Mythos Phase (1.0)	Round begins. Mythos phase begins.	Place I doom on the agenda.	Check doom threshold.	Each player draws 1 encounter card.	PLAYER WINDOW	Mythos phase ends.	Investigator Phase (2.0)	Investigation phase begins.	PLAYER WINDOW ◆	Next investigator's turn begins.	PLAYER WINDOW *	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.	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.	Investigator phase ends.	.,
	1.1	1.2	1.3	1.4	ŧ	1.5		2.1	ŧ	2.2	ŧ	2.2.1	Ifa		2.2.2		Ifeach	2.3	

Clarifications

Doom is removed from ALL carek when the agenda advances (1.3).

If an effect causes an investigator to lose one or more actions, they have that many fewers and and earlies to she have that the many fewers and and earlies to she have a definitional actions remaining those are then lost in any order.

If there is no legal location to Sparen an enemy, it is discarded.

Monsters Sparen engoged which the player who drew it. Not their Prev.

In Player Order starts with the Load Investigator and continues clockwise.

Lead Investigator is closen each scenario. If eliminated choose a new one.

If upkeep phase is skipped, players still regain a full tum's worth of actions

Mythos Phase (1.0)	1.1 Round begins. Mythos phase begins.	1.2 Place 1 doom on the agenda.	1.3 Check doom threshold.	1.4 Each player draws 1 encounter card.	** PLAYER WINDOW	1.5 Mythos phase ends.	Investigator Phase (2.0)	2.1 Investigation phase begins.	↑ PLAYERWINDOW ↑	2.2 Next investigator's turn begins.	→ PLAYERWINDOW ←	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.	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.	2.3 Investigator phase ends.	Clarifications	Doom is removed from ALL cards when the agenda advances (1.3).	If an effect causes an investigator to lose one or more actions, they have that	actions remaining, those are then lost, in any order.	If there is no legal location to Spawn an enemy, it is discarded.	Monsters Spawn engaged with the player who drew it. Not their Prey.	In Player Order starts with the Lead Investigator and continues clockwise.	Lead investigator is chosen each scenario. If eliminated choose a new one.

3.3	Hinter coming more
3.3	Hunter enemies more
3.3	riuntel entennes-move.
3.3	PLAYER WINDOW <
	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,
	exhaust the enemy and proceed to next player window.
ŧ	PLAYER WINDOW
3.4	Enemy phase ends.
	Upkeep Phase (4.0)
4.1	Upkeep phase begins.
ŧ	PLAYER WINDOW
4.2	Reset actions.
4.3	Ready each exhauste d card.
4.4	Each player draws 1 card and gains 1 resource.
4.5	Each investigator checks hand size. (Standard max 8)
4.6	Upkeep phase ends. Round ends.
During tri Prey is If an in he tra If up le	Clarification of dealing the attack and all abilities triggered by the attack, exhaust the enemy. It remains engaged. Prey is used to break itse. Prey Outly will not engage or hunt any other player. If an Investigator is defeated by simultaneously taking damage equal to his or her samply, he or each exhaust equal to his or her samply, he or she chooses which type of trauma to suffer. If upbeen phase is adopted, physes still regain affull turn's worth of actions.

	Skill Test Timing		Skill Test Timing
ST.1	Determine skill of test. Skill test of that type beings.	ST.1	Determine skill of test. Skill test of that type beir
ŧ	PLAYER WINDOW	ŧ	PLAYERWINDOW
ST.2	Commit cards from hand to skill test.	ST.2	Commit cards from hand to skill test.
ŧ	PLAYER WINDOW	ŧ	PLAYERWINDOW
ST.3	Reveal chaos token.	ST.3	Reveal chaos token.
ST.4	Resolve chaos symbol effect(s).	ST.4	Resolve chaos symbol effect(s).
ST.5	Determine investigator's modified skill value.	ST.S	Determine investigator's modified skill value
9.TS	Determine success/failure of skill test.	ST.6	Determine success/failure of skill test.
ST.7	Apply skill test results.	ST.7	Apply skill test results.
ST.8	Skill test ends.	ST.8	Skill test ends.
	Clarifications	100 Marie	Clarifications
ST2 Each	ST2 Each other investigator at the same location as the investigator performing	ST.2 Ea	ST.2 Each other investigator at the same location as the investigator I
thesk	the skill test may commit one card this test.	the s	the skill test may commit one card this test.
Assets are not full slot.	Assets are not discarded unless you are playing an asset that takes up an already full slot.	Assets are no full slot.	Assets are not discarded unless you are playing an asset that takes up a full slot.

performing the skill test may commit one card this test.

Assets are not discarded unless you are playing an asset that takes up an already full slot.

Attacks of Opportunity happens after paying any costs of the action but before the effects of the action begin to revolve the effects of the action begin to revolve the effects of the action begin to revolve the transmission and such a starbon that a skell test before ST3 occurs, ST3 and ST4 are skipped, continue to ST3.

Canceld growed Cancel Tobins are not considered to have been revealed.

Reveal another token A ded the modifiers from both tokens and apply the effects another token. Add the modifiers from both tokens and apply the effects

Attacke of Opportunity happens after paying any costs of the action but before the effects of the action begin to reach the effects of the action begin to reach on the first blown that an investigator automatically ancesed or fails at a skill test before ST3 occurs, ST3 and ST4 are skipped, continue to ST5.

