

RULEBOOK

ARKHAM HORROR



A
**CALL OF
CTHULHU**
BOARDGAME

Welcome to Arkham!

The year is 1926, and it is the height of the Roaring Twenties. Flappers dance till dawn in smoke-filled speakeasies drinking alcohol supplied by rum runners and the mob. It's a celebration to end all celebrations in the aftermath of the War to end all Wars.

Yet a dark shadow grows in the city of Arkham. Alien entities known as Ancient Ones lurk in the emptiness beyond space and time, writhing at the gates between worlds. These gates have begun to open and must be closed before the Ancient Ones make our world their ruined dominion.

Only a handful of investigators stand against the Arkham Horror. Will they prevail?

Arkham Horror is a game for 1 to 8 players (3 to 5 recommended), playable in 2 to 4 hours. The game is set in the fictional town of Arkham, Massachusetts, made famous by H.P. Lovecraft in his writings about the Cthulhu mythos.

This copy of Arkham Horror is from Fantasy Flight's second printing of the game. This rulebook has been revised from the first printing to incorporate the errata listed in both version 1.1 of the Arkham Horror FAQ (available at www.fantasyflightgames.com) and in the Dunwich Horror expansion rulebook. Three cards (Flesh Ward, Healing Stone, and Lantern) and the starting possessions of two investigators (Bob Jenkins and Jenny Barnes) and have also been revised according to the FAQ v1.1 errata. Otherwise, there are no changes to this version that affect gameplay.

Object of the Game

In **Arkham Horror**, a terrible creature from beyond time and space is waking, roused by the dimensional gates that are opening all over the city. The players must join forces to close all of the gates before this Ancient One awakens. If the Ancient One defeats the players, all of Arkham is doomed.

The players must work together as a team of investigators to close all of the dimensional gates, seal them permanently, or if that fails, defeat the Ancient One when it awakens from its slumber.

Game Overview

In **Arkham Horror**, the investigators explore the city, encountering places, people, and creatures both normal and mundane. Through these adventures, the investigators hope to gain the clues and resources needed to confront and ultimately thwart the mythos threat.

Early in the game, investigators seek to avoid more powerful monsters while moving around the city to gather weapons, spells, clues, and other items they will need.

Later, the investigators attempt to close a few gates and seal some of the most active gates.

Finally, once several gates have been sealed and the investigators have acquired valuable weapons, spells, clues, and allies, they make one last, desperate assault on the mythos, attempting to close or seal the final gates. Either they succeed and the world survives, or they fail and the Ancient One awakens for the climactic battle.

Be warned: If the Ancient One awakens, the investigators are in for the fight of their lives!

Game Components and Preparation

Enclosed in your **Arkham Horror** box, you will find the following game components:

- 1 Rule Book (this book)
- 1 Game Board
- 1 First Player Marker
- 5 Dice
- 16 Investigator Sheets
- 16 Investigator Markers
- 16 Plastic Investigator Stands
- 196 Investigator Status Tokens
 - 56 Money Tokens
 - 34 Sanity Tokens (10 "threes" and 24 "ones")
 - 34 Stamina Tokens (10 "threes" and 24 "ones")
 - 48 Clue Tokens
 - 24 Skill Sliders
- 189 Investigator Cards
 - 44 Common Items
 - 39 Unique Items
 - 40 Spells
 - 20 Skills
 - 11 Allies
 - 35 Special Cards
 - 8 Retainers
 - 8 Silver Lodge Memberships
 - 8 Bank Loans
 - 8 Blessing/Curse Cards
 - 3 Deputy Cards
- 8 Ancient One Sheets

- 20 Doom Tokens
- 179 Ancient One Cards
 - 63 Location Cards
 - 67 Mythos Cards
 - 49 Gate Cards
- 60 Monster Markers
- 16 Gate Markers
- 3 Activity Markers
- 3 Explored Markers
- 1 Terror Track Marker
- 6 Closed Markers

Before you play your first game of **Arkham Horror**, carefully punch out the cardboard pieces so that they do not tear. Next, slide the 16 plastic stands onto the bases of the 16 investigator markers. Be sure to keep all components out of the reach of small children and animals.

Component Overview

The following is an introductory summary of the various components included in **Arkham Horror**. This summary should help you identify the components and understand the ways they are used as you read through these rules.

Game Board



The game board depicts the city of Arkham and the "Other Worlds" to which investigators may travel during the game. See "Game Board Breakdown" on page 21 for a complete discussion of the game board.

FIRST PLAYER MARKER

This marker is given to the player who acts first in a turn. The marker is passed to the left at the start of each new turn.



DICE

Players roll the dice to make skill checks, fight battles, and determine other random outcomes.



INVESTIGATOR SHEETS AND MARKERS

Each player receives one investigator sheet that describes the abilities, skills, and starting equipment of the investigator he controls. Each player also receives one investigator marker used to indicate his investigator's current position on the board. See "Investigator Sheet Breakdown" on page 21 for a full description of investigator sheets.



INVESTIGATOR STATUS TOKENS

These tokens are used to track an investigator's current Skills, Sanity, Stamina, Money, and Clues.



- Skill sliders track the investigator's current skill levels. Investigators make skill checks throughout the game in the course of their adventures.



- Sanity tokens represent an investigator's current level of mental health.



- Stamina tokens represent an investigator's current level of physical health.



- Clue tokens represent vital insights and information an investigator has accumulated either before or during the game.

Investigators can spend Clue tokens to gain bonuses on skill checks or to permanently seal gates.



- Money tokens represent the investigator's current wealth. They are spent to purchase equipment, pay fines, etc.

INVESTIGATOR CARDS

The small cards included in **Arkham Horror** are called investigator cards. They represent useful allies the investigators may meet and items they may acquire during the course of the game. There are six types of investigator cards:



Common Items are ordinary but useful items that can aid an investigator.

Unique Items are unusual, sometimes bizarre, and possibly magical items that can greatly assist an investigator. Elder signs, which can permanently seal gates, are found in this deck.

Skill cards represent an investigator's abilities. Skill cards typically either give a bonus to a certain skill or allow you to roll the dice again when you fail a certain kind of dice roll. Skill cards are rare and expensive to acquire.

Spells are magical rituals that an investigator can perform using the Lore skill.

Allies are people that offer to assist the investigators in their adventures. Allies are the most powerful investigator cards and can be found either at Ma's Boarding House (a location on the game board) or through encounters at some of the more dangerous and unstable locations in Arkham.

Special cards represent unique privileges or obligations. These include Retainers, Silver Twilight Memberships, Bank Loans, Blessings, Curses, and Deputy of Arkham cards. Special cards have a wide variety of effects.



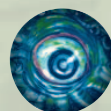
ANCIENT ONE SHEETS

At the beginning of every game of **Arkham Horror**, the players randomly determine which Ancient One will threaten the city. An Ancient One sheet lists the powers, combat statistics, and worshippers associated with each of these alien beings. See "Ancient One Sheet Breakdown" on page 19 for full details.



DOOM TOKENS

Doom tokens are placed on the doom track on the Ancient One sheet as new gates open in Arkham. When the doom track is filled up with doom tokens, the Ancient One awakens!



Doom Token



Elder Sign Token

On the back of each doom token is an elder sign icon. When an investigator successfully plays an elder sign to permanently seal a gate, a doom token is removed from the Ancient One's doom track, flipped over to its elder sign side, and placed on the sealed location. Sealing a gate using **Clue tokens** does *not* reduce the number of doom tokens on the Ancient One's doom track in this manner. For more information on sealing gates with both elder signs and Clue tokens, see page 17.

ANCIENT ONE CARDS

The larger cards included with **Arkham Horror** are called Ancient One cards. These represent events that take place within Arkham or the Other Worlds. These events can include confrontations with monsters, beneficial encounters, etc. There are three types of Ancient One cards: Location cards, Gate cards, and Mythos cards.



Location cards represent the encounters that take place at the various locations in Arkham. Each of the nine neighborhoods on the game board has a deck of seven cards dedicated to it, and each card has one encounter for each of the locations in that neighborhood. For more information on locations and neighborhoods, see page 21.

Gate cards represent the encounters that take place in the Other Worlds. Unlike the Location cards, which are divided into separate decks for each neighborhood, the Gate cards are all shuffled together into one deck. For more information on Other Worlds, see pages 8–9, 21.

Mythos cards depict major events in Arkham. One is drawn each turn during the Mythos Phase. When a mythos card is drawn, it has several effects. It identifies a location where a gate opens, it determines monster movement in Arkham, and it presents an event that may affect the investigators. Most mythos cards also list a location where a Clue token appears.

MONSTER MARKERS



Movement Side

Combat Side

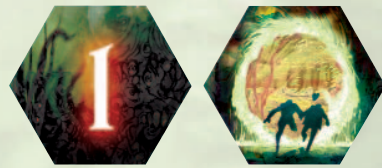
Monster markers represent the monsters roaming the streets of Arkham. Each monster has two sides: a movement side and a combat side. Leave the monster's movement side face up while it wanders around the board. When an investigator battles a monster, flip the monster marker to its combat side. Players may look at either side of any monster marker at any time. See "Monster Marker Breakdown" on page 21 for a full description.

GATE MARKERS



These markers are placed on the board to indicate locations where gates to the Other Worlds have opened. Each gate marker identifies the Other World it leads to and includes a modifier to the dice rolls of investigators attempting to close the gate.

ACTIVITY AND EXPLORED MARKERS



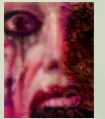
Activity Marker

Explored Marker

Activity markers indicate areas on the board where unusual events are taking place. An explored marker is placed underneath an investigator's marker after he has braved the Other World beyond a gate and returned.

TERROR MARKER

This marker is placed on the terror track to indicate the mental state and morale of the townsfolk of Arkham. As the terror level increases, stores close and people leave town, eventually allowing the monsters to overrun the town completely!



CLOSED MARKERS

These markers are placed on locations that have closed, whether because of the terror level or specific events that have occurred in the game. Neither investigators nor monsters can enter closed locations.



GAME SETUP

Place the Mythos-related items on one end of the board. These should include:

- 9 Location Decks
 - Gate Deck
 - Mythos Deck
- Ancient One Sheet and Doom Tokens
- Gate Markers
- Monster Markers (in an opaque container)
- Clue Tokens
- Activity, Closed, and Explored Markers



Place one Clue token on each of the 11 unstable locations on the board (marked by a red diamond above the location).

Place the Investigator-related items on one end of the board. This should include:

- Ally, Common Item, Unique Item, Spell, and Skill Decks
- Special Investigator Card Decks
- Sanity and Stamina Token Bank
- Money Token Bank

Each player takes his investigator sheet and marker, then gains Stamina and Sanity tokens equal to his maximum Stamina and Sanity, respectively. In addition, each player receives his character's possessions. Finally, each player places his investigator marker on the game board on his character's home location.

Give the first player marker to the player you've chosen to go first. It is passed to the left at the end of every turn.

Game Setup

Follow the steps below to prepare for a game of **Arkham Horror**.

1. PREPARE PLAYING AREA

Unfold the board and place it in the center of the playing area. Make sure there is ample space around the edges of the board to place the investigator sheets and card decks. Place the various tokens and the dice near the board, as shown in the setup diagram on page 4. Make sure to place the terror track marker on the “0” space on the terror track.

2. PLACE INITIAL CLUES

Place one Clue token on each location on the board that has a red diamond above it. These locations are unstable and represent the places where dimensional gates can open and monsters can appear. Locations are identified by circular illustrations overlaying the Arkham portion of the game board (for example, Silver Twilight Lodge and Ma’s Boarding House).

