

ARKHAM HORROR

FINAL HOUR



RULEBOOK

With a final vicious kick, Lily bursts into the study, followed swiftly by splintered fragments of the room's heavy, oak door.

"Third time's the charm," McGlen mutters, sidling in behind her, his leather shoes tracking through ash as he circles the room. The rare tomes that once lined the shelves lie in ashen heaps at the tips of a seven-pointed star scraped into the floorboards.

Lily's fists clench at the sight. "We are too late."

An iridescent sheen glazes the study walls as a rift slashes open in the night sky, pouring horrendous, slime-covered monstrosities onto the walkways below.

"So, what now?"

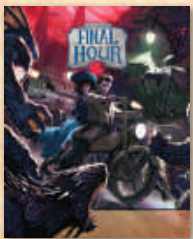
Lily's gaze returns to the ritual diagram engraved in the floor. "That is simple—what is done must be undone."

Game Overview

Arkham Horror: Final Hour is a cooperative board game in which one to four investigators fight desperately against a horde of monsters and attempt to reverse the summoning of a cataclysmic Ancient One. To undo the summoning ritual, they must hunt down the correct ritual components by investigating clues left behind by the vile cultists.

Final Hour is fully cooperative, which means the players work as a team and either win or lose the game together.

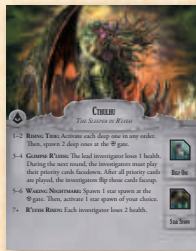
Components



1 Rulebook



1 Game Board



3 Ancient One Sheets



60 Action Cards
(10 per investigator)



4 Reference Cards



30 Priority Cards



9 Item Cards



13 Clue Tokens



6 Investigator Tokens
and 6 Plastic Stands



40 Standard
Monster Tokens



15 Special
Monster Tokens



12 Gate Tokens



18 Damage Tokens



1 Ritual Location
Token



12 Health Tokens



8 Seal Tokens



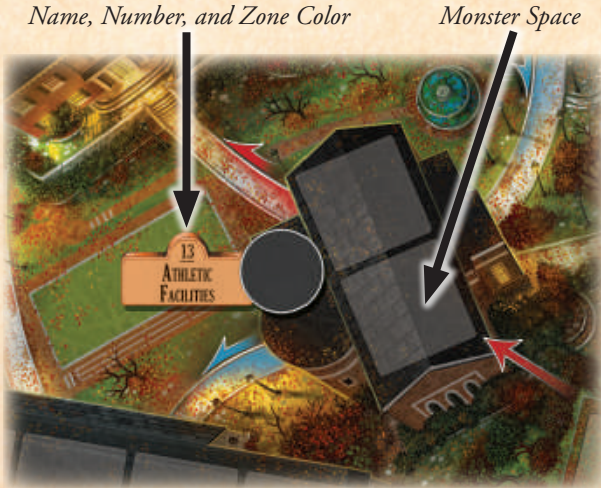
1 Lead Investigator
Token

Basic Concepts

This section describes a few basic concepts that players must understand to learn the game.

Game Board

The game board represents Arkham's Miskatonic University. The board is divided into 15 **LOCATIONS** distinguished by a name and number. Each location contains **MONSTER SPACES** and is part of a colored **ZONE** that is indicated by the color of the name tag.



Location 13 is Athletic Facilities. It has two monster spaces and is in the orange zone.

Locations are connected by **WALKWAYS**, represented by gray cobblestone paths. Two locations connected by a walkway are adjacent, which means investigators can move between them. Locations also have red and blue arrows exiting from them. These arrows are used when moving monsters, which is explained later.



The Auditorium and Science Building are adjacent because they are connected by a walkway.

Ritual Location

During setup, one location is marked with the ritual location token. This is the **RITUAL LOCATION**, and it is very important—if the investigators do not protect it, they risk losing the game.



Gate Locations

During setup, three locations are each marked with a gate token, becoming **GATE LOCATIONS**. Gate locations are where most monsters enter the game board.



Standard vs Special Monsters

Many monsters are spawned during the game in the form of monster tokens. Standard monsters are square and have white icons, whereas special monsters have a clipped corner and gold-colored icons.



*Standard
Monster Token*



*Special
Monster Token*



Setup

To set up a game of *Arkham Horror: Final Hour*, perform the following steps. If playing with only one player, there are a few additional setup rules (see page 14).

1. **Place Game Board:** Place the game board in the center of the table.
2. **Choose Investigators:** Each player chooses an investigator token and takes the matching action cards. Each player shuffles their action cards to form a deck and places it in front of them. Then, the group chooses a player to be the lead investigator, placing the lead investigator token next to their deck.



Rita's Investigator Token, Deck, and the Lead Investigator Token

3. **Create Monster Cup:** Place all standard monster tokens into a container, such as the box lid, and mix them well. This container of standard monsters is called the **MONSTER CUP**.



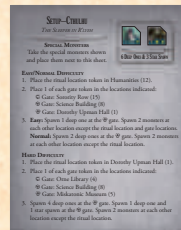
4. **Choose Ancient One:** Choose an Ancient One sheet and place it next to the board with the setup side faceup. New players should use the Cthulhu sheet.

5. **Resolve Ancient One Setup:** Gather the special monsters indicated on the Ancient One sheet. Then, choose a difficulty and follow the steps listed for that difficulty—new players should choose easy difficulty.

The Ancient One's setup steps instruct the investigators to place different types of tokens. The ritual location token and gate tokens are each placed in the circle next to a location's name. Monster tokens are placed in empty monster spaces. If a monster is not specifically named, it is drawn randomly from the monster cup.

