



PENNY ARCADE

THE GAME

RUMBLE IN

R'LYEH

Engine Design by
PAUL SOTTOSANTI

"LEARN TO PLAY" VIDEO ONLINE AT WWW.CRYPTOZOIC.COM/DEMO/PENNYARCADE

OVERVIEW

In *Penny Arcade™: The Game, Rumble at R'lyeh*, you take on the role of Gabe, Tycho, or one of their brave and heroic allies in the struggle against the forces of Evil! While you begin armed with only a pocketful of Quarters and a few Cardboard Tubes, as the game progresses, you will add new, more powerful cards to your deck, with the goal of eventually becoming a Master Gamer and defeating the forces of Evil! In the end, the Gamer who has accumulated the most Victory Points from the cards and Boss Loots in his or her deck wins the game.

CONTENTS

406 GAME CARDS

- 10 Hero Cards
- 31 Cardboard Tube Starting Cards
- 31 Quarter Starting Cards
- 99 Gamer Cards (9 each of 11 different cards)
- 99 Evil Cards (9 each of 11 different cards)
- 54 Gold Cards (9 each of 6 different cards)
- 9 Boss Cards
- 24 Boss Loot Cards
- 20 PAX Pox Cards
- 2 Unique Hero Starting Cards (Puppy Cuddles and Staff of Karapyyss)
- 26 Randomizer Cards
- 1 Deleted Stack Card

1 20-SIDED DIE

1 GLOB TOKEN

THIS RULEBOOK (DUH)

SETUP FOR YOUR FIRST GAME

1. Heroes

Each player is dealt a random hero from among the following: **Comic-Con Anarchy**, **Frank**, **Edgar Allan Poe**, and **WarSun Gabe**.

Each hero card tells the player how many **Quarters** and **Cardboard Tubes** go into his or her starting deck. Some heroes' decks also start with a special card included. Shuffle the cards listed on your hero together and draw six cards. You will use these cards to buy more powerful cards to add to your deck, improving it as the game goes on. Quarters are used to gain new Gamer skills (Green cards), and Cardboard Tubes are used to subjugate the forces of Evil (Red cards)!

For example, WarSun Gabe starts the game with an equal number of **Cardboard Tubes** (six) and **Quarters** (six) in his deck.



WARSUN GABE

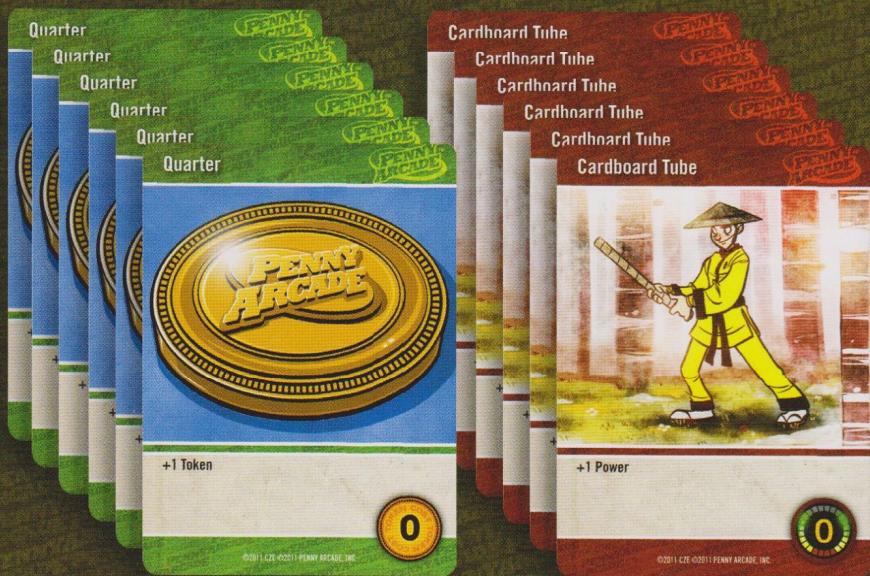
6 QUARTERS 6 TUBES

The first time a card tells you to draw one or more cards during your turn, draw an extra card.

