Table of Contents

1.Setup

Unfold board
Place initial clue tokens
Place Terror marker on zero
Choose first player
Deal or choose investigator sheets
Deal Ancient One
Distribute fixed possessions (per player in order)
Shuffle investigator (equipment) decks
Distribute random possessions (per player in order)
Distribute initial Sanity and Stamina
Distribute and allocate skill sliders
Create monster cup (remove the five Masks if Nyarlathotep is not in play)
Shuffle Gate markers and Mythos deck
Place investigators in starting locations
Enter turn sequence at Mythos Phase, but discard and redraw any Rumor cards.

2.Turn Sequence

I.Upkeep Phase

All players may perform this phase in parallel.

I.a.Refresh Exhausted Cards

Any exhausted cards are turned face-up.

I.b.Perform Upkeep Actions

Check cards for upkeep actions and perform them. Bless, Curse, Bank Loan and Retainer do not require an upkeep roll during the first Upkeep Phase after they are acquired.

I.c.Adjust Skills

Move skill sliders; total change in blue stat values may not be more than Focus.

II.Movement Phase

In order from the first player. At any time during the movement phase but not during combat, investigators in the same Arkham or Other World location may trade money, common items, unique items or spells.

II.a.Arkham Movement

Move along the yellow lines, a number of spaces up to your Speed value.

If you attempt to *leave* an area containing one or more monsters, or end your movement in such an area, you must Evade or Fight all of them. Once you begin combat, movement is over.

If you *end* your movement in an area containing clue tokens, you may collect them.

II.b.Otherworldly Movement

Move one space: from left semicircle to right semicircle, or from right semicircle to a gate in Arkham which matches your current Other World location. If there is a monster on that location, you must immediately Fight or Evade it.

If there is no available gate when it is time to return, you are Lost in Time and Space.

II.c.Delayed Movement

If you are Delayed, turn the marker on its side. In the movement phase, turn the marker upright again to show that the Delayed status has been removed.

III.Arkham Encounters Phase

In order from the first player.

III.a.No gate

If there is no gate in the location, you may choose to use the location's special ability if there is one. Otherwise, if in a specific location (rather than in the streets), shuffle the appropriate coloured deck, draw a card and read the description for that location (or the generic one, if there is no specific one). If a monster appears, it must be fought or evaded. Monsters and gates never appear in sealed locations.

A monster that appears in this subphase will not remain on the board: if it is evaded, it is returned to the cup. Exception: if a monster and a gate appear at the same time, the monster remains on the board.

If you are drawn through a gate which appears as a result of an encounter, you are delayed.

Discard the card into the coloured deck.

III.b.Gate

If there is a gate in the location, you fall through it and enter the left semicircle of the appropriate Other World.

Exception: if you have just returned through a gate, you do not fall through it until you have left its location and returned. While you remain, you may instead attempt to close and seal the gate.

To close a gate, make a Fight or Lore check modified by the number on the gate. If you succeed, the gate is closed; take the marker as a trophy. If not, you may try again next turn.

When a gate is closed, all monsters with a matching symbol are returned to the cup.

If you have just closed a gate, you may spend five clue tokens to seal it. Place an Elder Sign marker on the location.

If you have an Elder Sign, you may spend 1 Stamina and 1 Sanity to close and seal the gate; take a marker from the Doom Track (if available) rather than the pot of Elder Signs. Return the Elder Sign card to the box.

IV. Other World Encounters Phase

In order from the first player.

Draw Other World Encounter cards until you get one with a background colour that matches one of the dots on the Other World in which you find yourself. Resolve it. Discard the card to the bottom of the Other World Encounter deck.

If a monster appears, it must be fought or evaded. A monster that appears in this subphase will not remain on the board: if it is evaded, it is returned to the cup.

V. Mythos Phase

Performed by first player.

V.a. Open Gate and spawn monster

Check the location:

If it has an *Elder Sign*, nothing happens.

If it has an *open gate*, monsters appear: whichever is greater of the number of players and the number of open gates. They should be divided as evenly as possible between the open gates. (Check the Monster Limit; some may go to the Outskirts.)

If it has neither an Elder Sign nor an open gate:

The Doom Track advances; if the Doom Track is full, the Ancient One awakens.

Discard any clue tokens on that location.

A random gate opens on that location. If there are too many gates open, the Ancient One awakens. If there are no gate markers available, the Ancient One awakens.

Any investigators on that location are drawn through to the Other World, and Delayed.

A monster appears on that location. If there are five or more players, add a second monster. If there are no monster tokens available, the Ancient One awakens.

V.b. Place Clue Token

On the location specified; if there is an open gate there, the token is lost.

V.c. Move Monsters

Check the symbols on the mythos card, white then black. Each monster with a matching symbol moves along the appropriately-coloured arrow. There is no immediate monster encounter; that will happen during the next movement phase. Monsters with coloured borders move differently:

Yellow (static)

Does not move.

Red (fast)

Moves twice. Stops if it encounters an investigator.

Green (special)

Has a special power instead of movement. Check the combat side of the marker.

Blue (flying)

If it is activated it will (a) stay where it is if in the same area as at least one investigator; (b) otherwise, move to any connected street area if there is at least one investigator there; (c) otherwise, move to the Sky (which is connected to all street areas).

V.d.Activate Mythos Effect

Headline

Takes effect immediately. Discard.

Environment

Lasts until the next Environment card is turned. Only one Environment card can be in play at a time.

Rumor

Lasts until either the Pass or the Fail condition is met. Only one Rumor card can be in play at a time; if another Rumor card is drawn, the second Rumor does not take effect.

VI.Pass First Player marker to the left

3.Victory conditions

I.Close the gates

If there are no open gates on the board, and the total number of gate trophies held by players is equal to or greater than the number of players, the players have won.