3. CHOOSE FIRST PLAYER

Select one player at random to be the first player. Give the first player marker to that player.

4. DETERMINE INVESTIGATORS

The first player shuffles the 16 investigator sheets. Then, without looking, he randomly deals out one investigator sheet in front of each player, including himself.

Alternately, the players may agree to choose their investigators, starting with the first player and continuing clockwise until every player has selected an investigator.

5. REVEAL ANCIENT ONE

The first player shuffles the eight Ancient One sheets. Then, without looking, he selects one at random and places it face up near the board. This is the Ancient One that is threatening Arkham for this game. If the Ancient One’s ability lists any actions that take place at the start of the game, such as Nyarlathotep’s “Thousand Masks” ability, they are resolved now.

Alternatively, the players may choose which Ancient One they face. This is often helpful if there are time constraints or other considerations involved. (Yig makes for a shorter game, for instance, while Cthulhu makes for a particularly challenging game.)

6. SEPARATE DECKS

Separate the various investigator and Ancient One cards into their respective decks and place them near the board as shown in the setup diagram.

7. RECEIVE FIXED POSSESSIONS

On each investigator sheet, certain items may be listed as fixed possessions. Each player, beginning with the first player and continuing clockwise, now receives the items listed on his investigator sheet in the “Fixed Possessions” area. The first player should locate the appropriate cards in the investigator decks and pass them out to the players, as noted on their investigator sheets.

8. SHUFFLE INVESTIGATOR DECKS

The players shuffle the Common Item, Unique Item, Spell, and Skill decks, then return them face down to their places next to the board. Whenever players draw cards, they draw them randomly from the tops of these decks.

9. RECEIVE RANDOM POSSESSIONS

Each investigator sheet may indicate that the investigator receives one or more random possessions. Each player, beginning with the first player and continuing clockwise, draws the indicated number of cards from the appropriate decks, as listed on his investigator sheet in the “Random Possessions” area.

Note: Abilities that affect drawing cards from the card decks, such as Monterey Jack’s Archaeology ability, *do* work when drawing random possessions at the start of the game.

10. FINISH INVESTIGATOR SETUP

Each player now receives a number of Sanity tokens equal to his investigator’s Sanity value and a number of Stamina tokens equal to his investigator’s Stamina value. These values are listed on each investigator sheet. Each player should place these tokens near the appropriate area on his sheet.

Each player also receives three skill sliders and places one skill slider on each of his three skill tracks. Each skill slider may be placed on any one of the four “stops” of each skill track. See “Adjusting Skills” on page 6 for more information on skill sliders and skill tracks.

II. CREATE MONSTER CUP

Place the monster markers in an opaque container and randomize them. A coffee cup, plastic container, or cloth bag works well for this purpose. Throughout these rules, we’ll refer to this container as the monster cup. When a monster appears or otherwise enters play, the first player draws a monster marker randomly from the monster cup and places it on the game board as instructed in these rules or in the text of a specific card.

Exception: Do *not* place the five “Mask” monsters in the container unless Nyarlathotep is the Ancient One. If any other Ancient One has been revealed, remove the Mask monsters from the game (simply return the markers to the box). Mask monsters are identified by the word “Mask” printed on the combat side of their markers.

12. SHUFFLE ANCIENT ONE DECKS AND GATE MARKERS

The players now shuffle the Gate and Mythos decks, and then return them to their places next to the board. Next, they shuffle the 16 Gate markers and place them face down in a stack next to the board.

13. PLACE INVESTIGATOR MARKERS

Each player now takes the investigator marker depicting his investigator and places the marker on the game board location indicated on his investigator sheet in the “Home” area. The other investigator sheets and markers, as well as the unused Ancient One sheets, may now be removed from the game.

14. DRAW AND RESOLVE MYTHOS CARD

Finally, the first player draws the top card of the mythos deck and resolves it as described in the Mythos Phase section of the rules. If a **Rumor** is drawn, discard it and draw again until you draw a mythos card that isn’t a **Rumor**. The mythos card will indicate an unstable location where a gate and monster appear. Remember, unstable locations are identified by red diamonds on the game board. For more information on resolving the Mythos Phase, see page 9.

Important: Remember to place a doom token on the Ancient One’s doom track after the first gate opens.

After the mythos card has been completely resolved, the first turn begins, starting with the first player.

The Game Turn

A turn in **Arkham Horror** is divided into five phases. **During each phase, every player, starting with the first player and continuing clockwise, performs the actions that take place during that phase.** Once all players have completed a phase, the next phase begins. At the end of the last phase in each turn, the first player marker is passed to the player on the left and a new turn begins.

The phases of each turn are:

Phase I: Upkeep

Phase II: Movement

Phase III: Arkham Encounters

Phase IV: Other World Encounters

Phase V: Mythos

During each phase, every player, starting with the first player and continuing clockwise, performs the actions that take place during that phase.

Phase I: Upkeep

During the Upkeep Phase, each player takes the following actions, in order.

1. Refresh Exhausted Cards

Some cards **exhaust** themselves when used, which means that they are turned face down for the remainder of the turn. At the start of the Upkeep Phase, each player refreshes those cards by turning them face up. Simply remember that you can use face-up cards and that you cannot use face-down cards until you turn them face up again during the next Upkeep Phase.

Example: Richard (playing Harvey Walters) cast his *Wither* spell last turn, forcing him to exhaust the card by

turning it face down. During the Upkeep Phase, Richard turns the *Wither* spell face up once more. The spell is now ready for him to cast again.

2. Perform Upkeep Actions

After refreshing his exhausted cards, each player must review his investigator's cards to see if any of them have an Upkeep action. Each player *must* perform all Upkeep actions listed on his investigator's cards every turn. Upkeep actions may be taken in any order the player wishes. Bless, Curse, Bank Loan, and Retainer cards do not require an upkeep roll during the first Upkeep Phase after an investigator acquires them.

Example: Looking over his cards, Richard finds that he has a Retainer card, which requires an Upkeep action. First, Richard receives \$2 for the Retainer. He takes two

money tokens from the pile of money tokens in the play area. Richard must then roll a die to see if he keeps or loses the Retainer. Richard is fortunate and keeps the Retainer card for another turn.

3. Adjust Skills

Finally, each player may adjust his investigator's skills using the three skill sliders he placed on his investigator sheet during game setup. This process, as well as a general description of how skill sliders work, is explained in the "Adjusting Skills" diagram.

Exception: During game setup, players may set their three skill sliders on any of the four stops on their three skill tracks. This initial setup does not adhere to the normal rules that restrict the number of stops a slider may be moved each turn.

Phase II: Movement

During the Movement Phase, each player takes *one* of the following two movement actions, depending on whether his investigator is in Arkham or an Other World (see "Game Board Breakdown," page 21):

Arkham movement

or

Other Worlds movement

The two types of investigator movement are described below.

Arkham Movement

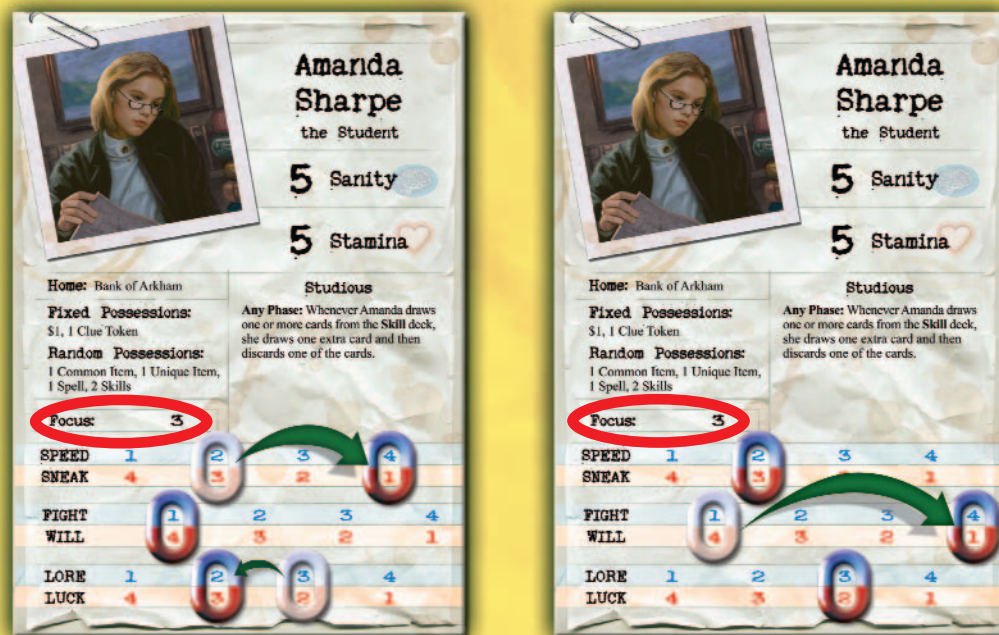
If the player's investigator is located in Arkham (i.e., his investigator marker is in the town area of the game board), he receives movement points equal to his **Speed value**, as found on his investigator sheet. A player may spend one movement point to move his investigator marker from one board area to another, so long as the two areas are connected by a yellow line on the game board. One movement point allows an investigator to move from a location to a street area, from one street area to another, or from a street area to a location.

Locations are indicated by circular illustrations on the Arkham portion of the game board. Street areas are represented by rectangular boxes on the game board, one for each neighborhood in Arkham (for example, Miskatonic U. and Rivertown).

Evading Monsters

Locations and street areas that contain monster markers may affect an investigator's movement. Each time an investigator *attempts to leave* a location or street area occupied by one or more monster markers, the investigator must either fight or evade **each** of the monsters there (see "Evading Monsters" and "Combat" on pages 14 for more information). Likewise, if an investigator *ends his*

ADJUSTING SKILLS



During **Upkeep**, you may adjust your character's skills in order to react to the investigator's situation. **Focus** represents your character's ability to split his attention between the different tasks at hand. It determines the total number of "stops" you may adjust your skills each turn.

Example 1: Above, Amanda has a focus of 3. This allows her to move her skill sliders a total of 3 stops each turn. This turn, she chooses to move her Speed/Sneak slider to the right by 2 stops. Then, having 1 point of focus remaining, she moves her Lore/Luck slider 1 stop to the left.

Example 2: This turn, Amanda decides to use all of her focus to move her Fight/Will slider 3 stops to the right. She has no focus left to move any of her other skill sliders, so they remain where they were last turn.

Be careful how you adjust your skills, particularly if your character's focus is low. If you make your skills too one-sided, you can be caught off-guard at a crucial moment without the ability to react.



Amanda Sharpe starts her turn in the Graveyard, in Rivertown. Her Speed is currently 4, which gives her 4 movement points for the turn. She decides that she wants to move to Administration, so her move breaks down like this:

- 1) 1 movement point to move from the Graveyard to the street area of Rivertown.
- 2) 1 movement point to move from the street area of Rivertown to the street area of French Hill.
- 3) 1 movement point to move from the street area of French Hill to the street area of Miskatonic U.
- 4) 1 movement point to move from the street area of Miskatonic U. to Administration.



OTHER WORLD MOVEMENT



Example: Amanda Sharpe is in the first area of The Dreamlands. During her movement, she moves to the second area of The Dreamlands. During her movement next turn, she returns to Arkham, moving to any location with an open gate to The Dreamlands and placing an explored marker underneath her investigator marker.

