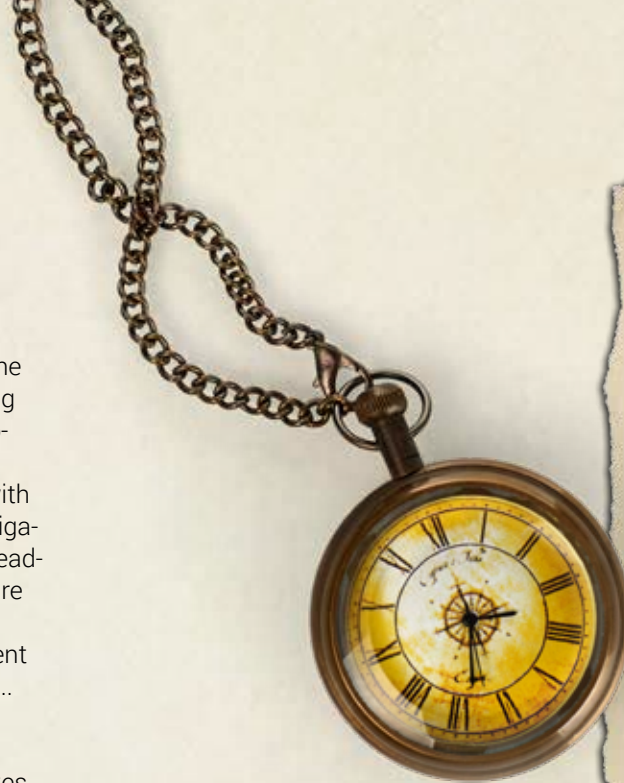# Cthulhu

Rise of the Cults

Table of Contents

About the Game

"Cthulhu: Rise of the Cults" is a game in which players impersonate the cult leaders worshipping the Great Old Ones, at the same time fighting against other cults seen as unworthy of revealing and tasting the prohibited knowledge. It is not an easy task. Apart from submitting acts of faith, they must also simultaneously carry out perpetual fighting with other would-be cults while remaining unseen from the curious investigators and other organizations. Their activities focus on constantly spreading the Old Ones' influence as well as celebrating dark rituals which are meant to sow the seeds of insanity and uncertainty in the people's minds. Successfully doing so will create the power ready for the advent of what is Unnamed and at the same time hasten the world's demise..

The main arena for the cult activities are the districts of Arkham City. In these districts they will seek to gain dominance by creating cult sites and performing rituals, as well as challenging other cults to an open confrontation. These confrontations may cause disorganization in their structures and may lead to interference by the local police force.

Are you worthy of leading your followers to possess the Forbidden Knowledge?

AT, 06.13.26

Spectacle interrupted by horrifying death of artist

Yesterday's premiere of the show "Asleep", inspired by the journals of Professor Henry Anderson who dedicated his entire career to studying the rare occult works, was interrupted by the local police force as they entered the premises of the theatre, assisted by criminal detectives and a chief of police himself.

As it turned out, the dead body of the actor playing the main role of the professor had been found by his assistant in his dressing-room.

On the authority of the police chief all exits from the theatre were sealed and the audience was locked inside for several hours. Our source states, off the record, that the actor was strangled and his neck was covered by something sticky, and the body also had burn-like marks. His body was lying on the floor naked, and in his hand he held a prop resembling one of the occult items listed in the collection of the Miska-

tonic University Library.

Let us recollect that it was the teaching staff of Miskatonic University who came up with the idea of creating a play about Henry Anderson's life, and they quickly found patrons willing to sponsor it. To this day the whereabouts of Professor Anderson remains unknown. He went missing a year ago in an unexplained, mysterious circumstance. Let us hope that the police quickly find the perpetrator of yesterday's murder, who according to numerous theories may be also involved in Professor Anderson's disappearance. ●

READY! AIM! FIRE!

# REVOLVERS

A.H. SCHLEPPEL & SONS

$19.99

POLICE AT THE UNIVERSITY

Henry Anderson gone missing

Arkham Telegram, Nov 20, 1927

Yesterday afternoon Henry Anderson's wife came to the police station and reported her husband missing. The professor had been last seen by his friends and students in his office at the campus. Some of the witnesses stated he had been very agitated on that day and had canceled his appointments. He was known as a person who loved working at night, when the campus was going quiet for over a dozen hours, but he always came back home to get some sleep. This time the routine must have been interrupted by something. The professor did not return home and no one saw him on campus. All his personal belongings in his office had remained untouched, including his clothes that he wore that very day. Right after Mr. Anderson's wife reported him missing, the local police started searching for him, joined by many volunteers, including students. Despite the long search throughout the late night hours, the professor had not been found. Neither was there any evidence nor clues that could shed any light on what had happened that night. ●

Member of clandestine organization arrested

Arkham Telegram, Nov 20, 1927

Last night the police performed a spectacular action in the abandoned mansion on the edge of Northside. Our sources report that the police had received an anonymous tip about odd meetings in the mansion that once belonged to the Thompson family.

Supposedly one of the partakers of those meetings was Professor Henry Anderson, who had been reported missing by his wife 17 months back. As a result of the raid, a man was

arrested by the name of Jacob Evans, the President of the Northside council housing. Mr. Evans was wearing ceremonial robes. Mr. Evans refused to testify and demanded to see his lawyer. The police officers participating in the arrest have no comment, the only pieces of information we were able to acquire were that other partakers of the nightly meeting fled and that law enforcement was trying to open the barricaded door in the basement. The site is now quarantined off and guarded by the police. ●

Jacob Evans found dead

NOVEMBER 22, 1927

This morning Jacob Evans body was found by the police officer on duty in the jail where the deceased was being held. Evans had been arrested two days earlier. A forensics team is on site. According to an off the record source the body of Jacob Evans was lying naked on the cell floor and it bore marks identical to those found on the body of the actor murdered during the spectacle on June 12th, 1926.

The disappearance of Professor Henry Anderson, the death of the actor playing the main part and the death of the Northside councilman – are they all results of schemes of clandestine organization operating in Arkham? The Chief of Police asked to comment on the situation said it was still an ongoing investigation and no new information could be revealed. The case has already been taken over by the Bureau of Investigation.