After Ancient One sheet setup is complete, flip the sheet over.

6. **Place Investigators:** Each investigator places their investigator token at the ritual location. Investigator tokens are placed next to a location's name; they do not occupy monster spaces.



Cthulhu Ancient One Sheet on Setup Side with Deep One and Star Spawn Unique Monsters



Gate Tokens in Indicated Locations

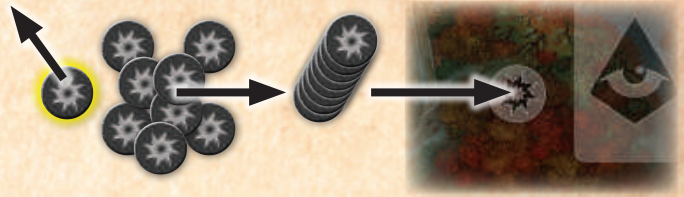


Ritual Location Token and Investigators at Ritual Location

Two Random Monsters in the Auditorium



7. **Prepare Gate Stack:** Collect the nine remaining gate tokens, place them facedown, and mix them. Return one of them to the game box without revealing it. Then, stack the remaining eight tokens facedown and place the stack in the circle at the bottom of the board that has the same icon as the token back.



8. **Prepare Clues:** Collect the ten clue tokens that have red faces, place them facedown, and mix them. Place two of them facedown in the circles at the bottom of the board that do not have icons (one per circle).



Then, collect the three clue tokens that have a key icon, place them facedown, and mix them with the eight remaining facedown clue tokens. Place one clue token facedown in each location that does not have a gate token or ritual location token.

Take the ten clue tokens that have a red face, mix them facedown, and place two in the empty circles at the bottom of the board.



Take the three clue tokens that have a key icon and add them facedown to the remaining clue tokens.



Place one clue token facedown in each location that does not have a gate or ritual location token.

9. **Deal Priority Cards:** Shuffle the priority deck and deal four priority cards to each investigator (investigators can look at their own cards). Then, place the priority deck next to the board.



10. **Distribute Health Tokens:** Each investigator places health tokens (red side faceup) next to their deck according to the number of investigators in the game:

Rita receives four priority cards and, in a two-player game, five health tokens.

- **Four Investigators:** Three health each
- **Three Investigators:** Four health each
- **Two Investigators:** Five health each

11. **Create Supply:** Shuffle the item deck and place it facedown next to the board along with the damage and seal tokens.



The Supply

Playing the Game

Arkham Horror: Final Hour is played over a series of rounds. The first half of each round is the Action Phase, during which the investigators move around the board, attack monsters, and investigate clues. Monsters also act during this phase.

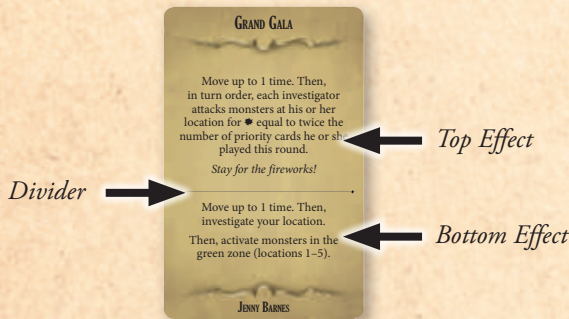
The second half of each round is the Ancient One Phase, during which the Ancient One produces horrible effects and more monsters are spawned onto the board.

The investigators have eight rounds to reverse the summoning ritual, saving the campus (and the world) from the Ancient One and its forces. If they fail to reverse the ritual, they lose the game. They also lose if an investigator loses all their health or if the ritual location is overrun with monsters. The complete rules for winning and losing the game are described on page 9.

The Action Phase

During this phase, the investigators play and resolve a total of **four** action cards. These cards determine what the investigators and monsters do for the round.

Each action card is divided in half. The top effect of the card always produces positive effects, typically allowing the investigator to fight monsters or protect locations on the board. The bottom effect of the card usually allows the investigator to investigate—discovering the information they need to win the game later—but leaves the monsters free to wreak havoc on the board.



Of the four action cards that the investigators play each round, they resolve the top effect of two cards and the bottom effect of the other two cards. To play and resolve action cards, investigators perform the following two steps.

1. Play Priority Cards

Starting with the **LEAD INVESTIGATOR** (the investigator who has the lead investigator token) and continuing clockwise, the investigators take turns until they have taken a total of **four turns**.

During an investigator's turn, that investigator draws the top card of their action deck, secretly reads it, and places it facedown in front of them. Then, they play one priority card from their hand, placing it **faceup** on that action card.

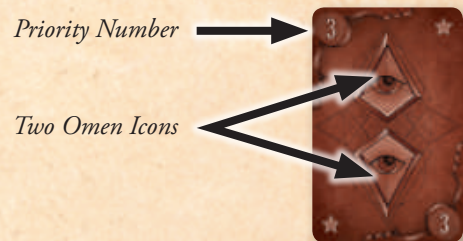
Finally, that investigator draws the top card of the priority deck so that they have four cards in hand again. If the priority deck is empty, all of the discarded priority cards are shuffled to create a new priority deck.



In turn order, each investigator places their action card facedown and plays a priority card faceup on that action card.

Priority cards are numbered 1 to 30. During the next step, the numbers determine whether an investigator resolves the top or bottom effect of their action card—**the lower the number, the more likely the top effect will be resolved**.

Priority cards can also have **OMEN** (♠) icons. These icons punish the investigators during the Ancient One Phase.



During the Play Priority Cards step, investigators **cannot discuss strategy or share information**—the faceup priority cards that they play are their only means of communication. As such, the investigator who takes the fourth turn has the most information when choosing their priority card.

