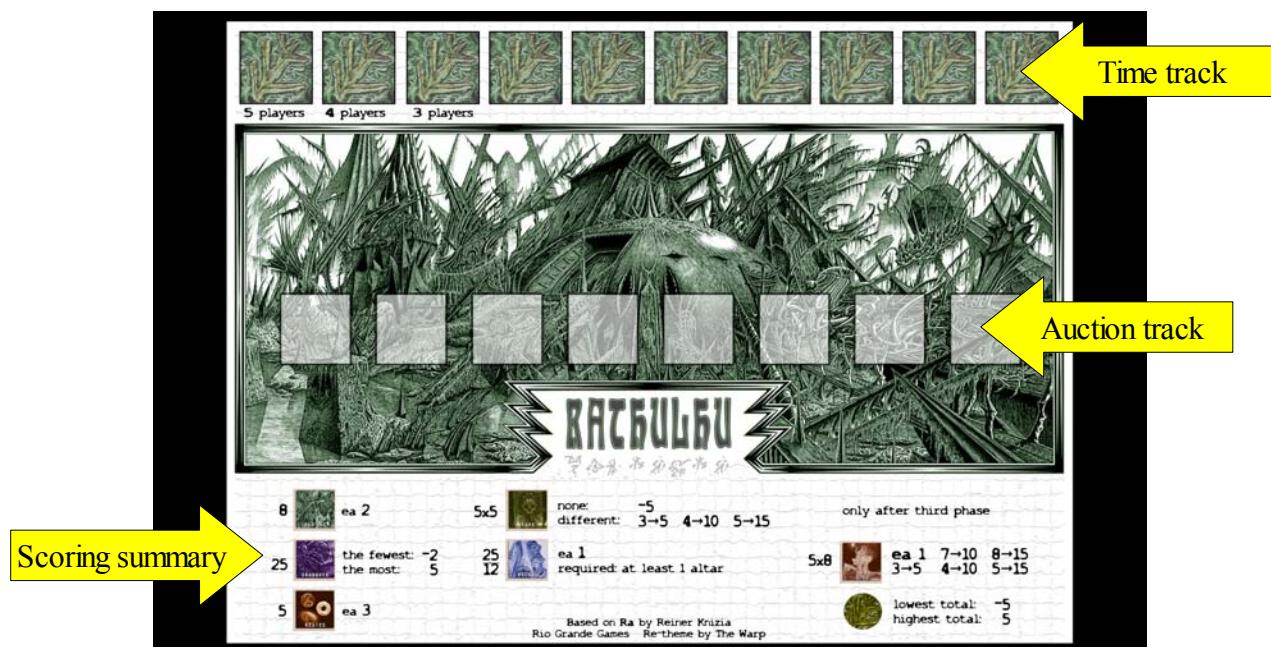
The players represent mythos entities, who through endless Aeons vie for favour with the Old Ones, while the universe swivels and turns, and Great Cthulhu stirs in his slumber, until The Stars are Right!

The game is played over three Aeons, during which players collect tiles through a series of auctions. After each Aeon, favour points are tallied, the winner being the one with the most favour at the End.

Rathulhu is a re-theming of the game Ra by Reiner Knizia, originally published by Alea in 1999. Re-theme artwork and concept by The Warp, rules by Kristian G. Madsen.

Components

1 Game board,
 25 Shoggoth tiles,
 37 Ritual tiles (25 Cultists and 12 Altars),
 25 Tome tiles (5 each of 5 different types),
 40 Site tiles (5 each of 8 different types),
 10 Setback tiles (of 4 different types corresponding to the above, with a superimposed elder sign),
 8 Old One tiles,
 5 Relic tiles,
 30 Elder Sign tiles,
 16 bid tokens, and optionally
 64 scoring tiles.



The game board contains two tile tracks: an auction track with eight spaces in the middle of the board, and a time track with ten spaces at the top of the board. In a four player game only nine spaces of the time track are used, and in a three or two player game, eight spaces.

Furthermore, pen and paper are needed to keep score. The last page of the rules may double as a score sheet if photocopied or otherwise duplicated. Scoring tiles may also be used if present.

Game set up

Place the “1” bid token in the middle of the game board. Each player then receives, at random, one set of bid tokens from the groupings set out below:

5 players: {16, 7, 2}; {15, 8, 3}; {14, 9, 4}; {13, 10, 5}; {12, 11, 6}

4 players: {13, 6, 2}; {12, 7, 3}; {11, 8, 4}; {10, 9, 5}

3 players: {13, 8, 5, 2}; {12, 9, 6, 3}; {11, 10, 7, 4}

2 players: {9, 6, 4, 3}; {8, 7, 5, 2}



Shuffle the tiles, and either arrange them face down in the box lid for drawing or put them in an opaque draw bag. Tiles discarded during the game are *not returned* to the drawing pool.

Tiles won by players during the game are held in front of them and make up their collection. A players collection and bid tokens are open to inspection and may not be hidden.

Each player also starts out with an initial score of 10 favour points, either as shown on the score sheet at the back of these rules or as a set of scoring tiles. If used, scoring tiles may be kept hidden.

Game play

The player with the highest numbered bid token at the start of an Aeon takes the first turn, with play proceeding in a clockwise fashion between the players.

