

# NECRONOMONOPOLY

DESIGNED BY JOHN WICK

GRAPHICS AND LAYOUT BY ANNIE RUSH

LOGO BY JARED SORENSEN

<i>Premise</i> .....	2
<i>Preparation</i> .....	2
<i>Gameplay</i> .....	3
<b>Who Goes First</b> .....	3
<b>On Your Turn</b> .....	3
Doubles.....	3
<i>Spaces</i> .....	4
<b>Mi-Go</b> .....	4
<b>The Mythos Deck</b> .....	4
Allies, Artifacts, and Spells.....	4
Monsters.....	5
Other Cards.....	5
<b>Lots</b> .....	5
<b>The Four Great Tomes</b> .....	6
The Book of Eibon.....	7
Cultes de Goules.....	7
The Necronomicon.....	7
Unaussprechlichen Kulten.....	7
<b>Arkham Asylum</b> .....	7
<b>A Moment of Silence</b> .....	8
<b>Gates</b> .....	8
<i>Insanity</i> .....	8
<i>Winning the Game</i> .....	9
<i>Acknowledgements</i> .....	9

# THE RULES

Welcome to *Necronomopoly*! This mad little game will probably get us sued, so let's have fun while we can.

If you get the joke, then there's no need for explanation. If you don't get the joke... well, you probably didn't buy the game. But, just in case, here's how it works.

## PREMISE

You are a normal, average, every-day Joe or Jane out to stop the *eeviiiii* Cthulhu cultists from taking over the world. The way you do that? Make sure all the means and methods of taking over the world are in *your* hands and not *theirs*. So, you move around the board buying creepy old houses, collecting books, and acquiring strange artifacts so the Cthulhu cultists can't get their grubby little mits on them.

Unfortunately, the inevitability of the Cthulhu Mythos cannot be defeated – only put off for a while. Eventually, all the players in the game will go insane except for one. As soon as they do, they'll try to bring about the End of the World.

The winner is the last sane person in the game. That is, the last person with Sanity.

That's the nuts and bolts of it. Here's how you play.

## PREPARATION

You'll need some scissors. Each player also needs a way to keep track of his Sanity. You can do this with money from another game, with pennies, nickels and dimes, or by just writing down your current Sanity total. Colored marbles may also work. Marbles are good because when you go insane, you can honestly say that you've lost all your marbles. Also, you will need two d6. When we refer to "the dice," we mean these two d6.

- Cut out all the Mythos Cards and put them in a single deck (or two mixed decks, if the stack is too tall).
- Arrange out the board pieces. Use the diagram below to put the board pieces in their right places.
- Cut out all the Lots (and Tomes) and put them in one pile.
- Select a **Keeper** who allocates Sanity, Lots, and Tomes to the other players. If the Keeper plays in the game, he must keep his personal funds separate from those of

the Bank. Each player rolls dice to determine who the Keeper is. Otherwise, the player who owns the game can elect himself as Keeper.

- Each player picks a token and receives 150 Sanity Points from the Keeper.

## GAMEPLAY

This is how you play the game. The rules may be very familiar, but there are a few twists. Pay attention.

### WHO GOES FIRST

Each player in turn throws the dice and the player with the highest total goes first. All players place their tokens on the corner marked “MI-GO” and take turns in order. (You do not lose 10 Sanity at the beginning of the game because you start on Mi-Go. You only lose Sanity when you *pass* Mi-Go.”)

### ON YOUR TURN

On your turn, follow these steps:

1. **Move one Monster:** If a Monster is present on the board, you must roll two six-sided dice and move him widdershins (counterclockwise). Regardless of the number of Monsters on the board, you may only move one (unless a card allows you to do otherwise). See *Monsters*, below for more info on these cuddly creatures.
2. **Move your Investigator:** After you have moved a Monster (if one is present), you may now move your Investigator. Roll two six-sided dice and move clock-wise around the board, following the instructions of the space you landed on.
3. **Buy Stuff:** After you have moved, you may spend Sanity to purchase things. You *must* move first before you spend any Sanity. If you lose or gain Sanity from the results of landing on a space, you must lose or gain the appropriate Sanity before you can spend it.
4. **Pass the Dice:** Pass the dice to the player on your left. It is his turn now. Sit quietly and wait for your next turn.

