

QUICK REFERENCE

GAMEPLAY

Player order begins with the First Player and proceeds *clockwise*.

DAWN

First Player flips a new **Event** and resolves it from top to bottom.
When finding the Site with the fewest Humans or Flavor, this will include Sites with zero.

DAY

In player order, you will have **3 turns**.

(in red : cult exp.)

During your turn, you may take one of the following Actions :

- **Play a card** from your hand.
- Discard a card to use your **Cryptid Power** (once per round).
- **Direct a cult** : Discard a card to move your Cult to one adjacent Site. Multiple times possible.
- **Pass** the turn to the next player.

End of each turn, **Cultivate** (*optional*) :

On Hiding-Spot Site with 3 same-Flavor Humans : remove 1 Human, increase Influence by 1.

Note: only possible if your current Influence is lower than the number of Events in the Current Event pile.

DUSK

The Encounter occurs at the Site that has the **most Humans** and at least one Hiding Spot.

In player order, if you have a Hiding Spot at the Encounter :

- Reveal the top Sighting of that Stack.
- Resolve it from top to bottom.
- Place your Hiding Spot on top of that Stack.

NIGHT

In player order, take the following steps :

- If you don't have a Hiding Spot on a Stack, you may **move** a Hiding Spot.
- If you have a Hiding Spot on a Stack, **place** it on a Site (cannot be the Encounter).
- You may **discard** any cards in your hand, then **draw back** up to 5 cards (skip on Round 5).

Pass the First Player token *clockwise*, then start the next round.

The game will end after **5 rounds**.

END GAME

Once you have completed 5 rounds, flip over the remaining Sightings in your Stacks and your Hidden Trait before determining the winner of the game.

- Gain **7 Myth** for each **Real Deal** that was not revealed during the game.
- Gain bonus Myth based on your level of completion of the objective on your **Hidden Trait**.

The player with the greatest total Myth wins the game and is deemed the True Legend, while the others scurry home before the Humans catch them.

In the event of a tie, tally the number of Humans on the Sites where you have Hiding Spots. **The tied player with the most Humans is the winner**. If that does not resolve the tie, then high five because you are both legends this time around (but you should probably play again to determine who the **True Legend** is).

RESOLVING EFFECTS :

If you are ever unable to perform the full effect on a card, partially resolve that effect to the extent you are able. If multiple Sites fit the effect's requirements, choose one of those Sites and resolve the effect from that Site.

WHEN MOVING HUMANS :

"To" means you will move them directly onto a Site.

"Toward" means you will move them one Site closer.

FUNCTIONS :

- **Lure** : From an adjacent Site to the Site of your Hiding Spot.
- **Scare** : From the Site of your Hiding Spot to an adjacent Site.
- **Attract** : From the corresponding Rest Area to the Site of your Hiding Spot.
- **Extract** : From the Site of your Hiding Spot or an adjacent Site to the corresponding Rest Area.
- **Strong Lure** : From a Site up to 2 Sites away to the Site of your Hiding Spot.
- **Big Scare** : From the Site of your Hiding Spot to a Site up to 2 Sites away.

MOVING YOUR HIDING SPOTS:

- You may not place a Hiding Spot token on a Site that already has one of your Hiding Spot tokens.
- For 4 players: No more than 3 players may have a Hiding Spot token at any one Site.
- For 5-6 players: No more than 4 players may have a Hiding Spot token at any one Site.

REFRESHING THE ACTION DECK:

If Action deck runs out of cards, shuffle the discard pile face down to form a new Action deck.

HUMAN TOKENS

Humans are the meat and potatoes in Twisted Cryptids. (Delicious!)

Each round, you will lure them to certain Sites to increase your Myth or drive them away to prevent them from spotting you. Humans come in three different Flavors:

Note: Some effects do not specify a Flavor of Human. These effects utilize a  symbol instead of one of the three Human Flavors above. When resolving one of these effects, you may choose any Human.



Hikers are your standard fare Humans. They aren't looking for you, but they might get curious if they happen upon you. At Dawn, you'll find them wandering through The Wilderness and seeing the sights. They are easily fooled by **Hoaxes** and will usually leave you alone if they come across you **sleeping**.

CAMPER VAN MEEPLE



This Vehicle starts at Pinehill Park, and it Attracts and moves Hikers.



Hunters are crafty Humans who are on your trail. At Dawn, they tend to move in packs as they look for you, and they can move quite quickly. However, you can foil their plans with cleverly crafted **Decoys**, and they tend to be afraid when they see you ready to **pounce and attack**.

HUNTING RIG MEEPLE



This Vehicle starts at Crystal River, and it Attracts and moves Hunters.



Researchers are the most learned of Humans who want to prove you exist and study you. At Dawn, they might slowly move between Sites, looking for you in less crowded areas. They are often excited by just a glimpse of your **Silhouette**, but they are elated when they catch you **in the act of something silly or mundane**.

MOBILE LAB MEEPLE



This Vehicle starts at Maple Lake, and it Attracts and moves Researchers.