As long as a player has at least one face up bid token, he must take precisely one of the following actions on his turn. A player with no face up bid tokens must pass.

- Draw a tile and add it to the game board auction track.
- Discard a held Old One tile to pick one of the tiles currently on the auction track.
- Invoke Cthulhu to start an auction for all the tiles currently on the auction track.

If no player has a face up bid token, the Aeon ends, see below.

Drawing a tile:

The player blindly draws a tile from the box lid or draw bag, and discloses it to all players.

If the tile drawn was an Elder Sign, it is added to the time track. If this fills up the last space of the time track, the Aeon immediately ends, see below. Otherwise play proceeds with an auction, see below.



If any other tile was drawn, it is added to the first free space of the auction track, with the turn then passing to the next player.

If every space on the auction track is already occupied by a tile, the player may not draw a new tile, but must instead choose one of the other two actions. This may force the player to invoke Cthulhu.

Discarding an Old One tile:

If the player holds any Old One tiles, he may discard one or more of them and for each discard take one tile currently on the auction track into his collection. Old One tiles themselves may not be taken from the auction track in this manner.



Invoking Cthulhu to start an auction:

“Iä! Iä! Cthulhu fhtagn!” – by thus invoking Cthulhu, the player starts an auction for the tiles on the auction track, as well as for the bid token on the board, see below.

Auctions

Auctions are started either by a player drawing an Elder Sign tile, or by a player invoking Cthulhu. In either case, that player is the *invoking player* for that auction. All players will now place bids, *once-around* in a clockwise fashion, starting with the player to the left of the invoking player.

The auction is for all the tiles on the auction track and the bid token currently on the game board. An auction may be started without any tiles on the auction track, and will then be for the token only.

- When it is a player's turn to bid, she must either pass, place an initial bid, or place a strictly higher bid than the current one, using one of her face up bid tokens to do so.
- If there are no prior bids and the invoking player started the auction by *invoking Cthulhu*, and there are *less than eight tiles* on the auction track, she must place a bet on her turn.
- If there are no prior bids and the invoking player started the auction by *drawing an Elder Sign*, or if there are *precisely eight tiles* on the auction track, she may elect to pass on her turn. In that case, the auction will have no winner.

The player who bid the highest token wins the auction. She receives all the tiles on the auction track and the bid token from the game board. She places the newly won bid token *face down* before her, and puts her winning bid token on the game board in its stead. All other players who bid but did not win receive their bid token back, face up. Then resolve any Setback tiles, see below.

If no player bid on an auction, and there are precisely eight tiles on the auction track, discard them. Otherwise, the tiles on the auction track remain in place.

When the auction is finished, play proceeds with the player to the left of the invoking player.

Setback tiles

If there were one or more Setback tiles included with those won in an auction, they must now be resolved before play can proceed with the next player in turn.



The winning player first adds all won tiles to her collection. For each Setback tile she must then choose and discard two tiles of the corresponding type from her collection, if possible. For Ritual Setback tiles, any Altar tiles must be discarded before Cultist tiles. Then discard the Setback tiles.

Ending an Aeon

An Aeon ends either when no player has any more face up bid tokens, or when the last space on the time track is filled by a newly drawn Elder Sign. In the latter case, the Aeon *immediately ends*, with no auction being held.

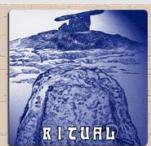
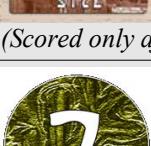
All players now score their collections, see below. Thereafter discard all held Old One, Relic, Tome and Altar tiles. Also discard all tiles still on the time and auction tracks. Finally players turn their held bid tokens face up and play proceeds with the next Aeon.

Scoring

Each player receives favour points for held tiles as detailed on the next page. Note that there are two kinds of Ritual tiles; the Cultist tiles are not scored unless a player also holds at least one Altar tile.

The winner is the player with the most favour after the third Aeon. In case of a tie, victory goes to the player holding the highest bid token.



Player name					
Initial favour	10	10	10	10	10
 +2 points each <i>(Scored after each Aeon, then discarded.)</i>	1 st 2 nd 3 rd				
 +3 points each <i>(Scored after each Aeon, then discarded.)</i>	1 st 2 nd 3 rd				
 -5 points if none held; +5 points for 3 different types +10 points for 4 different types +15 points for 5 different types <i>(Scored after each Aeon, then discarded.)</i>	1 st 2 nd 3 rd				
 +1 point each <i>(Scored after each Aeon, then discarded.)</i>	1 st 2 nd 3 rd				
 +1 point each, if any Altar held <i>(Scored after each Aeon, retained.)</i>	1 st 2 nd 3 rd				
 -2 for player(s) with least amount, +5 for player(s) with most amount <i>(Scored after each Aeon, retained.)</i>	1 st 2 nd 3 rd				
 +1 point each for <7 different types +10 points for 7 different types +15 points for 8 different types <i>(Scored only after the third Aeon, retained.)</i>	3 rd				
 +5 points for each set of 3 alike +10 points for each set of 4 alike +15 points for each set of 5 alike <i>(Scored only after the third Aeon, retained.)</i>	3 rd				
 -5 for player(s) with lowest total, +5 for player(s) with highest total <i>(Scored only after the third Aeon, tiebreaker.)</i>	3 rd				
Total favour					