



## MACHINATIONS THROUGH TIME

*There Has Been a Distortion in Time...*

Something is wrong. Nobel Award-winning scientists and their revolutionary discoveries have vanished. This ripple in reality is a loss for humanity, and it must be restored. Time is of the essence. *Machinations Through Time* is a unique scenario for

*Arkham Horror: The Card Game*, designed for a fun and interactive experience for 1–12 players.

## Expansion Symbol

The cards in this expansion can be identified by this symbol before each card's collector number.



## Game Modes

*Machinations Through Time* can be played as either a standalone scenario or as a side-story inserted into any campaign. When played standalone, it can be played in one of two ways: with a single group of 1–4 players in *Single Group Mode*, or with 3–12 players split into three groups of 1–4 players each in *Epic Multiplayer Mode*.

Pages 1–2 include additional rules and clarifications for both versions of the scenario, while page 2 includes special rules pertaining to *Epic Multiplayer Mode*.

### Standalone Mode

When played as a standalone scenario, follow the steps for Standalone Mode in the Rules Reference. This booklet is the campaign guide for *Machinations Through Time*. This scenario has four difficulty modes. Each group may play on its own difficulty mode. Construct the chaos bag with the following tokens:

#### ◆ Easy:

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☠, ☠, ☠, ♡, ☆.

#### ◆ Standard:

+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ♡, ☆.

#### ◆ Hard:

0, 0, 0, -1, -1, -2, -2, -3, -4, -5, -6, ☠, ☠, ☠, ♡, ☆.

#### ◆ Expert:

0, -1, -2, -3, -4, -5, -6, -7, -8, ☠, ☠, ☠, ♡, ☆.

## Side-story (Campaign Mode)

A side-story is a scenario that may be played between any two scenarios of an *Arkham Horror: The Card Game* campaign. Playing a side-story costs each investigator in the campaign a certain amount of experience. Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign.

When this scenario is played as a side-story during a campaign, play it as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

**Playing the *Machinations Through Time* side-story costs each investigator 2 experience.**

## Additional Rules & Clarifications

### Eras

*Machinations Through Time* has three separate eras: past, present, and future. In *Single Group Mode*, you play all three eras simultaneously and may travel through all eras. In *Epic Multiplayer Mode*, each group is confined to a separate era.

☞ A **Past** asset cannot enter a non-**Past** location.

☞ A **Present** asset cannot enter a non-**Present** location.

☞ A **Future** non-Item asset cannot enter a non-**Future** location.

## Time Paradox

During *Machinations Through Time*, you may be confronted with seemingly impossible tasks. Some tasks require the help of investigators in another era to complete. Communication is key.

## Story Cards

Story cards are a cardtype in this scenario. These cards serve as an avenue for additional narrative and game text. During setup, resolve the **Setup** text on each story card in play. Abilities on story cards in play can be triggered by any investigator.

## Announce

When a card instructs you to “announce” a key phrase, if you are playing in *Epic Multiplayer Mode*, clearly communicate that phrase to the other two groups. Some abilities require an announcement to have been made before they can be triggered. See page 8 for a list of all announcements.

## Abducted and Rescued

When a **Scientist** asset is abducted (via card or game text), remove all counters from it and set it aside, out of play. It remains out of play until it is rescued (via card or game text).

## Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

## Patrol

Some enemies have the patrol keyword. During the enemy phase (in framework step 3.2), each ready, unengaged enemy with the patrol keyword moves to a connecting location along the shortest path toward the designated location (as described in parentheses next to the word patrol).

- ☞ If there are multiple locations that qualify as the designated location, the lead investigator may choose which location the enemy moves toward.

- ☞ If an enemy with patrol would be compelled to move to a location that is blocked by a card ability, the enemy does not move.

## Global Values

Global values are calculated based on the total number of participating players among all groups at the start of the game.

