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Apr 2017

Game: **ARKHAM HORROR: THE CARD GAME**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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ARKHAM HORROR

THE CARD GAME

SETUP

Each player chooses a different **investigator** and places that investigator's card in their play area. Choose a player to be the **lead investigator**: that player takes the *Campaign Guide*.

Assemble and shuffle the players' **investigator decks**. Place the **damage**, **horror**, **clue/doom**, and **resource** tokens in separate piles.

Choose a **difficulty level** and place the **chaos tokens** indicated by the campaign setup instructions into the **chaos bag** (an opaque container). Return the other chaos tokens to the box.

Each player takes **5 resources** and places them near their investigator card as their **resource pool**.

Each player draws **5 cards** from their deck. If you draw a *weakness* card, draw an additional card, then shuffle the weakness back into your deck. Each player *may* take a single *mulligan* at this time by setting aside up to 5 of the cards just drawn, drawing an equivalent number of cards, and shuffling the set-aside cards back into their deck.

Read the **scenario introduction** in the *Campaign Guide* and perform the scenario setup instructions: gathering the listed encounter sets, placing locations, placing investigator mini cards at the location(s) investigators begin play, setting aside any listed cards, and shuffling remaining encounter cards together to form the encounter deck.

Assemble the **agenda deck** in sequential order, art side faceup, with *1a* on top. Read the story text on *1a*. Place the scenario reference card next to the agenda deck

Assemble the **act deck** in sequential order, art side faceup, with *1a* on top. Read the story text on act *1a*.


There are no action windows during setup. Players may only trigger player card abilities or play cards from hand during setup if the card or ability's specific triggering condition is met.

KEY CONCEPTS

If the text on a card directly contradicts the text of the rules, text on the card takes precedence. If it is possible to observe both the card text and the text of the rules, both are observed.

If the players are required to make a choice among 2 or more equally valid options, the lead investigator chooses among those options. When players are instructed to do something '*in player order*,' the lead investigator does so first, followed by each other player, one player at a time, in clockwise order.

The Grim Rule If the players are unsure how to resolve a rules or timing conflict, resolve it in the manner the players perceive as the worst possible at that moment with regard to winning the scenario, and continue with the game.

Per Investigator  next to a value multiplies that value by the number of investigators who started the scenario.

Ready and Exhausted Cards enter play in a *ready* position (upright). To use some card abilities, the card must *exhaust*, (rotate 90 degrees). An exhausted card cannot exhaust again until it is readied by a game step or card ability.

Locations Each location has a *revealed* side (with a shroud value and a clue value) and an *unrevealed* side (keyhole symbol below the title). **A location enters play unrevealed side faceup.** Clues may be placed on a location during setup if the investigators begin play there, or if the setup rules instruct players to reveal a location.

ROUND SEQUENCE

Each **round** is divided into 4 **phases**. During the first round, skip the Mythos phase and proceed to the Investigation phase.

The Mythos Phase

Resolve these steps, in order.

1. **Place 1 doom token on the current agenda.**
2. **Compare the total number of doom tokens in play** (on the current agenda and on other cards in play) **to the doom threshold of the current agenda.** If the number is equal to or greater than the threshold (and there are no **Objective** requirements), advance the agenda deck.
3. **In player order, each investigator draws the top card of the encounter deck.** Resolve each type of encounter card:

Treachery Resolve the card's ability, then place it on the encounter discard pile.

Enemy The enemy spawns engaged with the investigator who drew the card, unless it has a **Spawn** instruction, in which case it spawns at the indicated location.

The Investigation Phase

Each investigator takes a separate **turn**. Players, as a group, choose which investigator takes the first turn. When an investigator's turn ends, choose an investigator to take the next turn, and so on, until each investigator has taken his turn.

Each investigator has 3 actions during his turn. You may perform any of the following tasks, as many times as you like and in any order, providing you have an action available to pay for that task.



If you are engaged with one or more ready enemies, and take an action other than evade, fight, or activate a *parley* or *resign* ability, each of those enemies makes an **attack of opportunity** against you (in an order of your choice). Each attack deals that enemy's damage and horror to your investigator and the enemy does not exhaust.

If you end your turn early, unused actions are lost and cannot be saved for future turns. After each investigator has completed his turn, play proceeds to the Enemy phase.


