Arkham Horror Help Setup Sheet with Addons 1.3

1. Place one clue marker on each location with a red diamond (**base**)
2. Terror marker on 0 (**base**)
3. Put two aquatic markers at the River Docks and Unvisited Isle as aquatic locations (**any**)
4. The three rift markers are shuffled face down and placed on the three rift tracks at random (**Kingsport**)
5. The rift progress markers are shuffled and placed face down near the board (**Kingsport**)
6. Deal out 11 allies for the game, rest go back into the box (**all**)
7. Reveal Overture Card (**King in Yellow**)
8. Decide who is first player (**base**)
9. Pick investigators (**base**) Use correct player reference sheet depending on number of players
10. Give out the 2 personal story cards to their correct investigators (**innsmouth**)
11. Pick an Institution (**Miskatonic**)
12. Reveal Ancient One (**base**)
13. Place Ancient Whispers marker on the Miskatonic University street area (**The Curse of the Dark Pharaoh**)
14. Choose difficulty (**The Black Goat of the Woods**)
15. Receive Fixed Possessions (**base**)
16. Receive Random Possessions (**base**)
17. Place relationship card between two investigators—two or more players only (**The Lurker at the Threshold**)
18. Draw and Resolve a Mythos Card, including open gate and monster (cannot be rumour) (**base**)

Winning

Gates Closed—all gates closed if total equals to the number of players + have that number of gates in hand.
Seal the Gates—6 Elder signs on the board
Banish the Ancient One—Defeated Ancient One

Errata from First Edition

Jenny Barnes—2 common items
Bob Jenkins—$9
Wilson Richards—focus 4 but does not need to use focus to move his skill sliders
Bless, curse, bank loan and retainer cards do not require an upkeep roll the first turn an investigator gets them.
5 or more investigators—when a gate opens place 2 monsters instead of 1.
Monster Surges—monsters places is equal to the number of gates or the number of players, whichever is higher.
"A monster appears!" - Monster is returned to the cup if its not defeated

Number of players is counted as one less for each large expansion past the first one i.e. 2 or more

Elder God Battles

Elder God awakes if the doom track is full, there are too many gates open or there are no more gate markers. When it awakens fill its doom track with doom tokens.

1. Any investigators that are lose in time and space are devoured
2. Shuffle the green epic battle cards and then the red epic battle cards, putting the green ones on top of the red ones.
3. Find the three ancient one plot cards that depict the ancient one this game, shuffle them and put them to one side
4. Refresh/upkeep and the first player marker goes to the left
5. Draw a card from the epic battle deck (should be green to start)
6. Attack using any combat modifiers of the ancient one
7. Add up the successes of the total investigators, if the total is equal to the number of investigators then remove one doom token from the ancient one's track
8. Successes carry on over rounds and add up.
9. Ancient one attacks each investigator. If sanity or stamina is reduced to 0 they are devoured.
10. Repeat from 4. until all investigators are devoured or the ancient one loses all doom tokens.

Monster Rules

A character does not need to fight a monster the turn he/she comes out of a gate.

Mask—Only for certain Elder Gods
Ambush—Investigator cannot flee
Endless—Cannot be collected as a trophy
Nightmarish X—If check is passed still lose sanity equal to X
Overwhelming X—If check is passed still lose stamina equal to X
Physical/Magical Immunity—Give no bonus
Physical/Magical Resistance—Half Bonus
Weapon Immunity—any combat bonuses from magical or physical weapons is reduced to 0
Elusive—Investigators don't have the fight the monster and must make an evade check to fight it. Monsters, with Elusive, won't fight if they land on an investigator.

Monster Movement

Black Boarder—Move as normal
Yellow Boarder—Never Move
Red Boarder—Fast, move twice
Green Boarder—Unique, see reverse of monster
Blue Boarder—Flying, if symbol appears they move to the investigator in streets with lowest sneak or go to "sky". All flying monsters move if there is a gate burst. Return from sky if icon appears on mythos card.
Orange boarder—aquatic movement, if not in aquatic location then moves like black boarder otherwise move to investigator in another aquatic location or if none move like a black boarder.
Red Dot on lower left—Spawn Monsters (should not be in cup), do not count to limit, or go to outskirts, nor claimed as monster trophies.
Purple Boarder—stalker monsters , move exactly like black bordered monsters except if there is an investigator in an adjacent unstable location or street then they move into that place.