*For example: 12 total players are split between three groups of four. The story card A Bitter Rivalry reads, “If you succeed, spend X clues, as a group, where X is the global number of players.” In this example, X is 12.*

*The Tyr'thrha enemy has a global health pool of 6 🃏. In this example, its global health pool is 72. In Epic Multiplayer Mode, this global health pool is shared among all groups.*

## Epic Multiplayer Mode

To play *Machinations Through Time* in *Epic Multiplayer Mode*, first divide the investigators into three separate groups— Past Group, Present Group, and Future Group. At least one investigator must be assigned to each group, and no more than four investigators may be assigned to a single group. While it is possible to play with groups of differently numbered players, split players between groups as evenly as possible. Each group requires one copy of this product in order to play. During gameplay, observe the following additional rules:

- ☞ Each group has its own play area, and plays the game separately from the other groups. Rules, actions, and card effects cannot affect investigators in other groups, unless explicitly stated otherwise.
- ☞ Each group can proceed to the next round or agenda independently of one another; there is no need to wait until all groups have reached the same point before proceeding.
- ☞ Investigators may freely communicate between groups.

## Time Limit

When playing in *Epic Multiplayer Mode*, the players (or your event organizer) may impose a time restriction for the game. The default time limit is **180 minutes**. The players (or your event organizer) may impose a different time restriction, often depending on the number of players. When this time limit has passed, any groups that are still playing must immediately advance to agenda 2b.



# Machinations Through Time

*"The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age."*

– H.P. Lovecraft, *The Call of Cthulhu*

The newspaper headline reads, "Local scientists win Nobel Prize!" Below it, two elderly physicists are pictured standing proudly in front of a large telescope. You glance at the newspaper's date, your jaw agape. This issue of the Arkham Advertiser is dated December 5, 1956. But how is this possible?

Surprised and curious, you eagerly read the entire newspaper and learn of two remarkable scientists and their journey to winning a Nobel Prize in physics.

Born in 1877 in Arkham to Irish immigrants, Thomas Corrigan's earliest memory is when his crayons, left on an outdoor table, melted together under the hot summer sun. From then on, his curiosity and thirst for knowledge grew more rapidly than his height. His wonder at the world around him, from fierce New England thunderstorms to the canvas of stars in the night sky, fueled his passion for the sciences.

Thomas' desire to attend Miskatonic University is almost as old as his love for learning, as its acclaimed College of Sciences and close proximity made it a natural choice. After getting degrees in undergraduate physics and graduate astrophysics at Miskatonic, he began working at the University's Warren Observatory researching astronomical objects and phenomena.

Born in 1877 in Warsaw, Poland, Mary Zielinski is the youngest child of two teachers. She has fond memories as a little girl helping her mother with cooking and baking, using cups and teaspoons to measure a variety of ingredients, then mixing those ingredients together to create something entirely new. Thereafter, she began experimenting on her own, which propelled her down the path of chemistry and physics.

Impressed with Mary's credentials, Miskatonic University offered her a full scholarship. Quiet and introverted, she spent much

of her time in the laboratories of the Science building doing various experiments. Her hard work and dedication earned her an undergraduate chemistry degree, and she stayed on at the University to achieve a graduate degree in physics.

Having common interests, Thomas and Mary eventually became acquainted and a relationship followed. Their shared passion for the sciences encouraged and motivated each other, and they collaborated on several projects.

Years later, one of their most intriguing projects took off: the possibility of a whole new paradigm based on general relativity, which connects the curvature of spacetime to gravity. They began testing the theory that spacetime could be warped, resulting in a discontinuity. Such a warping could result in portals that lead to distant places across the universe, or even to their own location in another era—in effect, time travel.

This type of groundbreaking work drew the attention of colleagues from campus and beyond. One of these associates was the brilliant and eccentric Edwin Bennet. A rapidly rising star in the field of quantum physics, Edwin became a professor at his alma mater, Miskatonic University. Young and unpublished, he was eager to prove his knowledge would be invaluable to their project, but others on campus expressed substantial concerns, labeling him as "reckless" and "unstable."

After hitting multiple barriers and looking for inspiration, Thomas and Mary welcomed Edwin's offer to collaborate, and the team was confident they were on the verge of a breakthrough—but it never came. It's unclear what exactly transpired next, though some sort of disagreement or conflict resulted in Edwin being replaced by

an even more eccentric scientist, Ezra Graves. Thomas and Mary acknowledged and thanked Edwin for his role in their research.