On your turn, you may use an action to:


Draw Draw 1 card from the top of your deck. If your deck is empty, shuffle your discard pile back into your deck; then after completing the entire draw take 1 horror.

Resource Gain 1 resource from the token pool.

Activate Resolve an  (action trigger) ability on a card in play under your control (including your investigator card), on a scenario card at your location (the location itself, encounter cards there, and encounter cards in the threat area of any investigator there) or on the current act or agenda card. You must use 1 action for each  specified in the ability's cost.

Engage Engage 1 enemy that is at your location. To engage an enemy, place that enemy in your threat area. You may engage an enemy that is engaged with another investigator at the same location.

Investigate Attempt to find clues in your location. Make an **intellect**  test against the **shroud value** of that location. If the skill test is successful, take 1 clue that was on the location and place it on your investigator card. If the test is failed, no clues are discovered.

Evade Attempt to evade 1 enemy you are engaged with. Make an **agility**  test against that enemy's **evade value**.

If the test is successful, the enemy is exhausted and the engagement is broken; move the enemy from your threat area to your current location. If the test fails, the enemy remains engaged with you.

Move Move your mini card to any other location marked as a connection on your current location. Connections are indicated by the icons at the bottom of the location card, each matching an identical icon in the title area of each connecting location.

When an investigator enters a location for the first time, turn it to its revealed side, and put **clues** equal to its **clue value** on it.

Play Select an asset or event card in your hand, pay its **resource cost** (from your resource pool), and play it.

Event card: resolve its effects, then place it in its owner's discard pile.

Asset card: place it in your play area; it remains in play until an ability or game effect causes it to leave play.


Skill cards are not played. For their abilities and icons to be used, they must be committed to a skill test from your hand.

Cards with the *fast* keyword do not cost an action to play.

Slots restrict the number of cards of a specific category you can have in play at a time. If your asset has one or more slot symbols, it may only enter play if you have those slots available.

The slots available to an investigator are: 1 ally slot, 1 body slot, 1 accessory slot, 2 hand slots, and 2 arcane slots.

If you wish to play or gain control of an asset that requires a slot already full, you must choose and discard asset(s) under your control to make room for the new asset.

Fight Attack any 1 enemy at your location. Make a **combat**  test against the enemy's **fight value**.

If the test is successful, you deal 1 damage to the attacked enemy (this may be modified by some weapons, spells, or other special attacks). Place damage tokens equal to the amount of damage dealt on the enemy. An enemy with as much (or more) damage on it as it has health is defeated and placed in the encounter discard pile. If the bottom of the enemy's text box indicates that it provides **victory points**, place the card in a shared victory pile instead of discarding it.

If the test fails, no damage is dealt to the attacked enemy. However, if you fail a combat test against an enemy engaged with another investigator, the damage value of the failed attack is instead dealt to the investigator engaged with that enemy.

The Enemy Phase

Resolve these steps in order. If there are no enemies in play, proceed to the Upkeep phase.

1. **Hunter enemies move.** Each enemy with the *hunter* keyword moves once, to a connecting location, in the direction of the nearest investigator. Exhausted hunter enemies, and hunter enemies at a location with 1 or more investigators, do not move.

If a hunter enemy moves to a location with 1 or more investigators, it immediately **engages** one of them.

2. **Enemy attacks.** Each ready, engaged enemy makes an attack against the investigator with which it is engaged. Resolve enemy attacks in player order.

When an enemy attacks, deal both its **damage** and its **horror**, simultaneously, to the engaged investigator.

After an enemy attacks during the enemy phase, **exhaust** it to indicate that it has attacked. **During attacks of opportunity, enemies do not exhaust.**





The Upkeep Phase

Resolve these steps, in order:

1. **Each investigator turns his mini card faceup.**
2. **Ready all exhausted cards.** Each unengaged enemy that readies at the same location as an investigator engages at this time.
3. **Each investigator draws 1 card and gains 1 resource.**
4. **Each investigator with more than 8 cards in hand** chooses and discards cards from his hand until only 8 cards remain.



After the above steps are complete, the round is over. Proceed to the Mythos phase of the next round.

SKILLS AND SKILL TESTS

Each investigator has 4 **skills**: **willpower** , **intellect** , **combat** , and **agility** .

To perform a **skill test**, reveal a random **chaos token** from the chaos bag. This modifies your skill value; if the modified skill value equals or exceeds the test's **difficulty**, you succeed.