### Doubles

If you throw doubles, move your token the appropriate number of spaces and follow the usual rules for movement and landing on spaces. You must then throw the dice again and move further, landing on spaces and paying the consequences for doing so. If you throw doubles a *third* time, you must go directly to Arkham Asylum. See *Arkham Asylum*, below.

# SPACES

The spaces in the game all have special rules. When you land on a space, follow the rules below.

## Mi-Go

Each time a player's token lands on or passes over Mi-Go, whether by throw of the dice or by drawing a card, the player loses 10 Sanity. A player loses 10 Sanity *each time he passes* Mi-Go, regardless how many times he passes it in a single turn. Cultists do not lose Sanity for passing Mi-Go (because they don't have any!).

## THE MYTHOS DECK

If you land on a "Mythos" space, you must draw a card from the Mythos deck and follow the instructions.

### Allies, Artifacts, and Spells

If the card is an Ally or Artifact you may keep it face up in front of you. Each of these cards has its own set of rules. Follow the rules on the card.

**Artifacts** are things your Investigator owns. Each Artifact has a type, including *Spells*, *Items* and *Books*. Most Artifacts follow the same rules and some card effects will specifically target specific Artifacts. For example, an effect may only target Spells while another may only target Books.

Any player may use an Artifact he owns at any time (unless otherwise specified on the card). Whenever you use an Artifact, you must pay the appropriate Sanity before the effect of the card takes place (although, some Artifacts don't have a Sanity cost).

Some Artifacts are discarded after use and returned to their deck, while others can be used over and over again. If an Artifact says "One-Shot," it may only be used once; after use, it is returned to the bottom of the Mythos Deck. If an Artifact says "Continuous," it is always in effect as long as the player controls it. Follow all the Artifact's instructions, including movement, Sanity loss (or gain) and any other instructions. Whatever the effect may be, whenever you use an Artifact, you must pay the Sanity cost.

Whenever an Artifact is discarded, it is returned to the bottom of the Mythos Deck.

**Allies** are another kind of card you get from the Mythos Deck. Allies are people you know. Some allies are friendly while others are little more than Monsters. Follow all the rules on the card for your new friend. Whenever you encounter a Monster, you may discard an Ally – returning him to the bottom of the Mythos Deck – instead of paying the Sanity loss. Isn't it great to have friends who you can shove in front of – I mean – isn't it sad that we lose friends to the horrors of the Mythos?

## Monsters

If the card is a Monster, you must play the Monster immediately and lose the listed amount of Sanity. Give your lost Sanity to the Keeper. The Monster enters play on the board on the same space you just landed. You then roll two six-sided dice and move the Monster *widdershins* around the board. “Widdershins” means counter-clockwise, but it sounds a lot creepier.

Whenever a Monster lands on a space occupied by an Investigator or an Investigator lands on a space occupied by a Monster, the Investigator must suffer the effects listed on the Monster card. This takes effect even if the Investigator has not taken his full movement. In other words, if you pass or land on a space occupied by a Monster, you must stop and suffer the effects of encountering the Monster. Your movement ends there. The effects of Monsters take place before any other effects of landing on the space. If you ever must lose Sanity for encountering a Monster and find you cannot do so, you go insane (see below).

Some Monsters are Great Old Ones. These are special Monsters are are not affected by any cards that generally affect Monsters. In order to use any kind of effect on a Great Old One, it must specifically state that it affects Great Old Ones. Otherwise, you’re just out of luck.

Some cards allow you to ignore or Banish monsters. If you can Banish a Monster, you lose any Sanity from Banishing it, but you do not lose Sanity from encountering it. The Monster is put at the bottom of the Mythos deck... to one day rise again! Remember, spells that Banish Monsters do not Banish Great Old Ones unless they say they Banish Great Old Ones. (And good luck finding one.)

When a Monster passes Mi-Go, it is removed from the board and put back into the Mythos Deck. This is an important rule to remember: the board can fill with Monsters quickly. If a Monster lands on Mi-Go while an investigator is there, the investigator loses Sanity from the Monster before it disappears.

**Optional Rule:** Investigators do not lose Sanity when they encounter Monsters at the *Moment of Silence* space.

## Other Cards

There are other cards in the Mythos Deck. Follow their instructions.

