

## 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.



### 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 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.

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.

## 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 an **investigator is defeated** by simultaneously taking damage equal to his or her 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.

## Skill Test Timing

ST.1 Determine skill of test. Skill test of that type beings.



### 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 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 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)

<b>Investigate</b>	Investigate your location.
<b>Move</b>	Move to a connecting location.
<b>Draw</b>	Draw one card.
<b>Resource</b>	Gain one resource.
<b>Play</b>	Play an asset or event card from your hand.
<b>Activate an</b> ➡	Activate a ➡ on a card in play. (Cannot be stacked with other actions or ➡s)
<b>Fight</b>	Fight an enemy at your location. (If successful, deal 1 damage to the enemy.)
<b>Engage</b>	Engage an enemy at your location.
<b>Evade</b>	Evade an enemy at your location. (If successful, unengage and exhaust enemy.)

Reactions (↻) or free abilities (⚡) do not cost an action.

## Clarifications

**Aloof** enemies must be engaged with an investigator to be attacked.

Evaded **Aloof** enemies must be engaged again to be attacked.

**Attacks of Opportunity** happens when you do an action other than **Attack**, **Evade**, **Parley**, or **Resign** while engaged with an enemy.

**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.

Any card in an investigator's **Threat Area** can be interacted with by other players. This includes all cards such as **weaknesses** or enemies.

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.