



ALL MANOR OF EVIL

Living Rules v 1.0

ALL MANOR OF EVIL

By night we came, descending upon the old house like the vultures that we are. They say the manor is full of valuables and relics. They also say Lovecraft is mad, believing his writing to be more than mere fiction. Let's hope that isn't true... and why the front door was left unlocked?

All Manor of Evil takes players inside the mind and abode of HP Lovecraft. As players pilfer and steal relics, ancient forces awaken and madness stirs. Beyond the larceny at hand, each player has an agenda of their own. Some want only to survive the night, while others wish to call forth an elder god eager to devour the players... or the world.

A special thanks to all of our playtesters: Lindsey Friend, John Clowdus, Jeff Atkins, Ryan Roe, Adam Baker, Eli Rentmeesters, Heather Hamm, Kira Peavely, Tim Hicks, Jason Funk

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COMPONENTS



1 Manor board

1 Vault Extension



20 action cards



62 relic cards



2 Clock cards



10 role cards



6 Double-Sided elder god cards



5 Skeleton Key cards



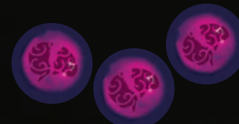
4 Lovecraft cards



1 lantern token



21 awakening tokens



30 madness tokens



SETUP

1. Place the Manor board in the middle of the table. If playing with five or more players, place the Vault extension board to the right of the Manor board.
2. Choose one elder god of each color from those appropriate for the player count as indicated on the bottom left of each elder god card. Place the elder gods above the Manor board in the play area. Add 1 awakening token to each.
3. Divide the Manor deck into four roughly equal piles. Shuffle the two Clocks into one pile and place into the play area near the Manor board. Individually shuffle the remaining piles and place each of those piles on top of the pile with the Clocks.
4. Place 1 relic card in each room of the Manor board. If using the Vault extension board, add one card to the Vault.
5. Randomly determine the First Player or assign it to the least sane player, giving them the Lantern. Next, give 2 madness tokens to the First Player and the player to their left. Give all other players 1 madness token.
6. Give each player a Skeleton Key as the first card of their cache.
7. Give each player one set of action cards: 1 Pilfer, 1 Deceive, 1 Study, and 1 Inspect.
8. Create a role deck consisting of role cards appropriate for the number of players as indicated on the bottom of the card, then randomly distribute one role card to each player.
9. Return all unused components to the box.

The living rules, setup instructions, and rules for the 2-player and solo game variants can be found at kolossalgames.com.





DAGON

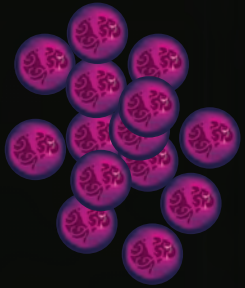
AWAKENED: EACH PLAYER SHUFFLES THEIR CACHE AND REMOVES THEIR TOP 2 RELICS FROM THE GAME.

HULHU

AWAKENED: THE PLAYER WITH THE LEAST TOKENS GAINS TOKENS.

HASTUR

SCORING: REMAINING PLAYERS SCORE THE OF EACH RITE IN THEIR CACHE INSTEAD OF THE VALUE.



CLOCK

CLOCK

3

ATTIC

LAPIS LAZULI AMULET

1 **3**

BASEMENT

JADE STATUE

*ADD OR REMOVE TOKEN

1 **1**

FOYER

ANCIENT TABLET

0 **1**

LIBRARY

AMBER AMULET

1 **3**

1

4

7

5

SKELETON KEY

0 **1**

6

PILFER (1) ADD TOKEN ANY ROOM IN MANOR

DECEIVE (2) EXCHANGE THE RELIC OF YOUR C... WITH ANY REL... THE MANOR

STUD (3) LOSE UP TOK...

INSPECT (4) REVEAL THE TOP CARD OF THE DECK. STEAL THAT CARD IF IT IS A RELIC.

BLUE CULTIST

SCORING

SCORE IF AN ELDER GOD WAS AWAKENED. SCORE AN ADDITIONAL IF THE BLUE ELDER GOD WAS AWAKENED.

8

5

GAME PLAY

In *All Manor of Evil* your goal is to be the player with the most \$ at the end of the game. Earn \$ by collecting relics and achieving the goals on your role card. But beware, the player(s) with the most total madness lose the game.

Stealing relics is the very core of the game. Players will be stealing relics from the Manor to try and earn the most \$ while simultaneously trying to maintain their sanity and avoid being eliminated at the end of the game.