2. Resolve Actions

The investigators take turns revealing and resolving their action cards. Action cards are revealed and resolved in ascending order based on the priority cards that are played on them—the action with the lowest-numbered priority card is resolved first, and the action with the highest-numbered priority card is resolved last.

For the **first two** action cards resolved, the investigator who revealed the card resolves the **top effect** of that card. For the **last two** action cards resolved, the investigator who revealed the card resolves the **bottom effect**. The specific rules for each effect are described in the “Action Card Effects” section on page 10.

After an investigator resolves their action card, they discard it to a faceup discard pile next to their action deck (when the last card is discarded, the discard pile is shuffled to form a new deck). They **do not discard** their played priority card yet. After all four action cards are resolved, the investigators proceed to the Ancient One Phase.

During the Resolve Actions step, an investigator **cannot** discuss strategy until they have revealed their action card. If playing with fewer than four investigators, an investigator who plays multiple actions can discuss strategy after revealing their first action card.

Simultaneous Card Selection

After the investigators understand the round structure, they are welcome to draw and assess their action cards simultaneously, which speeds up play. When playing with fewer than four investigators, however, an investigator who must play two action cards cannot look at their second action card until after they play a priority card on their first action card.

Action Phase Example

- Jenny, Lily, and Michael are playing a three-player game. Jenny is the lead investigator, so she plays first. She looks at the top card of her action deck and places it facedown in front of her. Then, she chooses the “8” priority card from her hand, places it faceup on that action card, and draws a new priority card.
- Michael is next in clockwise order. He places a “14” faceup on his action card and draws a priority card.
- Lily is next. She wants to guarantee that she resolves the top effect of her action card, so she plays a “7,” which is the lowest played so far, and draws a priority card.
- Since they are playing a three-player game, Jenny plays the fourth priority card. She looks at her next action card, places it facedown, and places a “28” on it. Then, she draws a priority card.
- Next, they resolve action cards from lowest to highest priority number, resolving the first two for their top effect. Lily’s “7” is lowest, so she reveals her action card and resolves its top effect. Then, Jenny does the same with her action card paired with the “8.”
- The last two actions are resolved for their bottom effect. Michael reveals his action card paired with the “14” and resolves its bottom effect. Finally, Jenny reveals her action card paired with the “28” and resolves its bottom effect.



Jenny

Michael

Lily

Jenny



Lily

Jenny



Michael

Jenny

Ancient One Phase

During this phase, the Ancient One's malign influence strikes the campus, and the Ancient One comes closer to walking the world. The investigators resolve this phase by performing the following three steps in order. The lead investigator makes all decisions during this phase unless specified otherwise.

1. Reckoning

The investigators discard the priority cards they played to the discard space on the board (the space depicting the back of a priority card). As they discard, they count the number of omen (♠) icons on those cards. Then, they refer to the Ancient One sheet and resolve the effect that is preceded by that number. If the total number of ♠ icons is zero, the investigators do not resolve an effect.



- 3-4 **GLIMPSE R'LYEH:** The lead investigator loses 1 health. During the next round, the investigators must play their priority cards facedown. After all priority cards are played, the investigators flip those cards faceup.
- 5-6 **WAKING NIGHTMARE:** Spawn 1 star spawn at the ⚠ gate. Then, activate 1 star spawn of your choice.
- 7+ **R'LYEH RISEN:** Each investigator loses 2 health.



The investigators discard priority cards that have a total of five omen (♠) icons, so they resolve the “5-6” effect on the Ancient One sheet.

2. Gate

Gate tokens represent portals to unnatural and alien otherworlds that are home to all manner of dangerous beings. Over the course of the game, gates grow larger, releasing more monsters onto the campus.

During this step, the lead investigator reveals the top gate token on the gate stack and places it on top of the matching gate token on the board. Then, the lead investigator spawns a number of monsters at that location equal to the number of gate tokens there (see “Spawning Monsters” on page 12).



The lead investigator reveals a ⚠ gate token and places it on top of the faceup ⚠ gate token on the board. Since there are now two ⚠ tokens in that location, the lead investigator spawns two monsters there.

3. Pass Lead Investigator Token

The lead investigator passes the lead investigator token to the investigator to their left, and the next round begins. If there are no gate tokens remaining in the gate stack, the investigators do not play another round and instead must attempt to reverse the ritual, which is described on the next page.



Winning and Losing

The game ends in one of three ways:

- The ritual location has no empty monster spaces and another monster or damage token must be placed there. If this occurs, the investigators lose the game!
- An investigator has no health remaining (all of their health tokens have the gray side faceup). If this occurs, the investigators lose the game!
- The investigators attempt to reverse the ritual, which **must** be done by the end of the round in which the last gate token in the gate stack is placed. If they successfully reverse the ritual, they win the game; otherwise, they lose!

Reversing the Ritual

The sinister cult behind the Ancient One's summoning may have escaped the investigators' grasp, but the cultists left behind many clues. If the investigators can find and piece together these clues in time, they can discover how to reverse the summoning ritual and cast the monsters back into their alien domains.

Priority cards and most clue tokens have a ritual icon. The two clue tokens that were reserved at the bottom of the board during setup have the icons needed to reverse the ritual.



The investigators' goal is to have as many priority cards in hand as possible that match the reserved clue tokens. To deduce which icons are on the reserved tokens, the investigators must investigate clue tokens at locations to eliminate possibilities. When the first copy of an icon is revealed, that icon's chance of being needed for the ritual is reduced; if the other clue token showing that icon is revealed, that icon is eliminated as a possibility.