Before drawing a chaos token, you may boost your skill value. There are 2 ways to do this:



1. You may commit cards from your hand with one or more icons matching the skill type of the test. A **wild icon**  matches all skill types. **Each matching icon increases the investigator's skill value by 1 for that test.**
The investigator performing the test may commit any number of cards to the test, and each other investigator at the same location as that investigator may commit 1 card from their hand to help. Do not pay a card's resource cost when committing it to a skill test.
2. You may activate **free trigger**  abilities to modify your skill for a test.


Some skill cards have an ability that resolves upon the completion of a skill test, if the card is committed to that test.

After a skill test, revealed all investigator cards committed to it, and return the revealed chaos token to the chaos bag.

Chaos Token Effects

 Refer to the scenario reference card and resolve the corresponding effect.

 **Elder Sign** Resolve the  effect on your investigator card.

 **Auto-fail** The skill test automatic fails.

If the revealed chaos token (or the effect referenced) has a numerical modifier, apply it to your skill value for the test.

ASSET CARDS

When you are dealt damage or horror, you may assign some or all of that damage or horror to eligible asset cards you control.

Most assets take up one or more **slots** while in play.

Assets with an encounter set icon and no level indicator are **story assets**. They may not be included in your deck unless the resolution or setup of a scenario allows it.

Attachments are placed beneath and slightly overlapped by the specified game element. They remain attached until either the attachment or the element to which it is attached leaves play (in which case the attachment is discarded), or unless a card ability explicitly detaches the card. An attachment exhausts and readies independently of the element it's attached to.

ADVANCING THE DECKS

If an act or agenda card has an **Objective** instruction, that overrides the procedure for advancing the deck.

Act Deck Generally, investigators can advance the act deck by spending, as a group, **clues** equal to the value at the bottom of the current act card's text box (return spent clues from the investigators' cards to the general token pool).

Advancing the act in this way does not cost an action and may be done during any investigator's turn.

Agenda Deck The agenda deck advances if the number of **doom** shown on the agenda card is in play (on the agenda card as well as on any other cards in play).

Advancing a Deck

To advance a deck, remove all tokens from the card. In the case of the agenda deck, remove all doom from each card in play.

Flip the current card over, follow the instructions on the reverse, and remove it from the game. The next card in the deck becomes the new current card unless otherwise specified.

When advancing the act deck, any clues the investigators have gained (but are not spending) remain in their play area.

ENEMY ENGAGEMENT

While an enemy card is in play, either it is **engaged** with an investigator (and placed in that player's threat area), or it is placed at a **location**. Each enemy in your threat area is considered to be at your location. If you move, the enemy remains engaged with you and moves with you.

Any time a ready non-engaged enemy is at your location, it engages you and is placed in your threat area. If multiple investigators are at the same location as a ready enemy, the lead investigator chooses which of those investigators the enemy engages. If an enemy has a **Prey** instruction, that dictates whom it engages if there is a conflict.

An enemy will immediately engage if:

It spawns (in a ready state) at the same location as an investigator.

It moves (in a ready state) to the same location as an investigator.

An investigator moves to the same location as a ready enemy.

An exhausted enemy is readied at the same location as an investigator.

DAMAGE AND HORROR

When your investigator is dealt damage, place damage on your investigator card and/or on any of your investigator's asset cards that have **health**, up to the amount of damage each card can hold. A card that has no health value cannot be dealt damage.

When your investigator is dealt horror, place horror on your investigator card and/or on any of your investigator's asset cards that have **sanity**, up to the amount of horror each card can hold. A card that has no sanity value cannot be dealt horror.

All damage/horror that cannot be assigned to an asset must be assigned to the investigator.

If an ability causes a card to take **direct** damage or direct horror, it must be assigned directly to that card.

If a card has an amount of damage that equals or exceeds its health, or an amount of horror that equals or exceeds its sanity, the card is **defeated**. A defeated asset card or enemy is discarded.


A defeated investigator is eliminated from the scenario. Remove all their cards from the game and return their resource tokens to the pool and other cards to their discard piles; any card they owned but didn't control that is in play remains in play, but if that card leaves play it is removed from the game. All their clue tokens are placed at the location the investigator was at when eliminated, as are engaged enemies, now unengaged but otherwise maintaining their current game state.

