ELDER SIGN

REVISED PRINTING

Rules of Play

I know I will be called insane for what I am about to do. But you must believe me when I tell you that this museum is alive, infected with an ancient evil. Once these diabolical forces become manifest, they will reduce humanity to cinders. Night after night, I have scoured the exhibits and relics, fighting to keep the horrors at bay and learning what I can. I believe I have discovered a way to prevent our doom. Ancient cultures crafted a strange symbol to drive off these creatures.

They called it the Elder Sign.

Overview

Elder Sign is a cooperative game in which one to eight players assume the roles of investigators struggling to combat one of the Ancient Ones – hideous, powerful creatures that dwell in the space between dimensions.

The investigators face adventures in and around the Miskatonic University Museum, where the Ancient One's imminent return is causing a number of bizarre events. By overcoming these encounters, the investigators hope to acquire Elder Signs, which they need to seal away the Ancient One and rescue their imperiled dimension.

But the clock is always ticking, and each night at midnight the Ancient One gets closer to awakening and laying waste to all of humanity.

Object of the Game

The object for all players in a game of *Elder Sign* is to work together to seal the Ancient One away before it awakens. To seal away the Ancient One, the investigators must collect Elder Signs by resolving the adventures that arise in the museum.

If the Ancient One awakens, the investigators have one last chance to defeat it in a nearly hopeless final battle. Players should be warned that battle against the Ancient One almost always ends in failure and death.

Component List

- This Rulebook
- 1 Cardboard Clock
- 1 Cardboard Clock Hand
- 1 Plastic Connector (for the clock hand)
- 1 Entrance Sheet
- 6 Green Dice
- 1 Yellow Die
- 1 Red Die
- 80 Tarot-size Cards consisting of:
  - 8 Ancient One Cards
  - 16 Investigator Cards
  - 48 Adventure Cards
  - 8 Other World Cards
- 76 Small Cards consisting of:
  - 12 Common Item Cards
  - 12 Unique Item Cards
  - 12 Spell Cards
  - 8 Ally Cards
  - 32 Mythos Cards
- 144 Cardboard Tokens and Markers consisting of:
  - 16 Investigator Markers
  - 30 Sanity Tokens
  - 30 Stamina Tokens
  - 15 Clue Tokens
  - 22 Monster Markers
  - 5 Mask Monster Markers
  - 12 Doom Tokens
  - 17 Elder Sign Tokens

Component Overview

This section describes the components in detail.

Clock, Clock Hand, and Plastic Connector

The clock is used to track the passage of time in the game. The clock hand is attached to the clock using the plastic connector.

Entrance Sheet

This sheet lists and describes the actions available to players who occupy the museum entrance.

Green Dice

These dice are rolled to complete tasks and resolve Adventure cards.

Yellow Die

This die is often rolled when a player uses a common item, and it can produce better results than a green die.

Red Die

The red die is often rolled when a player uses a unique item, and it can produce even better results than a green or yellow die.

Ancient One Cards

These cards depict the different Ancient Ones that the investigators may face.

Investigator Cards and Markers

These cards depict the different investigators that players represent in the game. Each investigator card has a corresponding investigator marker that is used to mark that investigator's current location in the museum.

Adventure Cards

These cards represent the various rooms and events in the museum that investigators must explore in an attempt to collect Elder Signs.

Other World Cards

These cards are special adventures that represent other dimensions. When a gate opens in the museum, investigators may explore what lies beyond.

Common Item, Unique Item, & Spell Cards

These cards represent useful items and spells that can help investigators complete adventures and avoid being **devoured**.

Common Items   *Unique Items*   *Spells*

Ally Cards

Ally cards represent people that can assist the investigators in their quest for Elder Signs.

Mythos Cards

These cards are drawn at midnight and trigger strange events in the museum.

Sanity and Stamina Tokens

The blue sanity tokens and red stamina tokens track the current mental and physical health of the investigators.

Clue Tokens

Clue tokens allow the players to reroll one or more dice during an adventure.

Monster Markers

Monster markers represent various monsters that may interfere with the investigators during adventures.

Mask Monster Markers

Mask Monster markers represent special monsters that are only used when Nyarlathotep is the Ancient One.

Doom Tokens

These tokens track how close the Ancient One is to awakening.

Elder Sign Tokens

These tokens track how close the investigators are to sealing the Ancient One away. The players' goal is to collect Elder Signs.

Preparing for the First Game

Before playing *Elder Sign* for the first time, carefully punch out the cardboard components, making sure to keep them away from small children, animals, and the criminally insane.

Then, take the cardboard clock, the clock hand, and the plastic connector and assemble them as shown to the right. Press tightly together!
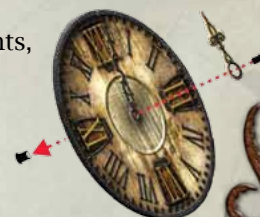
SETUP

To prepare a game of *Elder Sign*, carefully follow the steps below.

1. **Prepare Clock and Entrance:** Place the clock in the play area, setting the clock hand to "XII" (midnight). Then place the entrance sheet near the clock. Place the six green dice, the yellow die, and the red die near the entrance sheet.

2. **Choose Ancient One:** Randomly choose one Ancient One card and place it faceup near the clock. Alternatively, players may agree on which Ancient One they wish to challenge.

