



ARKHAM HORROR

The Definitive Guide



ARKHAM HORROR

2nd Edition.

THE DEFINITIVE GUIDE.

*Clarified & expanded rules, for reference in
play.*

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*I felt myself on the edge of the world;
peering over the rim into a fathomless
chaos of eternal night...*
—H.P. Lovecraft

*Ex Ignorantia Ad Sapientiam; Ex Luce
Ad Tenebras — Out of ignorance into
wisdom; Out of light into darkness.*
—Miskatonic University

Fac tua fortuna ('Make your own luck').
—The Unknown Dreamer

Alea iacta est.
—Julius Caesar

Original Credits:

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Publisher: Fantasy Flight Games.

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So-called 'definitive guide' by JW van Heerden.

TURN OVERVIEW

THE GAME TURN

In Arkham Horror, a turn is divided into 5 phases. During Phases 1-4, every player (starting with the first player and continuing clockwise) performs the actions for that phase. Once all players have completed all the actions for that phase, the next phase begins. Each turn, at the end of Phase 5, the first player marker passes to the left and a new turn begins.

- 1. UPKEEP:** Collect money, make loan repayments, refresh equipment, and adjust investigator skills.
- 2. MOVEMENT:** Investigators move around in Arkham, fighting or evading monsters. They might also travel to Other Worlds via gates.
- 3. ARKHAM ENCOUNTERS:** Investigators may have special encounters; explore locations; or attempt to close and seal gates. Arkham encounters usually involve at least one skill check.
- 4. OTHER WORLD ENCOUNTERS:** These encounters often involve skill checks.
- 5. MYTHOS:** Monsters, gates, and clues appear in Arkham. Monsters may move through the city. And Mythos effects may alter the rules of the game momentarily or for multiple turns.

PHASE 1: UPKEEP

PHASE 2: MOVEMENT

1. Movement in Arkham

- ☞ If your investigator is in jail, see "Arrested".
- ☞ Trade with other players, if desired.
- ☞ Spend movement points, evading or fighting any monsters *en route*.
- ☞ Collect clue tokens at the final location.

2. Movement in an Other World

- ☞ Starting in Area 1: If your investigator is *delayed*, stand up. Otherwise, move to Area 2.
- ☞ Starting in Area 2: Is there an open gate in Arkham with a matching symbol? Return to Arkham or become *lost in time and space!*

3. Is your investigator *lost in time and space AND delayed*?

- ☞ Stand up. Skip the rest of your turn.

PHASE 3: ARKHAM ENCOUNTERS

1. Are you in a street location?

- ☞ No encounter.

2. If the location has no gate:

- ☞ Random or special encounter.
- ☞ Evade or fight monsters that appear.
- ☞ Take defeated monsters as trophies or return them to the monster bag.

3. If it has a gate *and* an explored marker?

- ☞ Close and/or seal the gate.

4. If it has a gate but no explored marker?

- ☞ If your movement started in Arkham, you're drawn through the gate.
- ☞ If your movement started in an Other World, place an explored marker under your investigator; then close and/or seal the gate.

PHASE 4: OTHER WORLD ENCOUNTERS

PHASE 5: MYTHOS PHASE

The first player draws a Mythos card and performs the steps for this phase.

1. Check the location and perform the relevant steps:

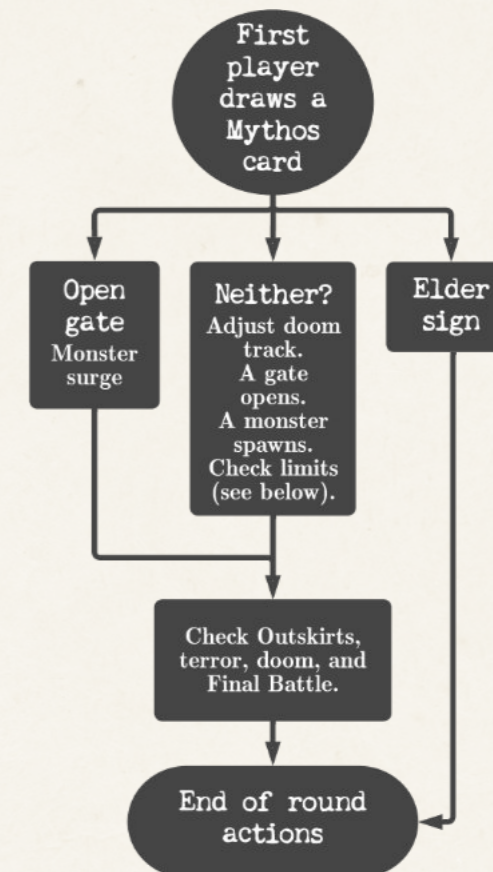
- ☞ If the location has an open gate: Monster surge.
- ☞ If it has an elder sign: Skip to Step 2.
- ☞ If it has neither an elder sign nor a gate:
 1. Add one token to the doom track. If the doom track is full, go to "Final Battle".
 2. "A gate opens!" Add a gate at the location. Check the gate limit and adjust the terror or doom track if necessary.
 3. "A monster appears!" Add a monster token, applying any rules regarding the Outskirts, terror track, and doom track where relevant.

2. Check the Outskirts, terror track, and doom track. Has the Final Battle started?

3. Perform end of round actions:

- ☞ Place a clue token.
- ☞ Monsters move.
- ☞ Activate the Mythos card special ability.
- ☞ Pass the first player marker left.
- ☞ Return to Phase 1.

A diagrammatic representation of the final phase of a turn follows.



PHASE 1: UPKEEP

Everyone performs these actions simultaneously.

Don't pick up any clue tokens if you're sent to a location with a clue token during the Upkeep phase!

1. Is your investigator *lost in time and space*?

If so, move to any location or street area in Arkham. Don't collect any clue tokens.

2. Refresh exhausted cards

Refresh any cards you used during your previous turn by turning them vertical again.