ABILITIES



Constant abilities (no special formatting) are always interacting with the game state as long as the card is in play.

Forced abilities initiate and interact with the game state automatically at a specified timing point.

Revelation abilities initiate as that card is drawn by an investigator.

Free triggered abilities  may be triggered as a player ability during any player window.

Reaction triggered abilities  may be triggered any time that triggering condition is met.

Action triggered abilities  may be triggered during a player's turn in the Investigation phase through the use of the **activate** action, if you use 1 action for each  specified in the ability's cost.

Some abilities have bold action designators (eg, **Fight**, **Evade**, **Investigate**, or **Move**). Activating them performs the designated action, but modified in the manner described.

If an ability refers to a player's **collection**, the collection of cards from which that player's deck was assembled is used.

UNIQUE CARDS

There can be no more than one instance of each **unique** (*) card, by title, in play at any given time. If a unique encounter card that shares a title with a unique player card would enter play, discard the player card simultaneously as the encounter card enters play.

COOPERATING AND TABLE TALK

Investigators should work together and plan out what they hope to accomplish each round. However each individual player has final authority over the actions their investigator performs. Players work together and communicate during the game, and are encouraged to stay 'in character' as much as possible while doing so. It is recommended that player's do not name, read off, or allude to individual cards that are hidden information (ie, in a player's hand or deck).

WINNING AND LOSING

The **act deck** represents the progress of the investigators through a scenario. The players' primary objective is to gather clues and use them to advance through the act deck until a (hopefully favorable) resolution is reached.

The **agenda deck** represents the objectives and progress of the dark forces in the scenario. Should the agenda deck reach its conclusion, a (usually darker) resolution will occur.

When any encounter card triggers a **resolution** (→R#), the players have completed the scenario and should refer to the resolution text that matches that number in the *Campaign Guide* to discover what happens next.

Should all investigators be eliminated during a scenario, the "if no resolution was reached" conclusion in the *Campaign Guide* is used.

ROUND SEQUENCE

Mythos Phase *Skip during the first round*

1. Place 1 doom token on the current agenda.
2. If the total doom tokens is equal to or greater than the doom threshold of the current agenda, advance the agenda deck.
3. In player order, each investigator draws an encounter card:

Treachery: resolve, then place on the encounter discard pile.
Enemy: the enemy spawns engaged with the investigator who drew the card (unless it has a **Spawn** instruction).

Investigation Phase

Each investigator takes a **turn of 3 actions**. If you are engaged with 1 or more ready enemies, and take an action other than evade, fight, or activate a *parley* or *resign* ability, each enemy makes an **attack of opportunity** dealing its damage and horror to you (and does not exhaust).

On your turn, you may use an action to:

Draw Draw 1 card from your deck. If you shuffle your discards into a new deck take 1 horror after completing the draw.

Resource Gain 1 resource from the token pool.

Activate Resolve an **ability** on a card in play under your control (including your investigator card), on a scenario card at your location, or on the current act or agenda card. Use 1 action for each **ability** in the ability's cost.

Engage Engage 1 enemy at your location (even one engaged with another investigator) by placing it in your threat area.

Investigate Make an **intellect** test against the **shroud value** of the location. On a success, take 1 clue from there.

Evade Evade 1 enemy you are engaged with: make an **agility** test against its **evade value**. On a success, move the enemy from your threat area to your current location and exhaust it.

Move Move to any other location marked as a connection on your current location. When you enter a location for the first time, flip it and put **clues** equal to its **clue value** on it.

Play Play a card from your hand, paying its **resource cost**:

Event card: resolve, then place in your discard pile.

Asset card: place in your play area.

Skill cards must be committed to a skill test from your hand. Cards with the *fast* keyword do not cost an action to play.

Your available slots are: 1 ally, 1 body, 1 accessory, 2 hand, and 2 arcane.

Fight Attack 1 enemy at your location. Make a **combat** test against its **fight value**. On a success, deal 1 damage.

If you fail a combat test against an enemy engaged with another investigator, deal the damage to that investigator instead.

Enemy Phase

If there are no enemies in play, proceed to the Upkeep phase.

1. **Hunter enemies move.** Each *hunter* enemy moves once to a connecting location, in the direction of the nearest investigator. Do not move exhausted hunter enemies or hunter enemies at a location with 1 or more investigators. If a hunter enemy moves to a location with 1 or more investigators, it immediately **engages** one of them.
2. **Enemy attacks.** In player order, each ready, engaged enemy simultaneously deals both its **damage** and its **horror** against the investigator with which it is engaged. Then **exhaust** it.