RETURNING TO ARKHAM



Example: Amanda Sharpe is returning to Arkham from The Dreamlands. She can choose to move to either location that contains an open gate to The Dreamlands. After she does so, an explored marker is placed under her investigator marker.

movement in a location or street area occupied by one or more monsters, he must fight or evade each such monster.

If the investigator fails to evade a monster, the monster immediately deals its combat damage to him (see “Combat” on page 14) and he immediately enters combat with it.

Once an investigator begins combat with a monster for any reason, his movement is over. Regardless of whether or not he wins the battle, the investigator loses the rest of his movement points and must remain where he is.

Picking Up Clues

Any time an investigator *ends* his movement in a location that contains Clue tokens, he may immediately take any or all of those Clue tokens. The investigator may not take any Clue tokens if he merely moves through the location and then continues his movement: He must *end* his movement in the location containing the Clue tokens.

Other World Movement

Other Worlds are represented by the large circular spaces along the edge of the game board. These spaces represent bizarre locales, strange dimensions, and alternate worlds that figure prominently in the myths. Players typically enter these worlds by exploring gates (see “Gate,” page 9).

Note that each circular space representing an Other World is bisected by a prominent line: The areas to the

left and right of this line are the two areas of the Other World.

If an investigator is in an Other World at the beginning of the Movement Phase, he receives no movement points. Instead, his movement depends on whether he is in the first (left) or second (right) area of the Other World.

- If the investigator is in the first area of the Other World, he moves to the second area.
- If the investigator is in the second area of the Other World, he returns to Arkham. The player must choose a location that contains a gate to the Other World he is leaving. After choosing such a location, he places his investigator marker there. Then he places an “explored” marker underneath his investigator to show that he has explored the gate. This marker remains in play as long as the investigator remains at the location. If there is no open gate leading to the Other World the investigator is in, the investigator is lost in time and space (see page 17).

Delayed Investigators

During the game, certain effects can cause an investigator to become **delayed**. When this occurs, place the investigator marker on its side, indicating the delay. Delayed investigators receive no movement points and do not move during the Movement Phase. Instead, during the investigator’s Movement Phase, the player stands the investigator marker back up to show that the investi-

gator is no longer delayed. On the following turn, the investigator will be able to move once again as normal.

Phase III: Arkham Encounters

During the Arkham Encounters Phase, each player whose investigator is in a location (not a street area or Other World area) *must* take one of the following actions. The action the investigator must take depends on whether his location contains an open gate or not.

1. No Gate

If the location has no gate, the investigator has an encounter at the location. The player shuffles the location deck corresponding to the neighborhood his investigator is in and draws a card from the deck. The player then finds the entry for his investigator’s location, reads the entry aloud, and performs any actions indicated by the card text. Note that the card may indicate that “a monster appears,” in which case the investigator must either evade the monster (see “Evading Monsters,” page 14) or fight it (see “Combat,” page 14). Once the player has resolved any actions indicated by the card, he returns the card to the location deck.

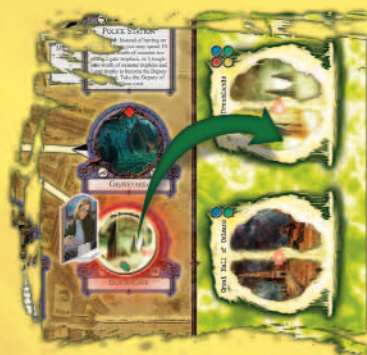
Monsters and gates cannot appear in sealed locations, even if this is directed by the text of a card.

LOCATION ENCOUNTER (NO GATE)



Example: Amanda Sharpe is at the Historical Society in Southside, so she draws a card at random from the Southside location deck and looks at the entry for the Historical Society. According to the card, a janitor offers her a ride to the Woods. If she accepts, she moves to the Woods and has another encounter there.

LOCATION ENCOUNTER (WITH GATE)



Example: Amanda Sharpe is at Black Cave, but there is a gate leading to the Dreamlands there. Since she doesn’t have an explored marker under her, she is drawn through the gate to the first area of the Dreamlands.

OTHER WORLD ENCOUNTER



Example: Amanda Sharpe is at the City of the Great Race, which has a yellow and a green encounter symbol. She begins drawing cards from the gate deck. The first card is red, so it cannot be encountered at the City of the Great Race. The player discards it and draws again. She draws a blue card this time and again discards it. Finally, she draws a green card and examines it to see if it has a specific City of the Great Race encounter. It does not, so she looks at the Other encounter and follows its instructions.

Monsters that appear as the result of a location or gate encounter never remain on the board after the encounter is resolved. If an investigator evades such a monster, return it to the monster cup (see “Monsters in Encounters,” page 22).

2. Gate

If the location has a gate, the investigator is drawn through the gate. He moves to the first area (the left area) of the Other World indicated on the gate marker.

Exception: Once an investigator has entered a gate and returned to Arkham, the player places an explored marker underneath his investigator marker. While he remains in the gate’s location, he is no longer drawn through the gate, but may instead try to **close or seal the gate** (see “Closing and Sealing Gates,” pages 16-17). If the investigator leaves the location before the gate is closed or sealed, discard the explored marker. If the investigator returns to the location later in the game, he will again be drawn through the gate. He must resolve the Other World Encounters Phase again before he can return to the location and attempt to close or seal the gate.

Important: If an investigator is drawn through a gate that appears as a result of an encounter (such as “A gate appears!” or “A gate and a monster appear!”), then he is delayed, just as if he had been drawn through a gate in the Mythos Phase.

Phase IV: Other World Encounters

During the Other World Encounters Phase, investigators in Other World spaces have encounters there. The Other World spaces on the board are marked with circular icons of different colors. These colored circles are called **encounter symbols**. When an investigator has an Other World encounter, the player draws cards from the gate deck, one at a time, until he draws a card whose color matches one of these encounter symbols. Gate cards that do not match a color of the encounter symbols are placed face down on the bottom of the gate deck.

Once the player has drawn a gate card that matches an encounter symbol’s color, he examines it to see if there is a specific encounter for the Other World his investigator is currently in. If a specific encounter is listed, the player reads that entry aloud and performs any actions indicated by the card text. If there is no specific encounter listed, the player reads the “Other” entry aloud and performs any actions indicated by the card text.

The card text of an Other World encounter may result in a monster appearing, in which case the investigator must either evade the monster (see “Evading Monsters,” page 14) or fight it (see “Combat,” page 14). Once the encounter is resolved, the player then discards the card face down to the bottom of the gate deck.

Monsters that appear as the result of location or gate encounters never remain on the board after the encounter is resolved. If an investigator evades such a monster, return it to the monster cup (see “Monsters in Encounters,” page 22).

Phase V: Mythos

During the Mythos Phase, the *first player* draws a mythos card and performs the following actions:

1. Open Gate and Spawn Monster
2. Place Clue Token
3. Move Monsters
4. Activate Mythos Ability

Each of these actions is performed as follows.

1. Open Gate and Spawn Monster

The first player begins by looking at the lower-left corner of the mythos card he has drawn to see where the dimensional forces are assaulting Arkham this turn. One of three things happens, depending on whether there is an open gate, an elder sign marker, or neither at that location.

A. Location Has Elder Sign

If an elder sign token has been placed at the location, nothing happens. No gate opens and no monster appears. The elder sign has permanently sealed the gate at this location, and no new gates can open here.

B. Location Has Open Gate

If there is already an open gate at the location, a monster emerges from *every open gate* currently on the board.

This is called a **monster surge**. When a monster surge occurs, the number of monsters drawn and placed is equal to the number of open gates **or the number of players, whichever is greater**. The first player draws monster markers from the cup at random and places them on each location with an open gate. When placing monsters, they should be divided as evenly as possible among the open gates, with no gate having more monsters placed on it than the gate where the monster surge occurred this turn. If there are more monsters to be placed than allowed by the monster limit (see “Monster Limits and the Outskirts,” page 18), the players should decide where monsters will be placed. The players must make this decision before monsters have been drawn from the cup. If the players cannot agree where the monsters are to be placed, the first player decides the placement.

Example: *There are 3 open gates (at the Black Cave, Science Building, and Unvisited Isle), 7 players, and no monsters in play when a mythos card is drawn that opens a gate at the Black Cave. This causes a monster surge: 7 monsters are drawn from the cup and placed on the open gates. They must be distributed as evenly as possible, so each of the 3 gates gets 2 monsters placed on it, and the 7th monster is placed on the Black Cave, where the monster surge occurred. The Black Cave now has 3 monsters, while the other 2 open gates each have 2 monsters on them.*

C. No Elder Sign or Gate

If there is neither an open gate nor an elder sign marker at the location, a new gate opens and a monster emerges from it. This means that the following things happen, in order:

1. The Doom Track Advances

The first player places a doom token with the eye symbol face up in the first available space on the Ancient One’s doom track. If the marker is placed in the last available space on the doom track, the Ancient One has awakened and the end of the game has begun (see “The Ancient One Awakens!,” page 20). If the Ancient One awakens, you do not need to complete the rest of the Mythos Phase: Proceed immediately to the final battle.

Note that it is also possible for the Ancient One to awaken because there are too many gates open in Arkham at once (see “The Ancient One Awakens!,” page 20).

2. A Gate Opens

The first player draws a gate marker from the stack of gate markers near the board and places it face up on the location. Discard any Clue tokens that were on the location: The investigators have missed their opportunity to follow up on those leads.

3. A Monster Appears

The first player draws a monster marker from the cup at random and places it on the location. If this would bring the number of monsters over the monster limit, the first

RESOLVING A MYTHOS CARD

1. Open Gate and Spawn Monster
2. Place Clue Token
3. Move Monsters
4. Activate Card's Special Ability.

A. Each mythos card has a trait just below its title that tells you what its subtype is. Mythos cards are either **Headlines**, **Environments**, or **Rumors**. Each subtype behaves slightly differently, and all are explained in detail in these rules.

player places the monster in the Outskirts instead (see “Monster Limits and the Outskirts,” page 18).

Exception: If there are five or more investigators playing, then draw and place two monsters instead of one.

Important: Unlike investigators, monsters are never drawn through gates.

Example: Wade is the first player and draws the mythos card shown in an earlier example. The lower-left corner of the card shows Black Cave, which has neither an open gate nor an elder sign marker. First, Wade adds a doom token to the Ancient One’s doom track. There are still open spaces on the track, so Wade draws the top gate marker from the stack and places it on top of Black Cave. The revealed gate is one that leads to Yuggoth. Finally, Wade draws a monster from the cup (a Dark Young) and places it on Black Cave as well.

Gates Opening On Investigators

If a gate opens at a location that contains an investigator, he is immediately drawn through the gate to the first area of the corresponding Other World. As a result of the sudden disorientation caused by the gate swallowing him, the investigator is delayed. Place his investigator marker on its side. The investigator will not move during the next Movement Phase (see “Delayed Investigators,” page 16).

2. Place Clue Token

Most mythos cards indicate a location where a Clue token appears. Place a Clue token on the indicated location unless there is an open gate there. If one or more investigators are at that location, one of them (they should decide among themselves) may immediately take that Clue token. If the players cannot agree on who gets the Clue token, the first player decides.

3. Move Monsters

Although monsters start out in locations as they emerge from gates, they soon leave those locations to roam the streets of Arkham. In order to determine monster movement, the first player looks at the lower-right corner of the mythos card he has drawn for the turn. This area describes which monsters move during the turn as well as the direction they move on the board.

Each mythos card has two movement areas on it, represented by black and white boxes. Each location and street area on the board likewise features a black or white arrow (sometimes both, see below).