8
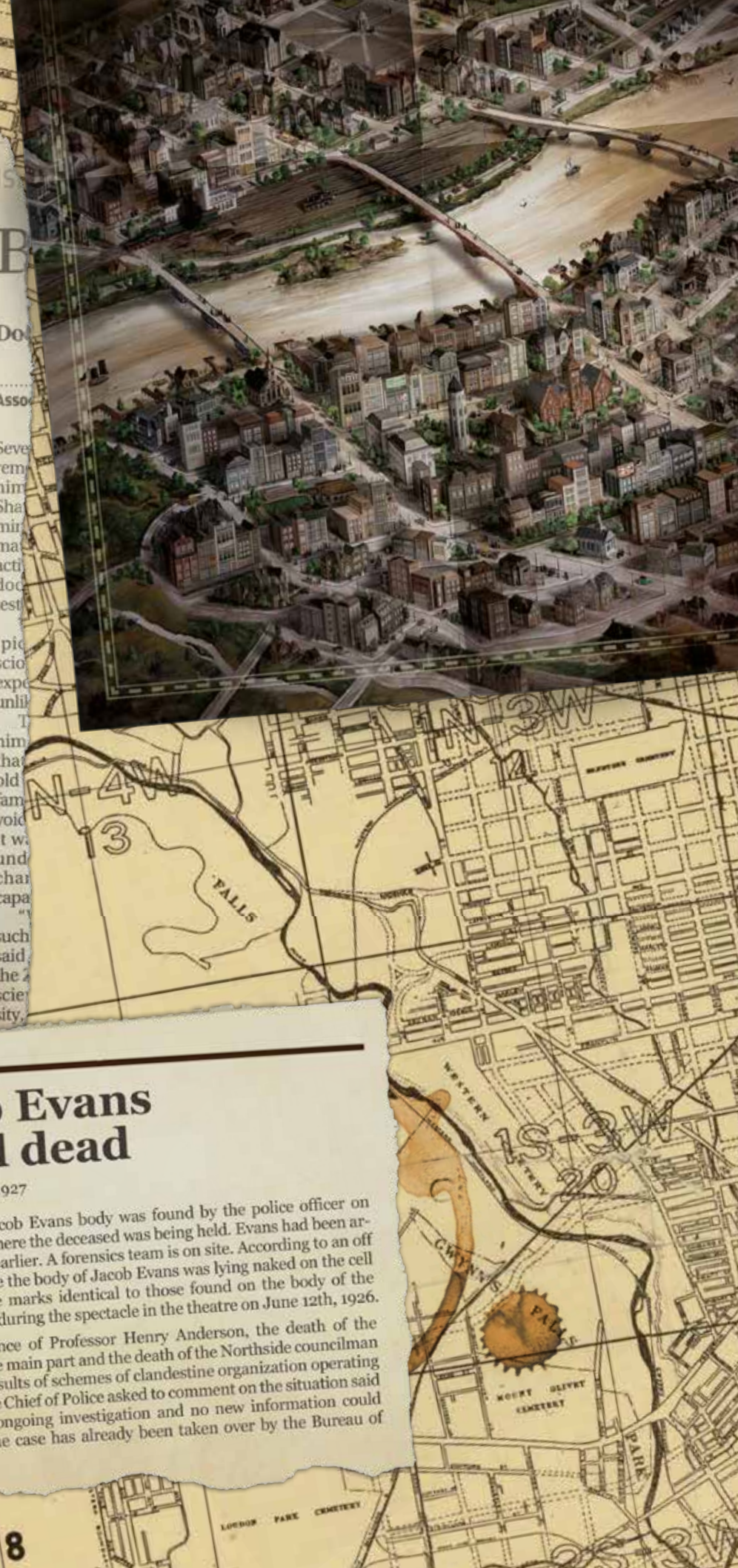
Components

Rulebook

Game board

First Cultist marker

Plan board

Players' screens
In 4 colors

Ritual markers
In 4 colors

x1 x2 x2

Cult site markers 4x4

Dominance markers 4x8

Sanity tokens x8

3 4 5 6

Cultist tokens x34
THUG – Attack

Cultist tokens x34
INITIATE – Power

Cultist tokens x16
FREAK – Terror

Plan markers 4x4

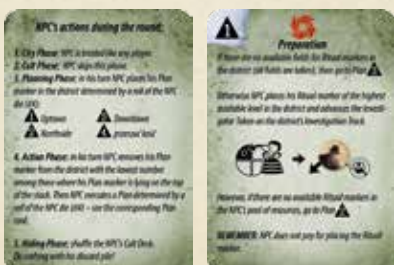## NPC die- for solo mode x1

Cult cards x138

City cards x12

Initial setup cards x4

Objective cards - for solo mode x8

NPC cards- for solo mode x6

Investigator tokens x16

Unavailability tokens x4

Recruitment dice x5

Round marker

Icons in the Game

ATTACK	POWER	TERROR	SANITY
CULT SITE	DOMINANCE	RITUAL	NUMBER OF PLAYERS
DOMINANCE PLAN	PREPARATION PLAN	INFLUENCE PLAN	AUGMENTATION PLAN
COST OF ACQUISITION	SPOT FOR PLAN MARKERS	CITY DISTRICT INDICATION	

DRAWING A CARD FROM ONE'S OWN CULT DECK

DESTROYING A CARD FROM ONE'S OWN DISCARD PILE

INVESTIGATION

Keywords in the Game

DESTROY
Put the card back in the box. The card cannot be used for the rest of the game.

CULT DECK
The player's personal deck of Cult Cards (includes both players' starting cards and District Cards)

DISTRICT CARDS
Cult cards in each of the districts. Can be added to player's Cult Decks.

DISCARD PILE
The player's personal pile of cards discarded during the course of the game

SANITY
The level of sanity of the city's residents, may be increased by Investigator tokens

DISCARD A CARD
Discarding a card into the player's own discard pile

DRAW A CARD
The player draws a card from their own Cult Deck

NAME OF DISTRICT

Downtown

FIELDS FOR RITUAL MARKERS

FIELDS FOR CULT CARDS

FIELDS FOR CULT SITE OF PLAYERS

FIELDS FOR DOMINANCE MARKERS

FIELD FOR PLAYERS' PLAN MARKERS

LEVEL OF RESIDENTS' SANITY TOKEN

INVESTIGATION TRACK

FIELD FOR INVESTIGATOR TOKENS

FIELD FOR A CITY CARD

Rivertown

Uptown

BOARD

Arkham City is divided into 4 districts: Northside, Downtown, Rivertown, and Uptown. Each district has identical fields where particular game components are to be placed.

Each district comprises of:

✳ Fields for Ritual markers (the number of available spots depends upon the number of players: 3 fields for 2 players, 4 fields for 3 players, and 5 fields for 4 players. This number is the limit of Ritual markers that can be placed in the district and it can never be exceeded)

✳ Fields for Cult Sites of the players (each player may have 1 Cult Site in each district)

✳ Fields for District Cards

✳ Fields for Dominance markers

✳ The Investigation track on which the Investigator token advances

✳ A field for Investigator tokens

✳ A field for Sanity tokens used to mark the sanity of its residents

✳ A field for player's Plan markers

✳ A field for the active city card in the current round

RECRUITMENT DICE

There are 5 Recruitment Dice in the game. They are all identical and each one has:

✳ 2 sides \\\\ with a THUG/Attack icon

✳ 2 sides ✪ with an INITIATE/Power icon

✳ 1 side ✿ with a FREAK/Terror icon

✳ 1 side of Bad Luck

RITUAL MARKERS

These markers show the level of the ritual (I, II, or III) and the player's color.

INITIAL SETUP CARDS

These cards alter the initial setup of the city districts and determine which components are to be placed on the board before the game begins. This card is randomly chosen at the start of each game.

Northside, Rivertown: 3

Downtown, Uptown: 4

Example: *This card determines that 4 tokens of residents' Sanity need to be placed in particular districts. Other items on the board remain unchanged.*

CITY CARDS

Power disturbances

Northside: 1
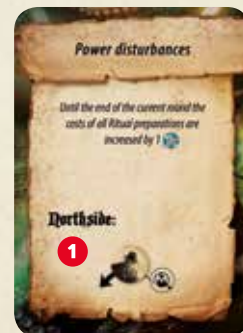
These cards determine the event that takes place in the city each round. In addition, these cards may determine in which district 1 the Investigator token is to be advanced on the Investigation track.

CULT CARDS

These cards come in the following categories:

CONFRONTATION

Players' starting cards

These form the initial Cult Decks for each player and also have the following:

1 A small icon in the upper right corner indicating the player's color.

2 Icons (depicting Attack, Power, and Terror) that may be used when the card is in the player's hand

3 A description of the card's special ability. As each card is different, the description will tell when and how it is used.

District Cards

CONFRONTATION

These are the cards that are placed by players in the city districts. There are two types of them: 🏛 Guardian and ▶ Action.