Upkeep Phase

Resolve these steps, in order:

1. **Each investigator turns his mini card faceup.**
2. **Ready all exhausted cards.** Each unengaged enemy that readies at the same location as an investigator engages.
3. **Each investigator draws 1 card and gains 1 resource.**
4. **Each investigator chooses and discards cards in hand until only 8 remain.**

SKILLS AND SKILL TESTS

Willpower Intellect Combat Agility

To make a **skill test**, reveal a random **chaos token** from the chaos bag. This modifies your skill value; if the **modified skill value equals or exceeds the test's difficulty**, you succeed.

Before drawing a chaos token, you may boost your skill value:

1. Commit cards from your hand with icons matching the skill type of the test. **Wild** matches all types. **Each matching icon increases the investigator's skill value by 1 for that test.** You may commit any number of cards to the test, and each other investigator at the location may commit 1 card to help.
2. Activate **free trigger** abilities to modify your skill.

Chaos Token Effects

Refer to the scenario reference card and resolve the corresponding effect.

Elder Sign Resolve the effect on your investigator card.

Auto-fail The skill test automatic fails.

ROUND SEQUENCE

Mythos Phase *Skip during the first round*

1. Place 1 doom token on the current agenda.
2. If the total doom tokens is equal to or greater than the doom threshold of the current agenda, advance the agenda deck.
3. In player order, each investigator draws an encounter card:

Treachery: resolve, then place on the encounter discard pile.
Enemy: the enemy spawns engaged with the investigator who drew the card (unless it has a **Spawn** instruction).

Investigation Phase

Each investigator takes a **turn of 3 actions**. If you are engaged with 1 or more ready enemies, and take an action other than evade, fight, or activate a *parley* or *resign* ability, each enemy makes an **attack of opportunity** dealing its damage and horror to you (and does not exhaust).

On your turn, you may use an action to:

Draw Draw 1 card from your deck. If you shuffle your discards into a new deck take 1 horror after completing the draw.

Resource Gain 1 resource from the token pool.

Activate Resolve an **ability** on a card in play under your control (including your investigator card), on a scenario card at your location, or on the current act or agenda card. Use 1 action for each **ability** in the ability's cost.

Engage Engage 1 enemy at your location (even one engaged with another investigator) by placing it in your threat area.

Investigate Make an **intellect** test against the **shroud value** of the location. On a success, take 1 clue from there.

Evade Evade 1 enemy you are engaged with: make an **agility** test against its **evade value**. On a success, move the enemy from your threat area to your current location and exhaust it.

Move Move to any other location marked as a connection on your current location. When you enter a location for the first time, flip it and put **clues** equal to its **clue value** on it.

Play Play a card from your hand, paying its **resource cost**:

Event card: resolve, then place in your discard pile.

Asset card: place in your play area.

Skill cards must be committed to a skill test from your hand. Cards with the *fast* keyword do not cost an action to play.

Your available slots are: 1 ally, 1 body, 1 accessory, 2 hand, and 2 arcane.

Fight Attack 1 enemy at your location. Make a **combat** test against its **fight value**. On a success, deal 1 damage.

If you fail a combat test against an enemy engaged with another investigator, deal the damage to that investigator instead.

Enemy Phase

If there are no enemies in play, proceed to the Upkeep phase.

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2. **Enemy attacks.** In player order, each ready, engaged enemy simultaneously deals both its **damage** and its **horror** against the investigator with which it is engaged. Then **exhaust** it.

Upkeep Phase

Resolve these steps, in order:

1. **Each investigator turns his mini card faceup.**
2. **Ready all exhausted cards.** Each unengaged enemy that readies at the same location as an investigator engages.
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Chaos Token Effects

Refer to the scenario reference card and resolve the corresponding effect.

Elder Sign Resolve the effect on your investigator card.

Auto-fail The skill test automatic fails.

KEYWORDS

Alloof An *alloof* enemy does not automatically engage investigators at its location, and spawns unengaged. An investigator may use the engage action or a card ability to engage an *alloof* enemy. You cannot attack an *alloof* enemy while it is not engaged with an investigator.