Each movement box on a mythos card also has one or more dimension symbols printed in it. Each monster marker likewise features such a dimension symbol on its movement side.

MONSTER MOVEMENT



Example 1: The mythos card at the left is drawn. Monsters showing the symbols in the white area (slash, triangle, and star) move, following the white arrows.

Monsters showing the symbols in the black area (hexagon) also move, following the black arrows. Specifically, in this example:

1. The Gug, with its slash symbol, follows the black and white arrow leading out of its current location.

B. The Dark Young does not move. Although it has a hexagon symbol, its border is yellow, indicating that it is a stationary monster that never moves.



Example 2: The mythos card above is drawn. Monsters showing the symbols in the white area (square and diamond) move, following the white arrows. Monsters showing the symbols in the black area (circle) also move, following the black arrows. Specifically, in this example:

1. The Dimensional Shambler, with its square symbol, follows the white arrow leading out of its current location. Then, because it has a red border, signifying that it is fast, it moves one more time (2), again following the white arrow.

A. The Dhole does not move. Although it has a circle symbol, it is sharing a location with Amanda Sharpe, so it remains there instead of moving away from her.

Monsters currently on the board whose dimension symbols are listed in either movement box on the mythos card move to a connected location or street area, as follows:

- If the monster is listed in the white movement box, it follows the white arrow leading out of its current area.
- If the monster is listed in the black movement box, it follows the black arrow leading out of its current area.

Important: The arrows leading out of some locations are black on one side and white on the other. These arrows count as both a black arrow and a white arrow, so monsters listed in either the black or the white movement box of the mythos card follow that arrow.

Monster Movement and Investigators

A monster that already shares a location or street area with one or more investigators does not move and remains in place. Certain monsters move several times (see the description of “Fast” monsters below); when such a monster enters an area that contains one or more investigators, it must immediately stop moving. No encounter with the monster takes place during this phase, but the investigators will be forced to evade or fight the monster during the Movement Phase.

Example: A Star Spawn moves into Uptown, where Joe Diamond and Ashcan Pete are currently located. During their next Movement Phase, one or possibly both of these investigators will need to deal with the Star Spawn.

Monster Movement Specialties

Most monsters move as described above, but some monsters have special movement abilities that follow special rules. There are five different types of monster movement in **Arkham Horror**. These are indicated by the colored borders on the movement side of the monster markers:

Normal (Black Border): Normal monsters move as described above.

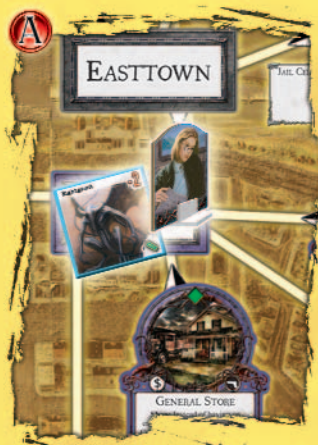
Stationary (Yellow Border): Stationary monsters **never** move. They always remain at the location where they entered play.

Fast (Red Border): Fast monsters move twice, following the appropriate arrows for both steps of their movement. Fast monsters stop moving immediately if they encounter an investigator.


Unique (Green Border): Monsters with unique movement (such as the Hound of Tindalos) have special movement abilities listed on the combat side of their monster markers. Turn such a monster marker over and follow the instructions there.

Flying (Blue Border): Flying monsters generally move directly towards the nearest investigator in a street area, or move to the “Sky” holding area if they can’t reach any

FLYING MONSTERS



A




B

Flying monsters are indicated by a blue border. When a flying monster moves during the **Mythos Phase**, it obeys the following rules:

A) If the flying monster is in a location or street area with one or more investigators, it stays where it is.

B) If the flying monster is in a location or street area with no investigators and there are one or more investigators in a connected street area, it moves into that street area. If there is more than one connected street area containing investigators, it moves towards the investigator in those street areas with the **lowest** current *Sneak* skill (including any relevant equipment and skills; if there is a tie, the first player chooses which investigator the monster moves towards).



C

C) If the flying monster is in a street area with no investigators and there are no investigators in a connected street area, it moves to the *Sky* (see **The Sky**, below).

THE SKY

The Sky is a holding area considered to be a street area that is **connected to every street area** in Arkham. Flying monsters in the Sky can swoop down on investigators anywhere in the streets of Arkham. Note that **monsters in the Sky count against the monster limit** (see “Monster Limits and the Outskirts,” page 18).

investigators this turn. Flying monsters are explained in more detail in the “Flying Monsters” diagram.

4. Activate Mythos Ability

Finally, the first player looks at the special text on the mythos card, examining the trait listed at the top of the card. The various traits indicate different types of mythos cards, and they are resolved in different ways as described below.

Headline: The first player immediately resolves the special text of a Headline mythos card. He then discards the mythos card face down to the bottom of the mythos deck.

Environment: The special text of an Environment mythos card remains in play for several turns, possibly even until the end of the game. The first player places the card face up next to the game board, discarding any previous Environment mythos card face down to the bottom of the mythos deck. This means that only one Environment mythos card can be in play at a time.

Rumor: The special text of a Rumor mythos card remains in effect until either the *Pass* or *Fail* condition on the card is met, at which point the card is resolved and is discarded face down to the bottom of the mythos deck.

Only one Rumor can be in play at once. If there is already a Rumor mythos card in play, ignore the special text of the newly drawn Rumor and discard it face down to the bottom of the mythos deck after resolving its other effects for the turn (such as gate opening and monster movement).

Other Effects: Additionally, the mythos card may call for one or more “activity” or “closed” markers to be placed on specific locations. Simply place the respective markers on the locations indicated by the card. If the card leaves play, remove the markers from the locations as well.



Turn End

Once the first player has resolved all steps of the Mythos Phase, **the first player marker is passed to the left**. The turn is now over and a new one begins with the Upkeep Phase. Play continues in this way until the end of the game.

Ending the Game

The game ends in one of two ways: The investigators either overcome the mythos threat, or they are defeated by it.

VICTORY

The investigators win the game in any of the following three ways:

A. Close the Gates

To satisfy this victory condition, the players must accomplish two objectives:

- An investigator must close the last gate on the board, such that there are currently no open gates.
- When the last gate is closed, the players must have a number of gate trophies equal to or greater than the number of players. These gate trophies *do* include the one just awarded for closing the last gate, but *do not* include any trophies the players have spent.

If these two conditions are met, the players immediately win. Stability is restored to Arkham as the Ancient One slips back into a deep slumber for a few more millennia.

B. Seal the Gates

If, at any time, there are six or more elder sign tokens on the board, the players immediately win. The Ancient One is driven away and peace returns to Arkham.

C. Banish the Ancient One

If the Ancient One awakens (see page 20) but the investigators manage to defeat it, the players immediately win. The Ancient One is banished beyond time and space.

SCORING VICTORIES

If the players achieve one of the preceding victory conditions, the investigators have defeated the mythos threat and saved Arkham. The player with the most gate trophies is awarded the honorary title of First Citizen of Arkham. In the case of a tie, the title goes to the player with the most monster trophies.

You can rate your victory by using the following scoring system. Start with the highest printed number on the doom track of the Ancient One. Subtract the terror level

at the end of the game from this number. Now apply the following modifiers:

- 1 per unpaid/defaulted Bank Loan
- 1 per elder sign played during the game
- +1 per unspent gate trophy at the end of the game
- +1 for every three unspent monster trophies held at the end of the game.
- +1 per sane, surviving investigator at the end of the game

Example: The courageous investigators close the final gate, returning Azathoth to his fitful slumber just as the terror level climbs to 6. Subtracting the terror level (6) from the highest printed number on Azathoth's doom track (14) gives a base score of 8. The group had two defaulted Bank Loans (–2), played three elder signs during the game (–3), had eight unspent gate trophies (+8), had 17 unspent monster trophies (+5), and had 5 sane, surviving investigators at the end of the game (+5) for a total of 21 points.

DEFEAT

If the Ancient One awakens and defeats all of the investigators in battle, the space-time continuum ruptures, the Ancient One is unleashed, and all of mankind suffers for the investigators' failure. In this unfortunate event, all players lose the game.

Other Rules

After reading the rules up to this point, you should be familiar with the overall flow of the game, including what you must accomplish to win. The remaining sections of this rulebook offer everything you'll need to know to meet those objectives: how to make skill checks for your investigator, how to evade and fight monsters, how to cast spells, how to close or seal gates, and more.

Skills

These are the basic abilities investigators use to accomplish things in the game. Every investigator has six skills, listed below. Investigators also have a value for each of these skills, depending on how they have positioned their skill sliders (see page 6). A **skill value represents the number of dice the investigator rolls for a check based on that skill**.

Fight: Used for physical feats of strength and endurance. Also used in combat.

Lore: Used for tests of mystic knowledge and ability. Also used in casting spells.

Luck: Used to determine the whims of chance. It is the most common skill used in encounters.

Sneak: Used for feats of stealth and thievery. Also used when evading monsters.

Speed: Used for tests of quickness and agility. Also used to determine an investigator's movement.

Will: Used to test an investigator's force of personality and willpower. Also used for Horror checks at the start of combat.

SKILL CHECKS

Investigators are often called upon to perform skill checks in order to avoid harm or to accomplish something in the game. When the game calls for a skill check, it is presented in a consistent format that provides the following information:

- The skill you must use to perform the check
- The modifier (bonus or penalty) to the check, if any
- The difficulty of the check (not listed if the difficulty is 1)

Example 1: Make a Sneak (-1) check. In this example, Sneak is the skill the investigator must use for the check. The modifier is -1, a penalty in this case. Since it is not specifically listed, the difficulty is 1.

Example 2: Make a Luck (+2) [2] check. In this example, Luck is the skill the investigator must use for the check. The modifier is +2, a bonus. The difficulty is 2.

When making a skill check, a player always rolls a number of dice equal to his investigator's value in the appropriate skill.

Modifiers and difficulties are discussed in more detail below.

MODIFIERS

This number is added to or subtracted from the investigator's skill value before the player makes the check. The result is the number of dice the player rolls to make the check. Note that modifiers always apply to the number of dice a player rolls for a check, not to the results of the individual dice.

Example: Michael McGlen is asked to make the two skill checks listed in the example above. His current Sneak is 3 and his current Luck is 2. In the first example, he subtracts one from his Sneak of 3 (for the -1 modifier) and therefore rolls two dice. In the second, he adds two to his Luck of 2 (for the +2 modifier) and therefore rolls four dice.

Important: If the modifier reduces an investigator to 0 or fewer dice, he automatically fails the check. The player may still spend Clue tokens to make the check (see "Spending Clue Tokens on Skill Checks," below).

DIFFICULTY

This is the number of **successes** an investigator must roll during a skill check to pass the check. Each die result of 5 or 6 counts as one success. Remember that if a skill check does not list a difficulty, it is assumed to be 1.

Example 1: Michael McGlen rolls two dice for the Sneak check described above. He gets a 2 and a 5. The 5 is a success, giving him a total of one success. Since the Sneak check had no listed difficulty, it is assumed to be 1. Michael has enough successes to pass the check.

Example 2: Michael next rolls four dice for the Luck check described above. He gets 2, 5, 3, and 6, for a total of 2 successes (the 5 and 6 were both successes). Since the check's difficulty was 2, Michael passes the Luck check.

There are four types of **special skill checks** that players should be aware of: **Evade checks, Horror checks, Combat checks, and Spell checks.** Each of these special skill checks are based on one of the six skills listed above and are described later in this rulebook. If an investigator receives a bonus to a skill, any special checks based on that skill also receive this bonus. However, if an investigator receives a bonus only to a special check, that bonus *does not* apply to any other checks based on the same skill.