During Play Reminders

1. How many gates are open? (**base**)
2. How many monsters are in play? Monsters in **Innsmouth**, **Dunwich** and **Kingsport do not count against the monster limit and do not go to the Outskirts**
3. Every time the terror track moves up by one remove an ally (**base**) (Close areas if at 3, 6, 9, 10, see base rule book at each terror stage)
4. Weapons and spells do not exhaust unless stated on the card. (**Any**)
5. Resistances round up (**Any**)
6. Gate Burst, if red on mythos card, if location has elder sign then it is removed and a gate is put onto that location and a monster appears. Do not put a doom counter on the elder god track. This does not cause a monster serge. Also all flying monsters move. (**all addons**)
7. 'One of the Thousand' Cult Memberships—Whenever a member of the cult has an encounter at the black cave, the unvisited isle, or the woods, draw a card from the cult encounters deck rather than the location deck. (Corruption cards trigger when the movement symbol on the corruption card appear. When a gate is closed that matches the corruption card's symbol, that card is discarded)
8. Purple backed Gates (**see The Lurker at The Threshold rules for symbol descriptions**)
9. If ancient whisper marker did not move during the encounter phase then it moves like a monster with a moon symbol (**The Curse of the Dark Pharaoh**)
10. Patrol Marker—Each time an investigator attempts to leave a street area that has a marker he/she needs to make a sneak (+0) or if he/she finishes their movement on a marker then they need to make a sneak (+0) check or be arrested. If the terror track goes up then remove all patrol markers. (**The Curse of the Dark Pharaoh**)
11. One blight token enters play when a yellow token is added to the terror track (**The King in Yellow–herald version only**)
12. Cards that refer to "Arkham" also apply to locations and areas in expansion boards e.g. environment (**Any**)
13. Arrested—Investigators lose half their money and are delayed. (**Any**)
14. When a gate is closed return all monsters, of the same symbol as the gate, to the cup (**base**)
15. **Character Insanity and Death—Insane** (Go to Arkham Asylum and discard half clues, items and retainers rounded down), Unconscious (Go to St. Mary's Hospital and then lose same as above), IF above happened in Other World character is lost in time and space + lose same as above, Devoured (Discard all cards except unspent trophies then choose a random new investigator), Retirement (same as being devoured, this does not trigger any elder god effects).

1. If a monster moved into a vortex in Dunwich then raise the terror level by 1 and add 1 token to the Dunwich Horror track. (**Dunwich**)
2. If three tokens are on the Dunwich Horror Token Track then the horror appears. Place marker in street area named Sentinel Hill. Every time it moves place 1 doom token on the ancient one track. Every time an investigator enters combat draw a Dunwich Horror Card. This card stays until the thing is defeated or the investigator is defeated or escapes combat. If it dies then the investigator may search the common, unique, skill, spell, or ally deck for any one card and remove the Dunwich horror tokens. (This can all repeat) (**Dunwich**)
3. When an investigator reaches 0 stamina or 0 sanity then they may instead take a stamina or sanity injury card (their relevant stat it then put back up to maximum). These can be taken many times. An investigator can is devoured if he or she has 2 or more of the same type, they miss their turn and take a new investigator. If they have 2 or more different ones they may retire but this does trigger elder god effects. (**Dunwich**) (**Any**)

1. Players arrested in Innsmouth are sent to Innsmouth Jail and lose half of their money rounded down and are delayed (**Innsmouth**).
2. Martial Law—**When at least half of the ancient ones doom track are full, martial law is declared in Innsmouth** for the rest of the game. If an investigator ends his movement in Innsmouth make an evade check with modifiers on board or be arrested. (**Innsmouth**)
3. Travelling between towns—Movement point + $1. Must be done at the train station or Depot location (**major addons**)
4. Deep Ones Rising Track—if it fills up, ancient one awakens. Each time a gate is prevented from opening by an elder sign or ability, add one to the track. Any time a monster moves to a vortex then increase terror level by 1 and add one to the track. (**Innsmouth**)
5. Fed Raids—Spend 1 or more clue tokens on different locations (2 per needed) to fill up Fed Track, if this fills up, empty Deep Ones Rising Track (6 total needed) (**Innsmouth**)

1. Players must end their movement if they enter the Causeway or Wireless Station (**Kingsport**)
2. Each time a mythos card is resolved check the movement pattern with the symbols next to the rift. If it matches draw a random rift progress marker at random and place it next to the monster movement pattern that was drawn. If all four have markers on them place the rift on the location that was revealed this turn. (**Kingsport**)
3. Open rifts activate the turn after they open (**Kingsport**)
4. Each rift has a symbol on it that shows how it moves (like a black bordered monster) (**Kingsport**)
5. If a rift moves along an arrow of the same colour then a doom token is added to the ancient one (**Kingsport**)
6. When it moves then a monster is placed on the location it moved to (these are subject to the game limit) (**Kingsport**)
7. Each rift marker has a location, when that location is investigated return the marker to the box or if a rift is open then turn the marker face down (When all four markers are face down, the rift closes and all markers are returned to the box) (**Kingsport**)