All Manor of Evil is played over a number of game rounds until one of the following occurs, ending the game:

- Immediately after the second Clock is drawn or revealed
- At the end of the round when one or more elder god is awakened

Each round consists of the following steps:

- SELECT ACTIONS
- RESOLVE ACTIONS
- END OF ROUND

SELECT ACTIONS

Each player simultaneously selects one action card from their hand and places it facedown in their play area. When you place your selected action card into your play area, immediately return any faceup action card in your play area to your hand.

NOTE: During the first round of the game no action card will be returned to your hand.



RESOLVE ACTIONS

All players simultaneously reveal their selected action cards. All players who selected the same action card as any other player gain one madness token from the supply.



The player(s) that selected the action card with the lowest initiative number resolves their action card first. If more than one player chose the same action card, players resolve their actions in clockwise order starting with the player holding the Lantern token. Once all of the lowest initiative actions have been resolved, repeat this process in ascending initiative order until all players have resolved their actions.

To resolve an action card, start with the Action ability at the top of the card followed by the room ability at the bottom of the card.

Room abilities require you to steal a relic from one of the rooms in the Manor board, if possible. In a five or six player game, the Vault will always have a relic to steal.

NOTE: The only time you are allowed to forego stealing a relic is if there are no relics in the rooms from which you are able to steal.

THE VAULT

The Vault is a special room used when playing with five or six players. The Vault can always be stolen from regardless of which action card you choose, however, unlike the other rooms in the manor the Vault has two special rules:

- Whenever a relic is added to the Vault from the deck also add 1 madness token to the room
- Anytime the Vault is empty, immediately add a relic to it off the top of the deck



PLAYER CACHE

Your cache is a faceup stack consisting of the relics you have acquired throughout the game. Each time you steal a relic, place it on top of your cache. All cards except for the top card in your cache are hidden to all players.

NOTE: Players can NEVER look through any cache to examine its contents.

STEALING

When resolving an ability with the word “steal” in it you must steal a relic as directed if possible. If you steal a relic from a room with madness tokens on it, you must take all of the madness tokens on the room in question.

When a player adds a relic card to their cache as the result of an ability containing the word “steal” in it, they must resolve the ability on that relic. Relic abilities must be resolved unless the ability uses the word “may,” at which point you decide if you would like to use the ability or not.

NOTE: The Deceive action card ability is not considered stealing and does not cause you to take any of the madness tokens on a room nor does it resolve the relic ability.



Every relic has a value as well as a madness value. Some relics will have additional steal effects such as special abilities, adding or removing awakening tokens, and adding or removing madness tokens. When a relic has one or more steal abilities resolve them in the following order: awakening token, madness token, special ability.

Card Name:
Some cards or effects will reference card names

Awakening:
Add or remove awakening tokens from god(s) of the matching color.

Madness:
Gain or Lose madness tokens.

Special ability:
Unique card effect described.

Madness value:
Totaled with madness tokens at the end of the game.

\$ Value:
End game points.

A relic card titled "ANCIENT TOME" with a gold coin value of 4 and a madness value of 3. The card features a dark, atmospheric illustration of a forest. A special ability box at the bottom reads: "* ANOTHER PLAYER OF YOUR CHOICE MUST REMOVE 1 TOKEN FROM ANY ELDER GOD." The card has a blue awakening token icon on the left and a purple madness token icon on the right.

RELICS

Every relic consists of the following:

- **Madness value:** Before players get to total their \$ earned from their relics they will have to compare their total madness (relics and tokens) with all other players. The player(s) with the most total madness are devoured during the Madness Step of the Game End.
- **\$ Value:** The player with most \$ at the end of the game wins

Some relics will also have one or more additional abilities, these are referred to as steal abilities.

- **Awakening token:** Some relics indicate whether an awakening token is added or removed from one or more elder gods. The color of the icon indicates which elder god(s) are affected and the value below the icon indicates the amount of awakening tokens that are added or removed.



Awakening token icons can be one or more colors, if an awakening token icon has more than one color the player may choose any of the elder gods matching the colors of the icon unless the card text says otherwise.

- **Madness token:** Some relics will indicate whether madness tokens are gained or removed. Unless otherwise noted this effects the player who steals the relic. The amount that is gained or removed is indicated by the number below the icon.
- **Special ability:** Some relics have a special ability that must be immediately resolved when added to a players cache as the result of any effect that contains the word steal or if specifically directed to do so by some other means.