## LOTS

Some special spaces are named after famous (and not-so-famous) real estate in the world of the Cthulhu Mythos. These are called “Lots.” If you land on a Lot, you may choose to buy that Lot. Spend the listed cost for that Lot in Sanity and take the corresponding Lot card. If you do not have enough Sanity to buy a Lot, you may not go into debt to purchase it.

If you land on a Lot owned by another player, you must pay that player a number of Sanity Points as listed on the Lot card for Rent. If you cannot pay the total amount of Sanity, you go insane. See *Insanity*, below.

All the Lots are grouped by theme, or what we like to call “locale.” If a player controls all the Lots of a single locale, he gains an advantage listed in the Rules.

As you gain more Lots in a theme, the cost of staying there increases. Let’s look at the Mason’s Hill Lots as an example.

## **Mason’s Hill**

The player who owns all three Mason’s Hill properties may ignore one Sanity loss per trip around the board. This trip begins and ends at Witch’s Cross.

### **Riverside Hospital**

Cost: 26

Rent: 11/33/80

### **San Julian University**

Cost: 26

Rent: 11/33/80

### **Witch’s Cross**

Cost: 28

Rent: 12/36/85

If you own Riverside Hospital and another player lands there, he must pay you eleven Sanity. However, if you own Riverside Hospital and any of the other two Mason’s Hill Lots, he must pay you 33 Sanity when he lands on Riverside Hospital. If you own *all three* Mason’s Hill Lots and another player lands on Riverside Hospital, he must pay you 80 Sanity. Also, because you own all three Lots in Mason’s Hill, you gain the benefit listed above.

Finally, there is no mortgaging in this game. You a Lot, it’s yours forever. Or, at least until you go insane.

## **THE FOUR GREAT TOMES**

There are four spaces on the board representing the “Four Great Tomes” of the Cthulhu Mythos (according to me, at least). Although they do not count as Lots, they operate in much the same way.

When you land on a Tome, you may purchase it for the listed Sanity amount. When the Tome is yours, you may use it’s abilities as you see fit.

If a player lands on a Tome owned by another player, he is assumed to be conducting “research” with that Tome and must pay the owner the appropriate Sanity. Owning more than one Tome changes the amount of Sanity paid to the owner when another player lands on a Tome.

The Four Great Tomes are:

## **The Book of Eibon**

When you own the Book of Eibon, you never lose Sanity from casting spells or from spells cast against you.

## **Cultes de Goules**

When you own Cultes de Goules, you may ignore any zombie, ghoul, or ghastr attacks. Also, if a zombie, ghoul, or ghastr is on the board, you may move that Monster. This move does not count against your “one Monster per turn” move. You may only move one zombie, ghoul or ghastr in this way.

## **The Necronomicon**

When you own the Necronomicon, you may retrieve one Spell from the Mythos Deck or another player whenever you pass Mi-Go. Also, you do not lose Sanity from passing Mi-Go.

## **Unaussprechlichen Kulten**

When you own “Unspeakable Cults,” you are immune to attacks from Cultists and Tcho-Tchos (this includes players who have become Cultists). Also, you may summon Ghatanothoa without Sanity loss (take him from the Mythos Deck and put him in play). You may summon Ghatanothoa once per game.

# **ARKHAM ASYLUM**

Arkham Asylum sits in the corner of the board. When you land on Arkham Asylum, move through the “Just Visiting” section. You gain no benefit from the Asylum while visiting.

A player must go to the Asylum when...

1. ... his token lands on the space marked “Go to Arkham Asylum”
2. ... he draws a card marked “Go to Arkham Asylum”
3. ... he throws doubles three times in succession.

When a player is sent to Arkham Asylum, he does not lose any Sanity from passing Mi-Go because he did not directly pass Mi-Go. A player's turn ends when he is sent to the Asylum. For every turn he spends in Asylum, he gains 5 Sanity.

If a player is not “sent to Arkham Asylum” but only lands on that space, he is “Just Visiting,” incurs no Sanity gain, and moves ahead in the usual manner on his next turn.

A player is released from the Asylum ...

1. ...by throwing doubles on any of his next three turns. If he succeeds in doing this, he immediately moves forward the number of spaces shown by his doubles throw.
2. ... if another player uses the “Get Out of Arkham Asylum!” card on him.

