

2

# GOLDEN MEAD



Choose another player.  
Look at their hand.

Choose another player.  
Look at their hand.

Draw a card, then discard a card.

3

# HOUND OF TINDALOS



Choose another player.  
You secretly compare hands with  
them. The player with the lower  
number is knocked out of the round.

Choose another player.  
If they are not Insane,  
they are knocked out of the round.

4

# LIBER IVONIS



You cannot be chosen  
as part of the effects  
of other players' cards  
until the start of your next turn.

You cannot be knocked out  
until the end of the round.

# 5

## MI-GO

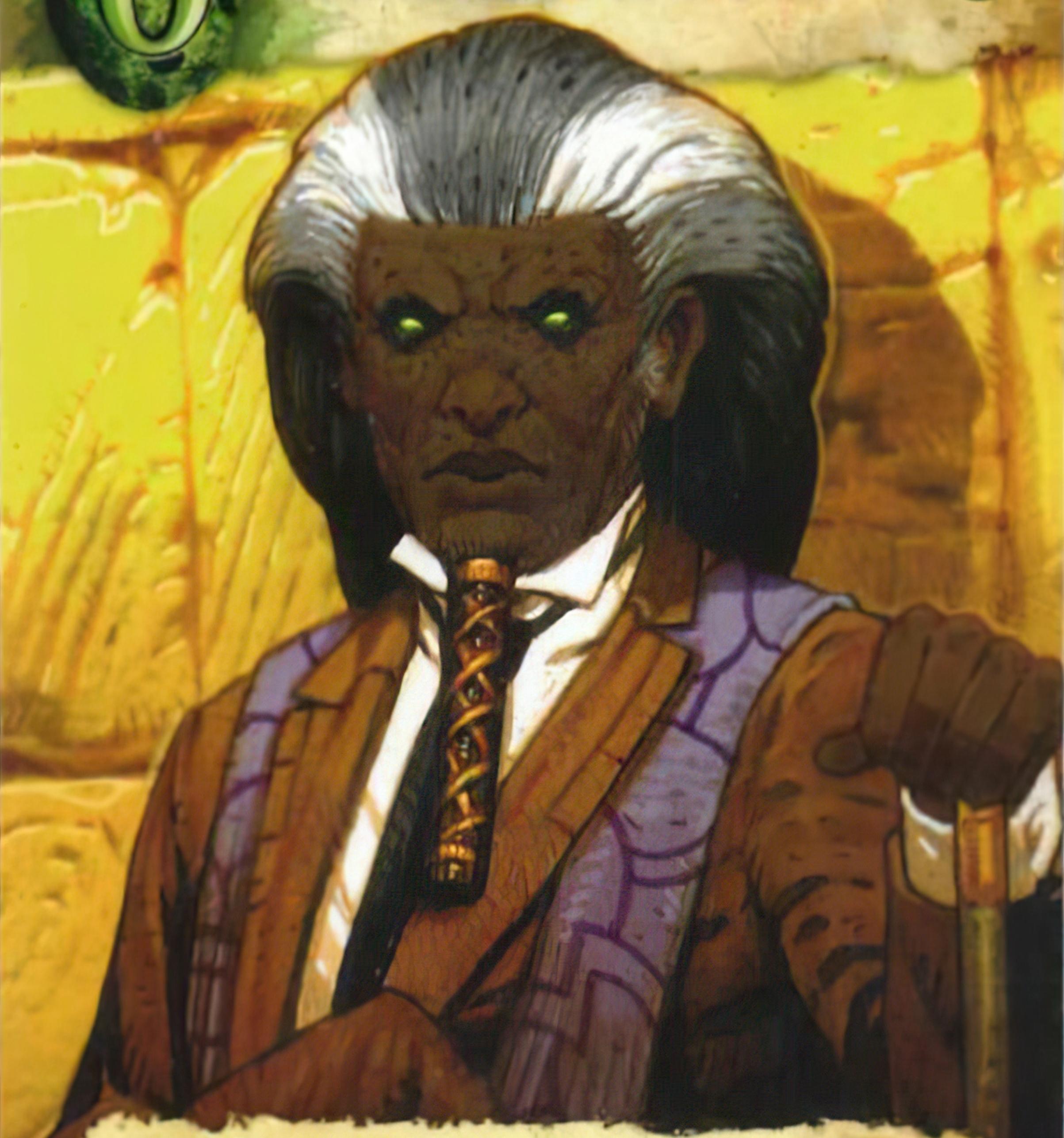


Choose any player.  
They must discard their hand  
and draw a new card.

