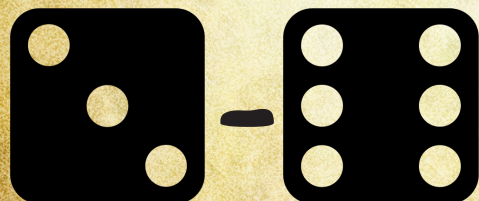


Reading the Play

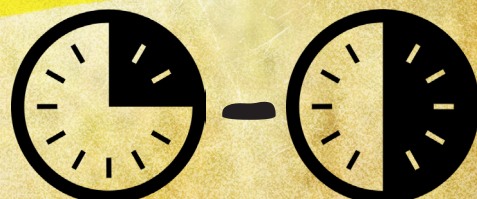
A Card Game about the King in Yellow
by Rob Justice



Players



18+



Minutes

Reading the Play

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OBJECTIVE

Reveal the most Lines in a Sequence from a single Stanza before Line 316: "Camilla's Agonised Screams" is revealed and the game ends.

CONTENTS

- 28 Line cards
- 6 Yellow Sign cards
- 2 Elder Sign cards



CARD LAYOUT



READING STANZAS

Stanzas are completed Sequences. The center number on a card is that card's Line Number, the number to the left is the Line Number that starts the Stanza, the number to the right is the Line Number that ends the Stanza.



When building a Sequence only the Line Number is applicable; the numbers to the left/right are guides to know how long each Stanza is.

CREDITS

DESIGNER: Rob Justice
EDITOR: Nicole Justice

Old Newspaper Types by Manfred Klein
Cover Icons from thenounproject.com

Based on "THE KING IN YELLOW"
by Robert W. Chambers

Yellow Sign design by Kevin Ross
Elder Sign design by H.P. Lovecraft



START THE GAME

1. **SHUFFLE THE DECK**
2. **EVERYONE DRAWS TWO CARDS.**
3. **ON THE COUNT OF THREE, EVERYONE POINTS AT ANOTHER PERSON.**
4. **WHOEVER HAS THE MOST PEOPLE POINTING AT THEM IS THE FIRST PLAYER.**
 - **IF THERE IS A TIE, TRY AGAIN UNTIL THERE ISN'T A TIE.**

THE PLAYER'S TURN

1. **CHOOSE TO DRAW OR TRADE:** The Player either Draws a card from the top of the deck or Trades cards with another player. If the Player decides to Trade:
 - **SELECT TRADERS:** The Player selects any number of people at the table to be Traders.
 - **SELECT A CARD:** Everyone selects one card from their hand and places it face down in the center of the table.
 - The Player cannot trade a Yellow Sign card but the Traders can.
 - Line and Elder Sign cards may be traded by anyone.
 - **GATHER TRADED CARDS:** Once everyone has placed a card in the center of the table the Player collects the traded cards, shuffles, and looks at them.
 - If the Player receives one or more Yellow Signs, they must keep one of the Yellow Signs. The rest are returned to the Traders.
 - **PASS OUT TRADED CARDS:** The Player then decides who to give which card to and passes one card back to each Trader.
2. **PLAY ELDER SIGNS:** If the Player has a Yellow Sign and an Elder Sign in hand they may play the Elder Sign now.
3. **REVEAL THREE YELLOW SIGNS:** If the player has three Yellow Sign cards in hand, they must now be revealed. The game ends and everyone loses.
4. **SEQUENCING:** The Player may Start a Sequence or Continue a Sequence.
 - If the Player has not started playing a Sequence on the table and has two sequential cards in hand they may play them.
 - If the Player has not started playing a Sequence on the table and has three sequential cards in hand they must play them.
 - If the Player has started playing a Sequence on the table and has either the next or previous Line in their Sequence they must play it.
5. **FINISH THE PLAY:** If the Player has Line 316: "Camilla's Agonised Screams" they may reveal it now, ending the game.
 - If the Player who reveals Line 316: "Camilla's Agonised Screams" also has Line 315: "Not upon us, O King, not upon us!" and has not started a Sequence, they may play both cards as a Sequence and then end the game.
 - Or, if anyone else has Line 315: "Not upon us, O King, not upon us!" they may play it now to continue the game.
6. **ON TO THE NEXT:** The Player announces they are done and the person to their left becomes the Player.