3. **Prepare Monster Cup:** Place the monster markers in an opaque container from which players can randomly draw them, such as a bag or a cup. If Nyarlathotep is the Ancient One, add the mask monster markers (the monster markers with a mask symbol on the back side) to the monster cup. Otherwise, return the mask monster markers to the game box and do not use them during the game.

4. **Prepare Adventures:** Shuffle the Adventure deck and deal six cards faceup below the Ancient One card in two rows of three. Then shuffle the Other World deck. Place both decks facedown near the rows of faceup adventures. If an Adventure

SETUP DIAGRAM

MONSTER TOKENS
(IN A CUP)

CLUE TOKENS

CLOCK

ENTRANCE SHEET

DICE

STAMINA
TOKENS

SANITY
TOKENS

ELDER SIGN
TOKENS

ANCIENT ONE CARD

DOOM
TOKENS

INVESTIGATOR
PLAY AREA

INVESTIGATOR
PLAY AREA

ITEM CARDS

OTHER WORLD
DECK

INVESTIGATOR
PLAY AREA

MYTHOS CARDS

ADVENTURE DECK

ADVENTURE CARDS

INVESTIGATOR
PLAY AREA

card shows a locked die icon, place the appropriate die onto that card (see "Locked Dice" on page 12).

5. **Prepare Items and Spells:** Gather the Common Item, Unique Item, Spell, and Ally cards into separate decks, shuffle them, and place them near the Adventure deck.

6. **Prepare Tokens:** Separate the Elder Sign, doom, sanity, clue, and stamina tokens into piles. Keep the piles within reach of all players.

7. **Distribute Investigators:** Each player randomly draws one Investigator card (alternatively, each player may choose his Investigator card, provided the players agree to this before the game). Next, each player takes his corresponding investigator marker, the number of stamina and sanity tokens shown on his Investigator card, and any item cards and clue tokens shown on his Investigator card under "Starting Items." Then each player places his investigator marker on the entrance sheet.

8. **Determine First Player:** Determine the first player by shuffling the chosen investigator markers and randomly choosing one.

9. **Resolve Initial Mythos Card:** The first player shuffles the Mythos deck and places it near the Adventure deck. Then he draws one Mythos card, places it faceup beside the Mythos deck, and resolves its immediate effect (see "Mythos Cards" on page 15). If a Mythos card shows a locked die icon, place the appropriate die on that card (see "Locked Dice" on page 12).

The Golden Rule

If the text of a card or a monster marker conflicts with the rules in this book, the card or marker text takes precedence.

Sharing Information

Because *Elder Sign* is a cooperative game, it is vital that players share information. Players are encouraged to advise their teammates, plan their turns communally, and freely discuss overarching strategies.

The Ancient One

Before beginning the game, players should read the text on the Ancient One card they have chosen. This text explains important information about the Ancient One, such as the number of Elder Signs required to seal it away, its attack ability (used while battling the Ancient One), and various information unique to that Ancient One.

Ancient One Card Anatomy

1. **Name:** The horrid name of the Ancient One.

2. **Battle Task:** The task investigators must complete to remove one doom token when battling the Ancient One.

3. **Elder Sign Limit:** The number of Elder Signs necessary to defeat the Ancient One.

4a. **Doom Track:** Doom tokens are placed here throughout the game. When each space has a token on it, the Ancient One awakens.

4b. **Doom Token Icon:** A normal space of the doom track.

4c. **Monster Icon:** When a doom token is placed on this space, a monster appears.

5. **Special Ability:** The ability that applies during any game with this Ancient One.

6. **Attack Ability:** The ability that occurs when midnight strikes while battling the Ancient One.

A Player's Turn

In *Elder Sign*, players take turns exploring the museum and resolving its adventures. The game starts with the first player and continues clockwise.

A player's turn consists of these three phases in this order:

1. **Movement Phase:** The player may move his investigator marker to an Adventure card, an Other World card, or the entrance sheet. The player may also choose to stay where he is.

2. **Resolution Phase:** If the player occupies an Adventure card or an Other World card, he attempts to resolve it by rolling dice to complete its tasks. If the player occupies the entrance sheet, he performs one of the actions listed on the sheet.

3. **Clock Phase:** The player advances the clock hand forward three hours.

After advancing the clock, the player's turn is over and the next player begins his turn.

The following sections describe each phase in detail.

ADVENTURE CARD ANATOMY

1. **Trophies:** The number of trophies the Adventure card is worth after it is resolved.

2. **Name:** The name of the adventure.

3. **Flavor Text:** The story behind the adventure. This text has no effect on gameplay.

4. **Order Arrow:** If this arrow appears on an Adventure card, the tasks must be completed in order from top to bottom.

5. **Terror Effect:** The game effect that occurs if a task is not completed while a terror result has been rolled.

6. **Locked Die Icon:** This icon locks a die, preventing it from being used to complete tasks.

7. **Task:** A series of symbols an investigator must roll in order to resolve the Adventure card.

8. **Monster Task:** The area where players place a drawn monster token.

9. **Penalties:** The penalties an investigator must suffer if he fails the Adventure card.

10. **Rewards:** The rewards an investigator gains if he successfully resolves the Adventure card.

Movement Phase

During this phase, the player moves his investigator by placing his investigator marker on the card he wishes to move to. A player can move to either any Adventure or Other World card currently faceup in the play area or to the entrance sheet. Alternatively, the player can choose to stay where he is.