Ezra's boundless creativity was integral to Thomas and Mary's new approach to their problems, and this fresh perspective allowed them to overcome the barriers. While Ezra soon moved on to his own projects, his contributions were invaluable and greatly appreciated.

Over the years, Thomas and Mary's research progressed with success after success, culminating in the discovery of teleportation. They published their remarkable findings on February 23, 1955, to much acclaim. And now—or rather, thirty years from now—they are being awarded with the Nobel Prize in Physics.

Though suspect, your intuition tells you this mysterious newspaper is real. In awe of the future notoriety two local scientists will eventually receive, you go to Miskatonic University to meet them. However, you're informed they are not affiliated with the University and, tragically, both of them disappeared years ago.



Unbeknownst to the rest of the world, a momentous change has occurred. Prominent scientists have vanished without a trace. Notable inventions have become un-invented. A historic discovery has suddenly been undiscovered. Humanity may never be the same.

You believe you know the truth, even if it's stranger than fiction. You're quite familiar with the notion of portals—you've been through them yourself. For unknown reasons, Arkham, Massachusetts is rife with such portals, but traveling through them is dangerous and not for the faint of heart.

Within these portals lies the realm of Tindalos, where countless suspended paths, angular and curved, above and below, wind away in all directions. Here and there, they intersect with ramps and spirals. Prowling along these paths are malevolent minions: ghastly satyrs and Hounds of Tindalos, among other monstrosities. The beasts are eager to savage their prey, or, perhaps worse, abduct and imprison them in Tindalos.

There has been a distortion in time, and its effects have rippled across the ensuing years. These scientists are two such unfortunate souls, and you'll have to find them and repair the broken timeline. Just remember: traveling through time may cause unintended consequences, some of which will have severe repercussions.

If you are playing in Single Group Mode, proceed to **Setup for Single Group Mode**.

If you are playing in Epic Multiplayer Mode, proceed to Setup for **Epic Multiplayer Mode**.


## Setup for Single Group Mode

- ☞ Gather all cards from the *Machinations Through Time* and *Single Group Mode* encounter sets. These sets are indicated by these icons:



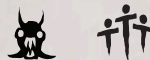
- ☞ Set the Corrigan Industries location aside, out of play. Put the Tindalos location into play, using the side with the *Single Group Mode* encounter set icon. Put the remaining fourteen locations into play (see the location placements on pages 6, ignoring the placement for Tindalos).
  - ☞ Each investigator begins play at Tindalos.
- ☞ Put the A Noble Legacy (Past), A Noble Legacy (Present), and A Noble Legacy (Future) story cards into play, one at a time, and resolve the **Setup** text on each of them. (Hint—When playing, first

focus on completing A Noble Legacy (Past), then focus on A Noble Legacy (Present), and, lastly, A Noble Legacy (Future).).

- ☞ Choose one of the three **Machination** story cards at random, put it into play, and resolve its **Setup** text. Remove the other two **Machination** story cards from the game..
- ☞ Choose one of the three **Plot** story cards at random, put it into play, and resolve its **Setup** text. Remove the other two **Plot** story cards from the game.
- ☞ Add 1  doom to agenda 1a. Then, if you are not playing on Standard difficulty, check the difficulty level:
  - ☞ If it is Easy difficulty, remove 1 doom from agenda 1a.
  - ☞ If it is Hard difficulty, add 1 doom to agenda 1a.
  - ☞ If it is Expert difficulty, add 2 doom to agenda 1a.
- ☞ Shuffle the remaining 33 encounter cards to form the encounter deck.
- ☞ You are now ready to begin.

## Setup for Epic Multiplayer Mode

- ☞ Gather all cards from the *Machinations Through Time* and *Epic Multiplayer Mode* encounter sets. These sets are indicated by these icons:



- ☞ Depending on which group you are in (Past Group, Present Group, or Future Group), follow the setup instructions for that group, on pages 4–5.

## Setup for Past Group

- ☞ Put the Tindalos location into play, using the side with the *Epic Multiplayer Mode* encounter set icon. Put the five **Past** locations into play (see location placement on page 6). Remove the remaining locations from the game.
  - ☞ Each investigator begins play at Tindalos.
- ☞ Put the A Noble Legacy (Past) story card into play and resolve its **Setup** text. Remove the other two A Noble Legacy story cards from the game.
- ☞ Remove all **Present** and **Future** story assets from the game.

