



In the shadows of the ancient buildings and cobbled streets of Arkham, a city consumed by mysteries and age-old secrets, John Miller, a private detective with a keen eye and sharp mind, finds himself confronted with unspeakable horrors. Rumors of inhuman creatures and dark cults are multiplying, and nights in this New England town seem inhabited by indescribable presences. Armed with his flashlight, a pistol, and his determination, John is prepared to delve into the darkness to unveil the horrors that lurk there.

Each investigation led by John is a step into the unknown, where reality and madness intertwine. He is on the trail of ancient secrets, hidden in forgotten manuscripts and forbidden places. The line between the natural and the supernatural blurs, and John knows that his discoveries could shake the very foundations of reality. But despite the danger, the call of adventure and truth draws him ever deeper into the arcane depths of terror.



Rules

Material



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

Presentation

Embark on a cosmic adventure spanning an entire year with "365 Adventures - Cthulhu 1926". Play as John Miller, a determined private investigator, in his quest to uncover the mysteries and horrors of the city of Arkham. Each day, guide your hero through the dark alleys and abandoned buildings, exploring hidden secrets and confronting occult cults devoted to the Great Old Ones.



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

Each week, the encounters from Monday to Saturday represent John Miller's explorations, investigations, and encounters in the streets of Arkham. Each Sunday marks a crucial advancement in his investigation and research. Each month reveals an important new aspect of his adventure. Your daily mission is to investigate, defend yourself, and search for clues.

You have the freedom to investigate any space during the week, not just the one where John Miller is located,



provided you limit your encounters to one per day. However, the climactic Sunday encounter must be done on Sunday. It marks the climax of the week's investigation, where all leads converge for a decisive showdown.

How to Play

Each day, move your hero to the square 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.



To overcome this encounter, the combined value of the 3 black dice must be 11 or higher, and at least one of the green dice must show the Flashlight symbol.



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 Saturday. 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 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 10 and 20, 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 taken into account 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). The climactic Sunday encounter can only be faced on the Sunday itself, when John Miller is exactly on that space.

EXAMPLES



Your investigator is on the Thursday, January 1st space. After your 3 rolls, you decide to face the Friday encounter with a value of 11 and the Flashlight symbol. Indeed, your dice result allows you to have a combined value greater than 11 (**two dice with a value of 4 and one die with a value of 5**), and you have rolled at least 1 die with the **Flashlight** symbol. Mark that you have successfully completed the encounter by coloring or hatching the space.



The next day, you move your investigator to the Friday space. After only 2 rolls, you get a sufficient combined value with your 3 black dice (**two dice with a value of 4 and one die with a value of 5**) to face the Thursday encounter, and one of your green dice shows the **Magnifying Glass** symbol from the encounter. Mark that you have successfully completed it by coloring or hatching the space.



The following day, you move your investigator to the Saturday space. After your 3 rolls, you decide to face the day's encounter with a value of 10, as you rolled **two dice with a value of 4 and one die with a value of 2** (combined value of 10), along with one die showing the **Pistol** symbol. Mark that you have successfully completed the encounter by coloring or hatching the space.



The next day is the day of the climactic encounter. Since you successfully completed 3 encounters during the week, the target value is reduced by 3, making it 10. After your 3 dice rolls, you achieve a sufficient combined value with your 3 black dice (**two dice showing 5 and one die showing 2**), along with one green die displaying the **Magnifying Glass** symbol. Mark that you have successfully completed the climactic encounter by coloring or hatching the space.

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 defeated climactic Sunday encounter will earn you 5 adventure points.**

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 equal to the value of 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.



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.

 SorryWeAreFR
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Credits

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Bienvenue à Arkham !
Ph'nglui mglw'nafh Cthulhu R'l'yeheh wqah'nagl fhtagn !