HERO

Special Ability

Starting Deck Cards



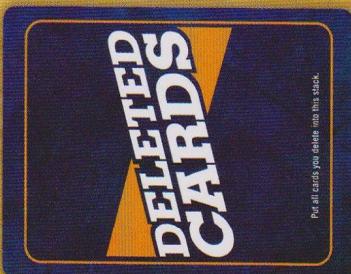
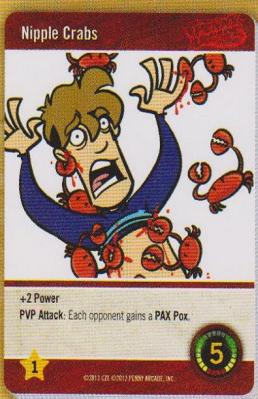
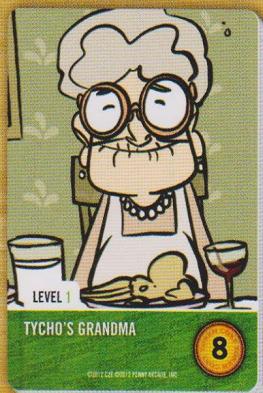
STARTING DECK

TYPES OF CARDS



2. The Board Set up the starting game board to match the image below.





The bottom row contains the following Evil (Red) cards, in ascending cost order: **Were-Swan**, **Highly Trained Badgers**, **Fleshreaper**, **Nipple Crabs**, and **Spectral Worm**. At the end of the row, place the Red Boss **Cthulhu**.

Finally, place the twenty **PAX Pox** cards and **Deleted Cards** at the bottom of the board.

3. Setting up a Boss Stack

Each Boss stack is made up of three Boss cards (Level 1, Level 2, and Level 3) and eight Boss Loots.

Shuffle the eight Boss Loot cards and keep them face down, then make one stack of cards as follows. Place the Level 3 Boss face up on the bottom of the stack, with four Loots face down on top of it. Then place the Level 2 Boss

GAME SETUP FOR ADVANCED PLAYERS

Once you have played a few games, try changing up the game board. For advanced setup, the game board always includes **Merch**, **Fleshreaper**, a Green Boss, a Red Boss, **PAX Pox**, and **Deleted Cards**.

When using Gold cards, it is recommended that you use one of each different cost Gold card and a Gold Boss. So you'll have four stacks of Gold cards with costs of 3/3, 4/4, and 5/5, and the Gold Boss. Then add eight randomly chosen stacks of cards using the Randomizer deck. The Randomizer deck has red-colored card backs. That's eighteen stacks total, just like in the beginner board that you used when you first played. You may want to keep the Gold card Randomizers separate from the others.

Lay out the stacks that match the Randomizer cards in three rows (Green, Gold, and Red) in ascending cost order, with the red-backed Randomizer cards face down at the bottom of each stack to indicate when that stack runs out. When four stacks run out, the game ends. If you prefer longer games, play until six stacks run out. When you set up the board this way for advanced games, there does not need to be an equal number of Green stacks and Red stacks.

You don't have to play with the Gold cards every game. If you are not using Gold cards, pull twelve cards at random from the Randomizer deck to decide which stacks you will be using. This also results in eighteen stacks total. When not using Gold cards, play until six stacks are depleted from the board (or a final Boss is defeated as usual) instead of four.

Finally, instead of just dealing out one hero at random to each player, deal out two, and each player chooses one of them to use for the game. Players may examine the board before deciding.

GAMEPLAY

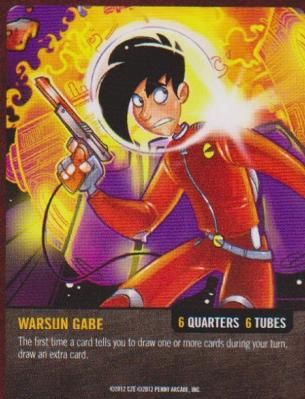
Randomly determine a player to go first. Each player begins by shuffling his or her deck and drawing six cards. Players take turns in clockwise order.

Your hand will typically contain an assortment of cards with special abilities. Some, like your starting **Quarters** and **Cardboard Tubes**, simply give you **+1 Token** or **+1 Power**, respectively. As you progress and add new cards to your deck, you will gain new abilities and accumulate more Tokens and Power. Cards can be played in any order, and their abilities take effect immediately. Each turn, you can buy any number of Gamer (Green) cards from the board with combined cost less than or equal to the number of Tokens you have for the turn, and you can buy any number of Evil (Red) cards from the board with combined cost less than or equal to the amount of Power you have for the turn. Instead, you can also choose to buy any number of Gold cards from the board with cost less than or equal to the amount of Tokens **and** Power you have for the turn. Cards you buy or gain are always placed into your discard pile unless you are instructed otherwise.