After the player moves his investigator marker (or intentionally stays where he currently is), his Movement phase ends and he proceeds to the Resolution phase.

Resolution Phase

During this phase, the player interacts with his current location: an Adventure card, an Other World card, or the entrance sheet.

After the player resolves an adventure, discards his last die due to a failed roll, or performs an action at the entrance, his Resolution phase ends and he proceeds to the Clock phase.

Adventures and Other Worlds

To resolve an Adventure card or Other World card, the player must complete all of its tasks using the results of his die rolls. Resolving adventures is the primary means of earning Elder Signs, sealing away the Ancient One, and winning the game.

Task Order

The player may complete an adventure's tasks in any order he wishes, **unless** the card shows an order arrow to the left of its tasks. If this arrow is present, the player must complete the tasks in order from top to bottom.

Tasks

Each Adventure and Other World card features one or more horizontal rows of symbols. Each of these rows is a TASK that the player must complete to resolve the adventure.

Each symbol represents a REQUIREMENT the player must satisfy in order to complete the task:

A number of investigation die results equal to or greater than the number indicated on the symbol.

A lore die result.

A peril die result.

A terror die result.

A split die result. Either of the die results shown may meet this requirement.

After all die result requirements for this task have been met, the player must advance the clock to complete the task (see "Clock Phase" on page 10).

After all die result requirements for this task have been met, the player loses sanity equal to the number indicated on the symbol to complete the task.

After all die result requirements for this task have been met, the player loses stamina equal to the number indicated on the symbol to complete the task.

Note: If satisfying a task's requirements would bring an investigator's stamina or sanity to zero or lower, that player **cannot** attempt to complete the task.

Rolling the Dice

The player begins an adventure by rolling the dice in his dice pool. At the start of an adventure, the dice pool contains all six green dice (unless instructed otherwise by another effect; see "Locked Dice" and "Items" on page 12). After rolling the dice, the player compares his die results to the requirements of the adventure's tasks.

Each side of a green die shows a different symbol:

1 Investigation *2 Investigation* *3 Investigation*

Lore *Peril* *Terror*

Completing Tasks

If a player's die results can satisfy a task's requirements, the player may take those dice and assign them to the task to indicate its completion. Assigned dice are no longer part of the dice pool for the remainder of the Resolution phase.

If a task requires an investigator to lose sanity or stamina, or forces the player to advance the clock, he does so at this time.

Losing Stamina and Sanity

Tasks, adventure penalties, and other effects may require the player to lose stamina, sanity, or both. When so instructed, the player takes the required amount of tokens from his investigator card and returns them to the supply.

A player can complete **only one task per roll**, even if his roll contains results that would complete more than one task.

If there are tasks still visible on the Adventure card, the player continues to roll his remaining dice to complete the tasks until he either fails the adventure (see "Failing Rolls" below) or resolves the adventure (see "Resolving an Adventure" on page 9).

Failing Rolls

If the player is unable or unwilling to use his die results to satisfy any task's requirements, the roll is considered a FAILED ROLL. He must discard one die of his choice from the dice pool and roll the remaining dice in another attempt to complete a task. Discarded dice are no longer part of the dice pool for the remainder of the Resolution phase.

COMPLETING A TASK EXAMPLE

During the player's Resolution phase, he attempts to resolve an adventure. He rolls the six green dice and obtains the following results:

He compares these results to the tasks on the Adventure card.

With these results, the player may complete either task, but he cannot complete both tasks with a single roll. He chooses to complete the bottom task, placing the dice on top of the corresponding requirements.

Even though the task only requires investigation results totaling three, it was necessary for the player to assign investigation results totaling four to meet the task's requirements. The extra investigation result is ignored. The player then rolls the remaining three green dice in his dice pool to attempt completing the other task.

Efficient Adventuring

Occasionally, a player might find that his dice results are able to complete a task, but doing so would cause him to use many dice and reduce his chances of completing the adventure's other tasks. If he so chooses, the player may decide against completing a task by declaring the roll a failure. He discards one die and rolls the remaining dice in his dice pool in an effort to complete the tasks more efficiently.

If a failed roll forces the player to discard his last die, he fails the adventure and suffers its PENALTIES (see "Rewards & Penalties" to the right).

After failing an adventure, the player returns all dice assigned to completed tasks to the dice pool.

Note: The player may choose to fail the adventure at any time.

Terror Effects

If the player fails to complete a task and at least one of the rolled dice shows a terror (🌀) result, he resolves all terror effects on the Adventure card, as well as any terror effects on the current Mythos card (see "Mythos Cards" on page 15). Terror effects occur before discarding a die due to failing a roll.

TERROR EFFECT EXAMPLE

After completing the first task on this Adventure card, the player rolls his remaining four green dice to attempt to complete the next task. He obtains the following results:

The player did not obtain all the results needed to complete the remaining task, so he fails this roll. A failed roll with a terror result triggers the card's terror effect, which reads "Lose 1 sanity." The player takes one sanity token from his investigator's card and returns it to the supply. Now he may discard a die to attempt to complete the task again.

Resolving an Adventure

When all tasks on the Adventure card are completed, the player has successfully resolved the adventure. He returns all investigator markers on that card to the entrance sheet. He also returns all assigned and discarded dice to the dice pool.