Exceptional The card costs twice its printed experience cost to purchase. Your deck cannot include more than 1 (by title) of a given *exceptional* card.

Fast A *fast* card does not cost an action to be played and is not played using the play action. A *fast* event card may be played from your hand any time its instructions specify. A *fast* asset may be played during any player window on your turn. *Fast* cards do not provoke attacks of opportunity.

Hunter During the Enemy phase, each ready, unengaged *hunter* enemy moves along the shortest path to a connecting location towards the nearest investigator. Enemies at a location with one or more investigators do not move. If there are multiple equidistant investigators, the enemy moves towards the one who best meets its Prey instructions. If none do, or it has no Prey instructions, the lead investigator decides.

If a *hunter* enemy is compelled to a location and the move is blocked by a card ability, the enemy does not move.

Massive A ready, *massive* enemy is engaged with each investigator at the same location. An exhausted *massive* enemy is not engaged with any investigators. A *massive* enemy cannot be placed in an investigator's threat area and it does not move with an engaged investigator who moves away from its location.

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When a *massive* enemy attacks during the Enemy phase, resolve its attack against each investigator it is engaged with, one at a time (the lead investigator chooses the order).

When a *massive* enemy makes an attack of opportunity, it only resolves against the investigator who provoked the attack.

If an investigator fails a combat test against a *massive* enemy, no damage is dealt to the engaged investigators.

Peril While resolving the drawing of a *peril* Encounter card, you cannot confer with other players. Those players cannot play cards, trigger abilities, or commit cards to your skill test(s) while the encounter is resolving.

Permanent The card does not count towards your deck size and starts the game in play. It cannot be discarded by any means.

Retaliate Each time you fail a skill test while attacking a ready, *retaliate* enemy, after applying the results, that enemy performs an attack against you. An enemy does not exhaust after performing a retaliate attack. This attack occurs whether the enemy is engaged with you or not.

Surge After drawing and resolving an encounter with *surge*, you must draw another card from the encounter deck. If a card with *surge* is drawn during setup, this keyword does resolve.

Uses When a card with *uses* enters play, place on the card a number of resource tokens equal to X. These are considered uses of the established type (not resource tokens). When such a card spends a use, remove a token from the card.

A card may note that it is discarded if it has no uses remaining; otherwise it remains in play even if out of uses.

When a *massive* enemy attacks during the Enemy phase, resolve its attack against each investigator it is engaged with, one at a time (the lead investigator chooses the order).

When a *massive* enemy makes an attack of opportunity, it only resolves against the investigator who provoked the attack.

If an investigator fails a combat test against a *massive* enemy, no damage is dealt to the engaged investigators.

Peril While resolving the drawing of a *peril* Encounter card, you cannot confer with other players. Those players cannot play cards, trigger abilities, or commit cards to your skill test(s) while the encounter is resolving.

Permanent The card does not count towards your deck size and starts the game in play. It cannot be discarded by any means.

Retaliate Each time you fail a skill test while attacking a ready, *retaliate* enemy, after applying the results, that enemy performs an attack against you. An enemy does not exhaust after performing a retaliate attack. This attack occurs whether the enemy is engaged with you or not.

Surge After drawing and resolving an encounter with *surge*, you must draw another card from the encounter deck. If a card with *surge* is drawn during setup, this keyword does resolve.

Uses When a card with *uses* enters play, place on the card a number of resource tokens equal to X. These are considered uses of the established type (not resource tokens). When such a card spends a use, remove a token from the card.

A card may note that it is discarded if it has no uses remaining; otherwise it remains in play even if out of uses.

DECKBUILDING

You must choose exactly 1 investigator card.

Your investigator deck must include the exact number of player cards indicated on the back of your investigator card (your **deck size**). Weaknesses, investigator-specific cards, and scenario cards that are added to your deck do not count.

Each standard player card in your investigator deck must be chosen from among the **deckbuilding options** available on the back of your investigator card.

Your deck cannot include more than 2 copies (by title) of any given player card.

Any other **deckbuilding requirements** on the back of your investigator card must be observed.

A card's **level** is the number of white pips beneath its cost. At the beginning of a campaign, you usually have 0 experience, and therefore may only include level 0 cards in your deck.

Story assets may not be included in your deck unless the resolution or setup of a scenario allows you to do so.



A deckbuilding requirement may instruct you to add a random **basic weakness** to your deck. Shuffle together all the basic weaknesses and draw one to add to your deck after all other cards in your deck have been selected.

