

ARKHAM HORROR FLOWCHART

Each Player (beginning with first player marker) performs all their actions in a phase, then proceed clockwise.

Phase 1: Upkeep

Refresh exhausted cards.
Perform upkeep actions (new items ignore first upkeep roll.)
Adjust skills a number of positions up to your focus score.

TO PHASE 2

Skill Checks

Number of dice = Skill Value +/- modifiers.
Roll Dice, each 5 or 6 = 1 success.
If Number of Successes = Difficulty, Skill Check Passed.
Difficulty is 1 by default.
May spend clue tokens to roll additional dice.

Cast Spells

Pay sanity cost.
Make Spell Check.
{Lore + Spell Modifier, Diff 1}

Trade

Players may trade Money, Items and Spells with another investigator in the same street, otherworld or location, anytime except during combat.

Unconscious (Stamina <= 0)

Either:
Discard half items & clue tokens (rnd down).
Discard all retainers.
Restore 1 Stamina and move to St Mary's; or **Lost In Time & Space** if in Other World.
OR
Draw Injury Card.
Restore Stamina to maximum value. and move to St Mary's; or **Lost In Time & Space** if in Other World.

Insane (Sanity <= 0)

Either:
Discard half items & clue tokens (rnd down).
Discard all retainers.
Restore 1 sanity and move to Arkham Asylum; or **Lost In Time & Space** if in Other World.
OR
Draw Madness Card.
Restore Sanity to maximum value. and move to Arkham Asylum; or **Lost In Time & Space** if in Other World.

Lost In Time & Space

Place into Lost In Time and Space area.
Delayed, then move into any Arkham location or street during Upkeep Phase.

Arrested

Go to Jail.
Lose half money (rnd down).
Delayed, then placed in main police station area during movement phase.

Devoured (Stamina <= 0 & Sanity <= 0)

Discard all cards except trophies and start a new character.
If in **Final Battle** then player permanently eliminated.

Retire Investigator

A player may retire an Investigator with 2 or more Injury & Madness cards.
Skip a turn and treat investigator as if her were **Devoured**, but this will not trigger any devour special events.