The player places the resolved Adventure card in his play area, draws the top card from the Adventure deck, and places it where the resolved Adventure card was. Then he collects the resolved adventure's rewards (see "Rewards & Penalties" to the right).

Rewards & Penalties

If the player successfully resolves an Adventure card, he receives the rewards shown in the lower-right area of the card.

If he fails an Adventure card, he suffers the penalties shown in the lower-left area of the card.

An example of penalties.   *An example of rewards.*

Common Item: For each of these icons, draw one card from the Common Item deck.

Unique Item: For each of these icons, draw one card from the Unique Item deck.

Spell: For each of these icons, draw one card from the Spell deck.

Clue: For each of these icons, gain one clue token.

Ally: For each of these icons, draw one card from the Ally deck.

Elder Sign: For each of these icons, place one Elder Sign token near the Ancient One card. If the total number of Elder Sign tokens near the card is equal to or greater than the Ancient One's Elder Sign limit (see "Ancient One Card Anatomy" on page 5), the investigators win the game.

Gate: For each of these icons, draw the top card from the Other World deck and place it faceup below the six Adventure cards (see "Other World Cards" on page 10).

Sanity: For each of these icons, lose one sanity.

Stamina: For each of these icons, lose one stamina.

Monster: For each of these icons, a monster appears (see "Monsters" on page 16).

Doom: For each of these icons, add one doom token to the Ancient One's doom track (see "The Doom Track" on page 15).

After the player collects his reward or suffers his penalty, he proceeds to the Clock phase (see "Clock Phase" on page 10).

Other World Cards

Other Worlds cards are a special type of Adventure card that represent gates to other dimensions. These cards enter play only after a player earns a gate reward. When an Other World card enters play, place it below the six Adventure cards. Any number of Other World cards may be in play at once. After resolving an Other World card, do not replace it.

THE ENTRANCE SHEET

If the player occupies the entrance sheet, he chooses one of the actions listed on the entrance sheet and resolves it.

- **Receive First Aid**: The player chooses **one** of the following:
  - Regain either one of his stamina or one of his sanity for free.
  - Spend two trophies to regain either all of his stamina or all of his sanity.
  - Spend four trophies to regain all of his stamina and all of his sanity.

- **Search the Lost & Found:** The player rolls one green die and consults the chart on the entrance sheet. Players cannot use items or investigator abilities to affect this roll.

- **Buy a Souvenir:** The player spends some of his trophies to buy **one** of the listed objects (see "Trophies" below). The player can buy only one souvenir per turn, even if he has enough trophies to afford multiple souvenirs.

Trophies

TROPHIES are the currency in *Elder Sign*. The player can spend trophies to buy goods or services at the entrance, and some game effects cause players to lose trophies they have earned.

Each Adventure card, Other World card, and monster marker has a trophy value. When a player successfully resolves a card or monster marker, he places it in his play area and adds its trophy value to his available trophies. During future turns he may then spend these trophies while on the entrance sheet, or, occasionally, lose them as a result of failing an adventure.

An Adventure card worth 2 trophies.

A monster marker worth 1 trophy.

When spending trophies, the player may use a combination of cards, monster markers, or both. After spending trophies, the player returns cards facedown to the bottom of their decks and monster markers to the monster cup.

A player may be forced to spend a card worth two or more trophies on an effect that costs only one trophy. When spending or losing trophies, players do not receive change and lose any trophy value in excess of the requirement.

CLOCK PHASE

The player advances the clock's hand clockwise by three hours.

Because the clock begins at midnight and is only advanced in three-hour increments, the clock hand can only point to "XII," "III," "VI," or "IX."

When the clock hand moves to "XII," midnight strikes **after** the current player's Clock phase ends. A player draws one new Mythos card and resolves several game effects (see "Midnight" on page 15).

After the player advances the clock, his turn ends. Then the next player begins his turn.

Only So Many Hours in a Day...

Each time the clock reaches "XII," midnight strikes. There is no "noon" in *Elder Sign*, as the investigators have to sleep sometime and leave the museum during its business hours.

SECURING DICE

While attempting to resolve an adventure, there are a few ways that a player may SECURE dice, such as FOCUSING, REQUESTING ASSISTANCE, and casting spells. Players save secured dice results for later use. The following sections describe these actions in detail.

FOCUSING

After a failed roll, the player may focus one die. To focus a die, the player first discards one die due to the failed roll. Then, he selects one die from the remaining dice in the dice pool. **Without changing its result**, he places that die on his own investigator marker.

A focused die is not part of the dice pool, but the player may use its result to satisfy a task requirement on a later roll this turn. To use a focused die to complete a task, he removes it from his investigator marker and assigns it to the task he wishes to satisfy, along with any other rolled dice he must assign to the task in order to complete it.

At the end of the Resolution phase, the player returns any unused focused dice to the dice pool.

Note: A player can focus a die only after a failed roll, and he can focus only once during each of his turns.

FOCUS EXAMPLE

While attempting to complete the task above, the player rolls the dice and obtains the following results:

With this roll, the player cannot complete the task. (1) To roll again, she must first discard one die. (2) Then she decides to focus the die with the lore result by placing it on her investigator marker. She rolls her remaining dice and obtains the following results:

With this roll, and her focused die, she is able to complete the task.

REQUESTING ASSISTANCE

After a failed roll, the player may request assistance from another player whose investigator marker is on the same card.

