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Ancient evil is stirring all over the world. Now you and your trusted circle of colleagues must travel around the world, working no matter what, to contain the impending horror. Foul monsters, brutal encounters, and obscure mysteries will lead you to your limit and beyond. All the while, you and your fellow explorers must unravel otherworldly mysteries scattered around the world to push back the unfolding chaos that threatens to overwhelm humanity. The end is coming! Do you have the courage to prevent global destruction? Eldritch Horror is a collaborative game of terror and adventure in which one to eight players take on the role of globetrotting investigators working to solve mysteries, collect clues, and protect the world from the ancient - the elder intends to destroy our world. Each Ancient comes with its own unique mystery decks and research cards that draw you deeper into the knowledge surrounding every disgusting creature. Images © Fantasy Flight Games Discover the real name Azathoth or battle Cthulhu on the high seas. With twelve unique investigators, two hundred and fifty tokens and over three hundred maps, Eldritch Horror presents an epic, world-encompassing adventure with each game. Searchers after the horror pursue strange, distant places. For them the catacombs of the Ptolemy, and the carven mausolea of nightmarish countries. They climb the lunar towers of the ruined Rhine castles and descend the black web steps under the scattered stones of the forgotten cities of Asia. Haunted wood and desert mountain are their shrines, and they linger around ominous monoliths on uninhabited islands. -H.P. Lovecraft, The picture in the house of ancient evil stirs. You are part of a team of unlikely heroes involved in an international fight to stop the gathering of darkness. To do this you have to defeat dirty monsters, travel to other worlds, and solve the obscure mysteries surrounding this untold horror. Efforts can deplete your sanity and cripple your body, but if you fail, the Ancient Will Awaken and Rain Dooms the Famous World. Eldritch Horror is a collaborative game for one to eight players, based on the H.P. Lovecraft fiction and inspired by the classic insistence game Arkham Horror. In Eldritch Horror, investigators travel the world in an urgent quest to save the world from the diabolical, almighty Ancient. With four different Ancients, twelve investigators, numerous monsters and hundreds of possible encounters, each game provides a unique and epic adventure. The fight against ancient evil on a global scale with terror is spreading around the world, you and your fellow investigators will take risks in the far corners of the world. From the snow-capped peaks of the Himalayas to the busy streets of San Francisco, you and your research team will travel to the world's largest cities, its most remote deserts, and everywhere in between to avert an impending global catastrophe... the awakening of the Ancient, whose arrival will throw the world into eternal darkness. Each element of Eldritch Horror is designed to immerse you in its narrative theme of world horror and adventure. As the game opens, the narrative woven throughout each mechanic increases the pressure. With tensions at a high level and the fate of the world in your hands in these last, desperate days, the choices your group does can be devastating. Even the components of Eldritch Horror add to the story and are designed to further immerse you in this epic, world-spanning adventure. From sheets of characters that resemble well-worn passports, tokens made to look like train tickets and an ocean liner, and a board that displays a yellowing map of the world, Eldritch Horror weaves an attractive story about a global odyssey to save civilization. Take the train from Shanghai to Istanbul, hire a sorcerer in Buenos Aires, or stock up on holy water in Rome... Just make your cooking count. You will need to work effectively to defeat the horrors that await you. After all, every day, an old creature of unspeakable power is approaching devouring our world. Only by using three unique mysteries presented by the quests on ancient one-specific mysterious maps, your team of explorers will be able to save humanity and win the game! Face unimaginable horrors at every turn While the tasks on these Mystery maps (along with otherworldly gate locations, menacing monsters, and useful clues) often inform both your travel plans and the dangers you face, you can find adventures anywhere in the world... even where you least expect it. During the meeting phase of each turn, players allow fighting or build the personal stories of their researchers by reading a story about meeting with one of several types of Encounter cards. You can go head-to-head with a monster in Istanbul, or find yourself in a difficult position with a criminal syndicate in a major city. Maybe you will go