

Andrea Chiarvesio Gianluca Santopietro

H.P. Lovecraft's
KUNGSFÖRT
festival

Rulebook



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THE DESIGNERS



Andrea Chiarvesio: as a game designer, he is already known for *Kingsburg*, *Olympus*, and *Arcanum*. He loves management and card-driven games, and generally those which force you to adapt your strategy against changing circumstances. He is a big fan of television serials and of all stories well told, independent of the medium used (books, comics, movies, videogames, serials, board games, role-playing games...).



Gianluca Santopietro, is the designer of *Aye*, *Dark Godfather!*, *MotoGrandPrix*, *Letters from Whitechapel*, and *Collapsible D*. He loves games with historical settings, investigation, and role-playing. Among his passions, he loves motorcycling and cinema.



Howard Phillips Lovecraft was born on August 20, 1890 in Providence, the capital of the smallest of the United States, Rhode Island. The son of Winfield Scott Lovecraft, commercial traveller, and Sarah Susan Phillips, overprotective mother and seriously ill woman.

The "Providence Solitaire" grew up, probably troubled by the pain of disease and the shadow of death that insistently sneaks into his life. His obsessive fantasy universe takes shape slowly and inexorably over the years, through amateur journalism then through extensive correspondence with other writers, before arriving in a true narrative production.

His dark delusion takes shape in his first short story, *The Tomb*. But the myth of Cthulhu waits until 1926, when he creates a cosmic pantheon of monstrous horrors that will consecrate him to posterity. This corrupt and decadent atmosphere passes through Arkham, Dunwich, Innsmouth, and Kingsport—gloomy settings of backwardness and unhealthy carnality.

However, these are tales of imagination, expertly set in dreamlike atmospheres, that few other authors have been able to achieve.

Rightly, a group of American fans granted him a nickname that in recent years has laid as a mark on his gravestone: "I am Providence".

"Then beyond the hill's crest I saw Kingsport outspread frostily in the gloaming, snowy Kingsport with its ancient vanes and steeples, ridgepoles and chimney-pots, wharves and small bridges, willow-trees and graveyards; endless labyrinths of steep, narrow, crooked streets, and dizzy church-crowned central peak that time durst not touch; ceaseless mazes of colonial houses piled and scattered at all angles and bevels like a child's disordered blocks. Great holes secretly are dug where earth's pores ought to suffice, and things have learnt to walk that ought to crawl."

— *The Festival*, H.P. Lovecraft, 1923

H.P. Lovecraft



◀ MASTER OF WEIRD ▶



↳ CONCEPT OF THE GAME ↻

A game of bizarre cults set in the terrifying world of Howard Philips Lovecraft, for 3 to 5 cultists, ages 13 and up.

In the unimaginable darkness of Kingsport, silent wanderers are called to a profane celebration. Their goal: to invoke unthinkable horrors! A dread terror that is not of this world or any other—but rather from the spaces between the stars—demands your submission. Meanwhile, unwary investigators vainly attempt to halt this appalling chapter in the dark history of Arkham.

As the high priest of one of these shadowy cults, you must dominate the city. You will invoke cosmic creatures and unholy gods to receive their “gifts”. But, you must take care to preserve your sanity and thwart the investigators who seek to stop you.

This time, you are the bad guys.
Why settle for the lesser evil?

GAME COMPONENTS

This box contains:

- this rulebook;
- the game board;
- 20 Elder God sheets;
- 1 board from which you can punch out: 16 Building tiles, 5 Cult tokens, and 4 Raid markers;
- 110 game cards, including: 24 *Investigators* in 4 different levels, 45 *Spells* in 3 different types, 12 *Scenarios*, 18 *Events*, 6 *Festivals* and 5 summary cards;
- 6 wooden cylinders in 6 colors (white, yellow, black, red, green, and purple);
- 75 wooden disks in 5 colors (yellow, black, red, green, and purple);
- 65 Domain cubes in 3 colors (25 purple, 25 black, and 15 red);
- 15 dice in 5 colors (yellow, black, red, green, and purple).





