

I. Mythos phase	III. Enemy phase
1.1 Round begins. Mythos phase begins.	3.1 Enemy phase begins.
1.2 Place 1 doom on the current agenda.	3.2 Hunter enemies move.
1.3 Check doom threshold.	⚡ PLAYER WINDOW
1.4 Each investigator draws 1 encounter card.	3.3 Next investigator resolves engaged enemy attacks. If an investigator has not yet resolved enemy attacks this phase, return to previous player window. After final investigator resolves engaged enemy attacks, proceed to next player window.
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1.5 Mythos phase ends.	3.4 Enemy phase ends.
<i>Proceed to Investigation Phase.</i>	<i>Proceed to Upkeep Phase.</i>
II. Investigation phase	IV. Upkeep phase
2.1 Investigation phase begins.	4.1 Upkeep phase begins.
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2.2 Next investigator's turn begins.	4.2 Reset actions.
⚡ PLAYER WINDOW	4.3 Ready each exhausted card.
2.2.1 Active investigator may take an action, if able. If an action was taken, return to previous player window. If no action was taken, proceed to 2.2.2.	4.4 Each investigator draws 1 card and gains 1 resource.
2.2.2 Investigator's turn ends. If an investigator has not yet taken a turn this phase, return to 2.2. If each investigator has taken a turn this phase, proceed to 2.3.	4.5 Each investigator checks hand size.
2.3 Investigation phase ends.	4.6 Upkeep phase ends. Round ends.
<i>Proceed to Enemy Phase.</i>	<i>Proceed to Mythos Phase of next game round.</i>

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2.2 Next investigator's turn begins.	4.2 Reset actions.
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