on an expedition to the pyramids, or explore the key you uncover in the unnamed desert. You can even find your way through the gates and explore the dimension of time and space. If you're not meeting, the cost is steep. If you are lucky, you will simply suffer physical or mental trauma. However, you may also be forced to take a status card that represents a specific injury or restriction received throughout your journey, such as a leg injury or Amnesia. You may find yourself getting in over your head to obove assets and get a state of debt. Or maybe you'll be bound to favor something far more insidious than debts, and enter into a Dark Pact! Regardless of your condition, you would be wise to find a solution Hurry: Many conditions have a payback effect that, if triggered, provides a much more sinister fate. All this time the arrival of the Ancient is approaching. Its malignant influence manifests itself in Eldritch Horror when you draw Maps of Mythos that regulate the appearance of otherworldly gates, scary monsters and other sinister elements. Map Mythos keep your investigators under pressure by introducing new threats, even as the arrival of the Great Old is approaching! Since investigators draw a new Mythos card every round, they are sure that their hands are full of battling foul creatures and following on to strange rumors, even when they are working to solve their three all-important mysteries. An epic experience, each time Eldritch Horror includes several features designed to provide a unique experience every time you play. With over three hundred cards, you can be sure of the amazing variety in encounters, myths effects, and more. And since each Ancient has a dedicated deck of mystery and research cards, you not only choose the ancient, you will choose the whole style of play. In addition, by contributing to the game, twelve intrepid investigators are ready to protect the world from a threat that only they really understand. Take on the role of expedition leader Leo Anderson, influential actress Lola Hayes, or any of the included heroes. As each investigator offers his own unique skills, starting assets and approaches to victory, you are sure to find your favorite person to save the world. Want to customize your experience even more? New players may wish to confront the Great Old with less difficulty, while more experienced players may want an additional challenge. Eldritch Horror accommodates the needs of all types of players with its Mythos cards. With three levels of difficulty, Mythos cards give you the ability to make the game more or less challenging by removing lighter or more complex cards when you build a Mythos deck. You have to fight back the way will be dangerous, and the stakes have never been higher. The ancients are mixed, casting a shadow around the world. You have to fight back. Assemble your team, explore the clues scattered around the world, and unravel the mysteries surrounding the Great Old. Venture across the high seas or deep in the wild to fight monsters, uncover ancient secrets, and gather dark knowledge as you work to prevent such a disaster. Horror is here. The fate of our world is in your hands. Your journey begins now. Are you ready? 1 Game Board 1 Reference Guide 12 Investigator Sheets 4 Ancient One Sheet 122 Meeting Card 51 Mythos Card 16 Mystery Card 14 Artifact Card 40 Asset Card 36 Card State 20 Spell Cards 43 Monster Tokens 1 Mystery Token 36 Clue Tokens 4 Hearing Tokens 1 Omen Token 1 Doom Token 9 Gate 1 Lead Investigator token 20 token travel tickets 30 tokens improving 20 tokens Eldritch 78 Health and Sanity Tokens 4 Reference Cards 1 Active Expedition Token 4 Bones Before the game each game, perform the next steps in order. The customization chart on page 5 shows an example of these steps. Expand the game board and place it in the center of the game zone within easy reach for all players. Organize the following tokens listed below: A. Create a Gate stack by randomizing nine Gate tokens and placing them face down (the common side up) in the stack within the reach of all players. B. Create a Clue pool by placing Clue tokens face down (common side up) in a pile within reach of all players and randomize them. C. Create a shared pool of tokens by taking all Health, Sanity, Improvement, Travel Ticket, Eldritch, Mystery and Rumor token tokens and place them in piles within reach of all players. Players agree on one player to obtain the lead investigator's token. If they can't decide, players assign this marker to a random player by their intended purpose (e.g., by rolling to die). Starting with the lead investigator and continuing clockwise, each player chooses one investigator. He takes the appropriate investigator sheet and then places the appropriate marker of the investigator on the game board space listed on the back of his investigator sheet. Each investigator receives the starting items listed on the back of