3. Perform all required upkeep actions

You *must* perform all upkeep actions every turn, but you can perform them in any order you like. Perform any upkeep actions for these special investigator cards:

- ☞ Bank loans: Roll a die. On a 1-3, pay \$1. If you can't or choose not to pay \$1, discard all your items along with this card; you can't get another bank loan this game.
- ☞ Blessing/curse cards: After being blessed or cursed for 1 full turn, roll a die; discard it on a 1.

- ☞ Deputy of Arkham: Gain \$1.
- ☞ Retainers: Gain \$2 and roll a die. Discard this card on a 1.
- ☞ .357 Magnum (common item): Spend \$1 to refresh, if necessary.
- ☞ The Healing Stone (unique item).
- ☞ The Voice of Ra & Heal (spells).

Check the rest of your investigator cards for special upkeep actions.

4. Review the upcoming turn and adjust skill sliders

- ☞ Adjust skill sliders up to a maximum number of 'stops' indicated by your investigator's focus.
- ☞ Adjusting skills is a trade-off: whenever you raise one skill, its complementary skill decreases. Be careful, especially if your character's focus is low.
- ☞ Review the gameboard, your possessions, and your focus before adjusting skills.
- ☞ Moving in Arkham requires speed, but your movement ends if you can't sneak past monsters. Similarly, you can't fight monsters if you're unconscious because of a failed will check.

For more about skills and specific skill checks, go to "Skill Checks", "Evasion and/or Combat", and "Closing and/or Sealing Gates" (page 16-23).

SKILL	PRIMARY USE	SECONDARY USE
Speed	Contributes to an investigator's movement rate.	Tests of quickness and agility.
Sneak	Feats of stealth and thievery.	Evade or flee from monsters.
Will	Tests of force of personality and willpower.	Horror checks preceding combat.
Fight	Feats of physical strength and endurance.	Combat.
Lore	Tests of mystic knowledge and ability.	Casting spells.
Luck	The whims of chance.	—



PHASE 2: PLAYER MOVEMENT

Each player performs these steps in turn, starting with the first player.

1. Arkham

1.1 Is your investigator in jail?

If yes, stand up your investigator token, move to the main Police Station, and skip the rest of this turn. (See "Bad Stuff – Arrested", page 37.)

1.2 If your investigator is not in jail:

- ☞ Spend movement points equal to your speed. Your speed is affected by your Speed slider setting, skill cards, common items, allies, the Patrol Wagon, and some Mythos effects.
- ☞ For each movement point, you can move your investigator's marker from one location or street area and another, so long as they are connected by a yellow line. However, see the important limitations described below.
- ☞ You may continue to spend movement points so long as you remain sane and conscious, or until you begin combat.
- ☞ If you leave a location with an open gate and an explored marker, discard the explored marker when you leave.

1.3 Dealing with any monsters *en route*:

- ☞ If there are any monsters at the start, end, or *any* locations on the route you travel, you need to evade or fight *all* of those monsters. (Go to "Evasion and/or Combat", page 18-19.)
- ☞ You must evade or fight monsters in a location even if you are *delayed*.
- ☞ If you evaded all monsters at a location, and have not yet engaged in combat with any monsters this turn, you can continue moving until you have no more movement points or you encounter more monsters.
- ☞ Once you have initiated combat, your movement ends. *Always*.
- ☞ Combat continues until you become unconscious, become temporarily insane, or defeat the monster.

Note: If you move to a location with a monster *and* a gate, deal with the monster at the end of your Movement phase. If you evade or defeat it (i.e., fight it and remain conscious and sane), you're drawn into the gate during the Arkham Encounters phase.

1.4 Once your movement ends: are you still sane and conscious?

Take any clue tokens at your end destination. (Don't take any clue tokens if you only move through the location; you must end your movement there.)

Important!

Ignore open gates during the Movement phase.

Trading Items

Before combat starts, two or more investigators in the same location, street area, or Other World area may trade money, common items, unique items, spells, the Patrol Wagon, and the Deputy's Revolver.

You can trade before, during, or after movement. Trading doesn't end your movement. Investigators who are *delayed* or who lost their turn may still trade with other investigators.

2. Other World

2.1 In Area 1: Are you *delayed*?

- ☞ If yes, stand up your investigator marker. You are no longer *delayed*.
- ☞ If no, move to Area 2, unless the previous encounter card said, "Stay here next turn".

2.2 In Area 2: Are there any open gates with matching symbols in Arkham?

- ☞ If no, you are *lost in time and space* (see "Bad Stuff", page 37) – unless, of course, you can cast a spell to find a gate.
- ☞ If yes, return to Arkham. **ONLY** when returning to Arkham, perform the following steps:
 1. Choose any open gate matching the Other World symbol.
 2. Move your investigator marker to that location, placing an explored marker under your investigator marker.

Note: You don't need to fight or evade any monsters at the location this turn. However, you will need to do so next turn.

Important!

Investigators in Other Worlds receive no movement points and can't use any items that require movement points, such as the Necronomicon – not even if another item gives you movement points. (So you can't use the Motorcycle or the Ruby of R'lyeh to use the Necronomicon, for example.)

3. *Lost in time and space AND delayed?*

Stand up your investigator marker. You are no longer *delayed*. Skip the rest of this turn.

*If you were not *delayed*, you should already have moved to an Arkham location or street area during the Upkeep phase.

SKILL CHECKS

Speed, sneak, fight, will, lore, luck; casting spells, evasion, horror, combat, & closing gates.

1. How many dice?

Find out which skill applies: Check the location card, special encounter, Gate card, investigator card, or the list below.

Collect dice equal to your current skill slider value *plus* skill cards *plus* investigator cards (e.g. the Evade skill card or physical weapons). Negative numbers always mean you roll fewer dice and vice versa.