These cards have the following:

1 An icon in the upper right corner indicating the card type.

2 The card's basic cost of acquisition in Power, shown in the lower left corner. This is equal to its base cost + number of Investigator tokens currently in the city district.

3 Icons that may be used when the card is in the player's hand

4 A description of the card's special ability. As each card is different, the description will tell when and how it is used.

Disorganization cards

A player may receive these cards as a result of a Confrontation with other cults or as a result of a City Card.

FIRST CULTIST MARKER

The player in possession of the First cultist marker always goes first. It will be handed to person on the left at the end of each round.

SANITY TOKEN

This token shows the initial value of Sanity of the residents of the district where it is placed. The current level of Sanity in the district always equals the value on the Sanity token + number of Investigator tokens (lying next to the Sanity token) in the district.

CULT SITE MARKER

This marker represents the headquarters of the player's cult in the particular district. Each player has 4 of those markers, one of them is placed on the board in any district at the beginning of the game. The presence of such a marker in the district allows the player to acquire District Cards from the district when executing the Augmentation Plan, as well as placing new Ritual markers in the district when executing the Preparation Plan. Cult Site markers are very important, therefore each player should think over where to place their first Cult Site marker.

DOMINANCE TOKEN

Each of these tokens represents a control of the cult over a part of the district, achieved by successful terrorizing its residents. It is also a Victory Point at the end of the game as long as it is lying on the board. However, placing a Dominance token on the board does not guarantee that it will stay there until the end of the game. Dominance tokens may be replaced by other players' Dominance Tokens, so after they are placed on the board, they should be defended.

CULTIST TOKENS

Having the particular Cultist Tokens behind the screen means that exactly these cultists belong to the player's organization at the particular moment. There are 3 types of the Cultist Tokens, each one offers a different bonus:

THUG – Attack   **INITIATE** – Power   **FREAK** – Terror.

PLAYERS' SCREENS

Each player has an individual screen behind which they keep all the Cultist Tokens they receive, so others cannot see them. In addition the screen serves as a reference sheet as it contains the complete information about the Plans the player may execute.

UNAVAILABILITY TOKEN

This token is used to mark the areas of the board that are not available in the game. When it is placed on the field for Ritual markers, no player can place or move their Ritual marker there. When it is placed on the field for Plan markers, the entire district is out of the game (in solo mode, 2- and 3-player game).

PLAN MARKERS

Each player has 4 circular Plan markers, used in the Planning phase to mark the districts where players will be executing their Plans. Players get to decide which actions they do in the Action phase by removing their Plan markers from the district and placing them on the appropriate area of the Plan Board.

PLAN BOARD

The Plan Board is used to keep track of the Plans the players execute during a round of the game. Each time a player removes their Plan marker from the board, they place it on the Plan Board in the area corresponding with the chosen Plan before it is executed. There is also a Bluff area on the Plan Board - if a player decides to forfeit the execution of the Plan, they place their Plan marker on the Bluff area and instead of executing a Plan, they take any 2 Cultist tokens.

A player may perform at most, any particular type of plan two times per round. In other words, no player can place more than two of their Plan markers in one area (except for the Bluff) on the Plan board.

AUGMENTATION PLAN
PREPARATION PLAN
INFLUENCE PLAN
DOMINANCE PLAN
FORFEIT (BLUFF)

NPC DIE (solo mode only)

This die is used to determine where NPC places his Plan markers and which Plans he executes.

OBJECTIVE CARDS (solo mode only)

These cards are used to determine the game objective for the player in a solo mode. The objective is picked at random at the beginning of the game. At the end of the game the player checks if it has been accomplished ❶ (if all the requirements listed on the Objective card have been met). Each of these cards has a number indicating its level of difficulty. ❷ The higher the number, the harder it is to win, which is why the recommended Objective Card for your first solo game is the one with the lowest number.

NPC CARDS (solo mode only)

These 6 cards are used to handle NPC. One of them contains the overview of NPC's rules (what he does in which phases), the remaining 5 cards describe the execution of NPC's Plans..

Investigators

The players' dark activities attract the eyes of law officers as well as people who dedicated their whole lives to studying the occult and other unexplainably phenomena. These people are the Investigators, and they make it progressively harder for the cultists as the game goes on.

In the game, Investigators are represented by tokens that advance along the Investigation track. Eventually they arrive in the district and stay there to hinder the sinister activities of the various cults.

Each district has its own Investigation Track and a place for stacking the tokens of Investigators who are in that district. The Investigation Track has a starting field, labeled with a figure equal to the number of players, where new Investigator tokens are placed

INVESTIGATORS ON THE INVESTIGATION TRACK
INVESTIGATION TRACK
INVESTIGATORS ARRIVE AT THE DISTRICT

REMEMBER

Whenever the Investigator token arrives at the district (reaches the field next to the Sanity token), it is stacked there. Immediately place a new Investigator token in the spot on the Investigation track equalling the number of starting players.

IMPORTANT

Investigator tokens on the Investigation track do not increase the cost of Plans executed by the players in the district. But as soon as the Investigator token arrives (i.e. placed in the stack next to the Sanity token), it increases the cost of the Plans executed in that district.

Example of the Investigator token entering the district during the round and placing a new Investigator token in the district in a 2-player game:


Rituals in the Game

✴ ☠ ✴

"I have already explained to you why you have to do what I told you. Look at your brothers standing there. The inner circle is made of blessed brothers whose bodies were deformed by the bounty of The One Who Sleeps. Next, you can see people wielding the Power that is able to open the passage between worlds and make contact with what is on the other side. And, last but not least, us. Someone might think we are useless, but as a matter of fact we are the most important ones. Because we protect, even with our lives, our Brothers and Sisters from anyone who tries to interrupt the ritual. Perhaps The Great Old Ones will grant us immortality in return. You cannot doubt that you are important — you proved it last night when the unworthy ones from Northside attacked us. You showed your loyalty to the cause. Be sure that our superiors will hear about it."

The Rituals are an essential part of the game. As a cult leader, you will use them to Dominate (score victory points) in the Arkham districts and fight your enemies. In order to create a Ritual, a player has to spend the amount of Power corresponding to the level of the desired Ritual.

RITUAL COST

 Level I = 1 Power + 1 Power per Investigator token in the district

 Level II = 2 Power + 1 Power per Investigator token in the district

 Level III = 3 Power + 1 Power per Investigator token in the district

The Ritual may be created (its miniature placed in the district) by executing a Preparation Plan in the selected district (see Preparation Plan, page **16**). It grants its cult the Attacks used to fight other cults and the Terror required to dominate the district. The total value of Attack and Terror that a player has in a particular district is determined by the number and level of the Rituals they have there.

Example: *If a player has 1 Ritual of level I and 1 Ritual of level II in the district, their total value of Attack and Terror in that district equals 3.*
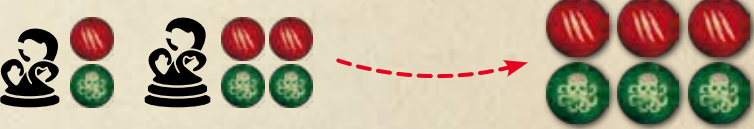
THE BENEFITS OF RITUALS ON THE BOARD (PER DISTRICT)

Level I = 1 Attack and 1 Terror
Level II = 2 Attack and 2 Terror
Level III = 3 Attack and 3 Terror

Game Setup

✤1

Place the board in the center of the table.
Note: *The board consists of 5 parts that should be put together like a jigsaw puzzle. Start with the central part and then add the 4 pieces of the circle.*

✤2

Nominate the first player, who will be the first to play in Round One of the game. You can determine the first player randomly or choose a player whose arms most resemble tentacles. Give them the First Cultist marker. ❶

✤3   FOR A 2- AND 3-PLAYER GAME ONLY

Place an unavailability token ⊘ ❷ on the Plan field in the Rivertown district. This district is not used in the game. Also, place an unavailability token in each district on the Ritual fields marked "+3" in a 2-player game, and marked "4" in a 2- and 3-player game.