With the clues they have revealed so far, the investigators know that cards with the hourglass icon are less likely to help when reversing the ritual, and cards with the gem icon will not help at all.

The investigators **may** attempt to reverse the ritual at the end of any round if they all agree. However, they **must** attempt to reverse the ritual by the end of the round in which the last gate token is placed (typically the eighth round). Investigators cannot share information about their priority cards—they may say only whether they are ready (or not ready) to reverse the ritual.

To reverse the ritual, the investigators resolve the following steps:

1. **Commit Priority Cards:** Each investigator commits cards by choosing **three** priority cards from their hand and placing them facedown on the table. Then, all committed cards are revealed simultaneously.
2. **Reveal Clues:** The lead investigator reveals both of the reserved clue tokens at the bottom of the board. Then, the investigators count the number of committed cards that have a ritual icon that matches an icon on the reserved clue tokens. If both reserved clue tokens have the same ritual icon, each matching card is counted twice.
3. **Determine Outcome:** If the number of matching cards equals or exceeds **twice the number of investigators**, the investigators reverse the ritual and win the game! Otherwise, the investigators lose!



Jenny's Cards

Michael's Cards



Jenny and Michael attempt to reverse the ritual. To win a two-player game, they need four of their committed cards to match the reserved clue tokens. They have three cards with a moon and one with a star, which is just enough to win!

Action Card Effects

Action cards can produce a wide variety of effects. This section describes all of the types of effects that can appear. Regardless of the effect, the investigator who is resolving the card makes all decisions unless specified otherwise.

Move an Investigator

When an investigator moves, they move their investigator token to an adjacent location (using a walkway). They may move up to the number of times indicated on their action card, and they may choose not to move.

Investigators are placed next to a location's name, not on a monster space. Any number of investigators can be at the same location.



Rita's action card allows her to move up to three times. She chooses to move twice, from Dorothy Upman Hall to the Student Union, and then from the Student Union to Derby Hall.

Attack or Destroy

When an investigator attacks, they distribute the number of **HITS** (★) indicated among the monsters in the specified location. Each monster has **HEALTH** equal to the number printed on its token. If a monster is assigned hits (★) equal to or exceeding its health, it is **DESTROYED**.

Destroyed standard monsters are placed next to the monster cup; destroyed special monsters are placed next to the Ancient One sheet. If a monster is not assigned enough hits to be destroyed, **it remains at full health**.

Some effects instruct an investigator to destroy a monster outright. When this happens, the monster is destroyed regardless of its health.



Michael is at a location with a three-health monster and two one-health monsters. His action card allows him to attack for 3 ★. He can destroy either the three-health monster or both one-health monsters.



Investigate

When an investigator investigates, if there is a clue token in their location, they flip that token faceup and resolve it as follows:



Item: The investigator returns the clue token to the game box. Then, they draw the top card of the item deck and place it faceup next to their action deck. Items provide powerful abilities to the investigators—each item's text describes when and how an investigator can use it.



Ritual Icon: The investigator places the clue token at the bottom of the board in an empty circle that has the same icon. This helps the investigators prepare for reversing the ritual at the end of the game.

Investigation is a vital component of strategy—the investigators want to investigate as quickly as possible so that they know which priority cards to keep in hand. Sometimes, it is worth suffering the negative part of an action card's bottom effect so that an investigator has an opportunity to investigate.



Lily investigates a clue token, revealing a moon ritual icon. She places it in an empty moon space.

Seal


Seals protect locations from marauding monsters. When an investigator seals a walkway, they place a seal token with the gold side faceup on that walkway. A walkway cannot have more than one seal token.



When a monster moves along a walkway that has a seal token, that monster is destroyed. Then, the seal token is flipped to its gray side. If its gray side is already faceup, it is returned to the supply instead.

Investigator movement is not affected by seal tokens.


Lose and Recover Health

Both monsters that have a  icon and Ancient One sheet effects often cause investigators to lose health. When an investigator loses a health, they flip one of their health tokens from its red side to its gray side. When an investigator flips their last health token to its gray side, the investigators lose the game!




A few cards allow investigators to recover health. When an investigator recovers a health, they flip one of their health tokens from its gray side to its red side.

Damage and Repair

Damage tokens reduce the number of monster spaces on the board, making it easier for monsters to reach the ritual location. Locations can be damaged either by monsters that have a  icon or by effects on cards and Ancient One sheets.



When a location is damaged by a  monster, one damage token is placed in that monster's space. Then, the monster is moved to an empty space in that location. If there are no empty spaces, the monster moves out of the location instead (see "Moving Monsters" on the next page).

When a location is damaged by an effect on a card or Ancient One sheet (e.g., "Damage your location 1 time"), the investigator resolving the effect places a damage token in an empty monster space in that location. If there are no empty monster spaces, the investigator places the damage token in any space there that contains a monster, and that monster moves out of that location. If the location is entirely filled with damage tokens, the investigator does not place a damage token.

When an investigator repairs a location, they remove one damage token from that location and return it to the supply.

Effects for Monsters

This section describes effects that are focused on monsters.

