

ELDER SIGN RULES, SUMMARY OF PLAY, AND REFERENCE CARDS (VERSION 2.0)

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The following rules, summary of play, and reference cards are meant to be used with Elder Sign (including the Unseen Forces Expansion) to provide easy reference for players. Included are two sets of two-sided cards with a summary of rules, turn order, and symbols used in the game. They are sized to allow them to be comfortably stored in either package.

PRINTING INSTRUCTIONS:

Print pages 2 and 3 back-to-back and pages 4 and 5 back-to-back at 100% size. Laminate if desired, and trim down to the edges.

Enjoy!

Version 2.0 incorporates rules from the Unseen Forces expansion (7/4/2013).

Version 1.1 includes updates from the FAQ v1.0 (12/29/2011).

Please note: The rights to Elder Sign and the artwork contained herein are retained by Fantasy Flight Games.

TURN ORDER & BASIC RULES



Note: Rules from the Unseen Forces expansion are shown in blue text or with **BLUE BANNERS**.

UNSEEN FORCES
EXPANSION

PLAYER TURN ORDER

1. Move

The player may move to an Adventure/Other World or Entrance card. If the card lists **Entry**, resolve the effect if the Investigator moved there on this turn.

2a. Resolve an Adventure

If on an Adventure or Other World card, the player may attempt to complete the task on his card. To do so, he rolls the green dice (plus any yellow or red dice if spending an Item that adds these dice).

A player may only complete a *single* task on any given roll. If there is an arrow next to the tasks, they *must* be completed in top-down order.

If **successful**, he places the corresponding dice on the completed task and then rolls the *remaining* dice to attempt to complete the next task, if any. Once all tasks have been successfully completed on the same turn, he succeeds and gets the rewards (in green, lower right corner of the card). He claims the card as a trophy, returns to the Entrance (**Souvenir Shop**), replaces the Adventure card with a new one, and then resolves any reward effects.

If **failed**, he must *remove one die*. If a die shows a Terror result and the card (or Mythos) has a **Terror** effect, he takes that penalty immediately. He may use the **Focus** or **Assist** ability and attempt the task again with the remaining dice. If he cannot or chooses not to attempt it, he takes the penalty (in red, lower left corner of the card). Assisting Investigators lose 1 Stamina or Sanity.

2b. Wait at the Entrance

If on an Entrance sheet or card, the player may perform a listed task. Return spent Monsters to the Cup and cards to the bottoms of their decks. If the Entrance card is closed (face down), he still may go there but not take actions.

3. Advance the Clock

The player advances the clock 3 hours (to III, VI, IX, XII). If the clock advances to midnight (XII), at the *end* of that turn, effects that state **At Midnight** on any cards all take effect. He then draws and resolves a new Mythos card, replacing the old one. **Immediate Effects** occur right away; **Lingering Effects** last until the next midnight. The player to the last player's left now takes his turn.

BATTLING THE ANCIENT ONE











The Ancient One awakens when the Doom Track is full (if earlier, fill the Track). All Investigators move to the its card. Ignore Mythos for the rest of the game. A player in turn can attempt (as above) to resolve the card's Combat Task as often as possible on his turn. Each success removes one Doom token. He then advances the clock. The Ancient One attacks (per its card) each midnight.

SYMBOL REFERENCE






REWARD AND PENALTY REFERENCE

 Gain Common item	 Gain Unique Item	 Gain Spell
 Gain Clue	 Gain Ally	 Add Other World Card
 Gain Elder Sign	 Lose 1 Stamina	 Lose 1 Sanity
 Add 1 Monster	 Become Blessed	 Become Cursed
 Advance Clock	 Add a Doom Token	 Remove a Doom Token

TASK REFERENCE

 Total value of rolled investigations required to complete this task	 Terror (if the attempt fails, resolve any Terror effect on that Adventure or Mythos)
 Lore	 Peril
 Split (either die result counts as a success)	 Advance the clock 3 hours after completing this task
 Lose the indicated amount of Sanity after completing this task	 Lose the indicated amount of Stamina after completing this task
 Gain a curse die after completing this task	 Add a doom token to the Doom Track after completing this task

OTHER SYMBOLS

 Locked die: Place the corresponding die on this card until the card is resolved	 Arrow: Tasks <i>must</i> be completed in top-down order
 Trophy value of the claimed card or monster	 Wild card (red die only): May be used as lore, peril, terror, or 4 investigation
 Monster order arrow: When this monster is placed on a card, tasks on this card must now be done in top-down order (regardless of where on the card the monster is placed)	

MYTHOS INSIGHT



If the Mythos card shows the Mythos Insight icon, the players choose which of the two effects takes place (only if *both* could have an effect).