✤4

Shuffle the City Cards and place them face down in a stack next to the board. This is the City Deck. ❸

✤5

Place the Plan Board ❹ with a Round Track within reach of each player, then place the Round Marker ❺ on the spot labeled "1" on the Round Track of the Plan Board.

✤6

Give each player a set ☠ of components in one color that comprises:
✤ the player's screen ✊
✤ 5 Ritual markers ❻ (2 of level I, 2 of level II and 1 of level III)
✤ 4 Cult Site markers ❼
✤ 8 Dominance markers ❽
✤ 4 Plan markers ● ❾
✤ 12 Cult Cards ❿ (the player's color is indicated by a small skull icon in the top right corner of each card)

Note: *There must be 1 stack of Guardian cards and 1 stack of Action cards in each district. You cannot place two stacks of Guardians or Actions in a district. The card type is indicated by an icon in the top right corner of the card.*

✤7

Players shuffle their 12 starting Cult Cards and place them as a stack face down next to them. This is each player's Cult Deck.

✤8

Sort the District Cards into face-up stacks of the same cards (with the same picture). Starting with the First 🃏 Cultist, each player picks one 🃏 stack and places it in the designated spot in the district of their choosing. ⓫

Recommended setup of District Cards in your first game: Instead of having players assign the cards to the districts use the predefined setup as below.

Northside

### Downtown

Uptown

Rivertown

When all the spots for District Cards in all districts are filled, place the stack of Disorganization cards ⓬ next to the board within reach of each player. Put the remaining District Cards back in the box, they will not be a part of this game.

> **IMPORTANT**
> It is recommended that the players get familiar with the District Cards placed on the board, especially with their abilities, before the game starts.

✤9

Shuffle the Initial Setup Cards and reveal one of them at random. It tells you what tokens are to be placed in which districts. When it is done, put all the Initial Setup Cards back in the box.
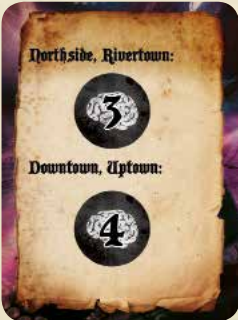
Note: *If the Initial Setup card said nothing about the initial layout of Investigator tokens, then place one Investigator token in each district on the Investigation track. The token must be placed in the field marked with a figure equal to the number of players in the game.*

Initial Setup Card recommended in your first game:

Northside, Rivertown: **3**
Downtown, Uptown: **4**

✤10

Place the following components next to the board within reach of each player:
✤ Cultist tokens: Attack 〰 ⓮
✤ Cultist tokens: Power ✦ ⓯
✤ Cultist tokens: Terror 🕸 ⓰
✤ Investigator tokens 👊 ⓱
✤ Unavailability tokens ⊘
✤ Sanity tokens 🧠 ⓲
✤ 5 Recruitment Dice ⓳

✤11

Before the game begins, the First Cultist places their Cult Site marker 💀 in any district of their choosing. ① Then, in clockwise order, all other players do the same. ② Players may place their Cult Site marker in any district, even if there are other player's Cult Sites already there. Each player will have 3 remaining Cult Site markers. Place them next to the screen.

x4 x8 x4

x1 x2 x2

x4 x8 x4

x1 x2 x2

UNAVAILABILITY TOKEN

Example of setting up the board in 2-player game

Playing the Game
✼ An Overview

A standard game lasts 6 rounds. However, the players may decide unanimously before the game that they wish to play more rounds. Each round (except for the first and last round) comprises of the same 5 phases.

1 • City Phase
Players reveal the top card of the City Deck and resolve its effect.
Note: *The City Phase is skipped in the first round of the game.*

2 • Cult Phase
Comprises of 2 actions resolved in the following order:
Mobilization – Each player draws 6 cards from their Cult Deck.
Recruitment – All players, in order, roll 5 Recruitment Dice and collect Cultist tokens based on the die rolled.

3 • Planning phase
The First Cultist places one of their Plan markers on the designated spot in any district. Then the other players, in a clockwise order, do the same. Players continue placing their Plans in order until each player has placed all four of their Plan markers on the board.

4 • Action Phase
This phase is divided into turns in which the cults' Plans are executed. Starting with the First Cultist, players remove one of their Plan markers lying on top of any stack and decide whether to execute the Plan or forfeit it.

5 • Hiding Phase
Players discard all the Cult Cards they have in their hands and also discard down to 5 Cultist tokens they have behind their screens. At the end of this phase, pass the First Cultist marker to the player on the left and advance the Round Marker on the Round Track by 1.
Note: *The Hiding Phase is skipped in the last round of the game.*

Phases of the Round

Phases of the round must be resolved in the exact order and players cannot proceed to the next Phase until the current Phase is completed.

ORDER OF PLAYERS
The player who possesses the First Cultist marker is always the first player and they act first in each Phase of the current round. All actions are taken in a clockwise order, starting with the First Cultist.
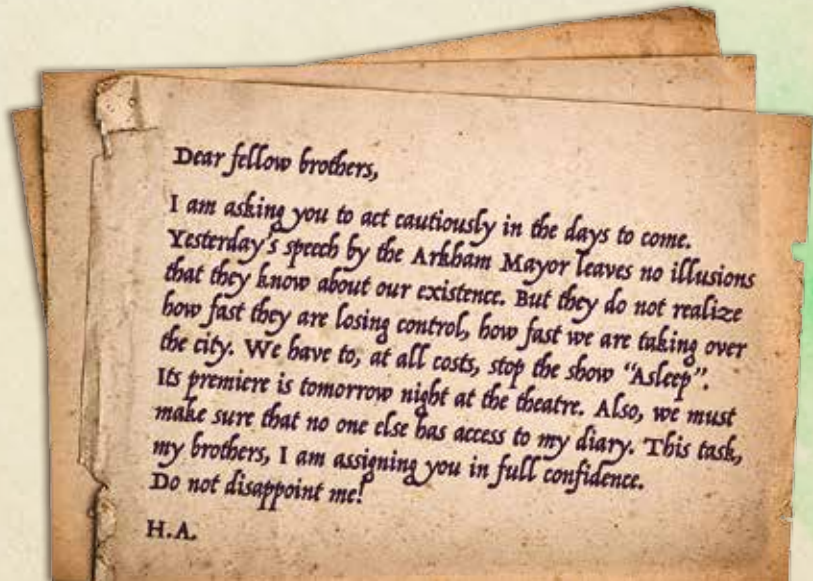
✼ General Rules

CARD'S SPECIAL ABILITY
You do not discard the card after using it's special ability, unless otherwise specified.

DRAWING CARDS FROM THE CULT DECK
At the beginning of the game each player has 12 cards in their Cult Deck. In the course of the game the size of the player's deck will change. If at any point you need to draw a card and your Cult Deck is empty, shuffle your discard pile and form a new Cult Deck. Proceed drawing your remaining cards.
Note: *Your Cult Deck must be empty before you can shuffle your discard pile.*

USING THE ACQUIRED CARD
When a player executes an Augmentation Plan they draw a card into their hand. This card cannot be used in the same turn, but it may be used in the same round when executing further Plans. For example, a player has acquired a card with the keyword "Augmentation". They may use its ability when executing the next Augmentation Plan, but not for the Augmentation Plan during which it has been acquired.

