



In the thick fogs crawling across the docks of Innsmouth, a remote town beaten by the winds and eaten away by secrets, John Miller, a private investigator with a haunted past, returns to a cursed place he believed he had left behind forever. The streets are deserted, faces turn away, and an oppressive mistrust settles with every step. The sea, black and silent, seems to watch the town from its depths like an unblinking eye beneath the surface. Something ancient and dormant stirs beneath the waves.

Armed with his flashlight, his revolver, and his unbroken determination, John plunges into a new nightmare where the boundary between surface and abyss grows increasingly thin. Forgotten rites, sunken artifacts, and hidden presences mark his investigation. As the days pass, signs multiply, the mists thicken, and a distant call from the depths begins to echo in John's mind. This time, it is no longer the streets of Arkham he must explore, but the troubled waters of Innsmouth, where some truths were never meant to rise to the surface.



Rules

Matériel



- 1 calendar
- 3 black six-sided dice with a instead of a 6.
- 2 green six-sided dice with 3 different symbols: (2X , 2X , 2X)
- 1 investigator magnet
- 1 rule leaflet

Presentation

In « 365 Adventures – Cthulhu 1927 », follow John Miller for a new mind-shattering adventure, this time in the depths of Innsmouth. Wander the dark alleys of the town throughout the year, searching for sunken threats. Will you avert your eyes if the abyss stares at you ?

Experience an immersive journey where each month brings new challenges. Track your monthly progress, enrich your arsenal



with occult artifacts, and unlock new rules and skills as you go further. Your mission: prevent the invocation of unspeakable forces and protect humanity from the darkness that threatens to engulf it.

Prepare for an investigation where reality and madness intertwine, and where each discovery can shake the very foundations of reality. Accept the challenge and dive into the unfathomable depths of Lovecraft's universe.

Setup

Place the calendar on a table and open it to the January page. Position the investigator magnet on the corresponding day, January 1st. Separate the two parts of the magnet and position each part on either side of the sheet. Place your five six-sided dice near the calendar, ready to be used for upcoming challenges.



Game Principle

From Monday to Saturday explore and investigate Innsmouth and its waters. Each Sunday marks a crucial advancement in adventure. At the start of each month, find out uncomfortable truths and face new mysteries.

The climactic encounter may take place at any time during the week, depending on the investigator's progress.

However, a late resolution (ideally on **Sunday**) is often preferable: the more time the investigator takes to gather clues and evidence, the simpler the final confrontation will be to resolve. It marks the climax where all leads converge for a decisive showdown.



How to play

Each day, move your hero to the space for the day, ensuring that the two parts of the magnet remain properly aligned. Each encounter from Monday to Saturday displays a value between 5 and 15 and a symbol: **Pistol**, **Magnifying Glass**, or **Flashlight**. The symbol indicates the type of encounter: the Pistol for a physical confrontation, the Magnifying Glass for a detailed investigation in the field, and the Flashlight for tailing or searching in dark and dangerous places.

To overcome an encounter, you are entitled to a maximum of three dice rolls with your five dice. To succeed, your black dice must show a total equal to or greater than the encounter's value, and at least one of your green dice must show the encounter's symbol.



CAUTION : the Cthulhu face is a 0 and does not count in your total dice value.

After each roll, you can decide to keep the dice you want, depending on your strategy. You are not required to use all three rolls. If the result of one of your first two rolls satisfies you, you can choose to stop there.

Once your rolls are completed, select the encounter you wish to face in the current week, from Monday to Sunday.



To overcome this encounter, the combined value of the 3 black dice must be 9 or higher, and at least one of the green dice must show the Gun symbol.



You cannot face an encounter that has already been defeated in previous days. If you succeed in an encounter, mark the encounter book by coloring, hatching, or crossing the defeated encounter to remind yourself that you have already overcome it this week.

If, after your rolls, no encounter can be defeated, no action is required. This leaves you with more options for the following days.



It is crucial to examine which encounters are available before rolling your dice.
This will help you determine which dice to keep to optimize your chances of success.

The Climactic Encounter



The Sunday space has a value between 11 and 21, but this value is reduced by 1 for each encounter previously defeated in the week (each marked encounter space), representing the advancement of the investigation. If the previous days appear on the prior page of the calendar, they are still considered for this reduction.

This value is also accompanied by a symbol that must be shown on one of your green dice, and you have up to three rolls to face and defeat this encounter (as in a normal encounter).

EXAMPLES



Your investigator is on the Friday, January 1st space. After your 3 rolls, you decide to face the Saturday encounter with a value of 9 and the **Gun** symbol.

Your dice roll gives you a cumulative value greater than 9 (**2 dice with a value of 4 and 1 die with a value of 5**) and you have at least one die with the Gun symbol. Indicate that you have succeeded in the encounter by coloring or hatching the space.



The next day, move your investigator to the Saturday space. After only 2 rolls, you have a sufficient cumulative value with your 3 black dice (**2 dice with a value of 5 and one die with a value of 2**) to face Friday's encounter, and one of your green dice shows the Magnifying Glass symbol for the encounter. Indicate that you have succeeded by coloring or hatching the space.



The next day is the day of the climactic encounter. **Since you have successfully completed 2 encounters during the week, the value to be reached is reduced by 2, to 10.** After your 3 dice rolls, you have sufficient cumulative value on your 3 black dice (**2 dice on the 4 side and 1 die on the 2 side**) as well as a green die displaying the Pistol symbol. Indicate that you have succeeded in the climactic encounter by coloring or hatching the box.



At the end of each month, tally your adventurer score in the designated space at the top right of the page and cumulate them each month. **Each climactic Sunday encounter will earn you 5 adventure points. For each week, if you triumph in all encounters from Monday to Saturday, earn 1 bonus point to signify good progress in the global investigation.**

Then, turn the page to discover a new chapter of your investigation on the calendar. On the back of each monthly page, you will find a narration and a paragraph of rules introducing new challenges: unprecedented encounters and artifacts to acquire for the current month. Each month brings its novelty, valid until the end of the year.



Madness

Beware, at the end of your rolls, regardless of the type of encounter, if at least one of your black dice shows a symbol , you gain a point of madness. Mark it in the madness grid at the top of the month's sheet.



The madness grid resets to zero at the beginning of each new month, but if at the end of a month the grid is full, **deduct 5 points from your adventurer score for the month.** Yes, your monthly score can be negative.

EXAMPLE



After your 3 rolls, you get a combined value with your two black dice of 10, enough to best the Saturday encounter, along with the Pistol symbol on one of your green dice. You decide to face it. **Since your third black die shows a symbol **, check off a box on the madness grid at the top left of the page.



Some encounters are surrounded by madness points . If you do not have as many madness points as the number indicated on the encounter, the difficulty of the encounter increases by that number.



EXAMPLE

When trying to beat this encounter, you have to match a value of 7 with **your dice**. If you have at least 2 madness points, you have to match a value of 5 instead.



Do not read ahead the rules for the following months!

Let the surprise wash over you at the beginning of each new month.
The game ends on December 31st.

Each month, log your score on the website to compare your performance with other players: <https://players.sorryweare.fr/en>.

If you have any question about the rules or need help installing the magnet, visit our FAQ on the website: www.365.sorryweare.fr/en.
This site also offers downloadable goodies and information on upcoming seasons.



f SorryWeAreFR
s sorrywearefrench
d discord.gg/RCDAvq4

Credits

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Innsmouth welcomes you !
Ph'nglui mglw'nafh Cthulhu R'lgyeh wgah'nagl fhtagn !