ZADOK ALLEN

He is a nonagenarian drunkard who lives by his wits in the town of Innsmouth. He fought in the Civil War, but as a veteran he wasn't able to reintegrate into society. Hardened by the military life, he worked as a laborer and as a fisherman, and now he is the only healthy man in this infected city: but from what he says about the cult of ancient *Dagon* and *Hydra*, and his insane love for the bottle, he seems a fool. To anyone who offers him a glass of whiskey, he tells all the secrets of Innsmouth. Allen, like all the inhabitants of the city, is an initiate in the Order of *Dagon*, and he has made the first two Oaths: this preserves him from the cultists and the *Deep Ones*. He did not succumb to the third oath of the Cult (the carnal union with the monsters of the abyss), and thus hasn't entirely given up his humanity.



NATHANIEL WINGATE PEASLEE

Professor of Political Economy at the Miskatonic University in Arkham, he was a respectable Professor and an exemplary husband and father of three children until May 1908. That year he collapsed, and now he suffers from strange amnesia and dissociative identity disorder. Since then, for five years, Peaslee has dedicated himself to excursions in the Arctic, in the Himalayas, and in the deserts of Arabia, consulting bizarre libraries all around the world. This fact has attracted the attention of the press: Peaslee, as well as an academic, is the Scion of the family of Haverhill, one of the older and most prosperous families of America. This anonymous fifty-year-old became a restless explorer in his five-year period of illness: his face is marked by the fatigue of sailing, and he has prematurely aged. His expression of perpetual lightheadedness and his speech disorder is a legacy of evil: His secret is an exchange of personality with the telepath-scientists of the *Great Race of Yith*: he shares with those aliens the terrible secrets of the prehistoric world, and he survives in the nightmare of those memories.

* PLAYING AREA *

5-player game example

The diagram illustrates the components for a 5-player game. At the center is the **Game board** (1), which is a grid with numbers 1-24 on the top and left edges. Surrounding the board are various components:

- Elder God sheets** (2): A row of five sheets placed around the board.
- Sanity** (5): A row of five dice placed above the board.
- Buildings** (1): A single building token placed on the board.
- Cult points** (6): A row of six dice placed to the left of the board.
- Magic points** (5): A row of five dice placed to the right of the board.
- Scenario and Festival** (7): A row of seven cards placed below the board.
- Calendar** (9): A row of nine cards placed below the board.
- Raid markers** (4): A row of four cards placed below the board.
- Events and Investigators** (8): A row of eight cards placed below the board.
- Green Cultist components** (4): A group of four green dice and cards placed at the bottom left.
- Red Cultist components** (4): A group of four red dice and cards placed at the bottom center.
- Purple Cultist components** (4): A group of four purple dice and cards placed at the bottom right.
- Yellow Cultist components** (4): A group of four yellow dice and cards placed at the top left.
- Purple cubes reserve (Evil)** (3): A group of three purple dice placed at the top center.
- Black cubes reserve (Death)** (3): A group of three black dice placed at the top center.
- Red cubes reserve (Destruction)** (3): A group of three red dice placed at the top center.
- Black Cultist components** (4): A group of four black dice and cards placed at the top right.
- Spell decks** (10): A row of ten cards placed at the bottom right.

Take advantage of the versatility of the sheets to sort the Elder Gods on the game plan the way you find most congenial to your habits or space requirements.