RUNNING OUT OF ANY TOKENS OR DISORGANIZATION CARDS
The particular Cultist Tokens, Investigator Tokens and Disorganization Cards are unlimited in the game. If the common pool runs out of them, use any other components instead.
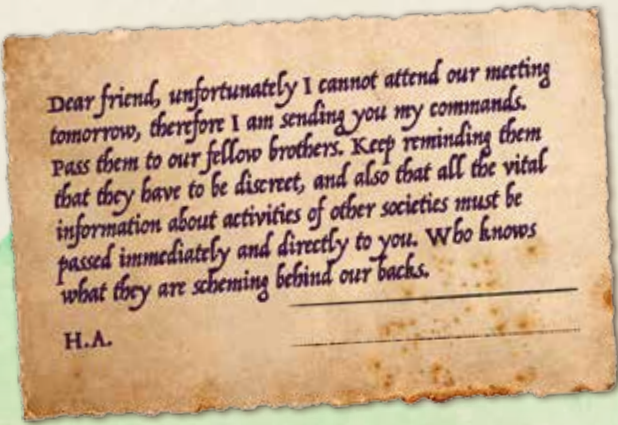
1 ✠ City Phase

REMEMBER
In the first round of the game, skip the City phase and go straight to the Cult phase.

1. Reveal the top City card from the City Deck.
2. The First Cultist reads aloud the text of the event and introduces its effect into the game.

The City cards may have a positive and/or negative effect on the cults' schemes. These effects may be a onetime effect, permanent effect, or dedicated to only particular actions performed by players during that round.

The City card may also mention in which district(s) the Investigator token needs to be advanced on the Investigation Track.

✼ ☠ ✼

Dear friend, unfortunately I cannot attend our meeting tomorrow, therefore I am sending you my commands. Pass them to our fellow brothers. Keep reminding them that they have to be discreet, and also that all the vital information about activities of other societies must be passed immediately and directly to you. Who knows what they are scheming behind our backs.

H.A.

2 ✠ Cult Phase

1 ✼ Mobilization

All players simultaneously draw 6 cards from their Cult Decks. If any player has drawn one or more Disorganization cards they need to discard them immediately. Hand size is common knowledge. This means the other cults can see you have fewer cards, and hence less options, to play this round.

REMEMBER
When your Cult Deck runs out of cards and you need to draw a card, re-shuffle your discard pile into a new Cult Deck.

Card's special ability
If a player has drawn any cards with the keyword "Mobilization", they may use that ability now. If the player decides to use it they reveal the card, read aloud the text of the ability, and then resolve it. Unless the ability states otherwise, the card is not discarded.

Example of a card that allows the player to draw another card.
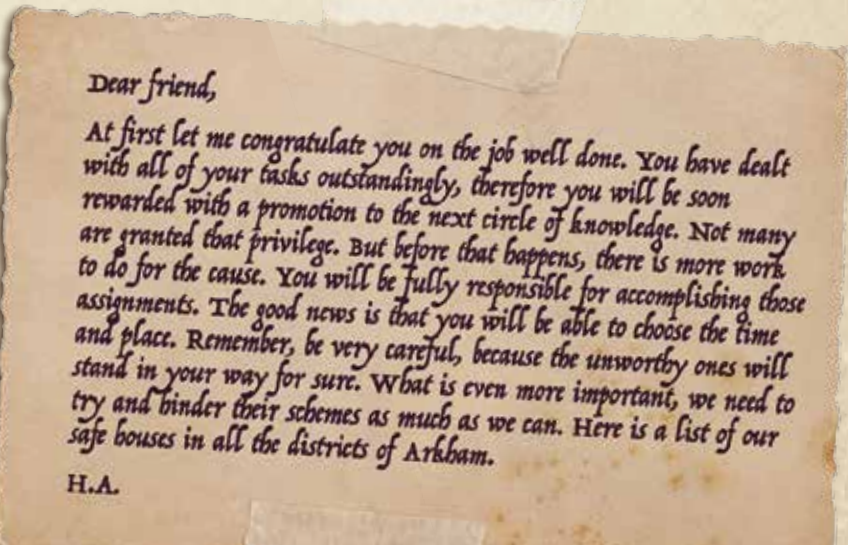

✼ ☠ ✼

"Now, let's discuss the most important and challenging issue: recruiting new members. I am assigning it to Ricky. We all agree that he has not failed so far. He has always been thorough and accurate. It is the will of our leader that our organization fast gets new recruits with the bodies gifted by The One Who Sleeps. Ricky, you know what to do. Take whomever you need, and also send some boys to stake out the unworthy ones, we need to know whom they are recruiting, so that we do not lose our advantage."

2 ✼ Recruitment

Starting with the First Cultist, players roll all 5 Recruitment Dice. If a player is not satisfied with the roll, they may re-roll any of the dice twice, keeping any new rolls they wish (i.e. the player rolls the dice, then they can re-roll any of the dice, and then re-roll any of them again). Then the player takes from the common pool the Cultist tokens with the exact same icons they have rolled. Those tokens are placed behind the player's screen, so that other players cannot see them. Then the other players, in clockwise order, do the same.

Tip: *Take notice what Cultist tokens your opponents receive! It may help you plan your actions more efficiently.*

Card's special ability
If a player has any cards with the keyword "Recruitment", they may use that ability now. If the player decides to use it they reveal the card, read aloud the text of the ability and then resolve it. Unless the ability states otherwise, the card is not discarded.

"I have been asked by the President of our society to conduct this meeting as his proxy. I am going to give you your assignments. First and foremost, let me remind you about the absolute discretion you need to keep in all your activities. Second, I am glad so many of you have come to the meeting which means that the last attempts of the unworthy ones from Rivertown aiming at discording us have failed."

Dear fellow brothers,

I am asking you to act cautiously in the days to come. Yesterday's speech by the Arkham Mayor leaves no illusions that they know about our existence. But they do not realize how fast they are losing control, how fast we are taking over the city. We have to, at all costs, stop the show "Asleep". Its premiere is tomorrow night at the theatre. Also, we must make sure that no one else has access to my diary. This task, my brothers, I am assigning you in full confidence. Do not disappoint me!

H.A.

Dear friend,

At first let me congratulate you on the job well done. You have dealt with all of your tasks outstandingly, therefore you will be soon rewarded with a promotion to the next circle of knowledge. Not many are granted that privilege. But before that happens, there is more work to do for the cause. You will be fully responsible for accomplishing those assignments. The good news is that you will be able to choose the time and place. Remember, be very careful, because the unworthy ones will stand in your way for sure. What is even more important, we need to try and hinder their schemes as much as we can. Here is a list of our safe houses in all the districts of Arkham.

H.A.

3 ✠ Planning Phase

Each player has 4 Plan markers. You will find the detailed description of Plans on page **17**.

✠ General Rule: Plan Marker

A cult (player) does not need to be present (have a Cult Site or a Ritual marker) in the district where they wish to place a Plan marker.

In the Planning Phase, players place their Plan markers in the districts of their choosing. At this stage, players do not declare their Plans. They just mark the spots where they want to do something. They will get to decide which actions they do in the Action Phase, when they can better see the situation on the board. **Each player has to place all 4 of their Plan markers on the board.** They cannot place fewer Plan markers on the board unless the City Card says otherwise.