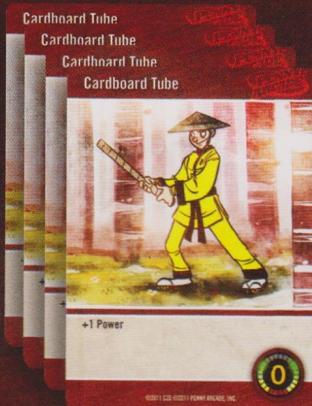
When you have accumulated enough **Tokens** and/or **Power** in a turn, you can choose to buy a Boss Loot. If you do, take the topmost face-down card from underneath the current Boss and place it in your discard pile, unless instructed otherwise. When the first four Boss Loots for a Boss have been bought, the Boss levels up and increases in cost! When the last Boss Loot is bought, the Boss levels up again, and there is one final Boss to buy before ending the game. Note that the Level 3 Bosses not only end the game when bought, but are also worth Victory Points!

Once you have finished your turn, place all the cards you played and any remaining cards from your hand into your discard pile and draw a new hand of six cards. Any unspent **Tokens** and **Power** from cards played during the turn are lost. Then, pass the turn to the player on your left. You don't need to reshuffle your discard pile into your deck as soon as you run out of cards, but if at any point during the game you run out cards in your deck and need to draw or reveal a card, immediately reshuffle your discard pile, and it becomes your new deck.

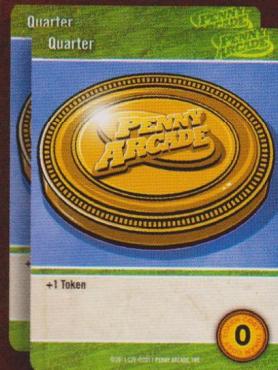
SAMPLE STARTING TURN SEQUENCE



0 Power



4 Power



2 Tokens



2 Token Cost



4 Power Cost

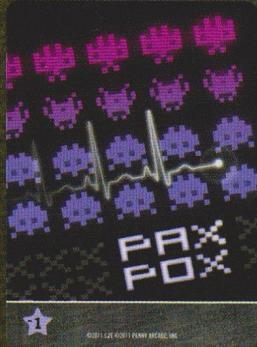
After shuffling up your starting cards, you draw a hand of two **Quarters** and four **Cardboard Tubes** for your first turn. You may play the two Quarters for a total of **2 Tokens**, which is enough to buy a **Bono Trask**, and put the **Bono Trask** into your discard pile. You may play the four Cardboard Tubes for **4 Power**. That is enough to buy a **Fleshreaper**, which also goes into your discard pile. Once you have played and bought all the cards you want, discard the cards you have played and any remaining in your hand, and draw a new hand of six cards. Then, play proceeds to the player on your left.

ADDITIONAL RULES

PvP ATTACKS AND DEFENSES

Some cards allow you to make a **PvP Attack** against the other players in the game. When you play a card with a PvP Attack ability, each other player has an opportunity to block the attack with a card that has a **PvP Defense** ability. A player using a PvP Defense card's ability negates the attack only for that defending player. Any players who don't block the attack are then affected by the attack card's ability. Blocking an attack does not negate any other abilities (like **+2 Power**) of a card, unless it specifically counts the players successfully hit by the attack. A player may only play one Defense card per attack.





Some **PvP Attack** cards force the attacked players to gain a **PAX Pox** card. If this happens, the **PAX Pox** cards are usually placed in that player's discard pile, effectively adding them to that player's deck. They have no ability during the game, but at the end of the game, each **PAX Pox** in a player's deck subtracts 1 Victory Point from that player's total, so try to avoid getting too many unless you have a good plan for deleting them at some point!

DELETING CARDS

Some cards have an ability that allows you to delete a card from your hand, your deck, or even the board. When you play a card with a delete ability, you may choose a card and place it in the **Deleted Cards** stack, permanently removing it from your deck and the game.



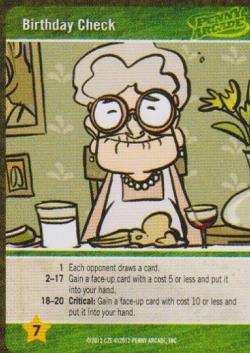
GAINING CARDS

When a card tells a player to gain a particular card, that card is taken from the board and immediately placed in that player's discard pile, at no additional cost, unless otherwise directed by the card. If there are no cards left in the appropriate stack, you simply don't gain the card.



GREEN BOSS LOOTS

The Green Boss Loots all have an ability that tells you to roll a 20-sided die. When you play one of the cards, roll a d20, and the card will have an effect based on what you roll. Note: If you roll a 1, you've **FUMBLED** your ability, and each other player gets to draw a card. But if you roll an 18, 19, or 20, you've achieved a **CRITICAL**, and you get a bonus to your Loot ability!



