

VOYAGE of the VIGILANT

IDOL OF CTHULHU

A card game of
investigation, bluff
and paranoia

Designed by
Kedric Winks and Ken Boyter



2 - 6



45 MINS



10+

Clipping from the Sydney Bulletin dated 18th April 1925:

MYSTERY DERELICT FOUND AT SEA

Vigilant Vessel Arrives With Helpless Armed New Zealand Yacht in Tow. One Survivor and Dead Man Found Aboard. Tale of Desperate Battle and Deaths at Sea. Rescued Seaman Refuses Particulars of Strange Experience. Odd Idol Found in His Possession. Inquiry to Follow. The Morrison Co.'s freighter *Vigilant*, bound from Valparaiso, arrived this morning at its wharf in Darling Harbour, having in tow the battered and disabled but heavily armed steam yacht *Alert of Dunedin, N. Z.*, which was sighted April 12th in S. Latitude 34 21, W. Longitude 152 17 with one living and one dead man aboard.

Voyage of the Vigilant: Idol of Cthulhu is a 45 minute competitive deduction card game for 2-6 players, who take turns laying cards to sabotage, investigate, and steal other players' cards, boosting their chances of winning, whilst trying to keep their sanity, and claim the elusive Cthulhu Idol for themselves.

Components

- 1 x Rules Sheet
- 76 x Main Deck Cards (poker sized)
- 22 x Journey Cards (tarot sized)
- 6 x Reward Cards (tarot sized)
- 1 x Sanity Track (small board)
- 6 x Sanity Player Tokens
- 1 x Vigilant Vessel Token
- 1 x Cthulhu Token
- 1 x Turn Order Coin



Aim of the Game

To be the player at the end of the game holding the Cthulhu Idol card.

Set Up: 3 - 6 Players:

Remove the *Beginning* and *Destination* cards from the Journey Deck. **Shuffle** the remaining 20 Journey Cards; **put 9 face down in a row, then arrange them into numeric order**, lowest number to highest, and put the other 11 back in the box without looking at them. Now add the *Beginning* card to left of the row and the *Destination* card to the right. This forms a row of 11 Journey cards. Place the Vigilant Vessel token on the *Beginning* card.

Shuffle the Main Deck cards and count out enough cards for 6 per player, **ensuring that only one of the Cthulhu Idol cards is among them**. The remaining 5 Cthulhu Idol cards will not be used; put them back in the box without looking at them. Now shuffle the cards you have counted out and deal 6 to each player. This is the player's starting hand. They must **NOT** show the faces of these cards to other players, but must show the backs in such a way that other players know how many cards they have, but not which type they have.

Place the remaining cards in the centre of the table face down; this is the Draw Deck.

Cthulhu Token, Sanity Tokens and Sanity Track

Place the Cthulhu Token on the Cthulhu space of the Sanity Track. If the Cthulhu Icon appears top right on a **Journey card**, move the Cthulhu Token **down 1 space**.

When instructed by a **Main Deck card**, move the Cthulhu Token **up or down** the required number of spaces on the Sanity Track.

Each player should select a Sanity Token to represent them and place it in the number 6 space on the Sanity Track. This denotes how many cards a player has in their hand at any given time, and may vary throughout the game.

Note:

On the Sanity Track, if the **Cthulhu Token lands** on the same space as any Sanity Tokens, move these tokens **down 2 spaces**.

Sanity Tokens can **NEVER** be on the same space or above the Cthulhu Token on the Sanity Track.

Sanity Tokens can **NEVER** go below the number 2 space on the Sanity Track.

The most insane player (you decide!) is the starting player and reads out loud the *flavour* text from the *Beginning* Journey Card to set the scene.

Note:

If the Cthulhu Token lands on Space 2 on the Sanity Track, the Vigilant Vessel Token **IMMEDIATELY** moves to the *Destination* Journey Card, ending the game.

The starting player also reads out both the *flavour* text and the Conditions on each Journey Card before a new round is started.

Turn Order Coin

Place the Turn Order Coin in the playing area **Heads up** showing the arrows pointing in a clockwise direction. If instructed to, flip the coin over to denote a reverse in turn order.



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Vigilant Vessel Token

The Vigilant Vessel Token keeps track of which is the current round. At the end of each round, flip over the next Journey Card, read the flavour text and Condition then place the Vigilant Vessel Token on red X on the Journey card.

The Play

The starting player's turn is first, then the other players take it in turns, clockwise, to lay cards face up in the middle of the table on a single Stack. Players must lay at least one card when it is their turn, but may lay up to 4 as long as all of the cards are the same.

If a player's token moves **down** the Sanity Track, they **MUST discard** cards **IMMEDIATELY** so their hand matches the number their Sanity Token is on.

If a player's token moves **up** the Sanity Track, they **MUST draw** cards **IMMEDIATELY** so their hand matches the number their Sanity Token is on.

If at the end of any player's turn the number of cards in any player's hand does not equal the number space on the Sanity Track that their Sanity Token is on, then they must either **draw cards** from the Draw Deck or **discard cards** onto the Stack until it is the same.

When players lay a card or cards they must use its effect; when they discard a card, they must not. Each card has 4 different effects. If a player lays 1 card, then they use the No.1 effect, if they lay 2 of the card at once they use the No.2 effect, 3 cards for the No.3 effect and 4 cards for the No.4 effect. A player may not lay more than 4 cards at a time.

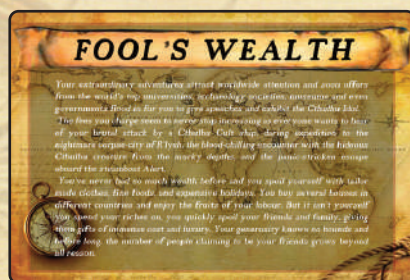
If the Draw Deck runs out, shuffle the Stack and place it face down. It now becomes the Draw Deck.

If a player can not perform any or all of the instructions on the Main Deck cards when playing them, they are to perform as much of the instructions as they can.

End of Game:

When the Vigilant Vessel Token reaches Round 9, players each have one final turn. After this round the starting player reads the **Destination** Card.

Whichever player is holding the Cthulhu Idol card has won the game. Read aloud the **Reward** that matches the symbol on the Cthulhu Idol Reward Cards to see what reward the winner has won!



Set Up: 2 Players:

Set up the game as per the 3-6 Player game with the following changes:

Deal both players 6 cards AND two **dummy sailor** hands of 6 cards each from the top of the Main Deck and place the remaining cards face down in the centre of the table. This forms the Draw Deck. Place the **dummy sailor** cards, face down in the playing area in two rows without looking at them.

- Place the relevant Sanity Tokens (4 in total = 2 players and 2 **dummy sailors**) on the number 6 space on the Sanity Track board.
- If a **dummy sailor** hand is required to **discard cards**, without looking at them, **always take from the left** and place them onto the top of the **DRAW DECK face down**.
- If a **dummy sailor** hand is required to **draw cards**, draw the required amount without looking at them as usual and **add them face down to the right of the other cards** in the playing area.
- If a **dummy sailor** hand is to be split to Steal from or to Investigate, the player who is **NOT** stealing splits the hand.
- If a player wishes to Investigate or Steal from a **dummy sailor** hand, do so as usual. The cards **MUST** be put back in the same order after an investigation or steal.
- NOTE: Dummy Sailor hands NEVER take turns.**
- NOTE: Players may only lay up to 3 cards at a time (unless stated otherwise).**