* SET UP *

- 1** Place the **game board** in the middle of the playing area. The board shows the 16 main locations in Kingsport where you can gather your dark power. Place the **16 Building tiles** on the game board, each in its matching box.
- 2** Place the **20 Elder God sheets** next to the board, in numerical order starting with X. You can arrange the sheets in the playing area in the way that you find most convenient. Arranging them as a frame around the board may be the most practical.
- 3** Divide the **Domain cubes** by color and place them next to the board to form three separate reserves. Purple cubes represent **Evil** ☹, black cubes are **Death** ☠, and red cubes are **Destruction** ☘. During the game, when a Cultist receives or loses Domain resources, take them from or put them in these reserves. Each Cultist must keep the Domain resources he owns clearly visible in front of him.
- 4** Each Cultist chooses a color (**yellow, black, red, green, or purple**) and takes the **3 dice, 15 disks, cylinder, summary card, and token** of his color. With less than five players, the pieces that are not used are put back in the box.
- 5** Each Cultist places **1 of his disks on the "10" space of the pink Sanity** ☹ track: you must conserve your Sanity points during the game! Each player places a **second disk on the "0" space of the yellow "Magic"** ☹ track: you need these points to play Spells ☹ and use some Building abilities.
- 6** Next, each Cultist places **his cylinder on the "0" space of the green Cult (Elder Sign star)** ☹ track: this represents victory points.
- 7** Shuffle the **Scenario*** cards, choose one at random, and place it face up on the board in the Scenario space. If the instructions on this card indicate, randomly select a Festival card and place it face down beneath the Scenario card. The **Scenario** affects the entire game and determines the Raids: Place the four Raid markers, in increasing number order, on the Calendar ☹ in the numbered spaces indicated by the Scenario card. Any Scenario and Festival cards not in use are returned to the box.
- 8** Divide the **Investigator** ☹ cards into four groups by their backs. Shuffle each stack and randomly choose one card from each group. Place these cards next to the board (without looking at them): these cards represent the **Investigator Raids** in Kingsport. Shuffle the Event cards and place one on each Investigator card (without looking at them). Investigator and Event cards not in use are returned to the box.
- 9** Place the **white Time cylinder** on the "1" space of the Calendar ☹ on the board. The Calendar shows which round you are playing, out of 12—at the end of the 12th round the game ends.
- 10** Separate the **Spell cards** by the symbols on the back (Evil, Death, and Destruction) and shuffle each stack. Place them face down in the playing area.

Now the stars are aligned: the game begins!



HENRY ANTHONY WILCOX

He is an eccentric and solitary young man; skinny, dark skinned,

and elegant, but oversensitive and neurotic. Heir to an illustrious family of Rhode Island, he is a bizarre, skillful talent who studied sculpture at the School of Design. Wilcox's fantastic and disturbing works were rejected by the Providence Art Club, but which interest, for opposing reasons, both anthropologists and the cultists of the Elder Gods.

Wilcox engraves on clay tablets his nightly visions of forgotten cities and monstrous divinities who belong to the pantheon of the Ancient Ones. He often suffers from hallucinations and fevers that render him unconscious, annulling his self, in which he groans blasphemous libels with a voice that isn't his. These terrible and mystical ecstasies destroy his body and nourish his talent, but they have not corrupted Anthony Wilcox to the worship of the Ancients. Rather, he collaborates with scholars, such as Angell and Webb, to investigate and combat the monstrous threats hanging over mankind.



FRANK ELWOOD

A penniless and discontinuous student of mathematics at Arkham University,

Frank Elwood started to understand something about the mysteries of the Elder Gods when he met the eccentric Walter Gilman, a fellow student and housemate interested in the occult. Elwood is as anonymous and dull as his housemate was a romantic and dreamer. After a bad adventure in the "Witch's House" of Arkham, a bizarre home from the 17th century, Elwood moved away from the city never to return again. Elwood is a pale, puny night owl not so gifted in his studies, which forces him into grueling sessions of late hours. This often causes him fatigue and flu, and the somber atmosphere of the streets of Arkham certainly does not benefit his febrile delirium.

(*) If you are inexperienced players, please read the IMPORTANT paragraph in the Scenario chapter on page 7 now.