To receive assistance, the player first discards one die due to the failed roll. Then, he requests assistance from **one player** of an investigator currently on the same card. If that player agrees to assist, the active player selects one die from the remaining dice in the dice pool. **Without changing its result**, he places it on the investigator marker belonging to the player providing assistance.

This die now functions as a focused die and the player may assign it to the task he wishes to satisfy, along with any other rolled dice he must assign to the task in order to complete it. However, if the player fails an adventure while another player is assisting him, the assisting player **must** choose to lose either one sanity or one stamina.

The player may request assistance only once per roll, but he may request additional assistance from other investigators on that card during subsequent rolls.

ASSISTANCE EXAMPLE

Mandy Thompson failed to resolve the Adventure card above, so her investigator marker remains on the card. It is now Bob Jenkins' turn. During his first roll, he completed the top task. Now he continues with his second roll and obtains the following results:

He is unable to complete the task, so he fails this roll. (1) First, he discards one die. (2) Then he chooses to focus the die with 3 investigation, placing it on his investigator marker. Next, he rolls the remaining dice and obtains the following results:

Again, he is unable to complete the task and fails the roll. (3) He discards one die to roll again and asks Mandy Thompson to assist him. (4) She agrees, so he places the die with 3 investigation on her investigator marker. He has one die remaining in his dice pool, so he rolls it and gets the following result:

This roll, combined with the focused die and the assisted die, completes the task and successfully resolves the Adventure card.

Each investigator can provide assistance only once per turn.

At the end of the Resolution phase, the player returns any unused dice secured by assistance to the dice pool.

Note: After each failed roll, a player may **either** focus or request assistance; **he cannot do both**. However, if a player has already focused a die, he may request assistance on subsequent rolls and vice versa.

Locked Dice

Some Adventure cards, Mythos cards, and monster markers feature a locked die icon. When a card or a marker with a locked die icon comes into play, the players must immediately place one die of the corresponding color on that icon, even if the die is currently on a spell card or investigator marker.

Locked dice cannot be in the dice pool until freed from their locks.

Freeing Locked Dice

To free a locked die, the card or effect locking it must be resolved.

For example, if a die is locked by a task on an Adventure or Other World card, a player must resolve that card to free it. If a die is locked by a Mythos card, the die is locked until a new Mythos card is drawn at midnight (see "Midnight" on page 15). If a die is locked by a monster marker, a player must defeat the monster to free it (see "Monsters" on page 16).

Resolving Multiple Locks

It is possible for a die to be locked by more than one effect.

For example, if there are two effects in play that lock the yellow die, the locks are addressed in the order in which they came into play: after the yellow die is freed from the first lock, it is placed on the second lock. After the die is freed from the second lock, the players may add it to their dice pool after using a common item that adds the yellow die to the pool.

Character Abilities and Locked Dice

Several characters, such as Gloria Goldberg and Jenny Barnes, have abilities that allow them to use additional dice during adventures. Though powerful, these abilities do not allow them to roll locked dice and do not free dice from their locks. Only Sister Mary's ability allows her to free locked dice.

Clues, Items, Spells, and Allies

During the game, the players may acquire items, clues, and allies that can assist them. This section describes these aids in detail.

Clues

While attempting to resolve an adventure during his turn, a player may spend clue tokens to reroll some of his dice in an attempt to complete tasks more effectively.

After a roll, if the player is unhappy with the results of the roll, he may spend one of his clue tokens to reroll **one, some, or all** of his dice. He may do this as many times as he has available clue tokens. The player returns spent clue tokens to the supply.

Items

Common and unique items offer the player numerous advantages during an adventure, such as causing the investigator to regain stamina or sanity or adding dice to the dice pool. This information is found on the item card's face. After using an item, the player returns it facedown to the bottom of its deck.

Regaining Sanity and Stamina

Some cards cause an investigator to regain sanity or stamina. The player may use such a card during his turn when the card states. To do so, he takes the indicated number of sanity or stamina tokens from the supply, places them on his Investigator card, and returns the used card facedown to the bottom of its deck.

Note: An investigator cannot regain more stamina or sanity than the maximum amount shown on its card.

Adding Dice to the Dice Pool

Common Item cards often show a yellow die icon. During his turn, a player may discard one of these items to add the yellow die to his dice pool. The yellow die is identical to a green die except that it has a four investigation side instead of a terror side.

Unique Item cards often show a red die icon. During his turn, a player may discard one of these items to add the red die to his dice pool. The red die is identical to the yellow die except that it has a wildcard side instead of a one investigation side. A wildcard result can be used as a four investigation, a lore, a peril, or a terror result.

A die that is added to the dice pool stays in the pool until the player either uses it to complete a task or discards it after a failed roll. Unless dice are locked or secured by a spell, the player returns any dice granted by common or unique items to the supply at the end of the Resolution phase.

Yellow Die Icon   *4 Investigation*   *Red Die Icon*   *Wildcard*

Using Items, Clues, Spells, and Allies

A player may use only **his** items, clues, spells, and allies during his own turn; he cannot use them during another player's turn. **Any** player may use a die secured with a spell during **any** player's turn.

Note: If a player discards a yellow or red die, he cannot add it to his dice pool again during that same turn.

SPELLS

Similar to items, spells offer several advantages during an adventure, such as securing dice for later use or causing an investigator to regain sanity or stamina (see "Regaining Sanity and Stamina" on page 12).

