

UPDATED FAQ

There is no hand limit.

Anything that refers to the Discard pile, references Cultist cards that have been discarded from the game.

You can play the game with the Locations in two ways. You can play with the blank Location side face up, in which case there are no powers on the Locations themselves. Or you can play with the text side face up, making the game more interesting. Feel free to mix and match text side or no text in your games as you see fit.

You may not draw from the Valley and then play there again in the same turn. You may play to the Valley on subsequent turns as normal.

You can move the Dark Hunter to any of the 4 Location cards that does NOT have an Old One on it when you play a card to the Valley. You can only move the Dark Hunter back to the starting position (off any Location) by playing 3 or more of the same color.

When a Dark Hunter destroys a Cultist and there are multiple copies in play on the same Location, the player with the card that is being destroyed chooses which card to discard.

You cannot play Cultists or Monster cards (except for the Hounds of Tindalos) on a Location that already has an Old One in play.

The game ends as soon as the third Old One is revealed, placed and its power is resolved (if applicable).

Old One powers only take effect when they are brought into play. If ownership of a Location changes mid game in some way, the Old One's power is not activated again.

Old Ones that are summoned to a neutral Location (not facing either player) do not trigger their power.

Anytime an Old One is drawn, you deal with it immediately. This includes drawing one from a Monster card or other in game effect, unless specifically stated otherwise by the card.

If you play with the text side face up for Arkham and you are the first to play 5 cards in a run there, you the Old One you summon puts the Location facing you, regardless of who has the most points there.

The Mi Go's ability must be chosen (both color and number) whenever you play it and stays that way for the rest of the game.

The Ghast lets you look through the Valley and choose any 1 card you wish.

The Dimensional Shambler, the Shoggoth, the Mi-Go, and the Gug last the entire game once played, unless destroyed in some fashion.

If you already have 3 of a kind (color, number of same color in a sequential order), and you play another of the same type, the set ability triggers again. For example, if you already have a red 3, 4 and 5 in play and you later on play a red 6, you would get to draw another artifact card.

If you have a Blue 4 and a Blue 6 in play, let's say, and later on you play a Nightgaunt that allows you to steal a Blue 5 from your opponent and put it into play at the same location as the 4 and 6, it would trigger the set ability to allow you to draw another Artifact card.

Only one set ability can trigger at a time. So if you play a run of 8, 9, 10 all in 'Green, you can either choose to drawn an Artifact card (for playing 3 of the same color in a sequential order) or to move the Dark Hunter token off a Location (for having three of the same color), but not both.

If the card revealed by Tsathoggua is an Investigator, resolve the Investigator and draw again. If the card is another Old One, draw another card to resolve Tsathoggua, and then resolve the second Old One that was revealed.

If the Necronomicon is used to protect a Location from the Dark Hunter, the Dark Hunter cannot be moved to that Location for the rest of the game, or until the Necronomicon is destroyed in some fashion.

If the Musicbox of Kadath is played to seal the Valley, no one may play to or draw from the Valley until the Music Box of Kadath is destroyed in some fashion or the next Old One appears.

If the Dagger of R'yleh is played to destroy 2 non Old One cards, and this would change the influence of a Location with an Old One already on it, change the facing of that Location to it's new owner.

The Dagger of R'yleh may be played to destroy an Investigator that is in play.

CREDITS

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