- ☞ Choose one of the three **Machination** story cards at random, announce its title, put it into play, and resolve its **Setup** text. Remove the other two **Machination** story cards from the game.
- ☞ Choose one of the three **Plot** story cards at random, announce its title, put it into play, and resolve its **Setup** text. Remove the other two **Plot** story cards from the game.
- ☞ Add 1 🃏 doom to agenda 1a. Then, if you are not playing on Standard difficulty, check the difficulty level:
  - ☞ If it is Easy difficulty, remove 1 doom from agenda 1a.
  - ☞ If it is Hard difficulty, add 1 doom to agenda 1a.
  - ☞ If it is Expert difficulty, add 2 doom to agenda 1a.
- ☞ Shuffle the remaining 33 encounter cards to form the encounter deck.
- ☞ You are now ready to begin.

## Setup for Present Group

- ☞ Put the Tindalos location into play, using the side with the *Epic Multiplayer Mode* encounter set icon. Put the five **Present** locations into play (see *location placement on page 6*). Remove the remaining locations from the game.
  - ☞ Each investigator begins play at Tindalos.
- ☞ Put the A Noble Legacy (Present) story card into play and resolve its **Setup** text. Remove the other two A Noble Legacy story cards from the game.
- ☞ Remove all **Past** and **Future** story assets from the game.
- ☞ Put the announced **Machination** story card into play and resolve its **Setup** text. Remove the other two **Machination** story cards from the game.
- ☞ Put the announced **Plot** story card into play and resolve its **Setup** text. Remove the other two **Machination** story cards from the game.
- ☞ Add 1 🃏 doom to agenda 1a. Then, if you are not playing on Standard difficulty, check the difficulty level:
  - ☞ If it is Easy difficulty, remove 1 doom from agenda 1a.
  - ☞ If it is Hard difficulty, add 1 doom to agenda 1a.
  - ☞ If it is Expert difficulty, add 2 doom to agenda 1a.

- ☞ Shuffle the remaining 33 encounter cards to form the encounter deck.
- ☞ You are now ready to begin.

## Setup for Future Group

- ☞ Put the Tindalos location into play, using the side the *Epic Multiplayer Mode* encounter set icon. Set the Corrigan Industries location aside, out of play. Put the four **Future** locations into play (see *location placement on page 6*). Remove the remaining locations from the game.
  - ☞ Each investigator begins play at Tindalos.
- ☞ Put the A Noble Legacy (Future) story card into play and resolve its **Setup** text. Remove the other two A Noble Legacy story cards from the game.
- ☞ Remove all **Past** and **Present** story assets from the game.
- ☞ Put the announced **Machination** story card into play and resolve its **Setup** text. Remove the other two **Machination** story cards from the game.
- ☞ Put the announced **Plot** story card into play and resolve its **Setup** text. Remove the other two **Machination** story cards from the game.
- ☞ Add 1 🃏 doom to agenda 1a. Then, if you are not playing on Standard difficulty, check the difficulty level:
  - ☞ If it is Easy difficulty, remove 1 doom from agenda 1a.
  - ☞ If it is Hard difficulty, add 1 doom to agenda 1a.
  - ☞ If it is Expert difficulty, add 2 doom to agenda 1a.
- ☞ Shuffle the remaining 33 encounter cards to form the encounter deck.
- ☞ You are now ready to begin.



## Location Placement for the Past



## Location Placement for the Future



## Location Placement for the Present



### DO NOT READ until the end of the scenario

**If no resolution was reached (each investigator was defeated):** *Countless Hounds burst through the portals and angles of space, cornering you. Bewildered and terrified, you stare down your demise...*

Each remaining investigator in all eras is defeated and suffers 1 mental trauma.

- ☞ If the Edwin Bennet asset is in play in any era, proceed to **Resolution 2**.
- ☞ If the Edwin Bennet enemy is in play in any era, proceed to **Resolution 3**.
- ☞ Otherwise, proceed to **Resolution 4**.