Securing Dice with Spells

Many spells allow a player to secure a die result for later use. These are signified by the securing icon.

To cast such a spell, the player places the card faceup in front of him **after** rolling dice during his turn. Then he chooses one die from that roll. **Without changing its result**, he places the die on the Spell card's securing icon.

When a die is secured on a Spell card, it remains there until **any** player chooses to use it to complete a task, removes it from the spell to roll it (see "Removing Secured Dice" on page 14), or until another effect locks that die (see "Locked Dice" on page 12). For spells that secure multiple dice, the player may remove dice from it one at a time or all at once.

After all dice on a Spell card are removed, the player returns the card facedown to the bottom of its deck.

Note: New dice cannot be added to a spell to replace those that were removed from it.

CASTING A SECURING SPELL EXAMPLE

After completing the top task, the player rolls the dice and obtains the following results:

With this roll, he can easily complete the bottom task. However, he knows that the terror result could be useful later. (1) He chooses to secure that die by playing a Spell card.

During the next turn, another player attempts to resolve the following Adventure card:

One green die is secured by a spell. The player chooses to leave it on the spell, so she rolls the five green dice in the dice pool and obtains the following results:

With this roll alone, she cannot complete either task. However, she can use the die with the terror result secured on the spell.

(2) She places the die with the peril result and (3) the secured die with the terror result on the Adventure card to complete the task.

Investigator Card Anatomy

Bob Jenkins
The Salesman

Shrewd Dealer
Each time Bob receives 1 or more common items after setup, he receives 1 extra common item.

Starting Items

1. **Name:** The name and occupation of the investigator.

2. **Maximum Sanity:** The amount of sanity the investigator begins with. An investigator's sanity cannot exceed this number.

3. **Maximum Stamina:** The amount of stamina the investigator begins with. An investigator's stamina cannot exceed this number.

4. **Special Ability:** A unique ability that the player controlling this investigator can use.

5. **Starting Items:** A list of the items with which the investigator begins the game (see "Rewards & Penalties" on page 9).

Removing Secured Dice

Dice secured by focusing or assisting can only be removed by the player who secured them, and they return to the dice pool at the end of his Resolution phase. Dice secured by a spell can be removed from the spell by any player during his turn for use in a roll.

Allies

Some rewards allow the player to draw an Ally card. When the player draws an Ally card, he immediately places it faceup in his play area. Allies remain in play until their effects expire, as indicated by the text on the individual card.

Only the player who drew the ally may use its ability.

Being Devoured

If at any time an investigator loses sanity or stamina that causes him to drop to zero or less, he is **devoured**.

When an investigator is **devoured**, that player adds one doom token to the doom track and returns his investigator card and marker to the game box. He returns all of his Item, Ally, and Adventure cards facedown to the bottom of their corresponding decks, returns his monster markers to the monster cup, and returns his clue tokens to the supply.

Then, he selects a new investigator and takes its corresponding starting items. The new investigator starts at his or her full sanity and stamina, and the player continues playing with his new investigator during his next turn.

If there are no more investigators to choose from, the player is eliminated from the game.

If a player's investigator is **devoured** during **his own turn**, he proceeds immediately to the Clock phase of his turn and then chooses his new investigator.

If the Ancient One awakens as a result of an investigator being **devoured**, that player is eliminated from the game. The clock still advances during battle with the Ancient One as though that player's turn had occurred.

ADDITIONAL RULES

This section describes other important rules not previously addressed.

INVESTIGATOR ABILITIES

Each investigator has a special ability that can allow the player to add dice to rolls, alter die results, or offer other benefits during the game.

Some investigator abilities can be used "once per roll." This means that the player can use this ability only once each time he starts a new roll during an adventure. A reroll is considered part of its original roll, so the player cannot use his investigator's ability during a reroll if he has already used it during the original roll.

Some investigator abilities can be used "once per day." This means that after the player uses this ability, he cannot use it again until midnight strikes (see "Midnight" below).

Note: To ensure that he uses his investigator's ability properly, each player should consult his investigator card.

MIDNIGHT

After a player's turn ends and the clock has advanced to or past "XII," midnight strikes and the players resolves the following steps in this order:

1. Resolve "At Midnight" effects on **all** cards currently in play, including Adventure cards and Other World cards. Also, resolve all "The next time the clock strikes midnight…" effects on Mythos cards.

2. Draw one new Mythos card and resolve its immediate effect (see "Mythos Cards" below). Return the previous Mythos card facedown to the bottom of its deck.

3. Replenish "once per day" investigator abilities.

Note: "At Midnight" effects do not occur during the first turn of the game.

MYTHOS CARDS

Each time midnight strikes, players draw one new Mythos card and return the old card facedown to the bottom of its deck. Each Mythos card has one IMMEDIATE EFFECT and one LINGERING EFFECT.

The immediate effect is printed on the card's upper half and occurs immediately after drawing the card. The lingering effect is printed on the card's lower half. This effect applies as long as this card remains faceup.

Note: Very few Mythos cards have an effect which lasts even after a new Mythos card has been drawn.

MYTHOS CARD ANATOMY

1. **Immediate Effect:** The effect that occurs immediately after drawing the card.
2. **Lingering Effect:** The effect that applies while this Mythos card remains faceup.

THE DOOM TRACK

The doom track measures how close the Ancient One is to awakening in the Miskatonic University Museum. The more tokens on the doom track, the closer the Ancient One is to awakening.

