

COMPLETE RULES & CARD LIST

OBJECTIVE

Stay hidden as a cryptid by avoiding Evidence Tokens. If a player accumulates 5 evidence tokens, they are exposed and eliminated. The last cryptid standing wins the game!

GAME SETUP

- With the remaining Creature Cards (if any) not in play, take 1 Creature Card and separate it from any others. This card will stay hidden throughout the entirety of the game.
- Each player will start with 3 cards drawn from the Action Deck.
- Place evidence tokens within reach of all players. Preferably in the center of the table.

GAME RULES

Turn Phases:

1. Draw Phase: Draw 1 card from the Action Deck.
2. Play Phase (you may do one of the following):
3. Play 1 card from your hand (optional). Resolve any card effects immediately.
4. Guess another player's cryptid.
5. Guessing a player's cryptid incorrectly will result in 2 evidence tokens! But this will also allow you to reveal a Creature Card from the pile that is not in play, allowing your guesses to narrow!
6. Guessing a player's cryptid correctly will cause that player to lose the game.
7. If a player uses an environment card, they may use the description trait.
8. End of Turn: At the end of their turn, a player must ensure they have no more than 5 cards in hand. If they have more, they must discard the excess.

EVIDENCE TOKENS

Tokens are placed on a player's field and tracked openly. Once a player reaches 5 evidence tokens, they are exposed and eliminated. If eliminated, you must reveal your cryptid.

Ways to Gain Evidence Tokens:

- Guessing another player's cryptid incorrectly.
- Failing to hide tracks or revealing tracks with Action Cards.
- Certain Action Cards or special card effects.

SPECIAL RULES

Players can negotiate or bluff, but agreements are non-binding.
If the draw deck is depleted, shuffle the discard pile to form a new deck.

WINNING THE GAME

The last cryptid standing without 5 evidence tokens wins.



SPECIAL RULES

SELF HELP CARDS

Remove Evidence (12 cards):

- Remove 1 evidence token from your field.

Destroy Evidence (8 Cards):

- Remove All evidence tokens from your field.

Shift Suspicion (8 Cards):

- Move 1 evidence token from your field to another player.

New Leads (8 Cards):

- Player may take an action card from the discard pile.

SABOTAGE CARDS

Plant Evidence (12 Cards):

- Add 1 evidence token to another player.

Eye Witness Account (10 Cards):

- Add 2 evidence tokens to another player.

Frame Job (11 Cards):

- Transfer 1 of your evidence tokens to another player.

DEFENSIVE CARDS

Misdirection (10 Cards):

- Redirect an evidence token being added to you to another player.

Hide Tracks (8 Cards):

- Cancel any action card targeting you, including adding evidence tokens. This card can be used to cancel a Misdirection action card

Disguise (8 Cards):

- Prevent another player from guessing a Cryptid. This card can be used to cancel the Guess Action against you or if you are feeling generous, another player.

DEFENSIVE CARDS

Bluffing:

- Players can bluff by playing Environment Cards that don't fit their cryptid, making others uncertain of their identity.

Play Mechanic:

1. Each cryptid card has a trait and a bonus trait listed. Traits – Can be played on your turn instead of an action card or guessing. Bonus traits – can only be used once! Your Cryptid must have a symbol that matches the symbol on the environment card Trait actions are able to be blocked by specific defense cards affecting another player.
2. Players can only have 1 environment in play for their cryptid at a time. Once played, environments can only be discarded out by playing another environment card, someone taking or swapping your environment card, or someone force discarding your environment card.

SPECIAL WILD CARDS

Unavoidable Proof (2 Cards):

- When drawn:
- the player immediately gains 1 evidence token. This action cannot be negated.
- Passes turn

Mass Panic (2 Cards):

- All players pass 1 evidence token to the left.

1. Cover-Up (2 Cards):

- Remove 1 evidence token from every player.

Hunter's Focus (2 Cards):

- All players add 1 evidence token to the player with the fewest tokens (ties resolved by the card's player).

Eviction (2 Cards):

- Use an Eviction Card to either remove an Environment Card from a player's field and place it at the bottom of the Environment Deck, or steal it for yourself.

EVENT CARDS

Media Frenzy (4 Cards):

- Every player draws a card and must immediately play it, if possible.
- This mini-game goes around the table 1 turn. If another Media Frenzy card is drawn during this mini-game, it will be saved for another time and go to the player's hand that drew it.

Cryptid Convention (4 Cards):

- All players reveal their hands. The player with the most sabotage cards gains 1 Evidence Token.
- Ties for the least amount of Evidence Tokens are split between those tied (i.e. If 2 players each have 1 Sabotage Card in hand, they will both receive 1 Evidence Token).

Sightings Surge (4 Cards):

- Each player adds 1 evidence token to their field.

CARD LIST

CRYPTID CARDS



ENVIRONMENT CARDS



ACTION CARDS

