MONSTER PACK - CTHULHU -

*The **Cthulhu Monster Pack** is compatible with **King of Tokyo** and **King of New York**, as well as their expansions. You can play with the Cultist tiles even if no one is playing as Cthulhu and you can play as Cthulhu without playing with the Cultist tiles. However, you must play with the Cultist tiles if you play with Cthulhu's Evolutions.*

RULES FOR KING OF TOKYO

You can only play with the Cultist side of the tile. The Temple of Cthulhu side has no effect in King of Tokyo.

Place the tiles next to the board face-up. After resolving your dice, if you rolled four identical faces, take a Cultist tile and put it in front of you.



At any time, you can discard a Cultist tile to gain either: 1❤, 1⚡, or one extra Roll (↻).

RULES FOR KING OF NEW YORK

SET UP

Shuffle the Cultist tiles with the building tiles from the base game. Form stacks of 4 tiles, Building-side-up. Put 3 stacks in each borough of New York as usual.

TEMPLE OF CTHULHU SIDE



The Temples of Cthulhu are **Buildings**, just like the High-Rises, Power Plants, and Hospitals in King of New York. They work exactly the same way. When you destroy a Temple of Cthulhu, turn it over to its Cultist side (Unit side).

CULTIST SIDE



Cultists are **Units**, just like Infantry, Tanks, and Planes in King of New York. They work exactly the same way (except when you destroy them) and attack Monsters in their borough as usual when you roll ☠. When you destroy a Cultist, you don't gain anything, but you take the tile and place it in front of you.

At any time, you can discard a Cultist tile to gain either: 1❤, 1⚡, or one extra Roll (↻).

CONTENT

- 1 Cthulhu monster board
- 1 cardboard figure + stand
- 15 Cultist/Temple of Cthulhu double-sided tiles
- 12 Madness tokens
- 8 Evolution cards for King of Tokyo
- 8 Evolution cards for King of New York
- 1 rulebook

EVOLUTIONS

The Evolution cards let you play *King of Tokyo* and *King of New York* with supercharged Monsters! Cthulhu's Evolutions work like the Evolutions in *King of Tokyo : Power-Up!* and *King of New York : Power-Up!*
To play with Cthulhu's Evolutions, you need the *Power Up!* expansion for whichever base game you have.

NEW SYMBOLS

Get an extra roll.

Draw one Evolution card.

Take another turn.

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MADNESS TOKENS

Some of Cthulhu's Evolutions give ***Madness*** tokens to other Monsters.

In the beginning of your turn, roll as many dice as you have ***Madness*** tokens and put them aside. These dice cannot be rerolled this turn. You will resolve them with the other dice after you finish Rolling.

You can discard a Madness token by using 💚 to discard instead of gaining 1❤️.



CREDITS

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