- ☞ Cast a spell: Lore + the casting modifier on the spell card.
- ☞ Evasion: Sneak + the monster's awareness rating (monster marker, red number, top right).
- ☞ Horror: Will + the monster's horror rating (monster marker, blue number, bottom left). If a monster has no horror modifier, you don't need to make a horror check against it.
- ☞ Combat with a physical weapon: Fight + monster's combat rating (monster marker, red number, bottom right).
- ☞ Combat using a spell: Check the spell.
- ☞ Closing a gate: Lore or fight, minus the gate modifier (gate marker, red number).

2. Determine the difficulty you need to beat.

In other words, how many successes are required? Most checks require only one success, which includes closing a gate or evading a monster.

Exceptions:

- ☞ Specific encounter or investigator cards: Indicated on the card by [2,3,4].
- ☞ Horror checks: May be affected by Mythos cards or monster abilities.
- ☞ Combat checks: The monster's toughness (monster marker, blood drop icons, lower center). Except during the Final Battle, you must defeat each monster with a single Combat check.

Note: Difficulty modifiers and equipment bonuses always affect the number of dice you roll, not individual die results.

3. Count your successes!

Each die result of 5 or 6 counts as one success (unless you're Cursed or Blessed).

4. Spend clue tokens, if necessary (!)

Spend clue tokens one by one: one clue token gives you one extra die.

- ☞ You always roll one extra die for every clue token spent. When the difficulty leaves you with less than 0 dice, you don't need to spend extra clue tokens to make up for the deficit.
- ☞ You don't need to declare how many clue tokens you'll use when you start.

About skills & dice

Unless specified, a bonus to one of the six basic skills also applies to any special checks based on that skill (i.e. Casting a spell, Evade, Horror, or Combat), but not vice versa. For example, the Evade skill card doesn't give you a sneak bonus.

If a modifier reduces your investigator to 0 or fewer dice, you automatically fail the check. However, you can always spend clue tokens to roll extra dice (see step 4).

If a skill card (for example, a +1 Sneak card) lists a skill bonus in bold and then describes a special bonus in normal font, these are two different bonuses.

Weapons don't require a skill check to use but may be ineffective. Spells are effective against most monsters, but require a spell (lore) check and cost sanity.

If a spell says, "Cast and exhaust to gain +X to Combat checks," casting the spell gives you X number of extra dice to roll when making a Combat check; they don't count as combat successes on their own.

Skill Examples

Casting a spell

Pay the sanity cost listed on the spell card.

Resolve the skill check:

- ☞ Succeed: Apply the effect on the card.
- ☞ Fail: Nothing happens.

Read the the card instructions and either exhaust or discard the spell.

Evasion

Resolve the skill check:

- ☞ Succeed: Continue the round.
- ☞ Fail: The monster deals its damage (monster marker, red heart icons, lower right).

Horror checks

Resolve the skill check:

- ☞ Succeed: Take no sanity damage and continue the round.
- ☞ Fail: Lose sanity as per the monster's horror rating (monster marker, blue brain icons, lower left corner).

Exception: Monsters with the Nightmarish X ability always do a minimum of X sanity damage.

Combat checks

Check the monster's special ability or effect and apply throughout the combat.

If using a spell, resolve a "Casting a spell" check.

Next, resolve the Combat skill check:

- ☞ Succeed: Collect the monster marker as a trophy (except if the monster has the Endless ability).
- ☞ Fail: The monster deals its damage – a second time, if you failed to evade it previously (monster marker, red heart icons, lower right).

Exception: Monsters with the Overwhelming X ability always do a minimum of X stamina damage.

EVASION AND/OR COMBAT

Reasons to evade

1. *To bypass monsters.* Got a more important place to get to? Attempt to move past them.
2. *To avoid combat.* Monsters may be overpowered or immune to damage, or you may have exhausted your resources.

Reasons to fight

1. To acquire monster trophies.
2. To reduce the danger to Arkham and the investigators.
3. To avoid reaching the monster limit.

Any order you like

If there is more than 1 monster in a location, pick which to evade and/or fight first. You don't need to fight them in the same order you attempted to evade them in, either.

Important!

For every monster, choose whether to evade or fight them. You can choose to fight the monsters without evading them, and if you evade them, you don't need to fight them.

Exception: Monsters with the Ambush ability cannot be evaded.

Evading a monster

1. Attempt an Evasion check

⚠ **Fail:** The monster deals its damage to your investigator; go to "Combat" (next page).

Important: If you fail, lose all movement points this turn.

⚠ **Succeed:** Proceed to Step 2.

2. Are there more monsters at the location?

⚠ **No:** If you have movement points left, keep moving or stop; your choice. That is, unless you already fought a monster this turn, in which case your movement has ended.

⚠ **Yes:** Choose "Evade" or "Combat".



About Combat checks

All combat happens one-on-one – investigators can't assist each other, but neither can monsters.

Once combat begins, it continues as long as your investigator remains conscious and sane. Repeat until you flee successfully, defeat the monster, or are reduced to 0 sanity or stamina.

About Horror checks

If a monster has no horror rating, you don't need to make a Horror check for it.

Each turn, you only need to make 1 Horror check for each monster; you can only lose sanity once per monster.

"They never spoke or laughed, and never smiled because they had no faces at all to smile with, but only a suggestive blankness where a face ought to be. All they ever did was clutch and fly and tickle; that was the way of nightgaunts."

— H.P. Lovecraft



Fighting a monster

1. Attempt a Horror check

If your investigator is on 0 sanity, they are *temporarily insane*. Go to "Bad Stuff", page 36.

Casting a spell?

⚠ Make a "Casting a spell" skill check (see page 17).

⚠ You can cast a spell to see whether it succeeds before you decide to fight or flee in the next step.

Repeat: Evade or Combat?

After the Horror check, you can choose to fight or attempt to evade the monster again. Repeat the steps for an Evasion check or proceed to Step 2. (Remember: Even if you then pass the Evasion check, your movement for this turn has ended.)

