

2-6
6+
15min

STICKY CTHULHU™



RULES

That is not dead which can eternal lie... but you should still let him sleep!

Cthulhu complains.

The (somewhat grumpy) Great Old One wants to rest. He needs to build up his strength before destroying the world! But he is interrupted nonstop by Mi-Gos, Offspring of Shub-Niggurath, and other Cultists that gather around him.

It's decided: He is going to have to delegate! He needs an ally, a loyal follower who will manage his daily matters.

Prove yourself worthy of protecting your master's sleep. The best among you will have the cataclysmic privilege of destroying humanity!

CONTENTS



8 sticky tentacles



30 Creature tokens
(6 x 5 different colors)



30 Deep One tokens



5 Investigator tokens



12 Curse cards



This rulebook



2 dice:

1 Creature die - 1 Color die

OVERVIEW AND GOAL

Impress Cthulhu! The Master is watching - and you'll need to be quick and precise to get rid of the infernal Creatures that are annoying him! Throw your tentacles to grab the Creature bothering your master, but take care not to tangle your tentacles - and don't accidentally catch any of those horrible Investigators!

Each correct Creature you capture gives you a Deep Ones token. The first of Cthulhu's Followers to get 5 of these tokens wins the game!

GAME ELEMENTS



Sticky Tentacles

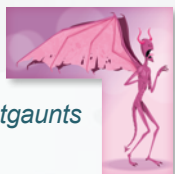
Sticky tentacles represent the tentacles of Cthulhu's Followers - meaning your tentacles - and are the only way to catch Creatures during the game.



Note: After each game, rinse your tentacles in cold water without using soap to make sure they stay sticky.

Creature tokens

These tokens represent the Creatures you're trying to catch during the game. There are 6 types of Creatures, each in 5 colors:



Nightgaunts



Mi-Go



Offspring of
Shub-Niggurath



Cultists



Chthonians



Cats of Ulthar

Investigator tokens

These tokens represent humans who will attack any of Cthulhu's Followers they are touching. There are 5 different Investigators:



Curse cards

These cards represent Curses you'll suffer whenever you gain Deep Ones tokens (see Optional Rule, p.8).



Deep Ones tokens



These tokens represent your level of servitude to Cthulhu, which will increase throughout the game. As soon as a player has 5 Deep Ones tokens, they become Cthulhu's right-tentacle Follower and the game ends.



Creature die

The Creature die shows the type of Creature annoying Cthulhu, meaning the one you'll need to grab with your sticky tentacle during the round.



Color die

The Color die shows the color of Creature annoying Cthulhu, meaning the one you'll need to grab with your sticky tentacle during the round.



SETUP

- Randomly scatter all of the Creature tokens (1) and Investigator tokens (2) all over the table. Make sure none of the tokens overlap and the Investigator tokens are spread out more or less equally across the table.
- If you want to play with the Curse cards (3), shuffle them and set them near the play area in a face-down deck. (see p. 8)
- Each player takes a sticky tentacle (4).
- The player who does the best impression of Cthulhu becomes the first player and places both dice (5) in front of them.



GAMEPLAY

The game is played over a series of rounds until one player gains their 5th Deep Ones token.

ROUND OVERVIEW

Each round has two phases:

- Roll the dice
- Try to catch the Creature shown on the dice

Roll the dice

The player with the dice rolls both of them on the table so that everyone can easily see the result. The Creature die shows which type of Creature to catch and the Color die shows the color of that Creature. This combination determines which Creature is annoying Cthulhu the most this round.

Example: You roll both dice. They show that you have to catch the green Cat of Ulthar.



Try to catch the Creature shown on the dice

As soon as the dice stop rolling, all players try to catch the Creature shown on the dice at the same time, using their sticky tentacles as fast as they can!

You are not allowed to use anything other than your sticky tentacle to catch the Creature. All players play simultaneously and as fast as they can during this phase.

//CAUTION! // Do not aim for players' eyes or faces.

If you catch the annoying Creature with your sticky tentacle, remove it from your tentacle with your hand (this is the only time you can use your hand to touch the Creature) and put it back on the table. If you do, you **gain a Deep Ones token**.

Aside from removing the annoying Creature from your tentacle, you are not allowed to touch any Creatures or Investigators stuck to your tentacle with your hand. However, you can shake your tentacle to make them fall off.

Note: As long as the Creature is not on the table, your opponents can still try to catch it with their sticky tentacles, even if it is still stuck to your tentacle.

If you catch other Creatures at the same time as the annoying Creature, there is no penalty. Simply put them back on the table at the end of the round.



Always try to avoid catching Investigators with your tentacle. Cthulhu hates them!

If there is an Investigator on your tentacle when you remove the annoying Creature and put it back on the table, the round ends but you do not gain a Deep Ones token.

You do not lose any Deep Ones tokens if you catch Investigators without catching the Creature shown on the dice.

Example: The dice show the green Mi-Go. Using your sticky tentacle, you catch this Creature. You use your hand to take it off your tentacle and put it on the table. You check your sticky tentacle and see that you also caught the blue Cultist and green Offspring of Shub-Niggurath, but no Investigators. You get to take a Deep Ones token!



End of a Round

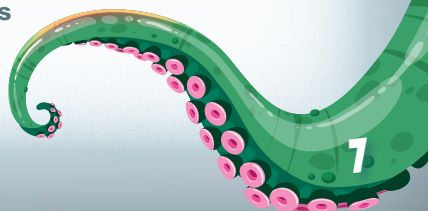
As soon as a player puts the annoying Creature back on the table the round ends. This player takes a Deep Ones token (if they didn't catch an Investigator at the same time) and takes both dice.

Note: As long as the Creature shown on the dice is not caught by a player, play continues - even if the Creature falls on the ground.

Put any Creatures players caught and any that fell on the floor during the round back on the table. Then, begin a new round.

END OF THE GAME

The game ends immediately as soon as a player gains their 5th Deep Ones token. This player is the winner and the other players must congratulate them on becoming the right-tentacle Follower of Cthulhu!





OPTIONAL RULE: CURSE CARDS!



Each time you gain a **Deep Ones token**, draw the top card from the Curse deck. You must apply the effect of this Curse card during all following rounds. **If you already have a Curse card**, put the old one on the bottom of the deck and only apply the effect of the newly-drawn card.

If other players catch you not playing with your Curse, you lose a Deep Ones token. If you do not have any Deep Ones tokens, you are no longer required to apply the effects of your Curse, but know that Cthulhu will be disappointed in you.

Curse cards



Keep one eye closed.



Sing while you play.



Stand on one leg.



Hold two tentacles in one hand.



Take one step away from the table.



You must have at least one extra Creature stuck to your tentacle to gain a Deep Ones token.



Play with your non-dominant hand.



Play without speaking.



Hold your tentacle by the wrong end.



Start each turn with your tentacle on the table.



Swing your tentacle above your head before throwing it for the first time.



Spin in a circle before you throw your tentacle for the first time.

CREDITS

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