**Resolution 1:** *The discoveries of Thomas Corrigan and Mary Zielinski are highly influential to the advancement of*



the Sciences. With their help, you're able to seal all portals leading to Tindalos from Arkham, and Edwin Bennet and his machinations are no longer a threat to the world. You purchase a copy of the newspaper depicting the two scientists, and realization strikes you: there is still one thing left to do. You fire up the machine and place the newspaper on the platform. You have to close the loop, or all of this will have been in vain...

- ☉ For each of the following assets that are in play (Nikola Tesla, Ezra Graves, and Dimensional Beam Machine), any one investigator may choose to add that asset to their deck. It does not count toward that investigator's deck size.
- ☉ Each investigator earns experience equal to the **Victory X** value of each card in the victory display.

**Resolution 2:** *Against all odds, you manage to escape the clutches of the beasts, but with them pursuing you, it is impossible for you to repair the broken timeline. Hope is not forsaken. Although leery, you place your trust in Edwin Bennet to repair all that was broken. He has the ability, but does he have the integrity?*

- ☉ For each of the following assets that are in play (Nikola Tesla, Ezra Graves, and Dimensional Beam Machine), any one investigator may choose to add that asset to their deck. It does not count toward that investigator's deck size.
- ☉ Each investigator earns experience equal to the **Victory X** value of each card in the victory display.

**Resolution 3:** *Paralyzed with fear and nauseated by the stench of the baying beasts, you faint. When you next open your eyes, you find yourself in a sickly gloom under a green moon, buried to your neck in fetid soil as permanent residents of Tindalos. Humanity has suffered a profound loss. Thomas Corrigan and Mary Zielinski are also imprisoned on Tindalos, and their lifelong works disappear along with them. Worse still, the conniving Edwin Bennet and his machinations ripple through time, unimpeded. You're repulsed by the thought of what the psychopath is scheming next.*

- ☉ Each surviving investigator is driven **insane**.

**Resolution 4:** *Against all odds, you manage to escape the clutches of the beasts, but with them pursuing you, it is impossible for you to repair the broken timeline. Humanity has suffered a profound loss. Thomas Corrigan and Mary Zielinski are imprisoned on Tindalos, and their lifelong works disappear along with them. The only saving grace is Edwin Bennet is nowhere to be found. His machinations have ceased and the world is for the better. But deep down, one thought lingers: the possibility of his return..*

- ☉ For each of the following assets that are in play (Nikola Tesla, Ezra Graves, and Dimensional Beam Machine), any one investigator may choose to add that asset to their deck. It does not count toward that investigator's deck size.
- ☉ Each investigator earns experience equal to the **Victory X** value of each card in the victory display.

## Optional Variants

For a more challenging and thematic experience, try playing with any number of the following variants:

- ☉ When a **Past** version of the Thomas Corrigan or Mary Zielinski asset is abducted, announce that their **Present** version (in the present era) is also abducted. When a **Present** version of the Thomas Corrigan or Mary Zielinski asset is abducted, announce that their **Future** version (in the future era) is also abducted.
- ☉ During setup, instead of choosing one **Plot** story card, choose two **Plot** story cards at random, put them into play, one at a time, and resolve the **Setup** text on each of them (*instead of removing enemies from the game, set them aside*). Remove the other **Plot** story card from the game. For an extra challenging experience, put all three **Plot** story cards into play!

## Single Group Mode

- ☉ When two or more **Scientist** assets with the same title are in play at Tindalos, they all faint from seeing one another. Deal 5 horror to each of those assets.

## Credits

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## Announcements

The following is a list of announcements that can be made as the investigators play the *Machinations Through Time* scenario. As the investigators complete each of these announcements, check the box next to them.

- ☐ "Thomas and Mary have met."
- ☐ "Thomas and Mary have been inspired by Nikola Tesla."
- ☐ "Funding for an observatory has begun."
- ☐ "The observatory is built."
- ☐ "Teleportation research has begun."
- ☐ "Corrigan Industries has been founded."
- ☐ "Thomas and Mary have made a historic discovery."
- ☐ "Thomas and Mary have won a Nobel Prize."
- ☐ "A tree seed has been planted."
- ☐ "Thomas and Mary have married."
- ☐ "The debt has been paid."



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