2. Attempt a Combat check

⚠ If your investigator is on 0 stamina, they are unconscious. Go to "Bad Stuff", page 36.

⚠ If the monster is still alive, make another Combat check (but not a Horror check).

⚠ If the monster is dead, check if there are any more monsters at the location.

⚠ If Yes: Repeat the steps for either "Evade" or "Combat".

⚠ If No: End of combat!

Monster immunities & resistances

- ☞ **Physical Resistance:** A weapon or spell that adds a physical bonus only provides half its normal bonus (rounded up). For example, using a Tommy Gun (normally a +6 physical bonus) against a monster with Physical Resistance only gives a +3 bonus.
- ☞ **Magical Resistance:** A weapon or spell that adds a magical bonus only provides half its normal bonus (rounded up).
- ☞ **Physical Immunity:** A weapon or spell that adds a physical bonus provides none of its normal bonus. For example, using a Tommy Gun (normally a +6 physical bonus) against a monster with Physical Immunity gives a +0 bonus.
- ☞ **Magical Immunity:** A weapon or spell that adds a magical bonus provides none of its normal bonus.

Special: Evading a nightgaunt

A nightgaunt's special ability says that if you fail a Combat check against it, you are drawn through the nearest open gate. This also applies to Evade checks. If you fail a Combat or Evade check against a nightgaunt while in Arkham and no gates are open, the combat immediately ends with no effect.

When a nightgaunt drops you into a gate, the monster stays where it is.

Investigator Cards & Combat Bonuses

How long do combat bonuses from investigator cards last?

It depends on the type of weapon or spell granting the bonus. All weapons or spells fall into one of four categories; see the table overleaf and apply the relevant rules.

Items and "hand" limits

A 2-hand limit applies to any combination of weapons and spells played during one round, including all fight, evasion, and damage rolls for the entire round of combat. A spell requires the number of hands printed on the card, even if you fail to cast it.

Spells and weapons only work so long as you use the required number of hands. They stop working as soon as you "release" them, even if they last "until the end of combat". Similarly, refreshed spells stop working and must be re-cast (for example, spells at the beginning of each combat round in the Final Battle).

You can choose to switch weapons/spells in later combat rounds. If any spell fails during combat, you may switch to a new weapon or try to cast a different spell in subsequent rounds of combat.

ITEM TYPE	DESCRIPTION	DURATION
Standard weapons	" +X to Combat checks"	As long as the investigator devotes the required number of hands to use them. Can be used for multiple rounds of combat and in multiple battles each turn. Examples include .38 Revolver, the Shotgun, and the Axe.
One-shot weapons	" +X to Combat checks (discard after use)"	Only last for one Combat check, after which the item is discarded. Examples include Dynamite and Molotov Cocktail.
Burst weapons	"Exhaust before making a Combat check to gain +X to that check"	Last for one Combat check and are then exhausted and cannot be used again until refreshed.
Spells	"Cast and exhaust to gain +X to Combat checks until the end of this combat"	Until the end of the combat in which they are cast (i.e., for multiple combat rounds until the combat is over). You must continue to devote the required number of hands to keep the spell going, otherwise the bonus expires. The spell is exhausted at the time of casting, so you can only use it to fight one monster each turn. In the Final Battle against the Ancient One, however, such spells must be re-cast for each attack (and can be, since they refresh at the beginning of each round of the Final Battle).

CLOSING AND/OR SEALING GATES

Some gates can't be sealed

Encounters that close gates

If a card says that a gate closes or that you may close a gate if you wish, this gate cannot be sealed, even if the current player has an elder sign, enough clue tokens, or both. Do not take the gate marker as a trophy; instead, return it to the gate marker bag.

Gates in stable locations or the streets

Occasionally, a game effect may make it possible to close a gate either in a stable location or in the streets. However, a gate may only be sealed when it is located on an unstable location. Gates in a stable location or in the streets can be closed, but cannot be sealed.

Important!

You can only close gates during the Arkham Encounters phase.

Method 1: Using clue tokens

1. Attempt to close the gate (see "Skill checks", page 16-17).

❖ **Fail:** The gate remains open. Your investigator can try to close it during the Arkham Encounters phase next turn and in subsequent turns, as long as your investigator never moves.

❖ **Succeed:** Close the gate and take the gate marker as a gate trophy (see exception, "Encounters that close gates"). Check the gate's dimension symbol (the lower-right corner of the marker's movement side) and remove all monsters with the same symbol from any locations in Arkham, the Sky, and the Outskirts, and return these monsters to the cup – don't collect them as trophies.

Important: If a location closes while it contains a monster and a gate – or if a monster appears through a gate at a closed location – the gate replaces the location, so put the gate over the closed marker. If the gate is later closed, any monster or investigator at the location that appeared with the gate is tossed out into the street.

2. Choose to seal the gate or not

If you successfully closed the gate, you can also spend 5 clue tokens to seal it. Take 1 elder sign/doom token from the pile of unused tokens and place it on the location where the gate was sealed, with its elder sign side face up.

You don't *need* to seal a gate after you close it, but the investigators win after sealing six gates. However, you can also win the game by collecting enough gate trophies. See "End Game Conditions", page 34.

Method 2: Using an elder sign

Elder signs are unique item cards.

Important: Using an elder sign to close a gate lowers the doom track by 1. This is one of the only ways to do so.

Your investigator must have an explored marker for the gate.

1. Lose 1 sanity and 1 stamina. The elder sign takes effect, even if your investigator is unconscious or insane.
2. Claim the gate marker as a trophy.
3. Adjust the doom track: Take one doom token from the Ancient One's doom track (*not* the pile of unused doom tokens), turn it over to its elder sign side, and place it on the location where the gate was sealed.
4. Return the elder sign to the box,

This specific elder sign card cannot be drawn or used again this game.