Moving Monsters

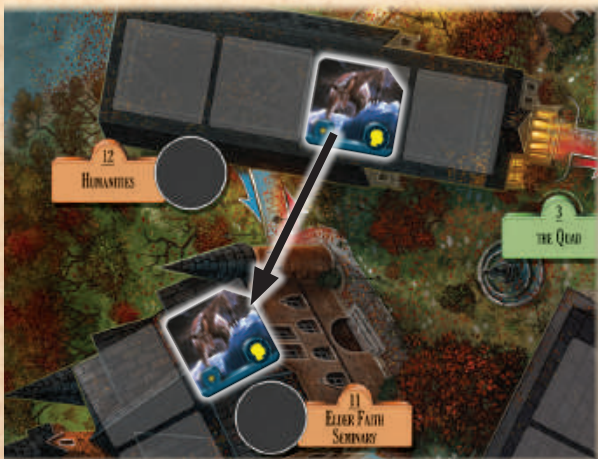
When a monster moves, it moves to the location indicated by one of the colored arrows leading out of its current location. Blue monsters (monsters with a blue bar at the bottom of the token) follow the blue arrows, which always coincide with walkways. Red monsters follow the red arrows, which often coincide with walkways but sometimes make a path between locations that are not adjacent.



Blue Path and Red Path out of Humanities

If there are no empty monster spaces in the monster's new location, the monster moves again, continuing in this way until it reaches a location that has an empty space (even if this means looping back to the space it moved from). However, if a monster cannot reach an empty monster space, it moves directly to the ritual location instead.

If the monster moves into the ritual location and cannot be placed there because all of the spaces are full, the investigators lose the game! Monsters **do not move out of the ritual location** unless forced to move by an item card or the top effect of an action card.



The monster in Humanities is instructed to move one time. It is a blue monster, so it follows the blue arrow to Elder Faith Seminary.

Spawning Monsters

Monsters spawn at a gate location during the Ancient One Phase, and some card effects spawn monsters at other locations. When a monster spawns at a location, the lead investigator takes one monster token randomly from the monster cup and places it in an empty monster space in that location. If there are no empty monster spaces to spawn into, the monster moves following the movement rules described in the previous section.



Lily spawns a monster at the ⚡ gate (Athletic Facilities). She draws a monster and tries to place it there, but the location is full, so the monster moves to the next location, following the red path to Fraternity Row. That location is also full, so it moves again via the red path to Sorority Row.

Monsters spawn one at a time. If multiple monsters spawn, the investigator draws and places the first monster before drawing and placing the second monster, and so forth.

If there are no monsters remaining in the monster cup when a monster must be spawned, the investigator must reset the monster cup before spawning the monster. To reset the monster cup, the investigator takes all monsters that are next to the cup, places them into the cup, and mixes them well.

Some effects spawn special monsters, which are specified by name (e.g., "Spawn 2 deep ones."). Special monsters spawn just like standard monsters except that they are taken from their place next to the Ancient One sheet instead of from the monster cup. If all of the specified monsters are already on the board, the monster does not spawn.

Activating Monsters

The bottom effect of many action cards instruct the investigators to activate monsters in a zone (a group of locations that share the same color). To do this, the investigator resolving the action card proceeds through each location in that zone, activating all the monsters in a location before proceeding to the next location. The locations in that zone are activated in **ascending order** according to location number (as listed on the action card).

When a monster activates, it produces an effect according to the activation icon on its token:

- **No Icon:** The monster does not produce an effect.
- **☠ Killer:** One investigator in the monster's location loses one health (see "Lose and Recover Health" on page 11).
- **➦ Runner:** The monster moves one time (see "Moving Monsters" on page 12).
- **♣ Wrecker:** The monster damages its space one time (see "Damage and Repair" on page 11).

If multiple monsters activate in the same location, the investigator determines the order in which they activate, with one exception: all ☠ monsters must activate, followed by all ➦ monsters, and finally all ♣ monsters.

If a monster has multiple activation icons, each icon is resolved, one at a time, from **left to right**. The monster's leftmost icon is used to determine its activation order.

A monster can activate only **once per action card**. If a monster moves to a location that has monsters that will be activated during the same card's resolution, the investigator should rotate the monster 45 degrees as a reminder that it has already activated. After the investigator finishes resolving the card, they should rotate the monster back to its normal orientation.

Begin the Game!

The investigators are now ready to play! If questions arise during play, the investigators should refer to the Clarifications section on page 16, which explains some small rules details and game interactions.

Monster Activation Example

1. Jenny's action card activates monsters in the purple zone. She resolves those locations from lowest to highest—Derby Hall (6), the Auditorium (7), Science Building (8), Administration (9), and finally Warren Observatory (10).
2. The red ➦ monster in Derby Hall moves one time, following the red arrow to the Auditorium. Since Jenny has not activated monsters in the Auditorium yet, she rotates the red ➦ monster to indicate that it does not activate again during this card's resolution.
3. Monsters in the Auditorium activate next. The blue ➦ monster activates first—it moves one time, following the blue arrow to Derby Hall.
4. The red ♣ monster damages the Auditorium one time—Jenny places a damage token in that monster's space and moves the monster to another empty space in its location (there is one empty space since the blue ➦ monster moved out).
5. Jenny proceeds through the zone's remaining locations. When she is finished, she rotates the red ➦ monster back to its normal orientation.



Single-Player Rules

Arkham Horror: Final Hour can be played as a single-player game. The player uses the rules for the multiplayer game while substituting the rules presented in this section.

Setup

The player applies the following rules during setup:

- The player controls two investigators instead of one. They set up two investigators and must keep those investigators' decks and health tokens separate.
- Priority cards are not dealt to each investigator. The player does not maintain a hand of cards.
- The lead investigator token is not used.

Action Phase

The player replaces the steps of the Action Phase with the following steps.

1. Play Priority Cards

The player draws five priority cards, chooses one of them, and places it next to the Ancient One sheet. This card (and all future cards placed here) are used at the end of the game when the player attempts to reverse the ritual.



The player places the remaining four priority cards faceup on the table in a row, ordered from lowest to highest. These are the four priority cards that are played this round.