Canceld growed Cancel Tehens are not considered to have been revealed.

Reveal another taken. Kep any revealed tokens out. Return to ST3 and reveal another taken. Add the modifiers from both tokens and apply the effects

from the new token.

A single card cannot be shuffled into an empty deck via card effect. If this would occur during the playing or everblance of card that it is typically discarded after it resolved, such as an overant or reachery card, it is discarded. Otherwise, the card emains in its current gamearea.

Zero is the lowest all will make you can have a 157 off you have a still value of 5 and darwa. St it only goes down to zero. If you were to play Lacky it would bring the overall—3 up to a -1 and it would still be zero.

from the new token.

A single card cannot be shuffled into an empty deck via card effect. If this would occur during the playing or revealation of a card that its typically discarded after its resolved, such as an event or trachery card, it is discarded. Otherwise, the card tennains in its current game area.

Zero is the lowest affill will be your an have at 175 G. if you have a still value of 5 and dars a. 8, it only goes down to zero. If you have a still value of 5 bring the overall -3 up to a -1 and it would still be zero.

Hetions (3 per turn) Investigate Investigate your location.	Move to	rce	Play Play an asset or event card from your hand.	Activate an >> Activate a >> on a card in play.	(Cannot be stacked with other actions or \Longrightarrow s)	Fight Fight an enemy at your location.	(If successful, deal 1 damage to the enemy.)	Engage Engage an enemy at your location.	Evade Evade an enemy at your location.	(If successful, unengage and exhaust enemy.)	Reactions (🖘) or free abilities (🖛) do not cost an action.		S an y	Actions (3 per turn) Investigate your location. Move to a connecting location. Draw one card. Gain one resource. Play an asset or event card from your hand. Activate a ▶ on a card in play. Cannot be stacked with other actions or ▶! Fight an enemy at your location. If successful, deal 1 damage to the enemy. Draggean enemy at your location. Evade an enemy at your location. Is successful, unengage and exhaust enemy.) Or free plofities (♣) do not cost an action.
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(Jarrifications

Enemy Phase (3.0)	Enemy phase begins.	Hunter enemies move.	PLAYER WINDOW ←	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,	exhaust the enemy and proceed to next player window.	PLAYER WINDOW	Enemy phase ends.	Upkeep Phase (4.0)	Upkeep phase begins.	PLAYER WINDOW	Reset actions.	Ready each exhausted card.	Each player draws 1 card and gains 1 resource.	Each investigator checks hand size. (Standard max 8)	Upkeep phase ends. Round ends.	Clarifications During the Enemy Phase, upon completion of dealing the attack and all abilities triggered by the attack, enhance the enemy. It remains engaged.	Prey is used to break ties. Prey Only will not engage or hunt any other player.	health and horror equal to his or her sanity, he or she chooses which type of	trauma to suffer.	If upkeep phase is skipped, players still regain a full turn's worth of actions.
	3.1	3.2	ŧ	3.3					ŧ	3.4		4.1	ŧ	4.2	4.3	4.4	4.5	4.6	During trig	Prey is 1	hea	trai	Hupkee

Enemy Phase (3.0)

(Cannot be stacked with other actions or ▶s) (If successful, unengage and exhaust enemy.) Reactions (\clubsuit) or free abilities ($\rlap{\hspace{-1.5pt}\rule[s][0.2pt]{0.2pt}\rule[s][0.2pt]{0.5pt}\rule[s][0.2pt}{0.2pt}\rule[s][0.2pt]{0.5pt}\rule[s][0.2pt}{0.2pt}\rule[s][0.2pt]{0.5pt}\rule[s][0.2pt}{0.2pt}\rule[s][0.2pt}{0.2pt}\rule[s][0.2pt}{0.2pt}\rule[s][0.2pt}{0.2pt}\rule[s][0.2pt}{0.2pt}\rule[s][0.2pt}{0.2pt}\rule[s][0.2pt}{0.2pt}\rule[s][0.2pt}{0.2pt}{0.2pt}\rule[s][0.2pt}{0.2pt}$ (If successful, deal 1 damage to the enemy.) Resource Gain one resource. Play Play an asset or event card from your hand. Activate an ≫ Activate a № on a card in play. Engage an enemy at your location. Evade an enemy at your location. Fight an enemy at your location. Move to a connecting location. Actions (3 per turn) Investigate your location. Draw one card. Engage Evade Fight

Clarifications

Aloof enemies must be engaged again to be attacked.

Fraded Aloof enemies must be engaged again to be attacked.

Arbaed of prenamily happens when you do an action other than Attack.

Brade brafey, or Reago with engaged again to be attacked.

Brade Parley, or Reago with engaged with an enemy.

Falling an attack while an enemy is engaged with an enemy.

Folling as attack while an enemy is engaged with an enemy to do do amange to that investigator causes you to do alone at enemies are engaged with every investigator at their location, attack in player order, and do not more when a player does.

Reagoing with dree in your possession moves them to your location. Any card in an investigator's 'Intent Area can be interacted with by other players. 'This includes all cards such as weaknesses or enemies.

A Thiggered Abdity (**/ **/** **/**) can only be initiated if its effect has the potential to change the game state, and is cost (fram) has the potential to be paid in full, taking active cost modifiers into account.