Mythos cards, adventure penalties, and other effects often advance the doom track. When instructed to advance the doom track, the player places one doom token on the first available space of the doom track. Tokens are placed starting in the upper-left corner of the doom track, filling each row from left to right.

There are two different icons on spaces of the doom track: doom icons and monster icons. After placing a doom token on a space with a monster icon, a monster appears in the museum (see "Monsters" on page 16).

A doom icon on the doom track.

A monster icon on the doom track.

After placing a doom token on the final space of the doom track, the Ancient One awakens and the investigators must confront it in battle (see "Awakening the Ancient One" on page 18).

If a player places the final doom token and collects the final Elder Sign at the same time, the Ancient One is sealed away and the investigators win.

MONSTERS

When a game effect states that "a monster appears," the player randomly draws one monster marker from the monster cup and places the marker on a monster task.

Monster Tasks

A monster task is a task on an Adventure or Other World card surrounded completely or in part by a white border. When placed on a monster task, a monster marker functions as a task that the players must complete in order to resolve the adventure.

There are three kinds of monster tasks: empty, total, and partial.

- An empty monster task has **no requirements** within the white border. A monster marker covering an empty monster task adds one additional task that the players must complete in order to resolve that adventure.

- A total monster task has **all of its requirements** surrounded by the white border. A monster marker covering a total monster task completely replaces the previous task.

- A partial monster task has **some requirements** that are surrounded by the white border and some that are not. A monster marker covering a partial Monster task replaces only the task requirements that are within the white border.

If a monster appears and there are multiple available monster tasks in the play area, the player chooses one available monster task and places the monster marker on it.

If there are no monster tasks available, the player chooses any Adventure or Other World card and places the monster marker below the bottom task of the card.

Note: Players must distribute monster markers as evenly as possible. That is, no Adventure or Other World card can have a second monster placed below it until all Adventure or Other World cards have at least one monster placed below them.

If a monster marker is placed below the bottom task of an Adventure card with an order arrow, the monster marker becomes that adventure's last task.

If an adventure's reward causes a monster to appear, the player may place the monster marker on the incoming Adventure card.

EMPTY MONSTER TASK PLACEMENT

When placing a monster marker on an empty monster task, it completely covers the white border as shown below.

Now the player must complete the task on the monster marker **in addition to** the other task on the Adventure card.

TOTAL MONSTER TASK PLACEMENT

When placing a monster marker on a total monster task, it completely covers the entire task as shown below.

Now the player must complete the task on the monster marker instead of the task it covered.

Completing a Partial Monster Task

When placing a monster marker on a partial monster task, it completely covers **only** the requirements surrounded by the white border as shown below.

For example, while attempting to resolve the Other World card above, the player rolls the dice and obtains the following results:

With this roll, the player can complete the monster task as shown below.

Then the player attempts to complete the next task by rolling his two remaining dice and obtains the following results:

With this roll, he cannot complete the second task. Even though he did not resolve the adventure, he did complete the monster task, so he takes the monster marker and places it in his play area with its trophy value faceup.

Completing Monster Tasks

A player completes a monster task by satisfying its requirements with rolled die results, just like any other adventure task.

If a player completes a monster task, he collects the monster marker **at the end of his Resolution phase**, returns any dice locked by the monster marker to next to the entrance sheet (unless there are multiple locks that apply to it), and follows any instructions on the reverse side of the marker.

If a player completes a monster task, but fails the Adventure or Other World card it is on, he gains the monster marker at the end of his Resolution phase **before** suffering the penalties for failing to resolve the Adventure or Other World card.

Completing a Partial Monster Task

A player completes a partial monster task by satisfying the monster marker requirements **and** uncovered task requirements in the same row.

If a player rolls and obtains results that would satisfy only the requirements on the monster marker **without completing the entire task**, he did not defeat the monster. The monster marker remains there until a player manages to satisfy the entire row of task requirements.

Defeating Monsters with Items and Spells

Some items or spells instruct the player to defeat a monster. When using such an item or casting such a spell, the player chooses any monster in play and flips its marker facedown, ignoring all of its tasks.

If the monster marker is in a partial monster task, the uncovered task requirements must still be satisfied in order to resolve the adventure.

After either resolving or failing the adventure, the player collects the defeated monster marker at the end of his Resolution phase.

Awakening the Ancient One

After placing a doom token on the final space of the doom track, the Ancient One awakens. Immediately after the Ancient One awakens, discard the current Mythos card. Its lingering effect immediately ends and any dice locked by it are freed. If any dice are locked by Adventure cards, Other World cards, or monster markers when the Ancient One awakens, remove those dice from the game. Then discard all Adventure cards, Other World cards, and monsters from the play area.

Then, the players move their investigator markers to the Ancient One card. Unless their investigator is **devoured**, players cannot move their investigator markers from this card for the rest of the game.

If the Ancient One awakens during a player's turn, the player immediately proceeds to the Clock phase of his turn.

If a player places the final doom token as a result of an investigator receiving rewards or penalties, he receives all of the rewards or penalties before the Ancient One awakens.

Battling the Ancient One Example

The players have failed to collect enough Elder Signs before filling the doom track and Cthulhu awakens from his slumber. They must defeat him to win the game.