2. Resolve Action Cards

The player reveals the top card of either investigator's action deck and places it on any of the row's faceup priority cards that does not already have an action card on it. Then, the player resolves that card **immediately**—if it was placed on one of the two lowest priority cards, they resolve the top effect of the card; otherwise, they resolve the bottom effect of that card.


The player repeats this process until each investigator has resolved **exactly two cards**. The player is free to choose the order of the investigators' actions each round—resolving both action cards from one investigator first or alternating between investigators.

At the end of the phase, the player discards the action cards to their investigators' discard piles.



Two cards from Lily's deck have been resolved, so the next card resolved must come from the other investigator's deck. That card can be played on either the "11" to resolve its top effect or the "25" to resolve its bottom effect.

Ancient One Phase

During the Reckoning step, the player discards the four priority cards in the row and resolves the effect on the Ancient One sheet that corresponds to the number of  icons on those cards.

The Gate step is resolved as normal.

The Pass Lead Investigator Token step is skipped.

Reversing the Ritual

The player attempts to reverse the ritual as normal, with two exceptions:



- The player automatically commits **all** of the priority cards that were placed next to the Ancient One sheet over the course of the game (instead of choosing three priority cards to commit).
- The player needs at least **three** committed cards that match the reserved clue tokens (instead of twice the number of investigators).



The player attempts the ritual at the end of the fifth round, so there are five committed cards. Three of them match the reserved tokens, so the player wins!

Single-Player Clarifications

The following clarifications apply to single-player games.

- Items are not shared between investigators—if an investigator gains an item, only that investigator can use that item.
- When an effect refers to the lead investigator, the player chooses which of the two investigators is the lead investigator for the purposes of that effect.
- If an effect resolves “in turn order,” the player chooses the order in which investigators resolve that effect.
- Some cards (e.g., Pete’s “Prophetic Dreams”) refer to a priority card played with an action card. When the player places an action card on a priority card, that priority card is treated as the one played with that action.
- **Cthulhu—Glimpse R’lyeh:** This effect should be treated as reading, “An investigator of your choice loses 1 health. Then, the player places the top **two** cards of the priority deck facedown on this sheet. During the next Reckoning step, discard these cards and add their  icons to the total number of  icons on the cards discarded from the row.”
- **Jenny Barnes—Socialite:** This card allows the player to draw and discard priority cards during the Resolve Actions step. The drawn cards can replace priority cards in the row, but the order of the cards in the row does not change—the first two priority cards in the row are treated as the lowest-numbered cards and the last two are treated as the highest-numbered cards.
- **Jenny Barnes—Grand Gala:** Each investigator is treated as having played two priority cards regardless of when this card is resolved.



Clarifications

This section clarifies situations that may occur during the game. It is organized alphabetically by topic.

Component Limitations

- All components in the game are limited to those provided in the box except for seal and damage tokens. If the investigators need more seal or damage tokens, they can use any suitable proxy.

Hidden Information

- Investigators cannot share any of the information on their facedown action cards or the priority cards in their hands.
- During the Play Priority Cards step, investigators cannot discuss strategy.
- During the Resolve Actions step, an investigator cannot discuss strategy until they have revealed their action card. If playing with fewer than four investigators, an investigator who played multiple actions can discuss strategy after revealing their first action card.

- Investigators can look through their action deck's discard piles and the priority deck's discard pile at any time.
- Investigators may look at their own facedown played action cards at any time.

Items

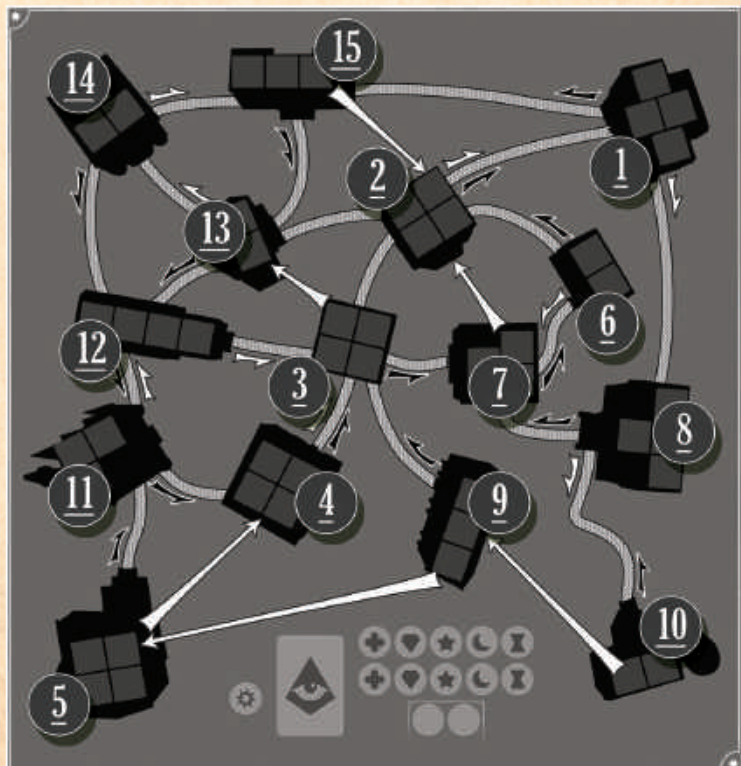
- There is no limit to the number of item cards an investigator can have.
- An item that is used “before you resolve an action card” is resolved after the investigator reveals the action card but before the effect of that action card is resolved.
- An item that is used “after you resolve an action card” can be used immediately after resolving an action card, even if that action card is the one that caused the investigator to gain the item.