NOTE: Some steal effects will have (*) to indicate additional text or effects detailed in the special ability box of the relic. Always refer to the special ability text when resolving a relic with the (*) symbol.

END OF ROUND

Once all players have resolved their action cards the round ends. Check to see if any elder gods have 6 or more awakening tokens. If so, proceed to the End of Game. If not, refill all empty rooms with cards from the top of the Manor deck. Pass the Lantern to the next player in clockwise order and begin a new round.

END OF GAME

A game of *All Manor of Evil* can end in one of three ways:

1. More than one elder god is awakened.
2. One elder god is awakened.
3. The second Clock card is revealed.

1. MORE THAN ONE ELDER GOD IS AWAKENED: Doom falls upon the world and all are consumed with madness and strife. All players lose the game!

2. ONE ELDER GOD IS AWAKENED:

If one elder god is awakened, the elder god will resolve any applicable abilities at the beginning of each step before the players resolve abilities on their role cards.

Follow these steps in order:

- **Reveal:** Resolve any reveal effect on the awakened elder god. Then players reveal their role cards one at a time beginning with the player holding the Lantern and proceeding in clockwise order. Each player resolves any reveal effect on their role card tied to an god or gods being awakened.



- **Awakened:** Resolve any awakened effect on the awakened elder god.
- **Madness:** Resolve any madness effect on the awakened elder god. All remaining players total the madness value of all cards in their cache and the madness tokens they possess. The player(s) with the greatest amount of total madness is devoured and lose the game immediately. If there is a tie for most madness, all tied players are devoured. If this results in all remaining players being devoured, all players lose the game.
- **Scoring:** Resolve any scoring effect on the awakened god. All remaining players total their \$ by resolving any scoring effect on their role card and totaling the \$ value of all relics in their cache. The player with the most \$ wins. In the event of a tie, the player with the least madness among those tied wins.

3. THE SECOND CLOCK IS REVEALED:

If the second Clock card is drawn or revealed by any means, the game ends immediately.

- **Do not resolve any further abilities.** If the second Clock card was revealed while a player resolving their action, any further resolution is interrupted and takes no effect
- **Do not finish the current player's turn**
- **Do not finish the round**

Follow these steps in order:

- **Reveal:** Players reveal their role cards one at a time beginning the player holding the Lantern and proceeding in clockwise order. Each player resolves any game end effect on their role card tied to second Clock being revealed
- **Madness:** All remaining players total the madness value of all cards in their cache and the madness tokens they possess. The players with the greatest amount of total madness are devoured and lose the game immediately. If there is a tie for most madness, all tied players are devoured. If this results all remaining players being devoured is all players lose the game.
- **Scoring:** All remaining players total their \$ by resolving any scoring effect on their role card and totaling the \$ value of all relics in their cache. The player with the most \$ wins. In the event of a tie, the player with the least madness among those tied wins.



The second Clock is revealed:

If the second Clock is drawn or revealed by any means the game ends immediately.

- **Do not resolve any further abilities.** If the second clock was revealed while a player resolving their action any further resolution is interrupted and takes no effect.
- **Do not finish the current player's turn.**
- **Do not finish the round.**

Follow these steps in order:

- **Reveal:** Players reveal their role cards one at a time beginning at the Lantern and proceeding in clockwise order. Each player resolves any game end effect on their role card tied to second clock being revealed.
- **Madness:** All remaining players total the madness value of all cards in their cache and the Madness tokens they possess. The players with the greatest amount of total madness are devoured, and lose the game immediately. If there is a tie for most madness all tied players are devoured. If this results all remaining players being devoured, all players lose the game.
- **Scoring:** All remaining players total their (\$) by resolving any Scoring effect on their role card and totaling the (\$) value of all relics in their cache. The player with the most \$ wins. In the event of a tie, the player with the least madness among those tied wins.



2 PLAYER RULES

The All Manor of Evil 2 player game is a head to head contest that involves players alternating turns controlling H.P. Lovecraft himself. While unlikely, there is a chance that Lovecraft could defeat both players if they are not careful!

SETUP

Follow all other rules for setting up a standard game of All Manor of Evil with the following additions and exceptions.

1. Randomly select 1 of the 4 Lovecraft Role cards and place it facedown in the play area. Return all other Lovecraft cards to the box.
2. Randomly determine a First Player. Give that player the Lantern and 2 Madness tokens and give the second player 1 madness token. Lovecraft starts the game with 0 Madness tokens.
3. Select an elder god of each color compatible with the 2 player game as indicated by their player count icon.