Tip: *Understanding the mechanics of placing the Plan markers and then executing them in the next phase is crucial, and a core part of the strategy of the game. If a player doesn't plan accordingly, they may find out one or more of their Plans no longer will work and have no choice but to forfeit those Plans during the next phase.*

PLACING THE TOKENS
1. The First Cultist places one of their Plan markers on the designated field in any district.
2. Then the other players, in clockwise order, do the same and place one of their Plan markers in any district.
3. Placement of Plan markers (steps 1 and 2) are repeated until each player has placed all 4 of their Plan markers on the board.

STACKING THE PLAN MARKERS
If there is already a Plan marker in the district where a player wants to place their Plan marker they place their marker on top of it, creating a stack. The top marker of the stack is always the Plan marker that was last placed in the district.

TIPS
✠ Think through all of your plans for the current round before you place your first Plan marker. Especially take into account that some of your Plan markers will be covered by other players' markers which means the execution of some of your plans will have to wait. For example, you might want to create a ritual in one district (Plan 1) and then move it to another district (Plan 2). But you may be forced to execute that Plan 2 early because another player covered up your Plan 1 marker and it wasn't removed in time.

✠ Watch carefully as the situation on the board changes and try to guess where other players will want to execute their plans.

✠ When placing your Plan marker, try to react to what other players do and how they place their Plan markers. If you see that your important Plan

marker has just been covered with another cult's marker you may have to adjust your plans.

✠ If you are the last player this round, note that when you place your fourth and final marker you know it will stay on top of the stack, so it will be resolved in that district first.

✠ Be a clever cultist and use your Plan markers to cover those of your opponents on purpose so their actions in the Action Phase are delayed.

Example *of placing the Plan markers in a 2-player game. Yellow player goes first, because they have the First Cultist marker:*

⚜ ☠ ⚜
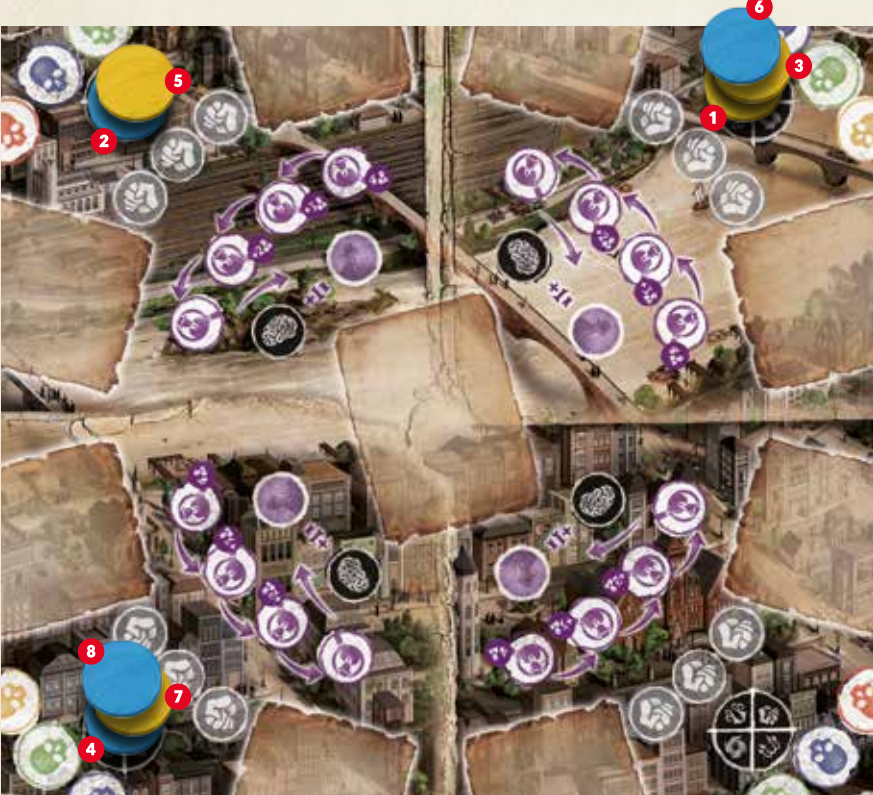
"How is it possible that you managed to screw up such an easy task as holding that district? That ritual was of utmost importance, and you just let the mob kick you out of Downtown. And now the entire sophisticated plan is ruined. Quick, send the boys to Frank in Uppertown and let them confront the unworthy ones. We need a diversion from what we are doing here. We must get the upper hand, and those bloody investigators are the last thing we need here."

4 ✠ Action Phase

The Action Phase is divided into turns in which players, starting with the First Cultist, execute their plans.

✠ General Rule: Paying

A player may pay with the Cult Cards they hold in their hand by discarding them into their discard pile. They may also pay with Cultist tokens stored behind their screen by returning them to the common pool.
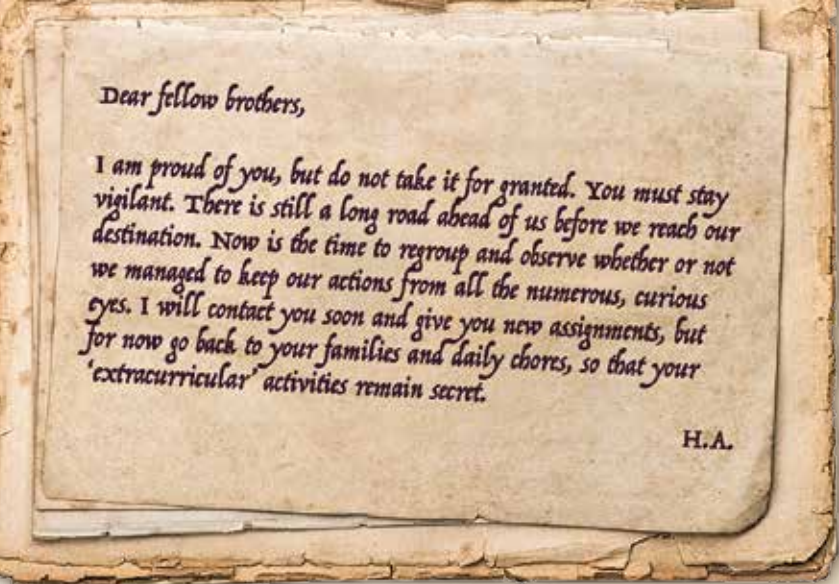
Note: *A player may perform at most, any particular type of plan two times per turn. In other words, no player can place more than two of their Plan markers in one area (e.g. the Influence Area) on the Plan board. This limitation does not apply to the Bluff area, any player can place any number of their Plan markers there.*

IMPORTANT
During their turn, a player may only execute one of their Plan markers lying on top of any stack in any district. If there are no such Plan markers, that player passes.

1. The First Cultist removes one of their Plan markers lying on top of any stack and decides whether they want to execute it or forfeit it:
   ✠ **Execution of the plan:** The player moves their Plan marker to the chosen area of the Plan board and then resolves its effect (see Plans of the Cult on page **15**).
   ✠ **Forfeit (Bluff):** Instead of moving the Plan marker to the Plan Board, the player places it in the bluff area of the Plan board and receives a bonus of any 2 Cultist tokens which they then hide bwehind their screen.
2. In clockwise order, the players execute or forfeit one of their plans subject to the same rules.
3. Repeat steps 1 and 2 until all Plan markers are removed from the board.
   Remember: *If a player whose turn it is does not have a Plan marker on top of any stack, they must pass.*

Example *of executing Plans in a 2-player game. Yellow player goes first, because they have the First Cultist marker:*

Dear fellow brothers,

I am proud of you, but do not take it for granted. You must stay vigilant. There is still a long road ahead of us before we reach our destination. Now is the time to regroup and observe whether or not we managed to keep our actions from all the numerous, curious eyes. I will contact you soon and give you new assignments, but for now go back to your families and daily chores, so that your 'extracurricular' activities remain secret.