An Elder Sign

PHASE 3: ARKHAM ENCOUNTERS

Each player in turn, starting with the first player.

Trading: Before combat starts, two or more investigators in the same street area or Arkham location may trade money, common items, unique items, spells, the Patrol Wagon, and the Deputy's Revolver.

Important: If you draw an encounter or Mythos card where a gate (or gate and monster) appears, you are drawn through the gate before you interact with the monster.

If an encounter instructs you to move your investigator to a different location or street area during the Arkham Encounters phase, you don't need to evade or fight monsters there. However, you do need to fight or evade monsters that appear as result of encounters in the location where you are.

Note: Do not pick up any clue tokens if you're sent to a location during the Arkham Encounters phase, even if your destination has a clue token.

Return spent gate trophies facedown to the bottom of the pile of unused gate markers. Return spent monster trophies to the monster marker bag.

1. If you start Phase 3 in a location with no gate:

1.1 Random encounter*

Shuffle the location deck and draw a card. If you need to draw multiple cards from a single location deck, draw all the required cards without shuffling between draws.

1.2 Special encounter*

Locations with inverted icons have a special ability:

- ♥ Usually, a guaranteed method of acquiring some item or of completing a special encounter.
- ♥ Others simply describe the location itself or note some special condition you must apply, for example the Silver Twilight Lodge and Inner Sanctum.

Follow the instructions on the board. Before attempting a special location encounter, check that your investigator meets the requirements and can actually resolve it!

1.3 Street area: No encounter

2. If you start Phase 3 in a location with a gate:

2.1 Do you have an explored marker?

- ♥ If yes, you may now attempt to close and/or seal the gate (see "Closing and/or Sealing Gates", page 22-23).

2.2 If not, where did your investigator's movement begin?

- ♥ If your movement began in Arkham, you are drawn through the gate. Move your investigator marker to Area 1 of the Other World. Do not place it on its side because you are not *delayed*.
- ♥ If your movement began in an Other World, place an explored marker under your investigator marker. This applies whether you moved here from Area 1 or Area 2 of the Other World.

The first round you return from an Other World, you can ignore any monsters in the location (but only the first round).

3. Special rules

If "A gate opens!"

If a gate opens in a location with investigators, all investigators in that location are drawn through the gate. (The same applies if the gate moved.) Move your investigator marker to Area 1 of the Other World and place it on its side; you are *delayed*.

1. Check the gate limit.
2. Adjust the terror track, if necessary, and apply the effects (page 32-33).
3. If the terror track is full, add a doom token to the Ancient One's sheet.
4. If the doom track is full, skip the rest of this turn and go to "The Final Battle" (page 35).

If "A monster appears!"

Go to "Evasion and/or Combat", page 18-19.

Important: Return any monsters that appeared as a result of a location encounter to the monster marker bag, except if taken as trophies. However, if a gate opens and a monster appears in the same turn, that monster remains on the board.

Monsters and gates cannot appear in sealed locations, even if the card text says a gate and/or monster appear.

PHASE 4: OTHER WORLD ENCOUNTERS

Each player in turn, starting with the first player.

Important: Do not pick up clue tokens during Phase 4.

Trading: Before combat starts, two or more investigators in the same area of the same Other World may trade money, common items, unique items, spells, the Patrol Wagon, and the Deputy's Revolver.

1. Draw a matching gate card

1. Check the encounter symbols (1-4 colors) on the gate marker.
2. Draw gate cards, one at a time, until you draw a card with a matching border color. Discard unused gate cards facedown at the bottom of the gate deck.

2. Resolve the gate encounter

1. If the gate card doesn't list a specific encounter for the Other World, use the "Other" entry.
2. If a monster appears, your investigator must either evade or fight it (go to "Evasion and/or Combat", page 18-19).
3. After combat, return any monsters that appeared as result of the gate encounter to the monster marker bag, except if taken as trophies.
4. Discard the gate card facedown at the bottom of the gate deck.

3. Check for Bad Stuff

Once you have resolved the encounters, go to "Bad Stuff" (page 36-37) if your investigator is either:

- ☠ *lost in time and space*
- ☠ *Temporarily insane* or *unconscious* in an Other World

The number of Other World encounters you have during a trip through an Other World may vary depending on how and when you enter the Other World.

TURN	MYTHOS PHASE	ARKHAM ENCOUNTERS	BY CHOICE
1	"A gate appears!" Investigator is drawn through the gate & becomes <i>delayed</i> . (See "Bad Stuff", page 36.)	"A gate appears!" Investigator is drawn through the gate & becomes <i>delayed</i> .	Phase 2. Movement: Investigator moves to a location with an open gate.
		Phase 4. Other World Encounters: Encounter 1.	Phase 3. Arkham Encounters: Move to the Other World Area 1. Do not become <i>delayed</i> .
			Phase 4. Other World Encounters: Encounter 1.
2	Phase 2. Movement: The <i>delayed</i> investigator stands up.	Phase 2. Movement: The <i>delayed</i> investigator stands up.	Phase 2. Movement: Investigator moves to the Other World Area 2.
	Phase 4. Other World Encounters: Encounter 1.	Phase 4. Other World Encounters: Encounter 2.	Phase 4. Other World Encounters: Encounter 2.
3	Phase 2. Movement: Investigator moves to the Other World Area 2.	Phase 2. Movement: Investigator moves to the Other World Area 2.	Phase 2. Movement: Investigator returns to Arkham through any matching open gate or becomes <i>lost in time and space</i> . (See "Bad Stuff", page 37.)
	Phase 4. Other World Encounters: Encounter 2.	Phase 4. Other World Encounters: Encounter 3.	
4	Phase 2. Movement: Investigator returns to Arkham through any matching open gate or becomes <i>lost in time and space</i> .	Phase 2. Movement: Investigator returns to Arkham through any matching open gate or becomes <i>lost in time and space</i> .	