For example, Evade checks are a special type of Sneak check. A Skill card that gives +1 Sneak is useful both for Sneak and Evade checks. However, an item that gives +2 to Evade checks is only useful when making Evade checks. That bonus cannot be used on a normal Sneak check.

SPENDING CLUE TOKENS ON SKILL CHECKS

Clue tokens represent information about the mythos threat that an investigator may acquire. A player may spend Clue tokens, one at a time, after any skill check (failed or not). Each spent Clue token allows the player to roll one additional die; if the result is a success, it is added to the total from the original roll.

Example: Joe Diamond fails a Lore (-1) [3] check, but gets two successes. Deciding that he really needs to pass this check, he discards one Clue token and rolls another die, getting a 3. Still no success, so Joe spends a second Clue token and rolls a second die, this time getting a 6. This extra success increases his total number of successes for the check to 3, enough to pass the check.

Important: Spending a Clue token always gives you the bonus dice that you are entitled to, even if the modifier has dropped the number of dice you can roll below 0.



Evading Monsters

When an investigator attempts to move out of an area containing a monster, or ends his movement in such an area, he must either fight the monster or evade it.

An investigator may attempt to evade a monster by making an **Evade check**. An Evade check is a skill check using the investigator's Sneak value. The check is modified by the monster's Awareness value, which is printed in the upper-right corner of the monster marker's movement side. The difficulty of the Evade check is always 1 unless the monster has a special ability that states otherwise.

If the investigator passes the Evade check, he evades the monster and the player may continue his turn as normal, whether continuing movement or interacting with the area. If the investigator fails the check, the monster immediately deals its combat damage to him and combat with the monster begins (see "Combat," later in these rules).

Example: Ashcan Pete moves from the Merchant District into Northside, where a Star Spawn is waiting for him. Pete wants to continue moving to the Curiosity Shoppe, so he must evade the Star Spawn. Pete's current Sneak is 4 and the Star Spawn's Awareness is -1, so he rolls three dice, hoping for at least one success. If he passes the check, he has evaded the Star Spawn and may continue moving. If he fails, the Star Spawn damages him for 3 Stamina and he enters combat with it.

An investigator may remain in the same area as a monster after evading it. He simply remains where he is and does not have to enter combat with the monster this phase. This allows an investigator to enter a gate in the same location as evaded monsters. Such an investigator could (if able) evade the monsters during the Movement Phase, and enter the gate during the Arkham Encounters Phase.

Example: In the example above, if Pete successfully evades the Star Spawn, he could choose to remain in the Northside area without fighting it for now. However, once the next Movement Phase takes place, he'll have to deal with the Star Spawn once more (by either evading it again or fighting it).

If there is more than one monster in an area, the investigator must evade each monster in turn, in any order he chooses. If he fails to evade a monster, the monster deals its combat damage to him and combat with the monster begins. If he defeats the monster, he must still fight or evade any monsters in the area that he has not yet either fought or evaded. Regardless of whether or not any further evade attempts succeed, the investigator's movement is finished as soon as he fails even one evade check.

Example: If the Star Spawn in the example above was also accompanied by a Shoggoth, Pete would need to evade both of them to keep moving to the Curiosity Shoppe. If Pete decides to evade the Star Spawn first and fails the check, he can no longer move. Assuming he wins the ensuing combat with the Star Spawn, he must still either fight or evade the Shoggoth.

Sometimes monsters appear as the result of a location or gate encounter. An investigator can evade these monsters just like any others. However, these monsters never remain on the board after the encounter is resolved. If an investigator evades such a monster, immediately return the marker to the monster cup.

Combat

Eventually, all investigators have to face their fears and do battle with the mythos. Whenever an investigator enters combat with a monster, resolve the following steps, in order.

1. Horror Check

First, the alien nature of the mythos threatens to overwhelm the investigator's mind. This is represented by a Horror check.

A Horror check is a skill check using the investigator's Will value. This value is modified by the monster's horror rating (found in the lower-left corner of its combat side). The difficulty of this check is always 1 unless the monster has a special ability that states otherwise. If the investigator passes the check, nothing happens. If he fails the check, the investigator loses the amount of Sanity shown underneath the monster's horror rating. The player discards the appropriate number of Sanity tokens from his investigator sheet. An investigator reduced to zero Sanity tokens is driven insane (see page 16).

Example: Ashcan Pete failed to evade the Star Spawn, so now he must make a Horror check. Pete's Will is currently 3, but the Star Spawn's horror rating is -3, so Pete doesn't get to roll any dice for the check and automatically fails. Pete loses 2 Sanity, as shown underneath the Star Spawn's horror rating. Pete removes two Sanity tokens from his sheet. If he had somehow managed to succeed, nothing would have happened to him.

Whether he passes the check or not, an investigator only needs to make one Horror check each time he does battle with a monster. If the investigator successfully evades the monster in the first place, he never needs to make a Horror check at all.

EVADING MONSTERS



Example 1: Here, Amanda moves from the Woods to the Uptown Streets, where the Dhole is waiting for her. Amanda wishes to continue moving to the Southside Streets, so she'll have to make an Evade check. Her Sneak is currently 2, and the Dhole's Awareness is -1, so Amanda will roll 1 die, hoping for a success.



Example 1A: Should Amanda fail her **Evade check**, the Dhole immediately deals its combat damage to her, and she loses 4 Stamina. If she's still conscious, she then has to make a **Horror check**, and if she survives that, she'll have to decide whether to fight the Dhole or try to flee from it again. Even if Amanda defeats the Dhole somehow, her movement is over at this point.

Example 1B: Should Amanda pass her **Evade check**, she successfully slips past the Dhole, and her movement can continue as normal. In the illustration above, she continues on her way to the Southside Streets.

2. Fight or Flee

Next, the investigator must choose: He may either attempt to flee or fight the monster.

A. Flee

The investigator tries to evade the monster, using an Evade check just as described under “Evading Monsters” earlier in these rules. If he passes the check, he eludes the monster and the battle immediately ends. If he fails the check, the monster deals its combat damage to the investigator and the battle continues (see “Monster Damage,” below).

B. Fight

If the investigator fights the monster, he makes a **Combat check**. A Combat check is a skill check using the investigator’s Fight value. This value is modified by the monster’s **combat rating** (printed in the lower-right corner of its combat side). The difficulty of this check is equal to the monster’s **toughness**, which is represented by the number of “blood drop” icons that appear in the lower center of the monster’s combat side.

If the investigator passes the Combat check, he defeats the monster. The investigator’s player removes the marker from the board and places it in front of him as a monster trophy. If the investigator fails the check, the monster deals its combat damage to him (see “Monster Damage,” below).

Example: After failing his Horror check, Ashcan Pete decides to fight the Star Spawn rather than attempt to flee. Pete’s Fight is 6 and the Star Spawn’s combat rating is -3 , so Pete rolls three dice. The Star Spawn’s toughness is 3 (the difficulty for the check), so Pete must

succeed on all three dice to defeat the monster. If Pete succeeds, he takes the Star Spawn marker and places it in front of him as a monster trophy. If he fails, the Star Spawn deals its combat damage to Pete.

Important: If a monster’s toughness is greater than 1, partial success has no effect on it. A monster must be completely defeated in one Combat check or it ignores all successes the investigator rolled.

3. Monster Damage

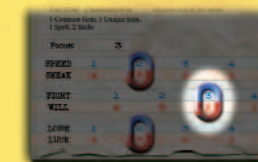
Each time an investigator fails to evade or defeat a monster, the monster deals its combat damage to the investigator. The amount of combat damage a monster deals is printed below its combat rating. The investigator loses Stamina equal to this number. The player discards the appropriate number of Stamina tokens from his investigator sheet. An investigator reduced to zero Stamina tokens is knocked unconscious (see page 16).

Note that some monsters have abilities that add some special effect to their combat damage. For example, the Nightgaunt drops the investigator through the nearest open gate instead of causing the investigator to lose Stamina tokens.

If the investigator remains conscious, sane, and in the same space as the monster after this step is resolved, the combat continues. Return to step 2, Fight or Flee, and continue the combat until it is resolved.

Example: Pete fails the Combat check, so the Star Spawn deals its combat damage to him. The Star Spawn’s combat damage is 3, so Pete loses three Stamina. Battered, bruised, and more than a little crazy, Pete prepares for another round of combat.

COMBAT



Example: Here, Amanda has decided to fight an Elder Thing. The first thing she’ll have to do is make a **Horror check**. Her Will is 2, but looking at the Elder Thing’s horror rating (A), she sees that its modifier is -3 , bringing her total down to -1 , which automatically fails. As a result, she loses 2 Sanity, as shown beneath the Elder Thing’s horror rating.

Assuming that Amanda isn’t driven insane by the Sanity loss, she can now make a Combat check to try to defeat the Elder Thing. Her Fight is 3, and looking at the Elder Thing’s combat rating (B), she sees that it has a modifier of $+0$, giving her a total of 3 dice for her check. The monster has a toughness of 2, so she’ll need 2 successes to defeat it. Crossing her fingers, she rolls the dice and gets this result:



The 5 and the 6 are both successes, giving her the 2 successes she needed to defeat the Elder Thing! She claims it as a monster trophy.

If Amanda had failed, the Elder Thing would have dealt its combat damage to her, causing her to lose 1 Stamina and 1 **Weapon** or **Spell** of her choice. She would then have to decide whether to fight it again or try to flee from it. However, she would **not** need to make another **Horror check**, since she’s already made one this combat.

USING WEAPONS AND SPELLS IN COMBAT

Investigators can gain a valuable edge in combat by using weapons and spells. The biggest advantage of weapons is that they automatically grant bonuses on Combat checks—no additional skill checks are required to use them. However, most weapons grant **Physical Combat** bonuses, which have no effect at all against many mythos monsters.

Spells, on the other hand, grant **Magical Combat** bonuses. These are effective against almost every monster in **Arkham Horror**. An investigator must successfully cast a spell to gain its benefits (see “Casting Spells” below). If an investigator fails to cast a spell, it provides no bonuses for the combat at all. In other words, spells are more powerful and versatile than weapons, but they are not always a sure thing.

Weapon and Spell Limits

There is a limitation on the number of weapons and spells an investigator may use at once. This limitation is represented by “hand” icons printed in the lower-left corner of each weapon and spell card. Each investigator may use any combination of weapons and spells and add their skill bonuses together, as long as their combined number of hand icons does not exceed two. Note that a spell requires the number of hands printed on the card, even if the investigator fails to cast it.

A spell or weapon that gives you a bonus (even one that says it lasts until the end of combat) only continues to give you the bonus while you devote the required number of hands to it. You can choose to switch weapons/spells in later combat rounds, but as soon as you “release” a spell or weapon, it stops working for you. Similarly, spells that are refreshed (such as at the beginning of each combat round in the final battle) cease to work and must be re-cast.

Example: Ashcan Pete has acquired some equipment and a spell before he faces a Star Spawn. He decides to use his .45 Automatic (a weapon that gives him a +4

Physical Combat bonus and uses one hand) and *Shrivelling* (a spell that gives him a +6 *Magical Combat* bonus if successfully cast and uses one hand). Pete successfully casts *Shrivelling*. With the .45 Automatic and the successful spell casting, he gains a total bonus of +10 (+4 from the weapon, +6 from the spell). Adding his *Fight* value of 6, Pete’s total skill for the *Combat* check is 16. He then accounts for the *Star Spawn*’s combat rating (–3), leaving him with 13 dice with which to roll 3 successes (as the *Star Spawn*’s toughness is 3).