H.A.

5 ✠ Hiding Phase

REMEMBER
Skip the Hiding Phase in the last round of the game and go straight to the End of Game.

In this phase, players do the following, starting with the First Cultist:
1. Discard all the Cult Cards from their hands.
2. Players may not store more than 5 Cultist Tokens behind their screens. Any extra Cultist tokens must be discarded. **Important:** *Certain city cards may alter this rule.*
3. The first player passes the First Cultist marker to the player on the left.
4. Advance the Round Marker on the Round Track by 1.
5. Players take their Plan markers back from the Plan board.

End of Game

Your time is up. Now you will see if your actions for the glory of The Great Old One were effective, now you will see which cult's reign in Arkham has just begun. The game ends right after the Action Phase in the final round. Players calculate their victory points and whoever has the most is declared the winner.

Each player is granted 1 victory point for:
✠ each of their Dominance markers on the board
✠ each of their Cult Site markers on the board, provided that they also have at least one of their Ritual markers in the same district
✠ having the most Ritual markers on the board (Regardless of levels of Rituals. In case of a tie each tying player receives 1 VP)

Tiebreaking

If two or more players are tied with the most victory points, then the player with the most Dominance markers on the board is the winner. If there is still a tie, then the player with the most Cult Sites on the board is the winner. If you are still unable to name the winner, check the following: whoever has the most Rituals on the board (regardless of their levels), then whoever has the fewest Disorganization cards in their entire deck.

Plans of the Cult

✣ ☠ ✣

"Thank you for bringing new members to our 'club'. The very fact that you are here is proof that we can trust you. You already know the rules, so let us tell you about our purpose and assign you to the tasks corresponding to your talents."

The effect of any Plan is limited to the district where the Plan marker was assigned to.

① Augmentation Plan
② Preparation Plan
③ Influence Plan
④ Dominance Plan

✣ ☠ ✣

"Each district of Arkham will be a challenge for you; there will be both opportunities and hazards. Your job is to strengthen our cult in particular districts. Each district offers us hideouts where Guardians can be summoned to protect us from the threats and actions can be planned with the support of our local allies."

Augmentation Plan

This Plan allows a player to acquire one or two different District Cards from the district where the Plan marker has just been removed. In addition to (or instead of) acquiring the District Cards, a player may destroy one card from their discard pile. The player may freely browse their discard pile and choose any card to be destroyed (removed from the game).

EXECUTION CONDITION
The player must first have a Cult Site or a Ritual marker in the district.

EXECUTION
1. Remove your Plan marker from the district and place it in the Augmentation area on the Plan board.
2. You may acquire up to 2 different District Cards from this district. **Remember:** *You cannot acquire two copies of the same card in one action!*
3. Each acquired card has a Power cost. This cost can be paid using Cult cards from your hand and/or your Initiates (Power Cultist tokens) you have stored behind your player screen. **Important:** *The cost of each card equals its base cost + 1 per Investigator token (lying next to the Sanity token) in this district.*

4. Put any cards used to pay for this cost into your discard pile and return any Cultist Tokens used to the common pool. **①**
5. Take the acquired cards into your hand. You may use them in the following turns of this round. **②**
6. In addition to (or instead of) purchasing the District Cards, a player may destroy any one card from their discard pile. **③**

Remember: *The destroyed card is put back in the box and is no longer available this game.*

> **VERY IMPORTANT**
> **Each Investigator token in the district** (except for the Investigator token that is still on the Investigation Track) increases the cost of each purchased card there.

Example: *There is one Investigator token in the district where a player is executing the Augmentation Plan, so the cost of the card acquisition is increased by 1. The Yellow Player decides to purchase 2 cards from that district. The cost of acquisition of each of them is increased by 1 due to the presence of the Investigator token. The player removes their Plan marker and places it in the Augmentation area on the Plan board. Then the player pays 7 Power in total: discards 2 cards from their hand which have 4 Power icons in total, and also returns 3 Initiates (Power Cultist Tokens) to the common pool. Also, at the end of their turn, the player destroys a Disorganization card from their discard pile.*

✣ ☠ ✣

"Brothers and Sisters, I am charging you with the most difficult task. Your job is to secure new meeting places for our organization in the Arkham districts and make sure the rituals are well prepared. As we have mentioned before, this all must be done in strict secrecy, because we have to deal not only with the unworthy ones, but also investigators. And we all know these people will enter any household if they hear any rumors about it in connection with mythical beings or clandestine organizations. So choose the places for these rituals wisely, and do not let anyone but the trusted members know of them."

Preparation Plan

This Plan allows a player to perform 2 different actions or just one of them.

BEFORE EXECUTION
Advance the Investigator token on the Investigation Track in the district by 1. Whenever the Investigator token arrives at the district (reaches the field next to the Sanity token), it is stacked there. Immediately place a new Investigator token on the Investigation track on the starting field corresponding to the number of players in the game.
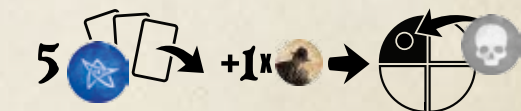
Action 1 ✣ Preparation of the Cult Site

EXECUTION CONDITION
The player must not have a Cult Site in the district yet.

EXECUTION
1. Remove your Plan marker from the district and place it in the Preparation area on the Plan board.
2. Place your Cult Site marker in the district and pay a preparation cost of 5 Power + 1 per Investigator token (lying next to the Sanity token) in this district. You may spend the Power using the icons on the Cult Cards in your hand and/or your Initiates (Power Cultist Tokens) stored behind your screen.
3. Discard all cards that you have used to prepare a Cult Site and also return to the common pool the Cultist Tokens you have spent.

Action 2 ✣ Preparation of the Ritual
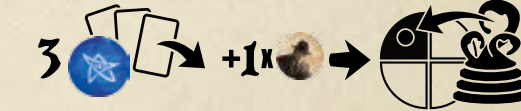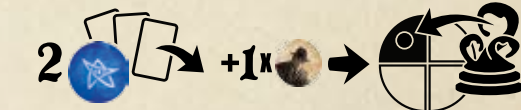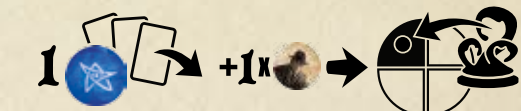
EXECUTION CONDITION
The player needs to have a Cult Site in the district and also there has to be an available slot for the Ritual. You cannot prepare a Ritual if all of the fields for Rituals are taken.

REMEMBER
Using a single Preparation Plan, you can both prepare a Cult Site and prepare a Ritual according to the following rules.

EXECUTION
1. Remove your Plan marker from the district and place it in the Preparation area on the Plan board (unless you have just done that during the preparation of the Cult Site).
2. Place one of your unused Ritual markers in the district and pay as much Power as the level of the Ritual is + 1 per Investigator token (lying next to the Sanity token) in this district. You may spend the Power icons on the Cult Cards in your hand and/or your Initiates (Power Cultist Tokens) stored behind your screen.

3. Discard all cards that you have used to prepare the Ritual and also return to the common pool the Cultist Tokens you have spent.

REMEMBER

This Plan allows you to prepare no more than 1 Ritual in the district at a time.

> **VERY IMPORTANT**
> **Each Investigator token in the district** (except for the Investigator token that is still on the Investigation Track) increases the cost of each Preparation there.