PHASE 5: MYTHOS

First player only.

1. Draw a Mythos card

- ☞ Check the Mythos card type: Only one Environment and one Rumor Mythos card may be in play at a time. If unsure, see "Mythos Cards" (page 54).
- ☞ Check whether the location has an open gate, elder sign, or neither.

1.1 If there is an open gate: Monster surge

1. Draw monsters equal to the number of players or number of open gates, whichever is greater.
2. If the number of monsters in Arkham and the Sky will exceed the monster limit (i.e. 3 plus the number of players), decide where to place monsters before drawing monster markers.
3. Distribute monsters as evenly as possible between locations with an open gate. No gate should have more monsters than the gate where the monster surge occurred this turn.
4. Apply the rules for The Outskirts, terror, doom, and the Final Battle before continuing (see page 35).

1.2 Elder sign: Nothing happens

The elder sign permanently sealed the gate at this location, and no new gates *or* monsters can appear here.

1.3 Neither:

- ☞ First, the doom track advances.

Place a doom token on the Ancient One's sheet.

- ☞ Next, a gate opens.

1. Discard any clue tokens at the location.
2. All investigators in this location are drawn through the gate. Move their investigator markers to Area 1 of the Other World and place them on their side; they are delayed.
3. Check the gate limit. If there are too many gates, apply the new effects of the terror track (page 32-33), unless the terror track is full. If the terror track is full, add a doom token to the Ancient One's sheet instead. If the Ancient One's doom track is full, skip the rest of this phase and go to "The Final Battle", page 35.

- ☞ Then, a monster appears.

- ☞ For 1-4 investigators, draw and place 1 monster.
- ☞ For 5+ investigators, draw and place 2 monsters.
- ☞ You don't need to fight monsters in Phase 5.

Apply the rules for The Outskirts, terror, doom, and the Final Battle before continuing.

The Outskirts, terror, doom, and the Final Battle

1. Place any monsters that exceed the monster limit in the Outskirts.
2. If the number of monsters in the Outskirts exceeds the maximum (8 minus the number of players), return all the monsters in the Outskirts to the monster marker bag and increase the terror level by 1.
3. Apply the new effects of the terror track, unless the terror track is full (page 32-33). If it is full, add a doom token to the Ancient One's sheet instead.
4. If the terror level reaches 10, Arkham is overrun; remove the monster limit for the rest of the game.
5. If the Ancient One's doom track is full, skip the rest of this phase and go to "Final Battle", page 35.

2. Place a clue token at the location

If 1 or more investigators are at the location, 1 of them may immediately take that clue token. The players should decide who picks up the clue; if they can't agree, the first player decides.

3. Move monsters

Note: Monsters won't move once they share a location with one or more investigators.

1. Check the movement section of the Mythos card (black and white tabs, lower right).
2. Check monsters in Arkham & the Sky (but not the Outskirts) to find monsters with symbols matching those on the Mythos card.

3. Check the monster border colors and apply its movement rules, following the black/white direction arrows on the Arkham side of the gameboard.

4. Again: You don't need to fight monsters in Phase 5.

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

4. Perform end of round actions

1. Activate the Mythos card special ability (Headline, Environment, Rumor).
2. Check the "Activity At" or "Close" instructions and follow the instructions, if necessary.
3. Pass the first player marker left.
4. Return to Phase 1; go to page 12.

Important: If a Mythos card leaves play, check whether it has any "Activity At" or "Close" instructions, and remove the relevant markers from those locations as well.

MONSTER MOVEMENT

Monsters on the move: Mythos phase

1. Check the movement section of the Mythos card (black and white boxes, lower right).
2. Check monsters in Arkham & the Sky (but not the Outskirts) to find monsters with symbols matching those on the Mythos card.
3. Check the monster border colors: green, red, yellow, blue. Apply the movement rules for the color.
4. Monsters follow the black/white direction arrows on the Arkham board.

The fine print...

When moving: Monsters will always stay on an area with one or more investigators.

In case of ties: Monsters will move to the investigator with the lowest sneak score, including equipment & skill cards.

Yellow: Stationary

- ⚠ Never move.

Black: Normal

- ⚠ Move 1 space; follow either the black or white arrow, depending on the Mythos card.

Red: Fast

- ⚠ As Black, but move twice. Stop if the monster reaches an investigator.

Green: Special

- ⚠ Read the movement side of the monster marker & follow the instructions.

Blue: Flying

In Arkham

- ⚠ Move to an adjacent street area with an investigator.
- ⚠ Otherwise, move to the Sky.

In the sky

- ⚠ Move to any investigators in a street area.
- ⚠ Otherwise, remain in the Sky.



TERROR TRACK

“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, you return one random ally to the box; they are 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 rises sufficiently, some commercial venues close for the rest of the game.

Important!

Various things can raise the terror level, such as too many monsters entering the Outskirts or the effects of some Mythos cards. The only way to decrease the terror level is to use an elder sign, so be very cautious about allowing it to increase.

Terror track effects

Level 2

Select one ally card at random from the Ally deck and return it to the box.

Level 3

Select one ally card at random from the Ally deck and return it to the box.

Place a closed marker on the General Store. This location is closed for the rest of the game and no one may enter this location. Immediately move any investigators and monsters currently there to the Rivertown street area.

Level 4

Select one ally card at random from the Ally deck and return it to the box.

Level 5

Select one ally card at random from the Ally deck and return it to the box.

Level 6

Select one ally card at random from the Ally deck and return it to the box.

Place a closed marker on the Curiosity Shoppe. It’s closed for the rest of the game and no one may enter it. Immediately move any investigators and monsters there to the Northside streets.

Level 7

Select one ally card at random from the Ally deck and return it to the box.

Level 8

Select one ally card at random from the Ally deck and return it to the box.

Level 9

Select one ally card at random from the Ally deck and return it to the box.