Casting Spells

An investigator must successfully cast a spell in order to gain its benefits. Every spell has a **casting modifier**, and most have a **Sanity cost**. To cast a spell, an investigator must pay its **Sanity cost** and then pass a **Spell check**.

To pay the **Sanity cost** of a spell, the player simply removes a number of **Sanity** tokens from his total equal to the cost of the spell. Players must always pay the **Sanity cost** of a spell, whether or not the investigator subsequently passes the **Spell check**.

A **Spell check** is a skill check that uses the investigator’s **Lore** value, adjusted by the spell’s casting modifier. If the **Spell check** fails, the spell has no effect. If the check succeeds, the spell takes effect.

Example: Harvey Walters attempts to cast *Heal*, a spell with a casting modifier of +1 and a **Sanity cost** of 1. First, Harvey pays the **Sanity cost**, then he makes a **Lore** (+1) check. His **Lore** is 4 at the moment, so he rolls 5 dice and gets 2 successes. The *Heal* spell is successful. The spell’s effect allows Harvey to recover **Stamina** equal to the number of successes he rolled on the **Spell check**, so Harvey recovers two **Stamina**.

Investigator Status

This section of the rules describes the various conditions that may affect an investigator during the course of the game.

SANITY AND STAMINA

An investigator begins the game with a number of **Sanity** and **Stamina** tokens equal to the values listed on the investigator’s sheet. These two values are the investigator’s maximum **Sanity** and maximum **Stamina**. While an investigator may gain and lose **Sanity** or **Stamina** over the course of the game, the investigator’s current **Sanity** or **Stamina** may never exceed the investigator’s maximum **Sanity** or **Stamina**.

Insane in Arkham

If an investigator is ever reduced to 0 **Sanity** while in **Arkham**, the investigator is driven temporarily **insane**. He must immediately choose and discard half of his

items and half of his **Clue** tokens (rounded down), along with all retainers (if any). The player then immediately moves his investigator to **Arkham Asylum**. The investigator is restored to 1 **Sanity**, returning 1 **Sanity** token to his investigator sheet, and has no further encounters this turn. The investigator may take his next turn as normal.

Unconscious in Arkham

If an investigator is ever reduced to 0 **Stamina** while in **Arkham**, the investigator is knocked **unconscious**. He must immediately choose and discard half of his items and half of his **Clue** tokens (rounded down), along with all retainers (if any). The player then immediately moves his investigator to **St. Mary’s Hospital**. The investigator is restored to 1 **Stamina** and has no further encounters this turn. The investigator may take his next turn as normal.

Insane or Unconscious in an Other World

If an investigator is reduced to 0 **Stamina** or 0 **Sanity** while in an **Other World**, the investigator is **lost in time and space**. He must immediately choose and discard half of his items and half of his **Clue** tokens (rounded down), along with all retainers (if any). His **Stamina** and **Sanity** are restored to a minimum of 1. The player immediately moves his investigator to the **Lost in Time and Space** area of the board and places the investigator marker on its side to indicate that the investigator is delayed (see “Lost in Time and Space,” later in these rules).

Important: When adding up items before discarding them, count all **Common Items**, **Unique Items**, and **Spells**. In addition, the **Deputy’s Revolver** and the **Patrol Wagon** both count as items. **Allies**, **Skills**, and other cards do not count towards this total.

DELAYED INVESTIGATORS

An investigator whose marker is placed on its side has been delayed. Delayed investigators do not move during the **Movement Phase**, and they receive no movement points. Instead, when the player of the delayed investigator takes his turn in the **Movement Phase**, he should stand the investigator marker back up to show that the investigator is no longer delayed.

ARRESTED INVESTIGATORS

Some encounters may result in an investigator being arrested and taken to the **Police Station**. When this occurs, the player should place the investigator in the **Jail Cell** (rather than the main **Police Station** area). Arrested investigators lose half of their money (round down) and are delayed. The player completely skips the next turn, simply standing his investigator marker and placing it in the main area of the **Police Station** during the **Movement Phase**. The player may act in the following turn as normal.



Closing and Sealing Gates

As dimensional gates open in locations all over Arkham, the investigators must work to close or seal them.

CLOSING GATES

Before he can close a gate, an investigator must enter the gate, explore the Other World it leads to, and then return to Arkham.

When an investigator returns from an Other World, as described earlier, the player should place an explored marker under his investigator marker. This gives the investigator an opportunity to destroy and close the gate during the next Arkham Encounters Phase. If the investigator leaves the gate's location for any reason, the player must discard the explored marker – the investigator has missed his opportunity and must explore the gate again if he wishes to close it.

If, during the Arkham Encounters Phase, an investigator is on a location that contains an open gate **and** that investigator has acquired the explored marker, he may now attempt to close the gate. To do so, the investigator must choose whether to make a Lore check or a Fight check, using the number printed on the gate marker as the modifier. If the investigator succeeds at this check, he closes the gate and takes the gate marker as a gate trophy. If the investigator fails, the gate remains open. The investigator can try to close it during the Arkham Encounters Phase next turn (and in subsequent turns, as long as he does not leave the gate location).

SEALING GATES

A: USING CLUE TOKENS



To seal a gate using Clue tokens, a player must:

1. Succeed at his roll to close the gate.
2. Spend 5 Clue tokens.
3. Claim the gate marker as a gate trophy.
4. Take 1 elder sign token from the pile of unused tokens and place it on the location where the gate was sealed.

To seal a gate using an elder sign, a player must:

1. Return the elder sign card to the box (no roll to close the gate is needed).
2. Claim the gate marker as a gate trophy.
3. Take 1 doom token from the Ancient One's terror track, turn it over to its elder sign side and place it on the location where the gate was sealed. This effectively decreases the current doom track rating by 1.

B: USING AN ELDER SIGN



LOST IN TIME AND SPACE

Any investigator who is lost in time and space is immediately moved to the Lost in Time and Space area of the board. The investigator is now delayed, and the player should place the investigator marker on its side. The investigator loses his next turn, remaining in the Lost in Time and Space area. The player may only stand his investigator marker back up during the Movement Phase. On the following turn, at the start of the Upkeep Phase, the player may move his investigator to any location or street area of his choice in Arkham.

DEVOURED INVESTIGATORS

In rare cases, investigators may be **devoured**. The player immediately discards all of his cards (except unspent trophies) and shuffles his investigator sheet in with the unused investigator sheets. The player then draws a new investigator at random and sets up the investigator as if he were starting a new game (as described in "Game Setup" earlier in these rules).

If an investigator is reduced to **both** 0 Sanity **and** 0 Stamina at the same time, that investigator is **devoured**.

If an investigator's **maximum** sanity or **maximum** stamina is reduced to 0, that investigator is **devoured**.

BLESSED AND CURSED INVESTIGATORS

Blessings and curses represent aid or interference from greater powers, and investigators may gain these cards through encounters or rumors.

- While an investigator is Blessed, every die result of 4 or better counts as a success.
- While an investigator is Cursed, only die results of 6 count as successes.

An investigator may never be Blessed and Cursed at the same time. If a Blessed investigator is Cursed, simply discard the Blessing. If a Cursed investigator is Blessed, simply discard the Curse. Likewise, a player may never have more than one Bless or Curse card at a time.



SEALING GATES

If an investigator successfully closes a gate, he may immediately spend five Clue tokens to permanently seal it. The player takes a doom token from the pile of **unused** doom tokens, turns it over to its elder sign side, and places the token on the gate location. The player still claims the gate marker as a trophy. The gate is now sealed: No further gates can open and no monsters can appear at the location of the sealed gate for the remainder of the game.

MONSTERS AND CLOSING GATES

When a gate is closed, all monsters in Arkham, the Sky, and the Outskirts that have the same dimension symbol (see “Monster Movement,” page 10) as the closed or sealed gate are removed from the board and returned to the cup. A monster’s dimension symbol is printed in the lower-right corner of the marker’s movement side.

ELDER SIGNS

Elder signs are a specific type of Unique Item that investigators can use to seal gates. There are several elder sign cards in the Unique Item deck. To use an elder sign, the investigator must be at the location of the gate and must have acquired an explored marker, just as if he were attempting to close the gate. The investigator does not need to make a Lore or Fight check or spend any Clue tokens to use the elder sign.

To use an elder sign, do the following:

- The player removes 1 Sanity and 1 Stamina from his investigator sheet. This may knock the investigator unconscious or drive him insane, but the elder sign still takes effect.

- The player takes a doom token from the Ancient One’s doom track (not the pile of unused doom tokens), turns it to its elder sign side, and places it on the location to be sealed. This effectively lowers the current doom level of the game by 1, and this is one of the only ways to do so.

- The player then returns the elder sign card to the box. This specific card cannot be drawn or used again this game.

Once these actions have been taken, the gate is now sealed: No further gates can open and no monsters can appear at the location of the sealed gate for the remainder of the game.

MONSTERS GUARDING GATES

During the turn he returns to Arkham from an Other World, an investigator does not have to evade or fight any monsters in the gate’s location. This rule only applies during the turn he returns to Arkham; in subsequent turns, if the investigator remains in the location, he must evade or fight any monsters there as normal.

Monster Limits and the Outskirts

There is a limit on the number of monsters that may be in Arkham at one time. The limit is equal to the number of players in the game, plus three.

This monster limit only applies to those monsters actually moving around on the Arkham city portion of the board or located in the “Sky” area. Monsters that appear at a location and are then removed from the board do not count, nor do monsters located in the Outskirts.

Important: If the terror level reaches 10, Arkham is overrun and the monster limit is removed for the rest of the game. See “The Terror Track,” below.

If adding a monster to the board would bring the number of monsters in Arkham above the monster limit, the monster is placed in the **Outskirts** area instead. Monsters in the Outskirts remain there until the Outskirts become too full.

Number of Players	Maximum Monsters in Outskirts
1	7
2	6
3	5
4	4
5	3
6	2
7	1
8	0

When the number of monsters in the Outskirts exceeds this limit, return all of the monsters in the Outskirts to the monster cup and increase the terror level by 1. The terror level is described below.



ANCIENT ONE SHEET BREAKDOWN



1: Name: The Ancient One's name.

2: Combat Rating: This is the Ancient One's combat rating. It is only used if it awakens and the players have to fight it.

3: Defenses: This section lists any defensive abilities the Ancient One has. See **Monster Special Abilities** on page 24 for descriptions of these abilities.