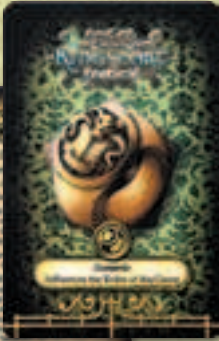
GEORGE GAMMEL ANGELL



Professor Emeritus of Semitic languages at Brown University in Providence,

Angell is a well-known authority on inscriptions and ancient languages, repeatedly called by important museums. Angell, although minute, myopic, and hunchbacked by a life in books, is an energetic and enthusiastic ninety-year-old organizer. Widowed, childless, and fond of his one great-grandson, for years he has devoted himself to studies of *Cthulhu*: he collects evidence in cluttered folders in a private archive, together with items and newspaper articles that capture only marginal aspects of the horrible truth about the great Ancient cults. Because of his advanced age and heart problems, Angell does not take part in field surveys: he prefers seminars and debates. Angell is aware that the cult of the Elder Gods is widespread in areas farther away from civilization: from remote Pacific Islands to certain neighborhoods of Newport. Therefore he maintains a network of contacts that includes academics and investigators.

* THE SCENARIOS *

 A *Scenario* is a variation of the game, based on Lovecraft's stories: the so-called "Cthulhu Mythos". They are inspired by the most important writings of the American author, written between 1921 and 1935, including *The Festival*, which inspired this game.



During the set up, a *Scenario* card is randomly chosen. At the beginning of the game, this card is revealed and all players must read its effects. Then, four Raid markers are placed on the Calendar , as indicated by the card. Some *Scenarios* also use the Festival cards: additional events that "celebrate" the end of the game. The *Festivals* allow Cultists to earn additional Cult points  at the end of the game.

The effects of the *Scenario* persist through the entire game, and take precedence over all other rules.

The Scenario is "The Call of Cthulhu": in this game, all Investigators benefit from a bonus to Strength during Raids, which occur in rounds 4, 5, 10, and 11. During each Invocation Phase, the Cultists can invoke Cthulhu (P5) in a special way that contradicts the normal rules. This Scenario also includes a Festival card: a randomly chosen card that is placed under the Scenario card without being revealed, and which takes effect only at the end of the game.



*** IMPORTANT ***

If you are new to Kingsfort Festival, we recommend that you play without the Scenario cards. Instead, place the blue Raid markers on spaces 3, 6, 9, and 12 of the Calendar. No special effects will be added to your first game.



If all players agree, you can decide to select the *Scenario* you want to play during set up. The *Scenarios* offer game options that you can choose based on your personal taste. Festival cards should still be chosen randomly, if the *Scenario* calls for one.



ALBERT N. WILMARTH

He teaches Literature at Miskatonic University, is fond of New England

folklore, and works as a freelance journalist. Wilmarth is a brilliant 40-year old, a pleasant conversationalist, and in excellent physical shape. He's the typical European gentleman who often wears hill-climbing clothes: he loves to explore Vermont looking for traces of the native Indians, guided by Henry Akeley. Wilmarth writes polemical articles on the myths of New Hampshire for the local newspapers: especially about the environmental policies of those beautiful and wooded counties. Wilmarth is very interested in the stories of indigenous people pertaining to the *Mi-Go*, a race of "black-winged" aliens. Confident in the ability of modern technology to counter pernicious superstition, Wilmarth moves by car, takes photos, and records testimonies with the methods of an anthropologist, but he always has his revolver at hand...



WILLIAM DYER

Distinguished geologist at Miskatonic University, he organizes scientific expeditions to prove a daring theory: the existence of a prehistoric non-human civilization. Dyer has explored the deserts of Australia and Antarctica, and he found the remains of the ancient ruins of the *Great Race of Yith* at the pole. He is one of the few on Earth to have survived the fury of a *Shoggoth*. The professor does not have enough data yet to prove to humanity his monstrous supposition, however he will not give up. Dyer is a massive 50-year old, coached by the trials and hardships of exploration, at ease in the open air but clumsy in an academic context. Pilot, shooter, climber, and capable organizer, he excels at survival in harsh environments. You can't help but notice the calm with which, even in the midst of storms of sand or snow, he is capable of logging in his notebooks every detail of his horrible discoveries.