In campaign mode, the selected weakness remains a part of your investigator's deck for the entire campaign, unless removed by a card ability.

New weaknesses are not automatically added at the beginning of subsequent campaign scenarios, but card abilities or scenario instructions may instruct you to gain additional weaknesses.

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CAMPAIGN PLAY

When starting a campaign, follow its setup instructions in the *Campaign Guide*. After playing through a scenario, record the specified results in the **campaign log**. Investigators may then purchase new cards for their decks:

1. Count experience. Each investigator earns experience equal to the total victory value of all cards in the **victory display** (victory point enemies + victory point locations that are in play, revealed and with no clues on them + resolved victory point treachery cards) with any modifiers indicated by the *Campaign Guide*. Add this total to any unspent experience you have recorded from previous scenarios in this campaign.

2. Purchase new cards. Purchase and add new cards to your deck by spending experience equal to the card's **level**.

Observe your deckbuilding guidelines; you may only purchase cards you have access to. Your deck size must be maintained, so for each (nonpermanent) card purchased and added to a deck, a different card is removed. Weakness cards, and cards that must be included in your deck, may not be removed.

Each card costs experience equal to the card's level (min 1).

When purchasing a higher level version of a card with the same title, you may *upgrade* that card by paying only the difference in experience (min 1) between the 2 cards and removing the lower level version of the card from your deck.

New cards are purchased (or upgraded) individually. If you wish to purchase more than 1 copy of a new card, each must be paid for separately, and 1 card must be removed from your deck for each copy purchased.

3. Record unspent experience. Each investigator records any unspent experience on the campaign log.

Trauma

An investigator defeated in a scenario is eliminated from the scenario but not necessarily from the campaign.

If you are defeated by taking damage equal to your health, suffer 1 **physical trauma** (recorded in the campaign log). For each physical trauma you have, you begin each subsequent scenario in the campaign with 1 damage. If you have physical trauma equal to your printed health, you are killed.

If you are defeated by taking horror equal to your sanity, suffer 1 **mental trauma** (recorded in the campaign log). For each mental trauma you have, you begin each subsequent scenario in the campaign with 1 horror. If you have mental trauma equal to your printed sanity, you are driven insane.

If you are defeated by simultaneously taking damage equal to your health and horror equal to your sanity, choose which type of trauma to suffer.

If you are killed or driven insane, record this information in the campaign log. That investigator cannot be used for the rest of the campaign and you must choose a new investigator to use in the next scenario (create a new deck). If there are none remaining, the players have lost and the campaign ends.

If an investigator is defeated by a card ability, follow its instructions to see if there are any long-term repercussions.

Weakness A weakness added to your deck or hand during a scenario remains a part of your deck for the rest of the campaign (unless removed by a card ability or scenario resolution).

Advancing to next scenario After completing a scenario, resolving its resolution, updating the campaign log, and purchasing any new cards, advance to the next scenario

(sequentially) in the campaign, unless the scenario resolution explicitly directs the investigators to a different scenario.

Joining or leaving a campaign Once a campaign has begun, players can drop in and out of the campaign in between scenarios. If you leave the campaign, don't delete your information from the campaign log, as you may re-join at any time between scenarios.

A new player joining the campaign must choose an investigator not previously used during this campaign. The player begins as if it were their first scenario in the campaign, with no experience and no trauma.

STANDALONE MODE

When deckbuilding, you may use higher level cards by counting the total experience of all the higher level cards in the deck, and taking additional random weaknesses:

0-9 experience:	0 additional random basic weaknesses
10-19 experience:	1 additional random basic weakness
20-29 experience:	2 additional random basic weaknesses
30-39 experience:	3 additional random basic weaknesses
40-49 experience:	4 additional random basic weaknesses

You cannot include 50 or more experience worth of cards in a standalone deck.

Choose a scenario to play, then read through the earlier scenarios in that campaign, choosing resolutions for each (for an added challenge, choose unfavorable resolutions; if unsure, choose the first resolution). Record the results in a campaign log (along with any story decisions) but do not count experience points or apply trauma for having being defeated (but apply any trauma inflicted during a scenario resolution). Then setup and play the chosen scenario.

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If you are defeated by simultaneously taking damage equal to your health and horror equal to your sanity, choose which type of trauma to suffer.

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