

ELDRITCH HORROR

We had our world utterly ripped apart by Azathoth last night. The theme and story that this game provides are so strong, it really feels like there is a puppet master controlling the action!

It went a bit like this - A huge green meteorite ploughs into Tunguska, and continues burrowing into the Earth, not long after a massive earthquake rocks the planet, levelling the pyramids, and leaving investigators crawling out of the rubble of ancient ruins.

The Colour out of Space begins to emanate from the meteorite impact in Tunguska, and an expedition is launched to investigate, but strange cultists also seem interested as they flock there.

Mutant animals begin to roam the globe, sea serpents in Tokyo harbour, Shoggoths in Buenos Aires, yeti like creatures in the Himalayas. Worse still, the Wind Walker, an epic creature like a white sasquatch emerges in the remote mountains of Canada, threatening to bring about a worldwide winter of such ferocity it could decimate the planet, had one brave investigator not given the ultimate sacrifice to defeat it.

But his death was in vain, in fact the defeat of the Wind Walker seemed to anger the old one such that the destruction of the Earth accelerated. Soon the planet burned, and Azathoth and his minions emerged from their slumber at the planet's core (was the meteorite a cosmic wake up call, or was Azathoth in the meteorite?!), and laid waste to the human race, before leaving in their starcraft to search for new worlds to toy with.

All this and we didn't solve even the first of the three mysteries to lock away Azathoth, we didn't even get to the impact site in Tunguska, in fact we didn't even set foot in Russia!

Never enjoyed being chewed up and spat out by a game so much! All the time though the odd glimmer of hope kept us motivated, but do not play if you like to win!!