RESOLVING CARD ABILITIES

If an ability of a card affects multiple players, and the order matters (for example, a **PvP Attack** that has each of three opponents gain a **PAX Pox** with only two remaining on the board), resolve that ability for each affected player in clockwise order, starting from the player who played the ability.

END OF GAME

The game ends immediately when one of three conditions is met:

- The **Level 3 Green Boss** is bought.
- The **Level 3 Red Boss** is bought.
- The **Level 3 Gold Boss** is bought.
- Four stacks of cards are depleted from the board. **PAX Pox** counts as a stack.

Then, players total up the **Victory Points** (★) on cards in their deck. The player with the highest total wins and is crowned the Master Gamer! In case of a tie, the player with the most Boss Loots wins.

SPECIFIC CARDS

Armored to the Hilt: When you block a PvP Attack with this card, you get to roll on the chart, and the card remains in your hand. On your turn, roll on the chart when you play this card.

Bono Trask: Timesqueezer: The Randomizer Card does not count as a card in this stack.

Bromance: If a player refuses to High Five, you may choose another player.

Crown of Rulershipness, Razor-Sharp, Chivalry, The Madness From the Sea, Thanksgiving, Grandma's Love: These are not PvP Attacks, so they may not be blocked.

Detective Tycho: If you buy or gain a Boss Loot that stays in play, that card is not “played.”

Dreaming in R'lyeh: The trick is to get this card onto the bottom of your deck when your deck is very small. Then you might draw it again and get the effect when it's played for the second time in the same turn. It's a powerful but tricky card. “Draw two cards” is nothing to sneeze at while Cthulhu slumbers . . .

Frank: If you buy or gain multiple cards in a turn, you may only put the first one you acquire on top of your deck. Remember that you choose whether to put a card on top of your deck immediately, which means if you have any card drawing, you can draw the card the same turn you buy it.

Gabe's Gross Mouth: You may gain the benefit of a card before you delete it.

Globfather: You see that ugly token that came with the game? This card puts it to evil use. The first person to play this card during a game moves the Glob token from off the board onto a non-Boss stack of his choice. After that, whenever a player plays a Globfather, he must move the Glob to a new non-Boss stack.

Golf Cyborg: This powerful card acts like a PAX Pox at the end of the game. It subtracts 1 VP from your total score. It is often a good idea to delete Golf Cyborgs late in the game.

Grandma's Man Candy: Rolling for this Loot does not count as “playing a card.”

Gunhorse: You may immediately play the card you gained.

Head Crabs: If a player already has a PAX Pox on their head, he or she is not subject to another, though he or she may still block it if able.

Mage Fish: If you choose not to delete the revealed card, it remains on top of your deck.

Monkey King Gabe, The Kitchen Sink: Cards that do not share a name are “different” cards. The Kitchen Sink counts as a card you played. PAX Pox do not count, as they are never played.

Photoshop Hero: Reveal each Photoshop Hero from your hand simultaneously. They will each take effect. If the Glob token is on Photoshop Hero, you can't gain another copy.

Professor Necro-Dead: Remember that Gold cards (which are both Red and Green) have a total cost equal to both of their costs added together. A Sad Zombie (4 Tokens and 4 Power) has a cost of 8.

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PENNY ARCADE

THE GAME

RUMBLE IN R'LYEH

TURN SEQUENCE

- Reveal or play any “Start of turn effects.”
- Total up your Tokens and purchase any number of Gamer (Green) cards.
- Total up your Power and purchase any number of Evil (Red) cards.
- Or total up your Tokens and Power to purchase any number of Gold cards.
- As soon as you buy or gain any card, place it into your discard pile, unless instructed otherwise.
- At the end of your turn, place all the cards you played and any remaining cards from your hand into your discard pile, and draw a new hand of six cards.

Do not reshuffle your discard pile just because you have no cards in your deck. Wait until you must draw or reveal a card from your deck. Then shuffle your discard pile, and it becomes your new deck.

GOLD CARDS

Gold cards are both Green cards and Red cards. A Gold card’s total cost is equal to the sum of the Token and Power costs of the card.

END OF GAME

The game ends immediately when one of three conditions is met:

- The **Level 3 Green Boss** is bought.
- The **Level 3 Gold Boss** is bought.
- The **Level 3 Red Boss** is bought.
- Four stacks of cards are depleted from the board. PAX Pox counts as a stack.