II.Seal the gates

If there are six or more Elder Sign tokens on the board, the players have won.

III.Banish the Ancient One

If the Ancient One awakens but is defeated in combat, the players have won.

4.Mechanics

I.Skill checks

Fight modifiers also affect Combat.

Lore modifiers also affect Spells.

Sneak modifiers also affect Evade.

Will modifiers also affect Horror.

To make a Skill (+x) [y] check: roll *Skill+x* dice, trying to get a 5 or 6 on each (this can be modified by Blessing or Curse). You need at least *y* successes, or 1 if y is not specified.

This can also be expressed as a "Skill check modified by x, needing y successes" or "a check of difficulty y".

Once you have rolled the dice, you may spend as many clue tokens as you have: one clue token buys one extra die. You may (and should) examine the results of each die roll before deciding whether to spend another clue token.

II.Casting Spells

To cast a spell, pay the relevant Sanity cost and make a Spell check as noted.

III.Evading monsters

In order to evade a monster, make an Evade+Awareness (Awareness is found on the top right corner of the monster's movement side). If you fail to evade, the monster does its full damage to you, then combat begins. If you successfully evade, you may continue movement, or end your movement in that area.

IV.Fighting monsters

IV.a.Horror Check

When you enter combat, make a Horror skill roll modified by the monster's horror rating (the number in the bottom left corner of its combat side). If you fail, you lose sanity equal to the number of brains shown. A Nightmarish x monster causes you to lose x sanity even if you succeed. You need make only one Horror check per monster encounter.

IV.b.Attempt Flight

You may if you wish try to run away. This is an Evade check, as above; if you fail, go directly to Damage below.

If the monster has Ambush, you may not attempt to flee.

IV.c.Attack

To attack the monster, make a Combat skill check. This is modified by the monster's combat rating (number in the bottom right corner); the difficulty of the check is the number of blood-drop symbols in the bottom centre. Partial success has no effect.

Note that you cannot use more than two Hand icons' worth of items or spells in a single combat round, though you can choose afresh each round.

If the monster has Physical or Magical Resistance, weapons which confer a Physical or Magical bonus respectively have only half effect (rounded up).

If the monster has Physical or Magical Immunity, weapons which confer a Physical or Magical bonus respectively have no effect.

If the monster has Overwhelming x, lose x stamina on the round on which you beat it.

If you succeed, collect the monster marker as a trophy (unless it is Endless, in which case it is returned to the cup).

IV.d.Damage

The monster does damage equal to the number of heart symbols in the bottom right corner. Return to "Attempt Flight" above.

V.Fighting the Ancient One

Once the Ancient One awakens, any investigator Lost in Time and Space is devoured. Fill the Ancient One's doom track. Discard any active Environment or Rumor cards, as well as any retainers and bank loans. Then proceed in rounds:

V.a.Investigators refresh

Refresh cards, use special abilities, and adjust sliders as in the Upkeep Phase. Pass the First Player marker to the left. Trade equipment freely.

V.b.Investigators attack

Starting with the first player and proceeding clockwise, each player makes a Combat check against the Ancient One, modified by its Combat Rating. Tot up each player's successes; when they equal the number of players (including eliminated players), remove one doom token.

V.c.Ancient One attacks

The Ancient One attacks as described on its card. Investigators reduced to zero Sanity or Stamina are devoured and out of the game. Do not replace them.

VI.Status

VI.a.Insanity or Unconsciousness in Arkham

An investigator who reaches zero sanity is moved immediately to Arkham Asylum, losing half his clue tokens (round down), half his items (round down) and any retainer. He regains 1 sanity immediately and has no further encounters this turn.

An investigator who reaches zero stamina is moved immediately to St Mary's Hospital, losing half his clue tokens (round down), half his items (round down) and any retainer. He regains 1 stamina immediately and has no further encounters this turn.

An investigator who reaches zero stamina and zero sanity simultaneously is devoured. So is an investigator whose maximum sanity or stamina has been reduced to zero.

VI.b.Insanity or Unconsciousness in Other Worlds

An investigator who reaches zero stamina or sanity in another world is moved immediately to Lost in Time and Space, losing half his clue tokens (round down), half his items (round down) and any retainer. His stamina and sanity are restored to a minimum of 1 each.

VI.c.Arrested

An investigator who is arrested goes to the Jail Cell, loses half his money and is effectively delayed. On his next turn, he moves to the Police Station.

VI.d.Lost in Time and Space

An investigator Lost in Time and Space is automatically delayed. When he can move away from Lost in Time and Space, he returns to any location or street area in Arkham.

VI.e.Devoured

A devoured investigator is out of the game; replace with a new investigator from the unused cards.

VII.Encounter effects

VII.a.A gate and a monster appear

This is a normal gate-opening procedure as described above; advance the doom track, draw the investigator through the gate, and then spawn the monster.

VII.b.Returning to Arkham

Any effect that returns an investigator from another world directly to Arkham (rather than to being Lost in Time and Space) allows him to attempt to close the gate through which he returns.

5.Numerical limits

When new monsters appear and would exceed the Monster Limit, they are placed in the Outskirts. If a new monster would exceed the Outskirts Limit, the Outskirts are emptied and the terror track advances one place. If the terror level reaches 10, the Monster Limit becomes infinite. If it should advance further, add a doom token to the Ancient One instead.

# players	Monster Limit	Outskirts Limit	Gate Limit
1	4	7	8
2	5	6	8
3	6	5	7

# players	Monster Limit	Outskirts Limit	Gate Limit
4	7	4	7
5	8	3	6
6	9	2	6
7	10	1	5
8	11	0	5