Locations




- Locations are adjacent if they are connected by a walkway. A location is not adjacent to itself.

Grayscale Board Reference

The image below depicts paths in grayscale to assist colorblind players. Red paths use white arrows; blue paths use black arrows.



Monsters

- If a monster with multiple icons activates, the first icon must be fully resolved before the next icon is resolved. For example, if a monster with two  icons activates, it must fully resolve one  icon (including moving out of the space it damaged) before the next  icon can resolve.
- When a monster spawns, it is drawn randomly from the monster cup unless a special monster is indicated.
- If a special monster cannot spawn because there are none of its type remaining, that monster is not spawned. The investigators **do not** spawn a different monster instead.
- Sometimes, monsters move without using a walkway (e.g., red monsters can move from Warren Observatory to Administration). This type of movement ignores seals.
- If an investigator has the ability to move a monster (such as the top effect of Michael's "Cause a Scene"), that monster moves ignoring path colors and may be forced to move into a seal. If that monster cannot end its movement in the new location, it must continue to move following normal movement rules.

Resolving Cards

- While an investigator is resolving a card effect, that investigator makes all decisions unless the card effect specifies otherwise.
- The lead investigator makes all decisions for effects that occur during the Ancient One Phase unless specified otherwise.
- If an effect resolves "in turn order," the investigators take turns resolving that effect, starting with the lead investigator and proceeding clockwise.
- If an effect cannot be completely resolved, the investigator should resolve as much of it as possible. For example, if an investigator must damage their location three times but there is only one monster space that can be damaged, the investigator still damages that one space.

Reversing the Ritual

- Investigators do not need to be in the ritual location to attempt to reverse the ritual.

Seals

- If a walkway already has a seal token, that walkway cannot be sealed again until it does not have a seal token.

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Jenny Barnes

Born of wealth and privilege, Jenny and her sister, Isabelle, wanted for nothing. When Isabelle disappeared, however, Jenny's idyllic view of the world was shattered, and she began an obsessive quest to find and bring home her lost sister. Her only clue to Izzie's whereabouts: a letter, covered in eldritch markings and filled with references to events that never occurred in their shared childhood. Anxious to decode the strange letter, Jenny has arrived at Miskatonic University to seek the help of one Professor Warren Rice.



Rita Young

Confident. Athletic. Headstrong.

Rita is all of these things. Unstoppable in her drive to succeed, and defiant in the face of those who would decry her on any basis but merit, Rita isn't one to back down from a fight. But something strange is afoot on the Miskatonic University campus, and the darkness seems more menacing than usual. Jogging through the campus at night, alone with her thoughts, Rita has begun to feel as if she is being watched. And she's ready to run.



Michael McGlen

The world was a simple place for Michael McGlen of the O'Bannion gang. There were those who got in his way, and those who didn't. When his bosses turned a blind eye to the thing that dragged his old partner into the river, he started giving some more thought to who belonged in which category. When Michael heard of the strange creatures plaguing Miskatonic University, he thought he might have a chance for some payback. But as he steps onto the quad and feels the night pressing in around him, he realizes he might be facing more than one hungry river monster.

Miskatonic University in Arkham

Huddled around Crane Hill, Miskatonic University has enjoyed a long and storied history since its founding in 1690. Renowned for its world-class study of history, archaeology, and medicine, Miskatonic also holds a reputation for the esoteric: the Science Building houses perhaps the only Alchemy Department in the Western Hemisphere, the Orne Library features a robust assortment of occult tomes within its restricted Ruggles Collection, and the new observatory has recorded several astral phenomena that defy all known science.



Cthulhu

"In his house at R'lyeh, dead Cthulhu lies dreaming."

A nightmarish cross of octopus and dragon, the Great Old One Cthulhu slumbers in the sunken city of R'lyeh, deep under the waves of the Pacific Ocean. Moved by visions of the bottomless sea and twisted to the dead god's will by dreams of his dormant power, Cthulhu's followers work alongside menacing deep one hordes and towering star spawn to revive their horrific master and claim dominion over the flooded remains of the world.



“Ashcan” Pete

Ever since he started having dreams about the people around him meeting gruesome ends, Pete’s been wandering highways and hopping trains, always accompanied by a battered old guitar and his loyal hound, Duke. The haggard drifter picks up odd jobs and helps people in need, never settling down or getting too familiar with anyone. If he stays in one place for too long, the visions, and the disasters they herald, get worse. But lately, the dreams he’s been having about Miskatonic University have grown too harrowing to ignore.

Tommy Muldoon

Stand for what’s right. Serve your community. Protect the weak. These things have been drilled into Tommy’s mind from the moment he could walk. The youngest of three brothers—all policemen—Tommy felt like he was never good enough, like he was a mouse treading the path of giants. So when word reached the station of strange reports coming from campus, he was the first to volunteer. Now he stands before the aged brick buildings, a sense of unease permeating the night air. Head up, eyes forward. No backing down now.



Lily Chen

For all of her life, Lily has been groomed for greatness. “When the time comes,” the monks who trained her would say, “you will stand before The Great Eye and you will blind it, sparing all of humanity from its gaze.” Her training complete, Lily began her search for the Eye—a search that has led her to Arkham—and she believes she has found something. Perhaps not the Eye itself, maybe just a trace of its presence, but something nonetheless. As she approaches Miskatonic University, her sixth sense confirms her suspicions: the Dark wakes.

