

# LOVECRAFT LETTER

## Setup

👉 Set aside the *Mi-Go Braincase* card (face up) and shuffle the draw deck. Set aside **one** card (without looking at it). **2p only:** *Discard 5 cards faceup.*

👉 Each player receives **one** card from the draw deck.

## Gameplay

In the first round, choose a player to go first. On subsequent rounds, the winner of the previous round goes first.

*On your turn:* **Draw** a card, then **play** a card from your hand. If there are two actions on the card, perform the 🔴 **sane** action (unless **insane**).

### Going insane:

You become insane when you have an 🟢 **insane card** in your **discard pile**.

👉 When it's your turn, flip over a number of cards from the deck equal to the **number of insane cards** in your discard pile. If you reveal an **insane card**, you are out of the round.

👉 While you are **insane**, you may choose the 🔴 **sane** or 🟢 **insane** effect when playing a card.

### End of the round:

The round ends when there's only **one player remaining** or a player is unable to **draw a card**.

👉 If only **one** player remains, that player wins the round.

👉 If **more than one** player remains, the player with the **highest value card** is the winner of the round. In case of a tie, no one receives a token.

👉 If the winner is **sane**, they receive a 🔴 **sane** token. If they are **insane**, they receive an 🟢 **insane** token.

## Winning the Game

A player wins the game if they meet any of the following **three** conditions:

👉 They have **2** 🔴 **sane** tokens.

👉 They have **3** 🟢 **insane** tokens.

👉 They play **Cthulhu** and they have two **insane** cards in their discard pile.