the investigator's sheet (see image above). He receives any assets or spells listed by taking the appropriate cards from the game box. He then takes a series of health and sanity tokens equal to the maximum health and sanity of his investigator, listed on the front of his investigator sheet. He places these tokens next to his investigator sheet. In the group, players choose one of the Ancient One sheets. Each Ancient provides a different gaming experience. For its first game, it is recommended that players choose Azathoth, as it is the simplest Ancient. Place the selected faceup sheet (displaying down in the top left corner) next to the gaming table and eliminate any installation effects on the sheet. Take all the unspent Monster tokens and place them in an opaque container such as a bowl, mug or game box cover. Then shake this container to randomize the Monster tokens. Don't scatter the Epic Monster tokens into the Monster Cup. Epic Monster tokens are marked in red and trimmed to the next to left corner. Take all the Research Encounter cards, special Encounter and Mystery cards that don't match your chosen Ancient, and return them to the game box. These cards will not be used for this game. Then divide all the other cards listed below and place them next to the gaming table. Shuffle all the cards Encounter in one deck, regardless of the back card. Shuffle Spell and Condition cards into two separate decks. Place these decks of the deck with the name of the top card and images visible. Set the Mythos cards aside for Step 8. Then divide all the other cards into decks with a card back and shuffle each deck. Follow the instructions at the bottom of the Ancient Leaf to build the deck of Mythos. Allow the following effects to complete the setup: A. Place a help card that matches the number of players near the Mythos deck. Players use a help card to resolve Mythos effects. Put all the other reference cards back in the game drawer. B. Place the Doom token on the Doom track space listed in the top left corner of the Ancient One sheet. For example, the Azathoth sheet indicates that the Doom token starts at the 15th Doom track space. C. Place the Omen token on the green (comet) space of the Omen D track. Place the top four cards of the Asset faceup deck in four reserve slots (in the bottom left corner of the game board). E. Gates's caviar number listed on the reference card. To spawn the gate, take the top gate marker from the Gate stack and place it face up on the space listed on the Gate marker. Then draw one random Monster marker from the Monster Cup and place it in the same space. F. Place the Active Expedition token on a space that matches the illustration on the back of the upper deck map of Expedition Encounter. G. S puts the Clues number on the reference card. To generate Clue, take one random Clue token from the Clue pool and place it face down on the space listed on the Clue token's face. H. Finally, draw one Mystery card and place it next to the Ancient One sheet. Then solve any When this card introduces playback effects on this map. The object of the game Eldritch Horror is a joint game. All players are on the same team and win or lose the game together. The ultimate goal of the researchers is to expel the Ancient from this world by solving mysteries. In addition, investigators need to deal with the many threats and crises facing the world. They appear in the form of Gates (which generates monsters and can awaken the Ancient) and Hearing Myths cards (which harm investigators and can finish the game prematurely). Game Play Eldritch Horror is played during a series of game rounds. Each round consists of three stages that are decided in the following order: Action Phase: Investigators perform actions to move along the board and prepare for the tasks ahead. Meeting phase: Investigators fight monsters or solve counter maps in their current space. Myths Phase: The lead investigator solves one map of Mythos. These cards often promote the Doom token, generate Gates, or raise other issues that investigators will need to overcome. At the end of each stage of Mythos, the lead investigator can transfer the lead investigator's token to any player in his own way Investigators then begin a new round of play starting with the action phase. Players allowing rounds of play until they have won or lost the game. The back of the handbook contains a quick link to these Phase 1: Phase 1 Action Phase At this stage, each investigator authorizes up to two actions. Doing so is the main way in which investigators move across the board and purchase lucrative cards and tokens (such as asset cards and travel tickets). This stage begins with a lead investigator. He performs two actions of his choice, then the investigator to his left performs two actions and so on, until each investigator performs his actions. Important: Each investigator can perform each action only once during the