FRANK H. PABODIE

He's a promising young professor of the Engineering Faculty at Miskatonic University. 32 years old, with a brilliant mind always ready for action, he's a rising star in his field: the revolutionary drilling tools he invented were the great idea that professor Dyer needed to organize his expeditions. Lightweight, powerful, and easy to handle, the drills designed by Pabodie allow him to investigate the secrets of the ice as never before. Pabodie also made changes to four Dornier planes that would deliver their expedition to the Antarctic plateau, by installing devices to heat fuel and to ease take-offs. During the expedition he also made a successful ascent of Mount Nansen, along with two young graduates, Gedney and Carroll. He's an open and charming man. He loves to take care of his physical appearance, especially his moustaches, and he hates ties: whenever he can he loosens or removes them, and often forgets them entirely (or at least that's what he says).



* PLAYING THE GAME *

A game of *Kingsport Festival* lasts 12 rounds. Each round represents one month (from January to December), and is divided into six phases which are played in order:

- **1. Turn Order:** The order in which the Cultists will play that round is determined.
- **2. Invocation:** The Cultists may invoke the Elder Gods.
- **3. Concession:** The Cultists receive "gifts" from the Elder Gods they invoked.
- **4. Expansion:** The Cultists can use their resources to expand their power in the Buildings.
- **5. Raid:** (This phase is only played in rounds with blue Raid markers) Unexpected Events occur and fearless Investigators try to stop the Cultists.
- **6. Time:** The Time counter moves forward on the Calendar and the round ends.



* GAME ROUNDS *

In each phase, every player acts as an evil Cultist on his turn. When all Cultists have taken a turn, that phase ends and the next phase begins.

⌂ 1. TURN ORDER PHASE ⌄

All Cultists simultaneously roll the three dice of their color. Each Cultist adds up the total rolled to determine a new order of play for the round: **The Cultist that rolled the lowest sum will play first, and so on.**

Andrea rolled (total 11). Luke got (total 7). James has (total 12). The turn order for the round is Luke, then Andrea, then James.

If there is a tie between two or more Cultists, they compare their individual dice, starting with the highest die rolled, giving priority to the Cultist with the lower result. If the tie persists, they compare Cult points , rewarding the one with less points. If they are still tied, they decide randomly.

Gabriel got (total 10) and Livio has (total 10). Comparing their highest individual dice, Gabriel has a while Livio got a . In this case, Livio will play before Gabriel. If they had the

* GAME SUMMARY *

A game of *Kingsport Festival* lasts 12 rounds, each one divided into six phases:

1. **Turn order:** All Cultists roll the dice and the one that rolled the lowest sum will play first, and so on. See rules on page 8.
2. **Invocation:** Each Cultist, in turn order, may invoke an Elder God by using one or more of his dice, where the sum of their values is exactly equal to the number of the Elder God, or *pass*. To invoke, the Cultist places his dice on the Elder God. See rules on page 9.
3. **Concession:** In ascending values order, the Elder Gods give their gifts to the Cultists who invoked them. The Cultists may have to lose Sanity points to receive the rewards and take their dice back from the sheets. See rules on page 10.
4. **Expansion:** Each Cultist in turn order may place his disk on one Building that is connected to another one he has already marked (starting from the *House*). To do so, he must pay the Domain resources required. See rules on page 12.
5. **Raid:** If this turn is marked with a blue marker (on the Calendar), this phase is resolved. First the Event card and then the Investigator card is revealed. Then, each Cultist must resolve the Raid in turn order. See rules on page 13.

Reveal the Event card and apply the effects described on the card. Reveal the Investigator card, then each Cultist calculates his Strength by adding up any modifiers he has due to Spells, Buildings, and other game effects (such as *Events*, *Scenarios*, etc.):

- if the Cultist Strength is greater, the Cultist receives the rewards. If it is equal to or greater than twice the Investigator's Strength, the Cultist receives double the rewards.
 - if the Cultist Strength is equal, he does not receive any reward or suffer any penalty.
 - if the Cultist Strength is less, the Cultist suffer the penalty.
6. **Time:** advance the white counter on the Calendar one space and the round ends. See rules on page 15.

