Here's a clear, structured rewrite of your Arkham Horror "learn to play" content in the same style as the Mysterium example you shared, keeping the narrative, instructions, and structure consistent:

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play: investigators of arkham

welcome to arkham!
The year is 1926, and the city of Arkham is alive with the energy of the Roaring Twenties. Flappers dance in smoke-filled speakeasies, alcohol flows freely, and the city celebrates the end of the Great War.

Yet a dark shadow grows. Alien entities known as the Ancient Ones lurk beyond the boundaries of space and time. Occult rituals must be stopped, and creatures of unimaginable horror destroyed, before the Ancient Ones make our world their ruined dominion.

Only a few brave investigators stand against the encroaching terror. Will they prevail?

game overview
Arkham Horror is a cooperative board game for 1–6 players, playable in 2–3 hours. Each player controls an investigator, exploring Arkham, Massachusetts—a town made famous by H.P. Lovecraft's Cthulhu Mythos. Investigators encounter strange places, terrifying monsters, and cryptic clues. Together, they must gather resources, solve mysteries, and prevent the rise of the Ancient Ones.

cooperative play
All players are on the same team. Investigators win or lose together. Use your unique abilities wisely to confront monsters, unravel mysteries, and protect Arkham.

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learning how to play

This guide introduces new players to Arkham Horror. It simplifies some complex rules and interactions. For full rules and exceptions, refer to the Rules Reference.

sidebars
Sidebars provide context, diagrams, strategy tips, or additional narrative.

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game components

investigator components:

- Investigator sheet with abilities
- Investigator token + plastic stand
- Activation token
- Reference card

game boards and cards:

- Scenario sheet
- Neighborhood tiles (12)
- Street tiles (7)
- Event cards (72)
- Encounter cards (36)
- Monster cards (62)
- Item, ally, spell, special, and condition cards

tokens:

- Clue/Doom tokens (48)
- Damage tokens (42)
- Horror tokens (42)
- Money tokens (40)
- Remnant tokens (24)
- Focus tokens (30)
- Mythos tokens (18)
- Activation tokens (6)

dice: 6 dice for skill checks

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game setup

1. **Choose scenario**
   Select one scenario sheet (e.g., *Approach of Azathoth*) and place it in the play area. Return other sheets to the box.
2. **Prepare board & encounters**
   - Arrange neighborhood and street tiles as indicated on the scenario sheet.
   - Shuffle and prepare encounter decks for streets and neighborhoods in the scenario.
3. **Prepare event deck**
   Shuffle the scenario's event cards (24 for *Approach of Azathoth*) and place them facedown in the event deck holder. Return other event cards to the box.
4. **Prepare monster deck**
   - Gather the monsters listed on the scenario sheet.
   - Place starting monsters on indicated spaces, ready side up.
5. **Prepare mythos cup**
   - Place the indicated mythos tokens into an opaque container.
   - Return unused tokens to the box.
6. **Prepare headline deck**
   - Shuffle all headline cards.
   - Draw 13 cards to form the scenario's headline deck.
7. **Prepare assets & display**
   - Shuffle item, ally, and spell cards into separate decks.
   - Place top 5 items faceup to form the display.
8. **Prepare token pools**
   Keep all tokens separated by type for easy access.

9. **Prepare archive**
   Archive cards provide evolving narrative. Keep them stacked in numerical order until instructed to use.
10. **Choose investigators**
    o Each player selects an investigator sheet, token, activation token, and reference card.
    o Choose a group leader to take the leader activation token.
11. **Final preparations**
    o Place starting clues from the event deck into neighborhoods.
    o Place starting doom on spaces indicated on the scenario sheet.
    o Resolve "finalize setup" effects from the scenario sheet (e.g., add cards #2 & #3 to the codex; prepare the anomaly deck).
    o Place all investigator tokens in their starting spaces (for *Approach of Azathoth*, the train station in Northside).

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investigator actions

Each investigator can perform **up to two actions per round** (some only once per round). If engaged with a monster, only focus, attack, or evade actions are allowed.

- **Move**: Move up to 2 spaces; spend $2 to move additional spaces.
- **Gather resources**: Gain $1.
- **Focus**: Focus on one skill of your choice.
- **Ward**: Test a skill to remove doom from your space. Gain a remnant for removing 2+.
- **Attack**: Engage one monster; roll dice to deal damage equal to successes.
- **Evade**: Attempt to disengage from monsters; if successful, may perform one extra action.
- **Research**: Test a skill to place clues on the scenario sheet.
- **Trade**: Exchange possessions with other investigators in your space.

starting possessions
Each investigator receives starting cards and money tokens listed on their sheet. Return unchosen or unused cards to the box.

Playing the game

Arkham Horror is played over rounds, each consisting of four phases:

1. **Action Phase**: Investigators perform up to 2 actions each.
2. **Monster Phase**: Monsters move, attack engaged investigators, or ready if exhausted.
3. **Encounter Phase**: Investigators resolve encounters in their location, revealing narrative events.
4. **Mythos Phase**: Each investigator draws two mythos tokens, causing doom, monsters, or clues to spread.

The game then proceeds to the next round, starting again with the Action Phase.

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anomalies & outbreaks

- **Anomalies** appear when doom accumulates in a neighborhood, triggering special encounters.
- **Outbreaks** occur when a space has 4+ doom: remove 3 doom, distribute 1 doom to each other space in the neighborhood, and add 1 doom to the scenario sheet.

Game end

Investigators win or lose together. Use your unique abilities wisely to confront monsters, unravel mysteries, and protect Arkham.

Investigators gain clues, fight monsters, and resolve encounters to uncover the scenario's narrative. They will also interact with items, allies, spells, and special cards to prepare for the final confrontation with the Ancient One.

This structured version keeps the narrative immersion, player setup, and gameplay flow clearly separated while matching the style you requested.

I can also make a **visual, step-by-step "setup and first turn guide"** similar to your Mysterium layout, with clear numbered steps and icons for investigators, tokens, and phases. This makes it easier for new players to jump straight in.

Do you want me to create that version as well?