round. For example, the investigator cannot perform two rest actions. During the action phase, investigators can perform the following steps: Travel Action Investigator moves his investigator marker to any adjacent space (see What is space and paths? right). After the move, the investigator can spend any number of tickets to move one additional seat for the ticket spent. Investigators can only spend train tickets to move along train tracks, and shipchocum tickets to move along the ship's tracks (see what are the spaces and paths? right). Rest Action Investigator Restores 1 Health and 1 Sanity. An investigator cannot do this if there is a Monster in his space. Different types of spaces and paths are displayed on the legend on the game board. Tokens are often placed on the game board spaces. Spaces include named places (such as Arkham) as well as moderated places. Each space is connected to at least one neighboring space by lines known as paths. Each path has a type (color) that corresponds to the type of tourist ticket Trade Action Investigator can trade property (assets, artifacts, keys, spells, and travel tickets) with another investigator on his space. Preparing for Travel Action If the investigator is in the city space, he receives one travel ticket of his choice. An investigator cannot get a train ticket if there is at least one train path connected to his space. Similarly, he cannot get a ticket to a ship unless there is at least one ship path connected to his space. If a player has ever had more than two tickets, he must choose two to save and drop the rest. It checks its influence (I) by rolling the dice and receives the assets of his choice from the reserve with a total value equal to or less than the number of rental successes. If he does not receive any cards, the investigator can refuse one card of his choice from the reserve. Once You've done Acquire Assets, replace all cards that have been discarded or received from attracting replacement cards from the asset deck. An investigator cannot do this if there is a Monster in his space. Component Component The investigator can perform the action listed on one of its components (such as a map or its investigator sheet). These actions are preceded by the word Action in bold. Although the investigator cannot act from a single component more than once in a round, he can perform the actions of the components of different components. Example: Lily Chen uses the ability of action printed on her investigator sheet. Then, for her second action, she could perform the action printed on the asset map she has. The investigator may also perform some actions using components carried out by other investigators in his space. This action is preceded by the phrase Local Action in bold. Phase 2: The meeting phase at this stage, each investigator allows one meeting. Meetings often include reading a short narration on a meeting map that can have positive and/or negative consequences. This stage begins with a lead investigator. He allows a meeting, then the investigator to his left allows the meeting, and so on, until each investigator resolves one meeting. During the meeting phase, if the investigator is in a space containing one or more monsters, he must decide one combat meeting against each monster in that space, one by one, in the order of his choice. If there are zero monsters in the investigator's space, he solves a location problem or a symbolic meeting of his choice, as described in the sections below. Combat Encounters If the investigator is in a space containing one or more monsters, he must decide one combat meeting against each monster in that space, one at a time, in the order of his choice. After the investigator allows all combat meetings, if there are no monsters in his space, he can allow another meeting. The Location of the Meeting Investigator draws a meeting map matching his work space or from the common meeting deck. It resolves an effect that matches its current space and then discards the map. If the investigator has several types of meeting cards that he could make, he chooses which deck to draw. Example: The investigator is on Arkham. He can choose to draw a map from either the general meeting deck or the America's Encounter deck. If he decides to draw a Map of General Encounter, he allows the city part of the map. The text below each named space on the game board lists the most common effects found on this specific meeting cards. Taken meeting Some tokens are placed on the game board spaces and provide additional meeting options for researchers in this space. Clue tokens allow investigators to draw and authorize Research Encounter cards. Gate tokens allow investigators to draw and authorize Other World Encounter cards. The Active Expedition token allows investigators to draw and authorize Expedition Encounter cards. Rumors of tokens allow investigators to decide to decide meeting on the Myths of