GAME PLAY

A 2 Player game of All Manor of Evil plays as it would with 3 or more players only with minor changes to the Resolve Actions step.

Lovecraft is considered a player and can be targeted by any and all abilities accordingly. If an ability targeting Lovecraft requires Lovecraft to make a choice it is made by the player in possession of the Lantern.

After both players have resolved their actions the player in possession of the Lantern takes a turn for Lovecraft in the following way:

1. Lovecraft steals a relic from any room of the player's choosing adding the stolen relic to the top of Lovecraft's cache.
2. The player controlling Lovecraft resolves the stolen relic's ability as they wish, but as if the player was Lovecraft. This means cards referencing other players include the player and their opponent.

NOTE: Players are not required to make "correct" choices for Lovecraft, the player in control of Lovecraft can choose to play as optimally or poorly as they choose.

GAME END

Follow all rules for Game End with the following exception:

- After each player has revealed their Role card, reveal Lovecraft's role just like any other player during the Game End. Resolve Lovecraft's Role ability during the appropriate Game End step after each player has resolved their Role ability.

NOTE: Lovecraft is considered a player for all Game End steps meaning that he could be devoured for having the most madness during the Madness step and should he survive could win the game instead of the players.



SOLO RULES

The All Manor of Evil solo game pits the player against one of the basic cultists and Lovecraft himself.

The player wins the game if at the end of the game they have managed to have fewer madness than the Cultist and more (\$) value than Lovecraft.

Unlike other modes of play the solo game will end in one of two ways:

1. If **ANY** elder god is awakened.
2. If the second clock is revealed.

SETUP

1. Place the Manor board on the table.
2. Place the Lovecraft Author Role card in the play area.
3. Take the three cultist Role cards, choose one at random placing it face up in the play area, and return the other two to the box.
4. Give the cultist a Skeleton Key to being its cache.
5. Give the cultist 1 Madness token.
6. Choose one Elder God card from each color, and add them to the play area. It does not matter which ones, as their text is not used in the solo game.
7. Place all Madness tokens into a supply within reach.



8. Establish the level of difficulty

Rookie: Gain 3 Madness tokens. Lovecraft starts with 1 relic facedown in their cache.

Investigator: Gain 6 Madness tokens. Lovecraft starts with 2 relics facedown in their cache.

Heroic: Gain 9 Madness tokens. Lovecraft starts with 3 relics facedown in their cache.

Legendary: Gain 12 Madness tokens. Lovecraft starts with 4 relics facedown in their cache.

Asylum: Gain 15 Madness tokens. Lovecraft starts with 5 relics facedown in their cache.

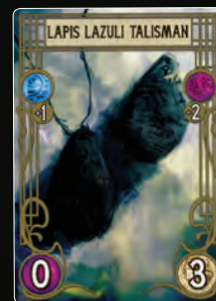
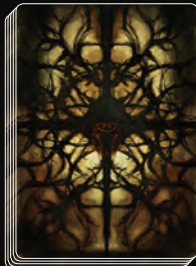
Doomed: Gain 18 Madness tokens. Lovecraft starts with 6 relics facedown in their cache.

Doomed too easy? Try adding more madness and relics at a ratio of 3 Madness tokens to 1 relic.

9. Cut the Relic Deck in half and return one of the piles to the box, then Separate the remaining Relic deck into four roughly equal piles. Shuffle both clocks into one of those piles and place the other three piles on top of it.
10. Add 3 Awakening tokens to each Elder God.
11. Deal out one card to each room on the Manor board.
12. Take one Skeleton key, a set of Action cards, and a randomly selected Role card with the (1+) icon indicating that it is compatible with the solo version of All Manor of Evil.

You are now ready to play All Manor of Evil!

SOLO SETUP



SOLO GAME TURN

The player selects one of their Action cards and resolves the turn in the following order:

- Resolve the Action Ability of the the chosen card.
- Resolve the rooms in the following order from left to right: Attic, Basement, Foyer, and the Library. When resolving the rooms use each of the following options once per game round:
 1. If the room is one of the Room abilities shown at the bottom of your action card, you may steal the relic and any madness tokens in the room.
 2. Give any madness tokens on the room to the Cultist, resolve the relic's effect, and add it faceup to the top of the Cultist's cache. See Cultist rules below.
 3. Give the relic in the room to Lovecraft without resolving its effect, place it facedown on top of his cache, and discard any madness tokens on the room.
 4. Leave it in the room for the next game round.
- Refill any empty rooms with relics from the top of the Manor Deck.

