

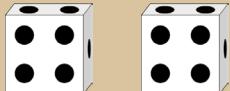
# Project Team Chair

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Take up the charge  
as an arcane  
scholar and seek  
to gain more  
Enlightenment than  
your colleagues.

Each Player  
Moves:



The Call of the  
Ancient:

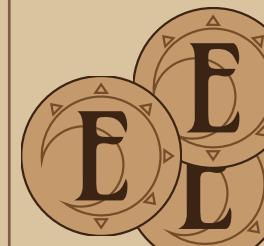
Once per turn, roll  
1d4. All players are  
pulled that many spaces inwards.



- The Foyer
- The Precipice
- The Descent 1
- The Descent 2
- The Descent 3

Cosmic  
Knowledge:

Gain Cosmic  
Knowledge while  
in the Descent.  
You may only hold  
a maximum of 10  
Cosmic Knowledge  
at one time.



Enlightenment:

Convert your  
Knowledge into  
Enlightenment in  
the foyer, have the  
most in the end to  
win.

# The Eldritch Archive

## "Heed the Call"



Maw Expansion:



Cosmic Counter:  
Every third turn the  
Maw expands to the  
next pentagram. Keep  
track of turns on  
the counter. Once it  
consumes The Descent,  
the game is over.

The Maw:  
Turns spent in the  
maw will lose you  
Enlightenment and  
Cosmic Knowledge!

Card Name

Cast Time    Maw Expansion

In X Location:

Effect of the card in this given  
location.

In Y Location:

Effect of the card in this given  
location. This effect is usually  
for when the player is in  
the Vicinity, which supplies a  
more power variation of the  
standard effect.

standard effect.

standard effect.

standard effect.

Cards (Max 4)

Play cards to help  
your cause and hurt  
your enemies

## The Game

Welcome one and all to the Eldritch Archive! Being scholars I'm sure you're all very smart, so indulge yourself in our wide collection of ancient and cursed texts. The literature gets even better as you go deeper, but uh... be careful down there!

## Objective

Be the most enlightened player on the board by the time that The Maw finishes consuming The Descent.

## Setup

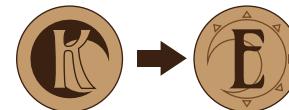
Place a play piece (colored cube) in The Precipice for each person playing. Each player draws 2 cards.

## Turn Structure:

1. The current player rolls 1 or 2 d6 and moves as many spaces into or out of the spiral (only one direction).
  1. Players should go as far as the board allows them, even if they cannot move the full number rolled
  2. In-Turn cards can be played by a player any time within their own turn (see *Cards*).
2. The player declares their turn over, and play is passed to the player to the right.
3. Once everyone has moved, *The Call of the Ancient Ones* affects each player. 1d4 is rolled, and every player moves that many spaces into the spiral.
  1. The Cosmic Counter is moved up a space
  2. Each player earns as many Cosmic Knowledge or Enlightenment points as are denoted by the section their player piece resides within after *The Call* (see *Places*).
  3. The d4 is passed to the player to the right, who will start the next round

## Cosmic Knowledge and Enlightenment Tokens

These tokens are represented by double sided chips labelled "K" on one side and "E" on the other. A player cannot gain anymore "K" tokens once they have 10, unless they are in The Vicinity (see *Places*).



## Cards

A player draws a card if they end a round in the Foyer. All players draw when the cosmic counter reaches the top.

Players should keep their cards to themselves. A player may only hold up to 4 cards at one time. Certain cards operate differently if you are within The Vicinity. There is no limit to the number of cards played in a turn.

*In-Turn* cards can only be played on a player's turn.

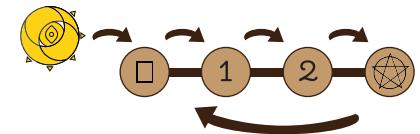
*Anytime* cards may be played on any player's turn.

Cards with the tentacle symbol require you move The Maw out from the center as many spaces as the number dictates by placing Maw Markers. This happens at the end of the player's turn.

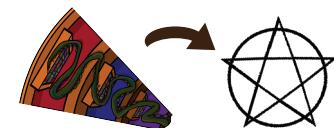


## The Cosmic Counter

If The Cosmic Counter has reached its top, it is moved back to the bottom, and The Maw expands to the next pentagram space from the center of the board.



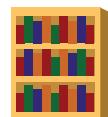
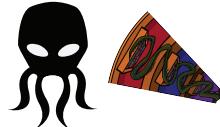
Place Maw Markers on newly devoured spaces and have each player draw one card.



## Places

The board is split into several areas that affect the players in different ways

- **The Maw**
  - Ending a round here loses you 2 Enlightenment tokens. If you have none, you lose all of your Cosmic Terror tokens and are spit out to The Precipice.
  - The Maw moves up periodically
- **The Vicinity**
  - The 3 spaces in front of The Maw
  - Ending a round here earns you one more Cosmic Knowledge than the number on the space
  - Some cards are more effective here
  - You can collect Cosmic Knowledge here past the maximum amount
- **The Descent**
  - Ending a round here earns you Cosmic Terror tokens, the number of which is denoted on your space.
- **The Precipice**
  - The starting point. Ending a round here has no result.
- **The Foyer**
  - Ending a round here allows the player to convert all their Cosmic Knowledge into Enlightenment and draw a card.



# Eldritch Archive

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## Rules of Play