Place a closed marker on Ye Olde Magick Shoppe. It’s closed for the rest of the game and no one may enter it. Immediately move any investigators and monsters there to the Uptown streets.

Level 10

Select one ally card at random from the Ally deck and return it to the box.

“Look at all the monsters!” The town of Arkham is overrun. Return all monsters in the Outskirts to the monster marker bag. 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 Terror Track & the Final Battle

The terror level can’t go above 10.

If you need to increase the terror level and the current terror level is already 10, add 1 doom token to the Ancient One’s doom track for each point the terror level should have increased.

If the Ancient One’s doom track is full, begin the Final Battle instead (page 35).



END GAME CONDITIONS

Winning before the Ancient One awakes...

Victory condition 1

6 sealed gates: The investigators have defeated the Ancient One!

"The Ancient One is driven away and peace returns to Arkham."

Victory condition 2

No open gates? Check how many gate trophies the players have.

- ♥ Less than the number of players? Continue playing.
- ♥ Equal to or more than the number of players? The investigators have defeated the Ancient One!

"Stability is restored to Arkham as the Ancient One slips back into a deep slumber for a few more millennia."

The Ancient One has awoken: Defeat it or be devoured!

The Ancient One awakens if any of the following conditions are met:

- ♥ The Ancient One's doom track is full.
- ♥ Too many open gates (check the gate limit).
- ♥ No gate or monster markers remain. (You may want to spend trophies.)
- ♥ The terror track reaches 10 and the monsters in Arkham & the Sky are 2x the normal limit.

If the Ancient One awakens, go to "The Final Battle", page 35. Alternatively, if playing by the original rules, the players immediately lose once the Ancient One awakens.

Scoring the game

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.

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 per every 3 unspent monster trophies at the end of the game
- ♥ +1 for every sane, living investigator at the end of the game

THE FINAL BATTLE

Before the battle

1. Fill up the Ancient One's doom track.
2. Determine the Ancient One's total health: Doom track total x number of investigators at the start of the game.
3. Eliminate any investigators who are *lost in time and space* from the game. Do not draw new investigators to replace them.
4. Discard any Environment or Rumor cards.
5. Apply any "Start of Battle" conditions on the Ancient One sheet and note any continuous abilities or effects.

Throughout the battle

The Ancient One's "Stirs in Their Sleep" condition applies throughout the whole game, including the Final Battle.

Consider all investigators in the same location for purposes of trading, character abilities, and other game effects.

Combat rounds

Repeat until all the investigators are devoured or until the investigators remove the last doom token from the Ancient One's sheet.

1. Player upkeep

1. Adjust your skills.
2. Refresh cards.
3. Use any character abilities.
4. Do not collect money, roll for retainers, or roll for bank loans.
5. You may trade money, common items, unique items, and spells.

2. Investigators attack!

Start with the first player until every investigator has made 1 Combat skill check.

Use the Ancient One's combat rating as the combat modifier.

Each investigator attacks the Ancient One using spells or physical weapons. (Go to "Evasion and/or Combat", page 18-19.)

Keep a tally of the number of successes all player have scored as a group (this accumulates over turns and rounds).

Players must accumulate a number of successes *equal to or more than* the number of investigators.

Whenever you do so, remove 1 doom token from the Ancient One's sheet.

3. Ancient One attacks!

The Ancient One's "Attack" ability determines its combat abilities and damage.

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, do not draw a new character.

Pass the first player marker left.

BAD STUFF

Zero sanity: Insane

1. In Arkham?

Go to Arkham Asylum.

2. In an Other World?

Become *lost in time and space*.

Zero stamina: Unconscious

1. In Arkham?

Go to St Mary's Hospital.

2. In an Other World?

Become *lost in time and space*.

Insane or unconscious in Arkham

1. Discard half your items (rounded down), including common items, unique items, spells, the Deputy's Revolver, and the Patrol Wagon.
2. Discard half your clue tokens (rounded down).
3. Discard any retainers.
4. Return to 1 sanity (if insane) or 1 stamina (if unconscious).

Delayed

1. Place your investigator marker on its side.
2. You receive no movement points this turn and do not move during the Movement phase.
3. All you may do during the Movement phase is stand up.
4. During the next turn, you may move and act as normal.

Important!

During the Movement phase after your investigator has been *delayed*, all you can do is stand up your investigator marker and trade with other investigators.

You must evade or fight each monster where you are, but cannot cast spells during this Movement phase to do so.

If you were *delayed* during combat, you can't stand up the investigator marker until the Movement phase of your next turn.

When you are *delayed*, you can't cast Movement phase spells or the Find Gate spell.

Arrested

1. Move your investigator marker to the Jail Cell area of the Police Station.
2. Place your investigator marker on its side; they are *delayed*.
3. Discard half your money (rounded down).
4. Your investigator loses their next turn; all you may do is stand up and move to the main area of the Police Station during the Movement phase.
5. During the next turn, you may act as normal.

Lost in Time and Space

1. Move your investigator marker to the Lost in Time and Space area.
2. Place your investigator marker on its side; they are *delayed*.
3. Discard half your items (rounded down), including common items, unique items, spells, the Deputy's Revolver, and the Patrol Wagon.
4. Discard half your clue tokens (rounded down).
5. Discard any retainers.
6. If you were reduced to 0 stamina and/or sanity, return to 1 stamina and/or 1 sanity.
7. Your investigator loses their next turn; all you may do is stand up during the Movement phase. (Do not have an encounter during the Arkham Encounters phase.)
8. At the start of the next turn, during the Upkeep phase, move your investigator to any location or street area in Arkham.