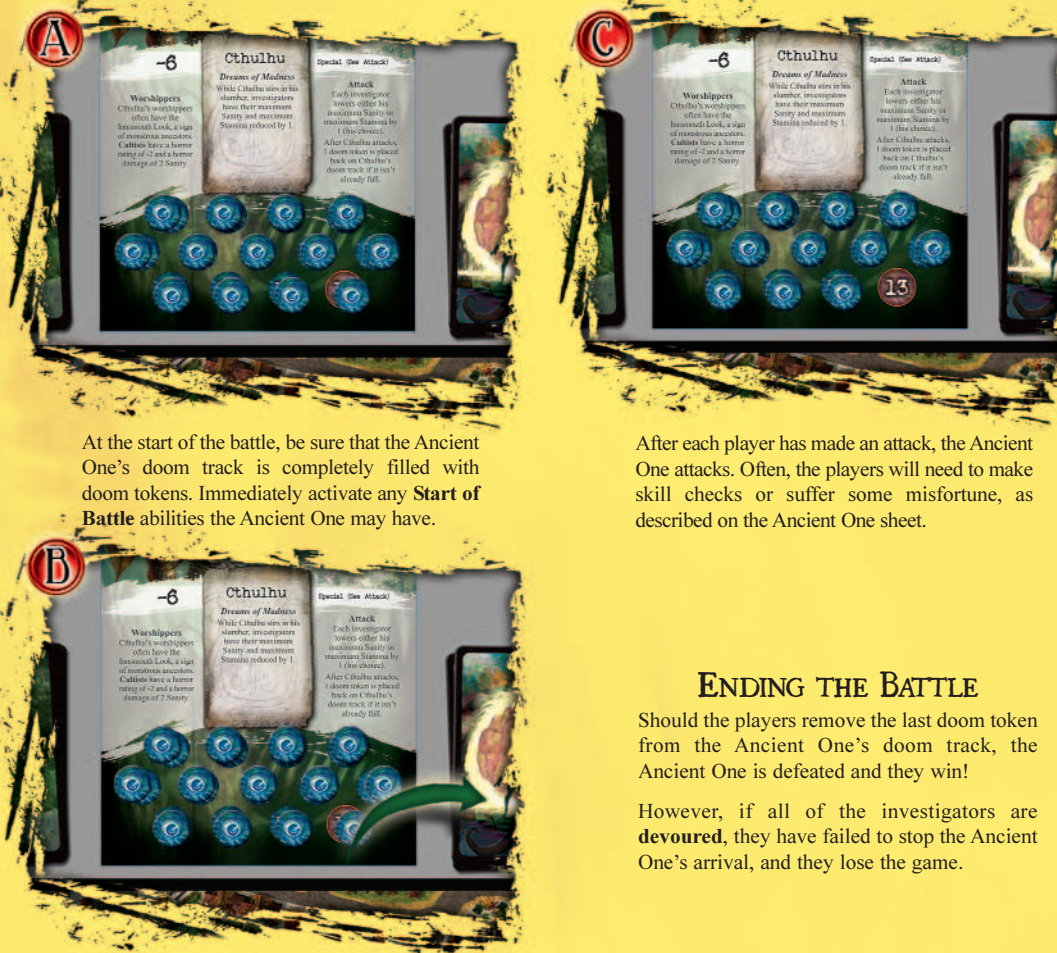
4: Worshippers: This section grants certain abilities to one or more types of monsters. These abilities are active all game long.

5: Power: This is a unique effect that the Ancient One has on gameplay. Most effects are active all game long.

6: Attack: This is the Ancient One's attack, only used during combat with it. Some Ancient Ones also have a Start of Battle ability that occurs only once, when investigators begin to battle it.

7: Doom Track: This tracks how close the Ancient One is to waking up.

BATTLING ANCIENT ONES



At the start of the battle, be sure that the Ancient One's doom track is completely filled with doom tokens. Immediately activate any **Start of Battle** abilities the Ancient One may have.

After each player has made an attack, the Ancient One attacks. Often, the players will need to make skill checks or suffer some misfortune, as described on the Ancient One sheet.

ENDING THE BATTLE

Should the players remove the last doom token from the Ancient One's doom track, the Ancient One is defeated and they win!

However, if all of the investigators are **devoured**, they have failed to stop the Ancient One's arrival, and they lose the game.

Each round, players first get an **Upkeep Phase**, then take turns making attacks on the Ancient One, keeping a running tally of the total number of successes they've scored as a group. Each time they accumulate a number of successes equal to the number of players or higher (for example, 4+ successes in a 4 player game), they remove 1 doom token from the Ancient One's doom track and reset the success tally to 0.

The Terror Track

The terror track shows the current terror level in Arkham – the current mental state of the city’s inhabitants. Various things can raise the terror level, such as too many monsters entering the Outskirts or the effects of some mythos cards. The terror level can never go down, so players should be very cautious about allowing it to increase.

When the terror level rises, move the terror track marker up the terror track as indicated. The terror track marker cannot leave the track, so the terror level cannot go above 10.

Once the terror level has reached 10, if it ever increases again (via a mythos card special ability, for example), instead of moving the terror track marker, add one doom token to the Ancient One’s doom track for each point the terror level should have increased.

“Margie, pack your bags!”

The most obvious effect of the terror level is that people pack up and leave town. **For every point the terror level goes up, select one Ally card at random from the Ally deck and return it to the box.** That Ally is no longer available for the rest of the game. Once all Allies have been returned to the box or claimed by investigators, this specific result has no effect for the remainder of the game.

“That’s it. I’m Moving the Shop to Boston.”

If the terror level reaches a sufficiently high level, the Curiosity Shoppe, the General Store, and Ye Olde Magick Shoppe close for the rest of the game.

If the terror level reaches 3, place a closed marker on the General Store. It is closed for the rest of the game and no one may enter that location. Immediately move any investigators and monsters currently at the General Store to the Rivertown street area.

If the terror level reaches 6, place a closed marker on the Curiosity Shoppe. It is closed for the rest of the game and no one may enter that location. Immediately move any investigator or monster currently at The Curiosity Shoppe to the Northside street area.

If the terror level reaches 9, place a closed marker on Ye Olde Magick Shoppe. It is closed for the rest of the game and no one may enter that location. Immediately move any investigator or monster currently at Ye Olde Magick Shoppe to the Uptown street area.

“Look at All the Monsters.”

If the terror level reaches 10, the town of Arkham is overrun by monsters and the monster limit is completely removed from the game. There is no longer any limit on the number of monsters that can rampage through town.

The Ancient One Awakens!

No matter how valiantly the investigators struggle, they are facing incredible odds. Despite their best efforts, the Ancient One may awaken and enter Arkham. If this comes to pass, the only thing the investigators can do is try to drive it back using the weapons and magic they’ve accumulated throughout the game.

There are five conditions under which the Ancient One may awaken.

1. Doom Track is Full

If enough gates open, eventually the Ancient One’s doom track will fill up with doom tokens, even if the investigators use all of the elder signs. When a doom token is placed on the last open space on the doom track, the Ancient One awakens immediately.

2. Too Many Gates Open

If the investigators allow too many gates to be open at the same time, this can awaken the Ancient One. The number of open gates that will **immediately** awaken the Ancient One depends on the number of players.

Number of Players	Number of Open Gates
1–2	8
3–4	7
5–6	6
7–8	5

3. No Gate Markers

Finally, the Ancient One awakens immediately when a new gate opens and there are no unused gate markers left in the pile. Thus, if gate markers run low, players should spend one or more gate trophies to replenish the supply.

4. No Monsters in the Cup

The Ancient One also awakens if a monster should be drawn from the monster cup, but there are no monsters in the cup.

5. Terror Level 10 and Too Many Monsters

The Ancient One also awakens if the terror level has reached 10 and there are monsters in play equal to twice the normal monster limit (for example, 16` monsters in a five-player game).

Very Important: If the Ancient One awakens and its doom track is not full, fill its doom track with doom tokens before proceeding to the final battle.

GAME BOARD BREAKDOWN



The game board is divided into several sections: **Arkham (A)**, the **Other Worlds (C)**, the **Terror Track (D)**, and the **City Limits (E-G)**.

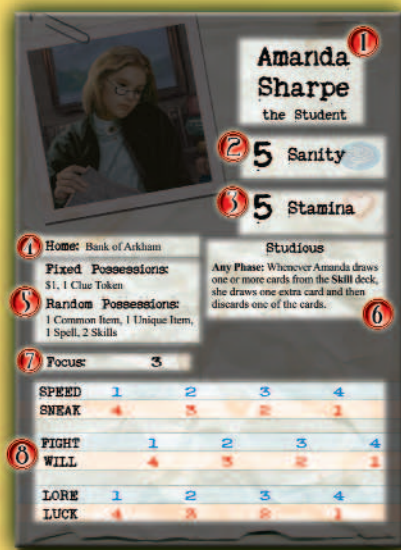
The **Arkham city** section of the board shows the city of Arkham divided into 9 **neighborhoods**, each of which has between 2 and 3 important **locations** in it, as well as a **street area (B)**. The investigators move around on this section of the board, passing through the streets to visit the various locations. Each location is marked with a number of icons showing the most common types of encounters at that location.

The **Other Worlds (C)** section of the board shows several alternate dimensions that the investigators can enter by moving through the gates that open up on the **Arkham** section of the board. Investigators enter gates in order to explore them and find some weakness that will enable them to close the gate once they've returned to Arkham.

The **Terror Track (D)** section of the board tracks the current **terror level** of the townsfolk of Arkham. If the investigators allow the terror level of Arkham to get too high, people will begin to leave town, making it difficult to recruit **Allies**. Eventually the three shops in town (*The General Store*, *The Curiosity Shoppe*, and *Ye Olde Magick Shoppe*) will close down, making it more difficult for the players to win the game.

The **City Limits** section of the board contains three special areas: *Outskirts (E)*, *The Sky (F)* and *Lost in Time and Space (G)*. Investigators that suffer a horrible fate of some sort move to *Lost in Time and Space* for a short time. Monsters on the board in excess of the limit wander out of town to the *Outskirts* where they terrorize the inhabitants. Finally, flying monsters move to *The Sky* before swooping down on the next investigator they spot moving through the streets of Arkham.

INVESTIGATOR SHEET BREAKDOWN



1: Name and Occupation: Your character's name and job.

2: Maximum Sanity: This is how much Sanity your character starts the game with. You cannot raise your Sanity higher than this number (although you **can** increase this number).

3: Maximum Stamina: This is how much Stamina your character starts with. You cannot raise your Stamina higher than this number (although you **can** increase this number).

4: Home: This is the location on the game board at which your investigator starts the game.

5: Possessions: This is the equipment your character starts the game with.

6: Unique Ability: This is a special ability only your character can use.

7: Focus: This is your character's ability to adjust his skills each turn. See **Adjusting Skills** on page 6 for more info.

8: Skill Pairs: These are your character's skills. They are paired so that if you increase one skill in a pair, the other decreases.

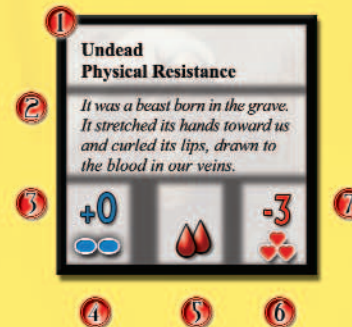


MONSTER MARKER BREAKDOWN



- 1: Name:** The monster's name.
- 2: Awareness:** This is the modifier used to **Evade** this monster.
- 3: Movement Border:** The color of the border indicates the monster's movement type (Black – normal, Red – fast, Yellow – stationary, Blue – flying, Green – special).
- 4: Home Dimension:** This is the monster's home dimension. When a gate is sealed or closed, all monsters in play that share its home dimension are returned to the cup.

COMBAT SIDE



- 1: Abilities:** Any special traits or abilities that the monster has. See **Monster Abilities** on page 24 for a complete explanation of bolded traits.
- 2: Flavor Text:** This text has no game effect. It is there only to provide atmosphere.
- 3: Horror Rating:** This is the modifier used in **Horror checks** against this monster.
- 4: Horror Damage:** This shows how many Sanity tokens an investigator loses if he fails a **Horror check** against this monster.
- 5: Toughness:** This is the difficulty of any **Combat checks** made against this monster.
- 6: Combat Damage:** This shows how many Stamina tokens an investigator loses if he fails a **Combat check** against this monster.
- 7: Combat Rating:** This is the modifier used in **Combat checks** against this monster.