If the player does not throw doubles by his third turn he *must* leave the Asylum. He then gets out of Asylum and immediately moves forward the number of spaces shown by his throw.

Even though he is in Asylum, a player may buy or sell Spells, Tomes and Lots, gain and lose Sanity, and move Monsters.

## A MOMENT OF SILENCE

This is just a free resting place.

**Optional Rule:** Investigators do not lose Sanity when they encounter Monsters at the *Moment of Silence* space.

## GATES

When you land on a Gate, roll 2d6 and consult the table below.

1. Go to the nearest Lot and gain 60 Sanity. You may purchase it if it is not owned.
2. Go to Mi-Go. Lose 5 Sanity.
3. Go to the nearest Lot. You may purchase it if it is not owned.
4. Go to the nearest Mythos Space. Draw a card. Pray.
5. Go to Miskatonic University. You may purchase it if it is not owned.
6. Pick up the Mythos Deck and find any Monster. Place that Monster on Mi-Go and begin moving it. Go to Mi-Go. Lose 5 Sanity.
7. Go to a Tome. You may purchase it if it is not owned.
8. Go to A Moment of Silence.
9. Go to Arkham Asylum. Do not pass Mi-Go, do not lose 5 Sanity.
10. Go to any Innsmouth Lot. Take a Deep One from the Mythos Deck or from the board. That Deep One is now an Ally, not a Monster.
11. Go to the other Gate. Roll again.
12. Go to Mi-Go. Lose 5 Sanity. Remove any Monster from the board.
13. Take a Lot card from another player. It is now yours. That player loses Sanity as if he landed on that Lot.

## INSANITY

Whenever a player must pay Sanity – to either another player or the Keeper – and finds he cannot pay the full amount, he goes insane. He immediately surrenders all his Lots, Allies, Spells, Artifacts and all other goodies to the Keeper and ends his turn by sending his token to Arkham Asylum. The only things he's allowed to keep are the Four Great Tomes.

Cultists follow these special rules:

- **Movement:** When a player goes insane, he is moved to Arkham Asylum. That is the end of his turn. At the beginning of his next turn, a Cultist moves widdershins,

like a monster. At the beginning of his turn, he may move his token and another Monster token. Other players cannot move player Cultists.

- **If a Cultist lands on another player's space, that player loses 1d6 Sanity.**
- **Sanity:** Cultists may not lose or gain Sanity, nor can they purchase Lots. They may gain Artifacts. Whenever a Cultist draws an Artifact from the Mythos Deck, he may take that Artifact without paying the Sanity cost. He may also acquire the Four Great Tomes. If he lands on a Tome and it is not owned, he automatically gains that Tome.
- **Drawing Monsters:** When a Cultist draws a Monster, he keeps it as an Ally. If he lands on another player's space, that player must lose the *full* Sanity amount for the Cultist and any friends he has with him. As soon as a Monster is used in this way, it is put back in the Mythos Deck. Cultists may also discard Monsters to ignore the effects of spells targeting them.
- **Visiting Arkham Asylum:** If a player Cultist is sent to Arkham Asylum (or even just visiting), any players inside the Asylum lose 1d6 Sanity. If there are two or more "inmates," roll once for each.

## WINNING THE GAME

If you are the last sane player in the game, you win.

There is a way for Cultists to win the game. If all the Great Tomes are owned by Cultists and one is brought to Mi-Go, all Cultists win the game.

## ACKNOWLEDGEMENTS

Thanks to Chaosium, Inc. for producing *Call of Cthulhu* and introducing me to roleplaying games. You can find their fine line of products at [www.chaosium.com](http://www.chaosium.com).

Thanks to Pagan Publishing. These guys rock. Buy everything they publish. You can find their fiendishly devilish materials at [www.tccorp.com/pagan/](http://www.tccorp.com/pagan/).

And special thanks to the Darkest of the Hillside Thickets. My favorite Cthulhu-Punk band. Rock out to their magnificent tunes at [www.holycow.com/thickets/](http://www.holycow.com/thickets/).

Monster Thanks to Annie Rush who's graphic skills made this game so damn cute. "Wicked cute," in fact. Ms. Rush is also a game designer. You can find her games at [www.wicked-dead.com](http://www.wicked-dead.com).