Shudde M’ell

Eons ago, the Great Worm Shudde M’ell was imprisoned beneath the ancient city of G’harne to prevent the fulfillment of a dire prophecy: it was foreseen that The Burrower Beneath and his brood of chthonian offspring would crack the world in two. As ages passed, the civilization that sealed him away was lost to time, and the ancient seals weakened, allowing many of the massive worms to slip their magical bindings. Now the mad cult of Shudde M’ell seeks to loose the Great Chthonian upon the unsuspecting cities of Earth.



Umôrdhoth

The Devourer Below is a being of infinite hunger, a shapeless creature of death and darkness, and the monstrous overlord of a secret cabal of bestial ghouls and insane cultists in Arkham. From his otherworldly lair of death and decay, the Charnel God sent forth his followers to gather Arkham’s dead from the cemeteries and morgues to feed his insatiable gluttony, but now that the supply of corpses is exhausted, Umôrdhoth and his ravenous minions have turned their attention to the living.

ARKHAM HORROR[®]

THE CARD GAME



• Roland's .38 Special

Weapon - Fight - 3
to are 1 or
+3. Inv



Cover Up
MEANING
Task
Revelation - Put Cover Up into play in your area, with 1 clue on it.
After you would discover 1 clue in your location, Discard that clue and this card.



ENTER THE MYTHOS

Something evil stirs in Arkham, and only you can stop it. Blurring the traditional lines between roleplaying and card game experiences, *Arkham Horror: The Card Game* is a game of cooperative investigations for one to two players (or up to four players with two Core Sets).



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ARKHAM HORROR

The end is near...

The nightmare reaches Arkham with *Arkham Horror*, a cooperative game of cosmic horror for one to six players! In *Arkham Horror*, you and your friends become investigators battling against eldritch Ancient Ones in the 1920s. Players will have to gather clues, defeat terrifying monsters, and find tools and allies to stand any hope of defeating these creatures that exist just beyond the veil of our reality.

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ELDRITCH HORROR



A Board Game of Global Mystery and Horror!

Eldritch Horror is a board game of global terror and adventure in which players take the roles of globetrotting investigators working to gather clues, solve mysteries, and protect the world from otherworldly threats. With twelve unique investigators, 250 tokens, and over 300 cards, *Eldritch Horror* presents an epic, world-spanning adventure with each and every game. Do you have the courage to keep evil at bay?



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MANSIONS OF MADNESS

SECOND EDITION

CONQUER THE EVILS WITHIN...

Mansions of Madness is a fully cooperative, app-driven board game of horror and mystery for one to five players, taking investigators to a haunting world inspired by the works of H.P. Lovecraft. Let the immersive app guide you through the veiled streets of Innsmouth and the haunted corridors of Arkham's cursed mansions as you search for answers. Eight brave investigators stand ready to confront four scenarios filled with fear and mystery, collecting weapons, tools, and information, solving complex puzzles, and fighting off monsters, insanity, and death. It will take more than just survival to defeat the evils terrorizing this once-quiet town. Step beyond the veil and prepare yourself for a world of terror beyond your worst nightmares!



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Quick Reference

Players should keep this quick reference nearby for easy reference during play. For questions that arise, players should refer to the Clarifications section on page 16.

Game Round

Each round of the game is structured as follows:

Action Phase

1. **Play Priority Cards:** Starting with the lead investigator and proceeding clockwise, investigators take turns until **four** action cards have been played. During an investigator's turn, that investigator:
 - a. Draws and reads the top card of their action deck.
 - b. Places the action card **facedown** and plays a priority card **faceup** on that action card.
 - c. Draws the top card of the priority deck.
2. **Resolve Actions:** The action cards are revealed and resolved in **ascending order** by priority card number. The first two action cards are resolved for their top effect; the last two are resolved for their bottom effect.

Ancient One Phase

1. **Reckoning:** Discard the priority cards played this round and count the number of omen (♠) icons on them. Resolve the effect corresponding to that number of ♠ icons on the Ancient One sheet.
2. **Gate:** Reveal the top token of the gate stack and place it on the matching gate token on the board. Spawn monsters at that location equal to the number of gate tokens at that location.
3. **Pass Lead Investigator Token:** Pass the lead investigator token to the next investigator in clockwise order.

At the end of the round, the investigators **may** attempt to reverse the ritual. If there are no gate tokens remaining in the gate stack, they **must** attempt to reverse the ritual.

Monster Activation

When all monsters in a zone are activated, the investigator resolving the card proceeds through the locations in that zone from lowest to highest (as listed on the card).

When a monster activates, it produces the effect of each of its icons from left to right.

- ♣: An investigator in the monster's location loses one health.
 - ♠: The monster moves one time.
 - ♠: The monster damages its space one time.
- If multiple monsters activate in the same location, all ♣ monsters must activate, followed by all ♠ monsters, and finally all ♠ monsters.
 - A monster cannot activate more than once per card.

Winning and Losing

The investigators lose the game if:

- The ritual location has no empty monster spaces and another monster or damage token must be placed there.
- An investigator has no health remaining.
- The investigators fail to reverse the ritual.

Reversing the Ritual

At the end of a round, the investigators **may** attempt to reverse the ritual. If there are no gate tokens remaining in the gate stack, they **must** attempt to reverse the ritual.

To attempt to reverse the ritual, resolve the following steps:

1. **Commit Priority Cards:** Each investigator chooses **three** priority cards from their hand and places them facedown. Then, all committed cards are revealed simultaneously.
2. **Reveal Clue:** Reveal the two reserved clue tokens. Then, count the number of committed cards that have a ritual icon that matches an icon on the reserved clue tokens. If both reserved clue tokens have the same ritual icon, count each matching card twice.
3. **Determine Outcome:** If the total equals or exceeds **twice the number of investigators**, the investigators reverse the ritual and win the game!