THE FINAL BATTLE

When the Ancient One awakens, any investigators that are lost in time and space are immediately **devoured** and eliminated from the game. The surviving investigators must face the Ancient One in the final battle!

Before the final battle begins, discard any active Environment or Rumor cards. Additionally, once the final battle begins, investigators should no longer collect money or roll for Retainers or Bank Loans.

Combat with the Ancient One is divided into rounds. During a round, players first have an opportunity to adjust their investigators. Then, each player attacks the Ancient One. Finally, the Ancient One attacks the investigators. Once these steps have been resolved, a new round begins. The structure of each round in a battle with an Ancient One is as follows:

1. Investigators Refresh

At the beginning of a round of combat with an Ancient One, the investigators may refresh their cards, use any character abilities, and adjust their skill sliders as though it were the Upkeep Phase. Next, the first player marker should be passed to the left. Finally, they may trade items among themselves as if they were in the same location (see “Trading Equipment” later in these rules).

2. Investigators Attack

Next, starting with the first player and continuing clockwise around the table, every player whose investigator is still participating in the battle may make a Combat check against the Ancient One using its combat rating as the modifier.

Unlike a normal battle, the Ancient One cannot be defeated in a single attack. Instead, keep track of every success an investigator scores against the Ancient One (see “Skill Checks,” page 13). These successes are cumulative, and each successive player adds to them with his own attack. When the players accumulate a total number of successes equal to the number of players (including any players that were eliminated from the game), remove one doom token from the Ancient One’s doom track and reset their cumulative successes to zero.

If the last doom token is removed from the Ancient One, the investigators have defeated it! See “Ending the Game” on page 12.

3. Ancient One Attacks

After all of the players (except eliminated players) have made one Combat check against the Ancient One, the Ancient One unleashes its attack on each of the investigators. This attack varies by Ancient One, but they are all extremely deadly. For example, Hastur forces all the investigators to make an increasingly difficult Will check or lose Sanity.

Any investigator reduced to 0 Sanity or Stamina by the Ancient One’s attack is **devoured**. If an investigator is **devoured** during the final battle with the Ancient One, that player is eliminated from the game (i.e., the player does not draw a new character). If all investigators are **devoured**, the Ancient One is unleashed on the world and the players lose the game.

After the Ancient One’s attack is resolved **for each investigator**, a new round begins. This continues until either the investigators defeat the Ancient One or all have been **devoured**.

Miscellany

The following are some additional rules topics that should help to clarify play of **Arkham Horror**.

DISCARDING CARDS

When you discard a card, return it face down to the bottom of the appropriate deck. Players only shuffle most decks when they draw a card that instructs them to do so. Location decks, however, are shuffled before a player draws from them. A player who draws multiple cards from a Location deck draws them all, one after the other, without shuffling between draws.

LOCATION SPECIAL ABILITIES

Some locations on the board have special abilities. When an investigator enters such a location, the player **may** resolve the special ability of the location instead of having an encounter there. If there is an open gate at the location, investigators cannot use the location’s special ability.

Example: The Science Building has the Dissection ability. This ability allows an investigator to spend monster trophies or gate trophies in exchange for Clue tokens. An investigator at the Science Building may use this ability instead of having an encounter there, and investigators cannot use the ability if there is an open gate in the location.

MONSTERS IN ENCOUNTERS

Many location and Other World encounters indicate that a monster appears. To resolve such an encounter, the player must draw a monster from the monster cup and resolve the encounter as normal (i.e., the investigator may attempt to evade the monster or fight it). No matter how the encounter is resolved, the monster is never left on the board. The monster is returned to the monster cup, regardless of whether the investigator evades or defeats the monster, or is knocked unconscious or driven insane by it.

Many encounters state that “A gate and a monster appear!” For these encounters, both the monster and the gate stay on the board. However, many other encounters state that just a monster appears. For example, one of the Black Cave encounters states “A monster appears!” and one of the Hibb’s Roadhouse encounters states “A horrible monster appears!” When a monster but not a gate appears in an encounter, the monster does *not* stay on the board. If such a monster is defeated, players may take it as a trophy (unless its special ability says otherwise). If the monster is not defeated, it is returned to the monster cup, regardless of whether the investigator evades the monster or is knocked unconscious or driven insane by it.



SPECIAL CARD LIMITATIONS

In most cases, a player may never have more than one copy of each special card at the same time. This rule applies to Retainers, Bank Loans, Silver Twilight Memberships, and Bless/Curse cards.

SPENDING MONEY

Often, investigators will be told that they can purchase items “for list price” or “for \$1 over list price.” An item’s list price is always found in the card’s lower-right corner. Items are purchased by simply discarding money tokens equal to the price listed.

SPENDING TROPHIES

There are several locations on the game board where players can spend the monster and gate trophies they have collected. For example, a player can spend monster or gate trophies at the River Docks to gain \$5. All monster trophies spent in this manner are returned to the monster cup, while all gate trophies are placed face down on the bottom of the pile of gate markers.

TIMING CONFLICTS

If two or more game effects happen simultaneously, the players choose the order in which they occur. If the players cannot agree, the first player decides.

TRADING EQUIPMENT

An investigator in the same street area, Other World area, or location as another investigator may trade money, Common Items, Unique Items, and Spells. This may be done before, during, or after movement, but not during combat.

The Terror Track

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LOCATION ICONS

Above each location on the game board is either a green or red diamond. This diamond indicates the relative danger of the location.

Locations with green diamonds are **stable**. Monsters and gates will never appear in these locations, although it is possible for monsters to move to them in certain circumstances.

Locations with red diamonds are **unstable**. Monsters and gates can appear in these locations, sometimes even as a result of encounters. These locations should be approached with caution.

Each location on the map also has several icons associated with it. These icons tell the players the most likely outcomes they can expect when they go to that location. The following is a key to the icons you will find at different locations on the board:

 Allies	 Sanity
 Blessing	 Skills
 Clue Tokens	 Spells
 Common Items	 Stamina
 Money	 Unique Items

Additionally, each **unstable** location gives players the possibility of encountering an Ally, and Clue tokens will often appear in these locations as a result of resolving mythos cards.

Some locations have **special location icons** that have their colors reversed, such as the Sanity icon on Arkham Asylum. These icons indicate that there is a **guaranteed** method of acquiring the described item at that location.

MONSTER SPECIAL ABILITIES

Common monster special abilities are described in detail below.

Ambush: Once combat has begun with this creature, the investigator no longer has the option to flee it, but must instead fight until one or the other is defeated.

Endless: A monster with this ability cannot be collected as a monster trophy. Instead, each time it is defeated, return it to the cup.

Physical/Magical Resistance: A *Weapon* or *Spell* that adds a bonus of the resisted type can only provide half its normal bonus (rounded up).

Example: Using a *Tommy Gun* (normally a +6 Physical bonus) against a monster with **Physical Resistance** only gives a +3 bonus.

Physical/Magical Immunity: A *Weapon* or *Spell* that adds a bonus of the resisted type provides none of its normal bonus.

Example: Using a *Tommy Gun* (normally a +6 Physical bonus) against a monster with **Physical Immunity** gives a +0 bonus.

Nightmarish X: Any investigator that passes a Horror check when facing this monster still loses X Sanity. This ability doesn't apply if the investigator fails the Horror check.

Example: A *Dark Young* (**Nightmarish 1**) causes an investigator to lose 3 Sanity if the investigator fails his Horror check or 1 Sanity if the investigator passes. The Sanity loss from **Nightmarish 1** doesn't apply if the investigator has already failed the Horror check.

Overwhelming X: Any investigator that defeats this monster in combat still loses X Stamina. This ability doesn't apply when the investigator fails his Combat check against the monster.

PHASE SUMMARY

The phases of the turn are as follows:

Phase I: Upkeep

Phase II: Movement

Phase III: Arkham Encounters

Phase IV: Other World Encounters

Phase V: Mythos

During **Upkeep**, players perform any upkeep actions that are required of them from turn to turn. This can include collecting their pay, making payments on loans, refreshing their equipment, and adjusting their skill sliders.

During **Movement**, investigators in Arkham move according to their current Speed value. Investigators in Other Worlds advance to the next area of the Other World, returning to Arkham if they were already in the second area of the Other World.

During **Arkham Encounters**, any investigator in a location without a gate draws one location card from the location deck for that neighborhood and follows the instructions on it. Usually, Arkham encounters involve a skill check.

During **Other World Encounters**, any investigator in an Other World draws cards from the gate deck until he gets a gate card matching the encounter symbol of the Other World he's in, then follows the instructions on it. Like Arkham encounters, Other World encounters often involve skill checks.

During **Mythos**, the first player draws 1 mythos card and resolves it. First, one or more new monsters appear in Arkham, sometimes along with a new gate, and a Clue token will usually be placed as well. Next, some of the monsters on the board may move through the city. Finally, the special effects of the mythos card take place, which can cause the rules of the game to change, either momentarily or for multiple turns.

SKILL CHECKS

Investigators are often called upon to perform **skill checks** in order to avoid harm or gain advantages. These skill checks list the skill to be used, which determines the number of dice the player rolls for the check; the modifier to the check, which may provide a bonus or penalty to the number of dice the player rolls; and the difficulty, which determines the number of successes the player must roll to pass the check (die results of 5 and 6 count as successes).

SPECIAL SKILL CHECKS

There are four special types of skill checks that players should be aware of: **Evade checks**, **Horror checks**, **Combat checks**, and **Spell checks**. Each of these special skill checks use the value of one of the six basic skills. Bonuses to the skill that a special check uses apply to the special check as well. However, bonuses to special checks cannot be used when making normal checks.

Evade checks are based on **Sneak** (see "Evading Monsters", pg. 13).

Combat checks are based on **Fight** (see "Fight", pg. 14).

Horror checks are based on **Will** (see "Horror Check", pg. 14).

Spell checks are based on **Lore** (see "Casting Spells", pg. 15).

TOO MANY GATES

If too many gates are open at once, the Ancient One can immediately awaken.

Number of Players	The Ancient One Awakens at:
1–2	8 Open Gates
3–4	7 Open Gates
5–6	6 Open Gates
7–8	5 Open Gates

Very Important: If the Ancient One awakens this way, fill the doom track with doom tokens before proceeding to the final battle!

MONSTER LIMIT

The number of monsters allowed on the board at one time is limited by the number of players. Any monsters that would be placed on the board beyond this limit are instead placed in the *Outskirts*.

Monster Limit = (Number of Players) + 3

Important: If the terror level reaches 10, Arkham is **overrun**, which means that the monster limit is removed for the rest of the game.

MONSTERS IN THE OUTSKIRTS

If adding a monster to the board would bring the **total number of monsters in Arkham above the monster limit**, then the monster is placed in the *Outskirts* instead. Monsters in the *Outskirts* remain there until the *Outskirts* becomes too full, as shown below:

Number of Players	Maximum Monsters in Outskirts
1	7
2	6
3	5
4	4
5	3
6	2
7	1
8	0

When the number of monsters in the Outskirts of Arkham exceeds this limit, place all of those monsters back in the cup and raise the terror level by 1.

TERROR LEVEL SUMMARY

To summarize the effects of the terror level:

For every step the terror level increases, return one Ally at random from the Ally deck to the box.

Additionally, the following events happen when a certain terror level is reached:

Terror Level	Event
3	<i>The General Store</i> closes.
6	<i>The Curiosity Shoppe</i> closes.
9	<i>Ye Olde Magick Shoppe</i> closes.
10	Arkham is overrun (no monster limit and add one doom token).