However, Harvey Walters began the combat with only 1 sanity and 3 stamina. The players failed to defeat Cthulhu for several rounds and, due to Cthulhu's ability, Harvey Walters has now reduced his maximum stamina to 1.

Mandy Thompson uses a unique item, so she begins by rolling all six green dice along with the red die. She obtains the following results:

She completes the Ancient One's battle task, so (1) she places those three dice on the Ancient One card and (2) removes one doom token from the doom track.

Then Mandy Thompson rolls her remaining four dice and obtains the following results:

This roll does not complete the task, so the roll fails. (3) She discards one die, rolls again, and obtains the following results:

Success! She completes the battle task again, so (4) she places those three dice on the Ancient One card and (5) removes another doom token from the doom track.

Mandy Thompson has used all of her dice, so she proceeds to the Clock phase and advances the clock, which causes midnight to strike. It is Cthulhu's turn to attack. Cthulhu's attack ability reads:

> "When Cthulhu attacks, each investigator must reduce either his maximum sanity or maximum stamina by 1. Then add 1 doom token to the doom track."

Unfortunately, this reduces Harvey Walters' maximum stamina to zero, and he is **devoured**. That player must place two doom tokens on the doom track: one for Cthulhu's ability, and one for the death of Harvey Walters.

If an effect awakens the Ancient One **before** the doom track is full, place doom tokens on all the remaining empty spaces of the doom track.

Battling the Ancient One

After awakening the Ancient One, the players take turns resolving the following phases in this order:

1. **Attack Phase:** The player rolls dice in an effort to complete the Ancient One's BATTLE TASK as many times as possible.

2. **Clock Phase:** The player advances the clock. Each time midnight strikes, the players resolve the Ancient One's attack.

Attack Phase

Each Ancient One card shows a battle task. To attack the Ancient One, the player rolls dice to complete its battle task.

If the player's roll satisfies the Ancient One's battle task requirements, the investigator successfully attacked the Ancient One. The player places the required dice on the task, removes one doom token from the doom track, and rolls his remaining dice to attempt completing the battle task again.

If the player cannot complete the Ancient One's battle task, he must discard one die and reroll the remaining dice. After the player discards his final die, he proceeds to the Clock phase.

Players cannot focus dice or request assistance while battling an Ancient One, but they may use clues, items, spells, and allies as normal.

If a successful attack removes the final doom token from the Ancient One's doom track, the Ancient One is defeated, and the investigators win the game (see "Winning the Game" to the right).

Clock Phase

While battling the Ancient One, players advance the clock as normal. However, instead of drawing a Mythos card when the clock strikes midnight, players resolve the Ancient One's attack ability, shown on its card.

If a player's investigator is **devoured** during the battle (see "Being Devoured" on page 14), add one doom token to the doom track. For the rest of the game, that player only resolves the Clock phase of his turn.

If midnight strikes at the same time that the Ancient One awakens, the investigators immediately resolve the Ancient One's attack.

Note: During an Ancient One battle, "At Midnight" effects do not occur.

Winning the Game

The game ends immediately when any of the following conditions occur:

- The players seal the Ancient One away by collecting a number of Elder Signs equal to or greater than the Elder Sign limit on the Ancient One's card.

- The players defeat the Ancient One in battle by removing the final doom token from its doom track.

- All investigators are **devoured**.

The players win if they either seal away the Ancient One or defeat it in battle.

The players lose if all investigators are **devoured**.

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Quick Reference

A Player's Turn

1. **Movement Phase:** The player **may** move his investigator marker to any Adventure card, any Other World card, or the entrance sheet.

2. **Resolution Phase:** If on an Adventure card or an Other World card, the player attempts to resolve it by rolling dice to complete its tasks. If on the entrance sheet, perform one of the actions listed on the sheet.

3. **Clock Phase:** Advance the clock hand forward three hours.

Task Symbols

Symbol	Description
	A number of investigation die results equal to or greater than the number indicated on the symbol.
	A lore die result.
	A peril die result.
	A terror die result.
	A split die result. Either of the die results shown will meet this requirement.
	After all die result requirements for this task have been met, the player must advance the clock to complete the task.
	After all die result requirements for this task have been met, the player loses sanity equal to the number indicated on the symbol to complete the task.
	After all die result requirements for this task have been met, the player loses stamina equal to the number indicated on the symbol to complete the task.

Locked Dice

As soon as one of these icons appears in play, a die of the corresponding color is locked.

Dice Sides

	INVESTIGATION				LORE	PERIL	TERROR	WILDCARD
	1	**2**	**3**	**4**				
Green Dice	1	2	3		lore	peril	terror	
Yellow Die	1	2	3	4	lore	peril		
Red Die		2	3	4	lore	peril		wildcard

Note: A wildcard result can be used as a 4 investigation, a lore, a peril, or a terror result.

Rewards & Penalties

Common Item: Draw 1 card from the Common Item deck.

Unique Item: Draw 1 card from the Unique Item deck.

Spell: Draw 1 card from the Spell deck.

Clue: Gain 1 Clue token.

Ally: Draw 1 card from the Ally deck.

Elder Sign: Place 1 Elder Sign token near the Ancient One card.

Gate: Draw 1 Other World card and place it faceup below the 6 Adventure cards.

Sanity: Lose 1 sanity.

Stamina: Lose 1 stamina.

Monster: A monster appears!

Doom: Add 1 doom token to the doom track.