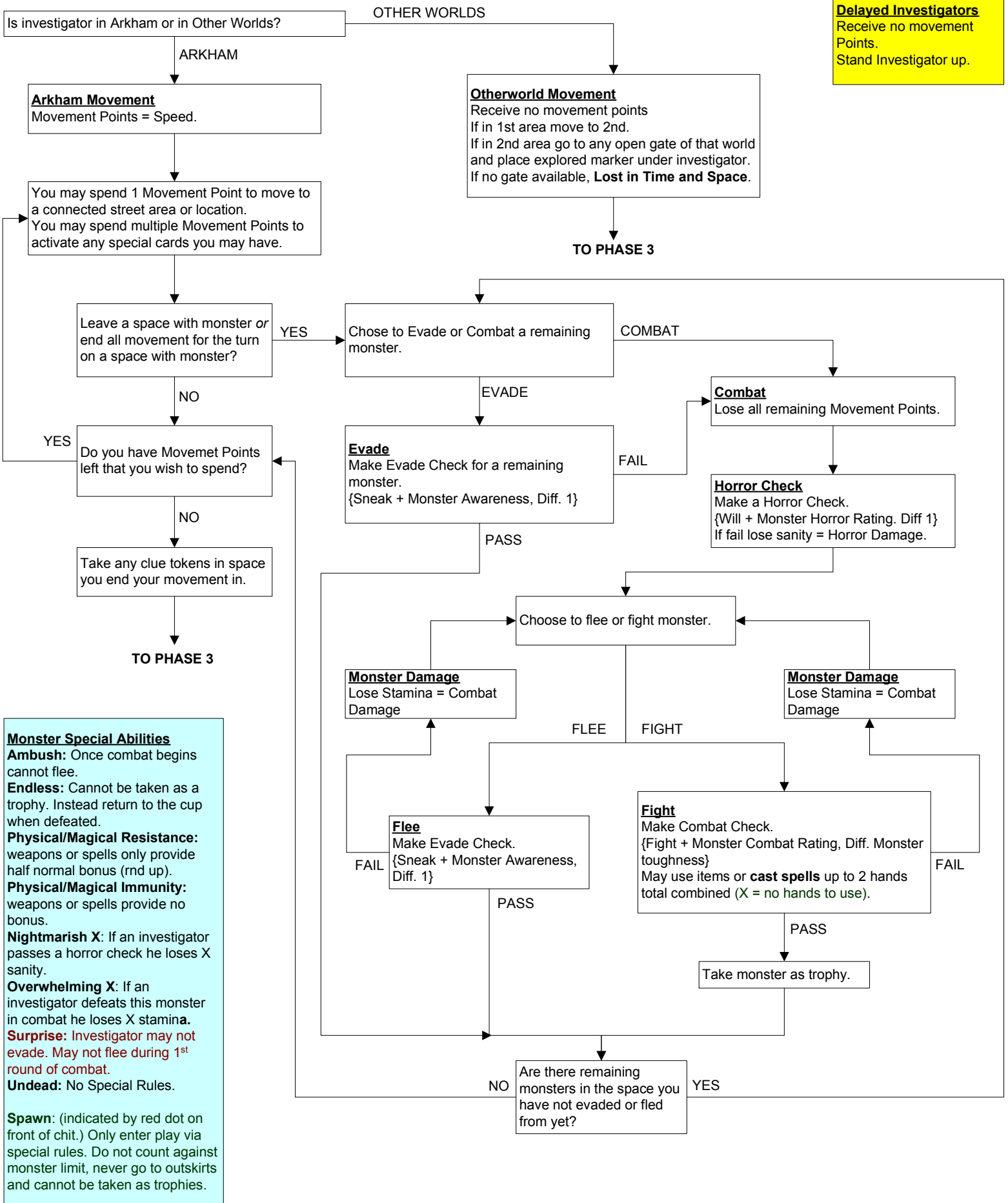
The Dunwich Board

The Phrase "in Arkham" on cards also refers to Dunwich.
Players Lost in **Time and Space** may return to Dunwich.
Players may travel to and from Dunwich from a train station or depot. Each journey costs \$1.
If monster enters vortex return monster to cup, raise terror level by 1 and add Dunwich horror token.
If 3 Dunwich horror tokens, **Dunwich Horror appears**.

Tasks & Missions

Are considered items.
Must visit locations listed on card in the listed order.
Place Clue Token on card each time you complete a step.
If given to another player discard all clue tokens on it.
Once completed discard into box.
Task: Must spend Arkham encounter phase in listed areas.
Mission: Must perform listed operation during the start of the Upkeep phase.

Phase 2: Movement



Phase 3: Arkham Encounters

For each investigator in a location check for a gate:

No Gate

Have encounter written on board, *or* Shuffle and draw an encounter card from appropriate deck.

Note: Monsters that appear alone as a result of an encounter return to cup after encounter resolved, even if it's evaded. Monsters and Gates cannot appear at sealed locations.

TO PHASE 4

Gate + Explored Marker

May attempt to *close* or *seal* gate.
If leave location discard explored marker.

CLOSE

SEAL

Gate, no Explored Marker

Move to 1st area of other world indicated on gate

TO PHASE 4

Close Gate

Make either a Lore or Fight Check.
{Lore + Gate Modifier, Diff 1}
{Fight + Gate Modifier, Diff 1}
If pass, take Gate as trophy & remove all monsters with matching dimension symbol from board.

Use 5 clue tokens or Elder Sign?

5 CLUE TOKENS

ELDER SIGN

Seal Gate (5 Clue Tokens)

Make either a Lore or Fight Check.
{Lore + Gate Modifier, Diff 1}
{Fight + Gate Modifier, Diff 1}
If pass, take Gate as trophy & remove all monsters with matching dimension symbol from board.
Spend 5 clue tokens & place elder sign from unused pile onto location.
Area now sealed.

Seal Gate (Elder Sign)

Requires Elder Sign.
Lose 1 sanity & 1 stamina.
Take Doom Token from Ancient One's sheet and place elder sign side up onto location. Area now sealed.
Return Elder Sign to Game Box.
Take Gate as trophy & remove all monsters with matching dimension symbol from board.

6 sealed gates on board = **Victory!**

No more Gates on the board & # Gate Trophies >= # players = **Victory!**

TO PHASE 4

Victory!

Your Group wins the game. Congratulations!
Player with most Gate Trophies = First Citizen of Arkham, Monster Trophies are the tie breaker.

SCORE:

Highest printed number on doom track

- current Terror Level.

-1 if have for each unpaid / defaulted bank loan

-1 per elder sign played

+1 per unspent Gate trophy

+1 for every 3 monster trophies

+1 per sane surviving investigator

+1 per completed Task or Mission

-1 per retired investigator.

Defeat!

Game over. Better luck next time.
SCORE = 0.

Phase 4: Other World Encounters

For each investigator in Other Worlds draw cards from Gate Deck until a card is drawn who's color matches the circle in the Other World.
Then read appropriate encounter.

Note: Monsters that appear as a result of an encounter return to cup after encounter resolved, even if it's evaded.

TO PHASE 5

Monster Limit & Terror Level

Monster Limit

Monster Limit = # players + 3
If **Terror Level** = 10, no Monster Limit.
Monster limit only applies to monsters in sky or Arkham city.
If monster limit is exceeded, additional monsters go to **Outskirts**.
Monsters in Dunwich don't count against the monster limit nor go to Outskirts.

Outskirts

Add monster to outskirts.
Monsters in outskirts > 8 - # players?
If so return monsters to monster cup and raise the **Terror Level** by 1.

Terror Level

Every time Terror Level goes up, remove a random ally from the deck and discard it into the box.
If it enters / passes a colored circle, the shop of the appropriate color closes permanently.
If Terror Level = 10, add a Doom Token to the doom track & there is no longer a **Monster Limit**. If it increases further add a doom token to doom track each time. Furthermore if there is ever 2 x **Monster Limit** of monsters on the board, go to **Final Battle**.

Dunwich Horror Appears

Place Dunwich horror on Sentinel Hill.
If defeated, discard all Dunwich Horror tokens from track.
Winning investigator may search Common Item, Unique Item, Skill, Spell, or Ally deck for 1 card and take it.

Final Battle

Ancient One Awakens

Fill Doom Track with Doom Tokens.
Investigators **Lost in Time & Space** are **devoured**.

Investigator Refresh

Perform actions as if it were the **upkeep** phase.
Investigators may trade items.

Investigator Attack

All players perform a combat check using the AO's combat rating and add all successes.
successes = # players, remove doom token and reset successes.
Last doom token removed = **Victory!**

Ancient One Attack

Ancient one attacks all investigators.
If reduced to 0 Sanity or Stamina investigator **devoured**.
All Investigators devoured = **Defeat!**

Phase 5: Mythos

