

List of Cards (insane / red cards)

9 - Cthulhu (x1) : Win the game if you have 2+ insanity cards. Otherwise lose the round.

8 - Trapezohedron (x1) : Win the round if you also have a 5 or higher in your hand.

7 - Nyarlathotep (x1) : Collect every other player's hand give them each one card back (your choice)

5 - Mi-Go (x1) : Add another's hand to yours. They get the Mi-Go Braincase, then you discard.

4 - Liber Ivonis (x1) : You can not be knocked out.

3 - Hound of Tindalos (x1) : Another player is out if not insane.

2 - Golden Mead (x1) : Sane effect, then draw and discard.

1 - Deep One (Ace) : If another players hand is 1, they are out, otherwise sane effect.

0 - Mi-Go Braincase (Joker) : Lose this round (This card starts out of the deck)