Hearing map, which refers to this space. Defeated investigator tokens allow investigators to allow the meeting indicated on the back of the sheet of the defeated investigator. Phase 3: Myths Phase At this stage, the lead investigator draws the top card of the Mythos deck. There are seven possible effects on the Mythos map, and the lead investigator resolves them in the order in which they appear (from left to right, starting at the top). The order and effects of each item are listed below: Pre-OmenMove Omen marker one space clockwise around the track. Then advance Doom one for each gate on the game board, which corresponds to the current space of the Omen token Permission Topay EffectsResolve all effects continued icon on components in the game. These components are marked with a red payback icon in the bottom right corner as a visual reminder. Allow these effects in the following order: Monsters, Ancient One Sheet, Current Map myths, and finally the investigator's possessions and conditions. Iru Gates's save a number of gates, as defined by the reference card. Monster SurgeAt each weekend, which corresponds to the current space of the Omen token, generates the number of monsters listed on the Reference Map. If there is no matching gate on the board, spawn one gate instead. Caviar CluesSpawn series Clues as defined by the reference card. Place the Hearing TokenPlace Hearing marker on the space listed. Place Eldritch TokensPlace in a specified number of Eldritch tokens on this Mythos card. Solve EffectIf the map has the event trait above the text effect, immediately eliminate the effect and then drop the card. If it has an ongoing trait, place it in the game next to the Ancient Leaf. It stays in the game until the effect of the game is discarded. Investigators only solve the effects displayed on the current Mythos map. For example, if the Mythos card doesn't have a key spawn icon, researchers don't decide to step the caviar keys. The Doom track measures the time left before the ancient awakening. As Doom moves forward, move the Doom token towards the 0 space of the Doom track. When Doom recedes, move the Doom token from the 0 space of the Doom track. The purpose of the Omen track is to promote Doom. When the Omen token moves forward, investigators move Doom to 1 for each Gate on the game board, which corresponds to the current Omen symbol. Spawning Gate When the effect generates a gate, take the top marker of the Gate from the Gate stack and place it face up on the space indicated on the Gate marker. When the gate spawned, the monster spawned in the same space. Gate tokens represent tears in the fabric of reality. These gateways can lead to other worlds, dimensions, or even points in time. These dangerous anomalies allow deadly forces into our world, such as monsters eventually even the Ancient Ones. Gates are the main way that Doom achieves (see (see. Preliminary step Omen phase Mifo). To prevent the progress of Doom (and Ancient from awakening), researchers must decide other world meeting maps to close (throw away) the Gate. Spawn monsters When the effect generates a monster, make one random monster marker out of a monster cup and place it on the space indicated by the effect. If the Monster has a caviar icon, look at the back of the Monster marker and decide its action immediately after spawning it (for example, when this monster is generated, move it to the Heart of Africa). During installation, players choose any opaque container, such as the lid of the game window, to serve as a monster cup. When a monster is spawned, one player draws a random monster marker from a monster cup without locking. When the monster is defeated or discarded, return it to the Monster cup. Then shake the container to randomize the Monster tokens. Spawning Keys When the effect generates Clue, take one random Clue marker from the Clue pool and place it face down on the space listed on the Clue marker. Clue tokens represent secrets and knowledge about the ancient. Researchers can collect these tokens by solving Research Encounters problems. Investigators use Clues to solve mysteries, solve rumors, and roll dice during tests. End of game Investigators immediately win the game if they solve the three secrets of the Ancient. If the Ancient awakens, investigators will also need to unravel the Final Mystery to win the game. Investigators lose the game if any of the following cases occur: If the Doom token reaches 0 doom track space, the Ancient Awakens. The back of the Ancient One sheet lists how investigators can lose the game. All the investigators were excluded from the game. The effect of the card leads to the fact that investigators lose the game. This most often appears on some Of the Myths of Rumor Cards. Investigators are required to draw a Mythos card, but they can't because the Mythos deck is empty. Continue reading Reading

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