

# TWISTED CRYPTIDS

QUICK  
REFERENCE

## 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 requirement, 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 move a Human to the Site of one of your Hiding Spots from an adjacent Site
- SCARE move a Human from the Site of one of your Hiding Spots to an adjacent Site
- ATTRACT take a Human from corresponding Rest Area and place in on the Site of one of your Hiding Spots
- EXTRACT take a Human from the Site of one of your Hiding Spots or an adjacent Site and place it back in it's corresponding Rest Area
- STRONG LURE move a Human to the Site of one of your Hiding Spots from a Site up to two Sites away
- STRONG SCARE move a Human from the site of one of your Hiding Spots to a Site up to two sites away
- DRAW add action card to your hand

## 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.

## REFRESH THE MAIN DECK

If at any time the Action Deck runs out of cards, shuffle the Discard Pile and place it face down to form a new Action Deck.



## **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]**

**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]**
- ✓ **Pass the turn to the next Player**

## **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 the Stack**
- ✓ **Resolve it from top to bottom**
- ✓ **Place your Hiding Spot on top of the 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 (Not Site of Encounter)**
- ✓ **You may Discard any cards in your hand, then Draw back up to 5 cards (Skip on Final Round, 5)**
- ✓ **Pass the turn to the next Player**

**PASS THE FIRST PLAYER TOKEN CLOCKWISE  
THEN START THE NEXT ROUND  
THE GAME ENDS AFTER 5 ROUNDS**

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