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 in player order.
	PLAYER WINDOW
1.5	Mythos phase ends.

Investigator Phase (2.0)

2.1	Investigation phase begins.
	PLAYER WINDOW
2.2	Next investigator's turn begins.
	PLAYER WINDOW
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 there are no **Spawn** instructions the enemies spawns engaged with the player who drew it. **Not their Prey.**
If there is no legal location to **Spawn** an enemy, it is discarded.
If there are more than one investigator at a **Spawn** location the Lead Investigator can decide who it engages. Unless one investigator is 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.

Enemy Phase (3.0)

3.1	Enemy phase begins.
3.2	Hunter enemies move.
	PLAYER WINDOW
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, exhaust the enemy and proceed to next player window.
	PLAYER WINDOW
3.4	Enemy phase ends.

Upkeep Phase (4.0)

4.1	Upkeep phase begins.
	PLAYER WINDOW
4.2	Reset actions.
4.3	Ready each exhausted 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.

Clarifications

During the Enemy Phase, upon completion of dealing the attack and all abilities triggered by the attack, **exhaust** the enemy. **It remains engaged.**
Prey is used to break ties. **Prey Only** will not engage or hunt any other player.
If **upkeep phase is skipped**, players still regain a full turn's worth of actions.
If an **investigator is defeated** by simultaneously taking damage equal to their health and horror equal to their sanity, they choose which type of trauma to suffer.

Skill Test Timing

ST.1	Determine skill of test. Skill test of that type begins.
	PLAYER WINDOW
ST.2	Commit cards from hand to skill test.
	PLAYER WINDOW
ST.3	Reveal chaos token.
ST.4	Resolve chaos symbol effect(s).
ST.5	Determine investigator's modified skill value.
ST.6	Determine success/failure of skill test.
ST.7	Apply skill test results.
ST.8	Skill test ends.

Clarifications

ST.2 Each other investigator at the same location as the investigator performing the skill test may commit **one** card this test.
Assets that are out of "uses" are not automatically discarded. Playing an asset that takes up a full slot requires discarding an asset in play in that slot
Attacks of Opportunity happens after paying any costs of the action but before the effects of the action begin to resolve.
If it is known that an investigator **automatically succeeds or fails** at a skill test before ST.3 occurs, ST.3 and ST.4 are skipped, continue to ST.5.
Canceled/Ignored Chaos Tokens are not considered to have been revealed.
Reveal another token - Keep any revealed tokens out. Return to ST.3 and reveal another token. 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 revelation of a card that is typically discarded after it is resolved, such as an event or treachery card, it is discarded. Otherwise, the card remains in its current game area.
Zero is the lowest skill value you can have at ST.6. If you have a skill value of 5 and draw a –8, it only goes down to zero. If you were to play **Lucky** it would bring the overall –3 up to a –1 and it would still be zero.

Actions (3 per turn)

Investigate	Investigate your location.
Move	Move to a connecting location.
Draw	Draw one card.
Resource	Gain one resource.
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 ➦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 engaged with you. (If successful, unengage and exhaust enemy.)
Reactions (⮌) or free abilities (⮑) do not cost an action.	

Clarifications

A **Basic Action** is one that is not modified by a bold action designator on a card.
Attacks of Opportunity happens when you do an action other than **Attack, Evade, Parley,** or **Resign** while engaged with an enemy.
A **Triggered Ability** (➦/⮑/⮌) can only be initiated if its effect has the potential to change the game state, and its cost (if any) has the potential to be paid in full, taking active cost modifiers into account.
Encounter cards in an investigator's **Threat Area** can be interacted with by other players. **Weaknesses** are considered to be encounter cards once drawn.
Aloof enemies must be engaged with an investigator to be attacked.
Evaded Aloof enemies must be engaged again to be attacked.
Failing an attack while an enemy is engaged with another investigator causes you to do damage to that investigator.
Massive enemies are engaged with every investigator at their location, attack in player order, and do not move when a player does.
Resigning with clues in your possession moves them to your location.

To start the Initiation Sequence

Check play restrictions: Determine if the card can be played, or if the ability can be initiated. (This includes verifying that the resolution of the effect has the potential to *change the game state*.) If they are not met, abort this process.
Determine the cost(s) to play the card or initiate the ability. If it is established that the cost (taking modifiers into account) can be paid, proceed with this sequence.

A.1	Apply any modifiers to the cost(s).
A.2	Pay the cost(s). If this step is reached and the cost(s) cannot be paid, abort this process without paying any costs.
	Upon completion of step A.2, **attacks of opportunity**, if applicable, resolve.
A.3	The card commences being played, or the effects of the ability attempt to initiate.
A.4	The effects of the ability (if not canceled in step 3) complete their initiation, and resolve. The card is regarded as played (and placed in play, or in on its owner's discard pile if it's an event), and the ability is considered resolved **simultaneously** with the completion of this step. (If the ability being initiated is on on an in-play card, the sequence does not stop from completing if that card leaves play during the sequence.)

If an ability requires the choosing of a **Target**, and there is no valid target (or not enough valid targets), the ability **cannot** be initiated.
If **Multiple Targets** are required to be chosen by the same player, they are chosen simultaneously. An effect that can choose "any number" of targets does not successfully resolve (and cannot change the game state) if zero of those targets are chosen.
If the card **has the potential to change the game state**, you can begin the initiation sequence. Then, if an attack of opportunity is triggered you can change the way you want the card's effect to be resolved. So, if you play Emergency Aid (with one damaged player or ally in play) and an attack of opportunity deals damage to your Guard Dog, you can then use Emergency Aid's effect to heal the Guard Dog.

Timing for When -> If/At -> After/Then.

"When" is immediately after the described condition triggers and before it resolves.
"If/at" is an indeterminate point after the described condition triggers and before it resolves, best described as just "between 'when' and 'after.'"
"After" is immediately after the described condition resolves.
"Then" is the same as "after" but has priority over any "after" effect.

If a **forced ability** does not have the potential to **change the game state,** the ability does not initiate.
If an investigator is instructed that they **"Must"** choose among multiple options, the investigator is compelled to choose an option that has the potential to *change the game state.*
You cannot use Beat Cop's free action ability after you **assign lethal damage/horror** to him (there is no Player Window to use fast abilities in between assigning and applying damage. Enemy Phase 3.3) You can, however, use Guard Dog's reaction ability when he is assigned lethal damage/horror.
If an effect causes an investigator to **lose one or more actions**, they have that many fewer standard actions to take that turn. If they only have additional actions remaining, those are then lost, in any order.
Additional Actions, if they can be used are always used first. Ex. If you have Leo de Luca in play your first action is the additional action he gives you.
You can't put a copy of a **Unique Card (✷)** into play if another copy is already in play, even if the new copy would kick out the old one