

LIST OF CARDS

(Insane effects)

8 – CTHULHU (1): Win the game if you have 2+ Insanity cards. Otherwise, lose the round.

7 – THE SHINING TRAPEZOHEDRON (1): Win the round if you also have a 5 or higher in your hand.

6 – NYARLATHOTEP (1): Collect every other player's hand. Give them each one card back (your choice).

5 – MI-GO (1): Add another player's hand to yours. They get the Mi-Go Braincase. Then you discard.

4 – LIBER IVONIS (1): You cannot be knocked out.

3 – HOUND OF TINDALOS (1): Another player is out if they are not Insane.

2 – GOLDEN MEAD (1): Look at another player's hand. Then draw and discard a card.

1 – DEEP ONES (1): If another player's hand is 1, they are out. If it is not, use the Sane effect of this card on them.

0 – MI-GO BRAINCASE (1): Lose the round. (this card starts out of the deck)

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