List of Cards (sane)

9- Necronomicon (x1) : Lose the round if discarded (in any way).

8 - Silver Key (x1) : Must be discarded if you also have a 5 or higher in your hand.

7 - Randolf Carter (x1) : Trade hands with another player.

5 - Professor Armitage (x2) : A player (can be you) discards and draws a hand.

4 - Eldar Sign (x2) : You cannot be chosen for card effects until your next turn.

3 - Great Race of Yith (x2) : Compare hands with another player. Lower number is out.

2 - Cats of Ulthar (x2) : Look at another player's hand.

1 - Investigator (Ace or Jack x5) : Guess another player's hand. If you are correct they are out.

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

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)

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