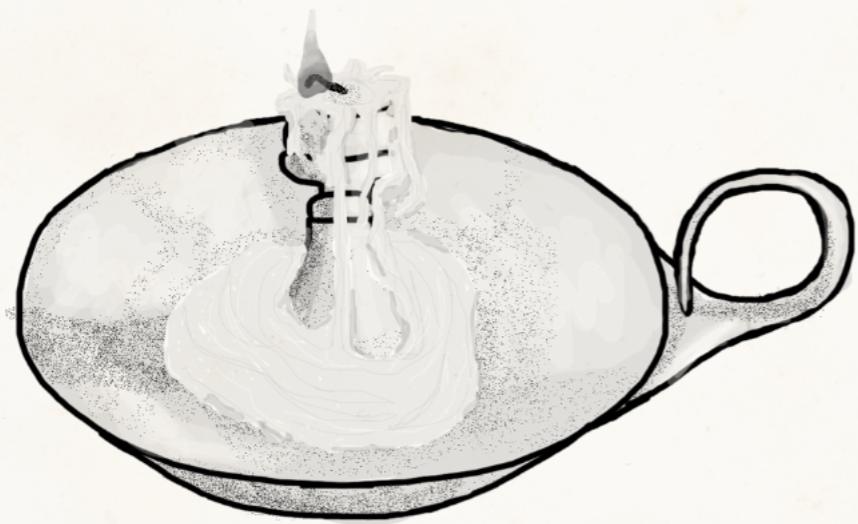
Devoured

Your investigator is devoured when:

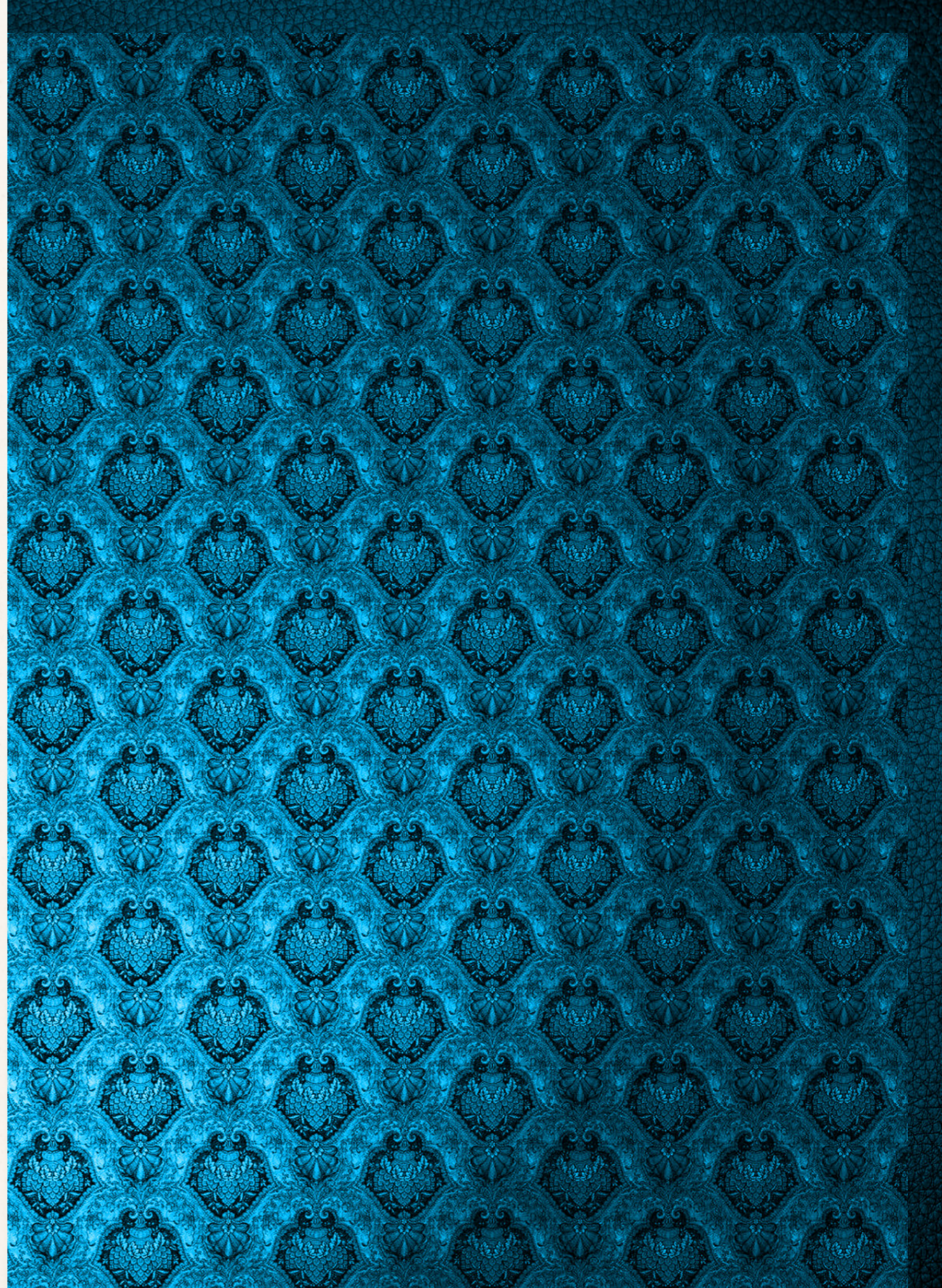
- ♥ Your investigator's stamina and sanity are both reduced to zero.
- ♥ Your investigator's maximum stamina or sanity is reduced to zero.
- ♥ The Final Battle begins while your investigator is *lost in time and space*.

If you're devoured before the Final Battle:

1. Immediately discard all your cards, except unspent trophies.
2. Shuffle your investigator sheet in with the unused sheets and draw a new investigator sheet at random. Alternatively, use the backup investigator sheet you selected at the game's start.
3. Take an investigator marker, stand, 3 skill sliders, fixed possessions, money, stamina + sanity tokens.
4. Shuffle the investigator cards again (common items, spells, unique items, and skill cards), then draw random possessions.



Put out the light, and then put out the light.



WELCOME TO ARKHAM

The year is 1926, 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?