LOVECRAFT & THE CULTIST

Lovecraft: Lovecraft is completely unaffected by madness and never accumulates Madness tokens. Never resolve the effect of any relic added to Lovecraft's cache. Lovecraft is not treated as another player by any ability or effect in the solo game.



The Cultist: If the resolution of the cultist's relic requires a choice by another player, the player always chooses. If the resolution of a player's relic requires a choice by another player, the cultist chooses based on the rules below.

The cultist will always choose to add Awakening tokens to the god of its color and always choose to remove Awakening tokens from the gods not of its color.

- If the cultist is ever given the option to add or remove awakening tokens the cultist always chooses to add Awakening tokens.
- When adding Awakening tokens to a god not of its color the cultist chooses the god with the most Awakening tokens, if there is a tie the player chooses which god to add the Awakening token to.
- When removing Awakening tokens from a god not of its color the cultist chooses the god with the least Awakening tokens, if there is a tie the player chooses which god to remove the Awakening token from.

Always resolve the text and icons on a relic to the greatest extent possible, just as in the standard game, and ignore any text that is impossible to complete due to the game state.

When resolving a relic's ability for the cultist, ignore any text with the word Role and any icon tied to that ability by an asterisk.

For a detailed example of a turn see page 22.



GAME END

The solo game of All Manor of Evil ends one of two ways:

1. A god or gods awaken.
2. The second clock is revealed.

A god is awakened : If at the end of a round One or more gods have 6 or more Awakening tokens the god(s) will awaken and the player is devoured. Unique to solo mode if ANY god is awakened the player is devoured and loses the game.

The second clock is revealed: If the second Clock is drawn or revealed by any means the game ends immediately.

- **Do not resolve any further abilities.** If the second clock was revealed while a player resolving their action any further resolution is interrupted and takes no effect.
- **Do not finish the current player's turn.**
- **Do not finish the round.**

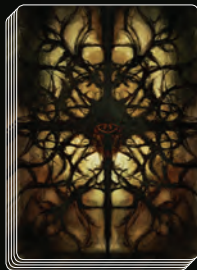
Resolve the Game End steps in the following order:

Reveal: Resolve the player's role ability if it has Reveal effect.

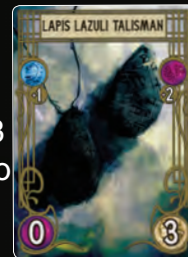
Madness: Resolve the player's role ability if it has a Madness effect. Then compare the player's total madness (madness on relics and tokens) with that of the cultist. If the player has a total madness greater than or equal to that of the cultist the player is devoured and loses the game. If the player has less total madness than the cultist, the cultist is devoured, and proceed to Scoring.

Scoring: Resolve the player's role ability if it has a Scoring effect. Then compare the player's total (\$) value (Relics + Role Ability) to that of Lovecraft. If the player has (\$) value equal to or less than that of Lovecraft the player is devoured and loses the game. If the player has a greater (\$) value total than Lovecraft the player is victorious! It is now time to try the next level of difficulty!

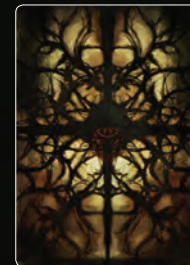
SOLO TURN EXAMPLE



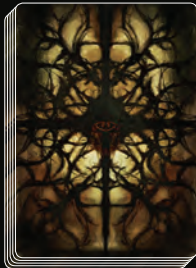
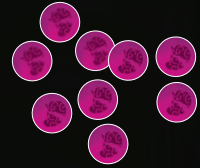
- Chris has setup the game at Rookie difficulty. For his first action he chose to play Study. The first thing that will happen is that Action ability will resolve removing Madness tokens returning them the supply. After this action has been fully resolved then resolve each room in order.



- The Attic: Chris will choose to give Lovecraft the Rite of Leng card. This is added to Lovecraft's stash facedown and the effect will be ignored.



- The Basement: Chris will choose to give the Obsidian Statue to the Cultist. The Blue cultist will always favor their own god adding awakening tokens whenever possible. Because Obsidian statue give the option to add or remove the Blue Cultist will choose to add an Awakening token to the Blue god.



4. The Foyer: Knowing that he will be required to take the card in the Library Chris will leave the Elder Sign in the Foyer for a later round.

5. The Library: Study requires the player to steal from the Attic or Library, because Chris gave the cultist the card from the Attic he must take the Amber Amulet from the library resolving the card as normal.

6. At the end of the round neither End Game condition has been met. Refill the empty rooms and prepare for the next round.