Choose another player.  
Add their hand to yours.  
They add the Mi-Go Braincase  
to their hand. Then, discard a card.

6

# NYARLATHOTEP

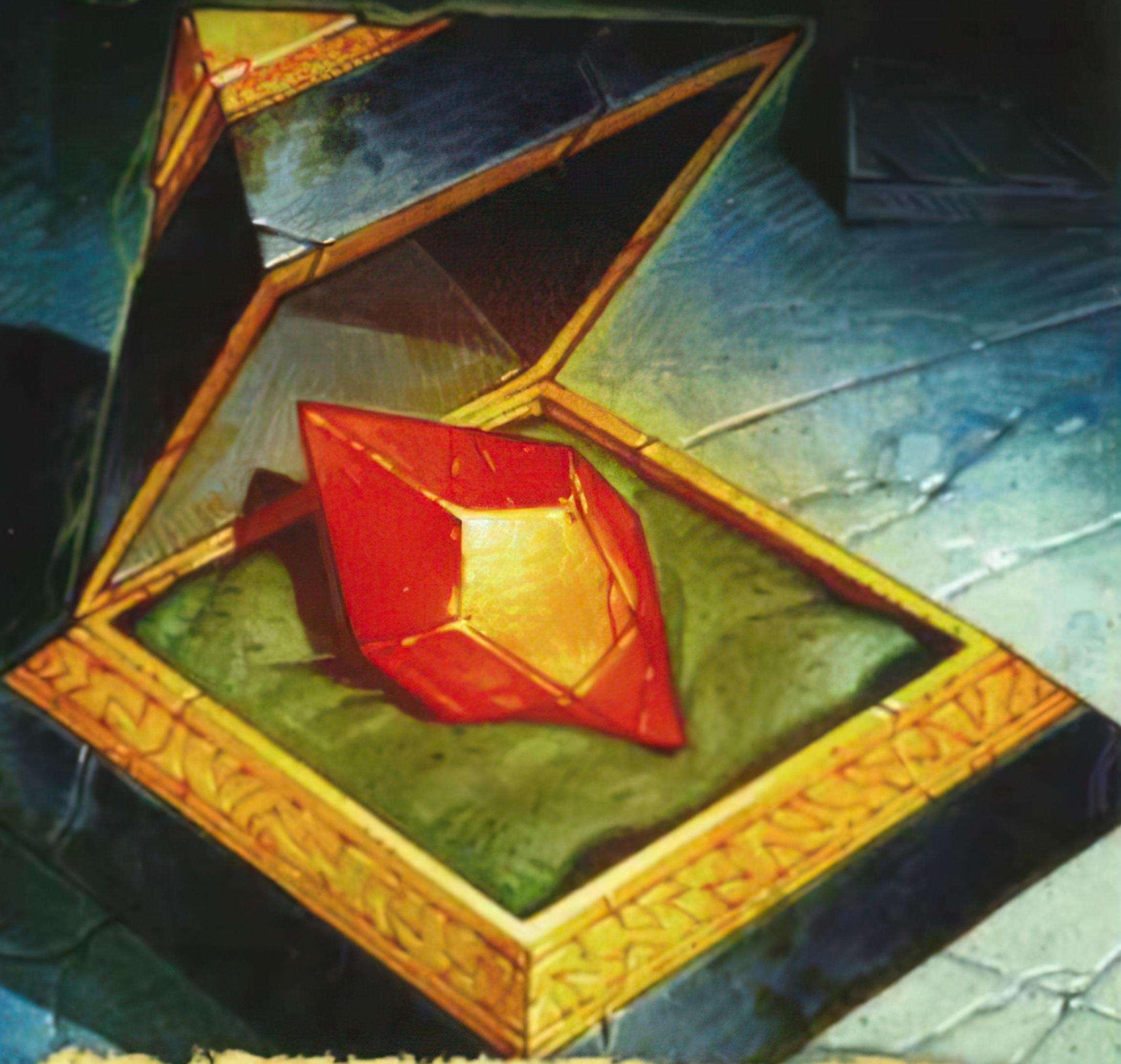


Choose another player.  
You trade hands with them.

Collect the hands  
of all the other players.  
Give each of them  
one card of your choice back.

7

# THE SHINING TRAPEZOHEDRON



You must discard this card if you ever have another card with a number higher than 4 in your hand.

Ignore this effect if you are Insane.

If you ever have another card with a number higher than 4 in your hand, you win the round.

8

# CTHULHU



If you discard this card,  
you are immediately  
knocked out of the round.

If you have 2 or more  
Insanity cards in your discard pile,  
you win the game. If you don't,  
you are knocked out of the round.