SETUP AND OTHER RULES

WINNING OR LOSING THE GAME

Players win if they obtain the number of Elder Signs shown on the Ancient One's card or defeat the Ancient One in battle (remove all its Doom Tokens). They lose if all Investigators are devoured battling the Ancient One.



UNSEEN FORCES
EXPANSION

SETUP

1. Choose an Ancient One. Set the clock to XII.
2. Put the monsters in the Monster Cup. Include **Masked** monsters if the Ancient One is Nyarlathotep. *If it is Abhoth, put the **Child of Abhoth** monsters shuffled face down in a separate pile (where they go when "returned").*
3. Set out the Entrance card (or the 4 Entrance Cards if using Unseen Forces). Deal out 6 Adventure in two rows.
4. Shuffle Common, Unique, Ally, Spell, Adventure, Other World, Mythos (including Master Mythos if desired) cards. Set aside Blessed/Cursed cards.
5. Each player chooses an Investigator and starts at the Entrance (Souvenir Shop). Distribute Sanity, Stamina, Clues, and start items as shown on the card.
6. Draw and resolve a Mythos card. First player now begins.

BLESSINGS AND CURSES

Blessing: When gaining a **Blessing**, the Investigator takes a Blessing card and adds the white die to his pool on each subsequent attempted Adventure, using it as any other green die. It stays in the pool unless used for a task, discarded, or his turn ends. If he is blessed again, he may gain one of: a Clue, Common Item, Unique Item, or Spell. Discard the Blessing card (lose the blessing) if he fails an Adventure or the Ancient One awakens.

Curse: When gaining a **Curse**, the Investigator takes a Curse card and adds the black die to his pool on each subsequent attempted Adventure. After the roll(s), if the black die exactly matches any other die face, *both* dice get discarded (choose one if multiple). The black die stays in the pool only unless discarded by a match or his turn ends. The black die cannot otherwise be discarded or affected by Items, Spells, Clues, or Abilities. The black die does not trigger **Terror** effects. If the Investigator is cursed again, he is **devoured**. Discard the Curse card (lose the curse) if he succeeds in an Adventure or the Ancient One Awakens.

If an Investigator gains a Curse while blessed, he discards the Blessing card and does not gain a Curse. If an Investigator gains a Blessing while cursed, he discards the Curse card and does not gain a Blessing.

If the Investigator gains or loses a Blessing or Curse during a task, he adds or removes the die the next time he rolls his pool. (The Curse card cannot be discarded until he succeeds at an Adventure *after* this one.)

If a Blessing is lost while the white die is assigned to a task, the die remains on the task and still counts, but the Blessing is lost. If it is lost while on a Spell, both the die and Spell are lost.

ADDITIONAL RULES

LOCKED DICE

If a card or monster shows the Locked Die icon, a die of that color (if available) must be placed on the icon, even if Focused or on a Spell. The die may not be used in any rolls until the card or monster has been removed.

USING ITEMS, SPELLS, AND ALLIES

A player may discard any number of **Common** or **Unique Item** before rolling any task. Typically, this adds yellow and/or red dice (as shown on the card) to the attempt for his entire turn but cannot be used beyond his turn.

He may use a **Spell** after a roll (including after modifying it). The number of dice whose results may be held is shown by the number of squares. Dice remain on the Spell card until used, even later by another player. Dice can be removed to be re-rolled but not re-added. Discard the Spell card once it is empty.

An **Ally** is used based on the instructions on its card.

USING CLUES

After a roll, a player may use a Clue token to reroll any number of the dice. The player may use as many Clue tokens as he has available.

FOCUSING AND ASSISTING

If the player fails a task attempt, he may choose to keep *one* die's result, either on his Investigator token (**Focus**) or on another Investigator who is located on that same Adventure card (**Assist**). That die remains on that Investigator with that result until the player succeeds or the end of his turn. If the attempt ultimately fails, any assisting Investigators must lose 1 Stamina or 1 Sanity.

Focus and Assist may *not* be used when battling the Ancient One.

MONSTERS

Monsters appear as a result of an Adventure or Other World card's reward or penalty, another card's effect, or from placing a Doom Token on the Ancient One's track spot if it features a monster icon.

Take a random monster from the Monster Cup. Place it on any card that has an open white task border (**Monster Task**) so that the left of the monster lines up with the left white border (this may add or change a task). If none are available, add as a new task to the bottom of any Adventure card, distributing evenly.

Battling monsters counts as another task in resolving the Adventure card on which it is located. If the player completes the monster's task, even if he fails the other tasks, he removes it and claims it as a trophy.

BEING DEVOURED

An Investigator who falls to 0 Stamina or Sanity or gains a second Curse is **devoured** and loses all possessions and trophies (except Elder Signs). He adds a Doom Token, advances the clock, picks a new Investigator, and starts his next turn at the Entrance. If devoured battling the Ancient One, he is out of the game.