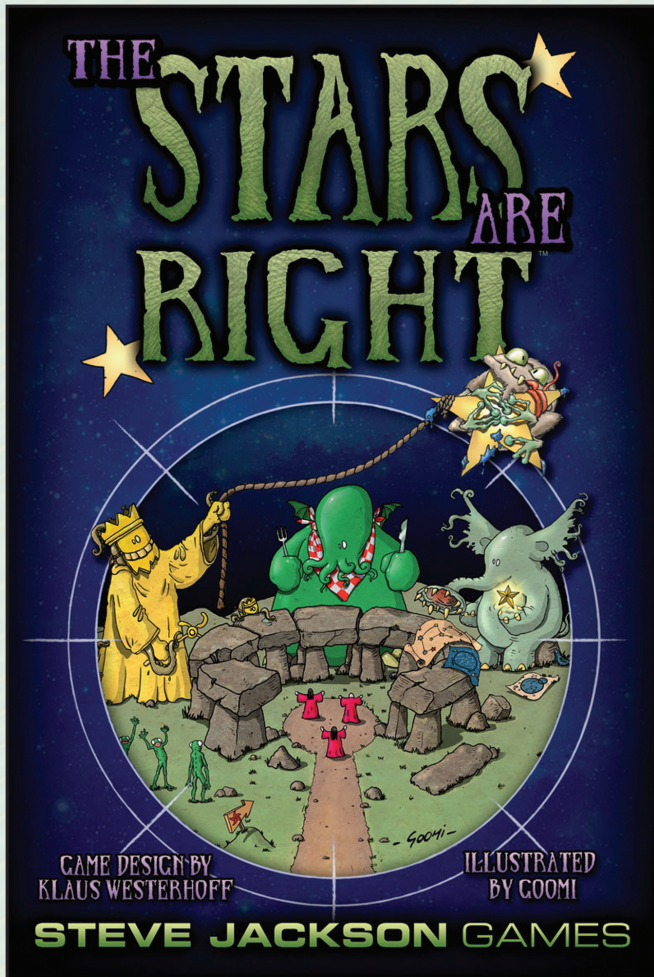


Available Now

# The Stars Are Right



The World is DOOMED, and you can help!\*

When the stars are right, the Great Old Ones will return. If the stars *aren't* right, move them!

In *The Stars Are Right*, you take the role of a cultist, summoning Lovecraftian horrors from beyond time and space. Invoke minor creatures to move the tiles that make up the sky, creating patterns to summon more and more powerful monsters. Eventually, you'll build a horde of Servitors who can make a chain of flips, pushes, and swaps, rearranging the entire sky. Make the stars right, summon a Great Old One, and win!

\* Help DOOM it, that is.

**Description:** 80 cards, 25 double-sided tiles, and rulesheet, in a box.

**Related Products:** Cthulhu fans will also enjoy *Munchkin Cthulhu* and its two supplements: *The Call of Cowthulhu* and *The Unspeakable Vault*. And they'll want to take home a cuddly plush Chibithulhu, too!



Conforms to CPSIA and EN71 safety requirements.

## Tell the Players

- The star tiles are arranged randomly at the start of play, so every game is different.
- Creatures can activate one another's abilities, setting off a series of pushes, swaps, and flips that allow you to rearrange the entire grid with just one card.
- Each card features a hilarious caricature of a fearsome Mythos creature.
- *The Stars Are Right* is honored to be nominated for Best Card Game of 2009 by the Academy of Adventure Gaming Arts and Design.

## Trade Sales Points

- *Munchkin* fans will know Goomi from his work on *Munchkin Cthulhu 3 – The Unspeakable Vault*.
- The components are high-quality cards and thick cardstock tiles. They look good and feel good.
- The box is the same size as the *Munchkin* line.
- Conforms to CPSIA and EN71 safety requirements.

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