Example: There is one Investigator token in the district where a player is executing the Preparation Plan, so the cost of the each Preparation is increased by 1. The Yellow Player decides to Prepare a Cult Site and a Ritual of level I. The player removes their Plan marker and places it in the Preparation area on the Plan board. Then the player advances the Investigator token on the Investigation track in this district by 1. Unfortunately, this causes the Investigator to enter the district, so the costs of Preparations will be further increased. Immediately a new Investigator token must be placed on the field numbered 2 on the Investigation track because it is a 2-player game. Finally, the player gets to execute the Plan. First they Prepare a Cult Site for 7 Power (base cost of 5 Power + 2 for the Investigator tokens in the district), and then they Prepare a level I Ritual for 3 Power (base cost of 1 Power + 2 for the Investigator tokens in the district).

✵ ☠ ✵

"Dear Brothers and Sisters, as you already suspect, sometimes things go awry and we have to flee. As you will quickly realize, it is good to stay one step ahead and move our rituals to new districts before it's too late. Not only can we safely check from the distance if our previous hideout is under surveillance, but the new district also offers new opportunities, like new followers who join the ritual. As a result, we can protect our rituals better and also get rid of the weak, inefficient links in our organization."

𝕴nfluence Plan

This Plan allows a player to move one of their Ritual markers from any other district where they have a Ritual to this one. If you do not wish to move one of your Ritual markers, you may still draw a Cult card or destroy a card from your discard pile.

EXECUTION CONDITION

There must be an available slot for the Ritual in this district. You cannot move a Ritual marker into this district when all of its fields for Rituals are taken.

EXECUTION

1. Remove your Plan marker from the district and place it in the Influence area on the Plan board.
2. Move one of your Ritual markers from another district to this district and increase its level by 1 (replace that Ritual marker on the board with your Ritual marker that is 1 level higher). You cannot increase the Ritual's level unless you have the appropriate Ritual marker in your stock. You also cannot increase the level if the moved Ritual marker is already at level III. However, you can still move it. ❶

3. In addition to, or instead of, moving the Ritual you may draw a card from your Cult Deck or destroy a card from your discard pile. ❷

Example: Yellow Player decides to move one of their Rituals from a different district to this one. The player removes their Plan marker and places it in the Influence area on the Plan board, and then moves their level I Ritual from the chosen district to this one. They also upgrade that Ritual with a level II marker from their supply. In addition, the player decides to draw a Card from their Cult Deck.

✵ ☠ ✵

"This is the essential part of our actions that sometimes requires making risky decisions. At all costs we have to prevent the unworthy ones from growing strong. It is us that must rule the city, and spread terror and insanity among the unwashed masses! It is us who are worthy of the Forbidden Knowledge and the Power to tear the thin veil of this world and see what is hidden behind it! Only we can prepare Arkham and the world for the coming of The One Who Sleeps in R'lyeh."

Dominance Plan

The Dominance Plan is one of the most sophisticated in the game. It's comprised of two stages, Confrontation and Terror, and they are performed in that order.

EXECUTION CONDITION

The player needs to have at least one Ritual marker in the district.

✵ ☠ ✵

"The boss was right when he said they would come here after us, but he did not mention how many of them. It seems that our last reports about the numbers of their new recruits were far from the truth. We do not have much time to gather all our resources in the area and stop them. As a last resort we will withdraw, leaving behind only our summoned Guardian. It should wreak havoc, thus drawing the attention of law officers and investigators. The boss would not be pleased if we just plainly withdrew."

Stage 1 ✵ Confrontation

Remove your Plan marker from the district and place it in the Dominance area on the Plan board.

If there are no Ritual markers of your opponents on the board, then they cannot oppose you. Skip the remaining steps of Confrontation and go straight to the Terror stage. Otherwise do the following steps:

---

1. Starting with the player to the left of the player who is executing the Dominance Plan and proceeding clockwise, each opponent may choose to move one of their Ritual markers from any other district to this district, provided there is an available slot for the Ritual there. There is only one "round" of moving the rituals to the district where Confrontation is about to take place. The player executing the Dominance Plan cannot do that, only his opponents can.
   Remember: If there are no available fields for Rituals in the district, they cannot move their Ritual marker there. If no one else has a ritual in this district to oppose the Confrontation, proceed immediately to the Terror stage.

2. All players whose Ritual markers are present in the district take part in the Confrontation. They can play cards from their hands (players may even play the cards without any Attack icons as a bluff) and spend their Thugs (Attack Cultist Tokens). Other players cannot contribute to the fight. Do the following steps:
   - ✵ The player who is executing the Dominance Plan lays in front of them face down any number of cards from their hand. They then may grab any number of Thugs (Attack Cultist Tokens) stored behind their screen and hide them in their clenched fist. Their opponents can see how many cards have been used, but they do not know what they are.
   - ✵ Then, starting with the player to the left of the player who is executing the Dominance Plan and proceeding clockwise, each player in the Confrontation does exactly the same: set in front of them face down any number of cards and hold any number of Thugs (Attack Cultist Tokens) in their clenched fist.
   - ✵ As soon as all players taking part in the Confrontation have assigned the cards and Thug tokens to the fight, the player executing the Dominance plan reveals all their cards, uses the selected special abilities of the played cards with the keyword "Confrontation", and reveals the number of Thugs (Attack Cultist Tokens) in their hand. The total Attack value of that player is the sum of all Attack Icons on the played cards, the number of spent Thug tokens, and the sum of the levels of Ritual markers that player has in the district. Then in a clockwise order all other players taking part in the Confrontation do the same.

3. The player with the highest total Attack value is the winner of the Confrontation. Only that player's Ritual markers remain in the district. All other players' Ritual markers are removed from that district and returned to their pool. Each player who lost the Confrontation receives a Disorganization card and places it on top of their discard pile.

If there is no winner of the Confrontation (meaning at least 2 players have the same highest Attack value), all Ritual markers of all the players in the Confrontation are removed from the contested district. Then all players taking part in the Confrontation receive a Disorganization card, placing it on top of their discard pile.
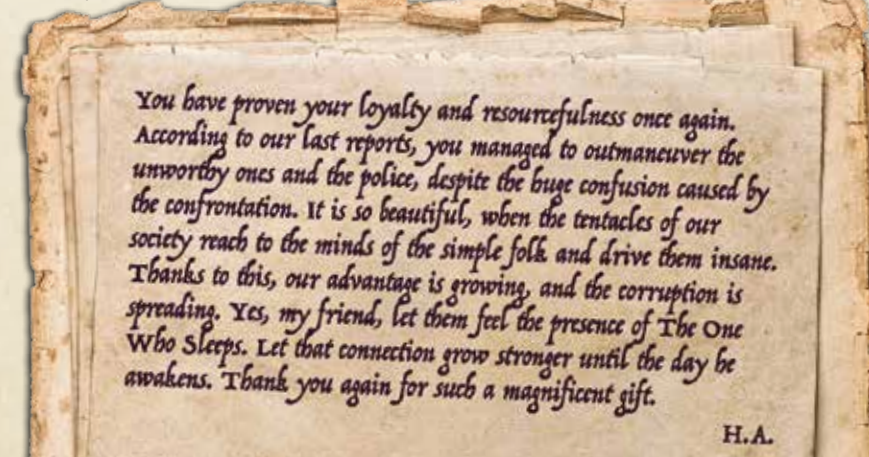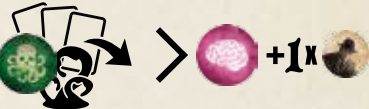

Stage 2 ✵ Terror

This stage is not mandatory. The player may choose to not take it.

EXECUTION CONDITION

This action may be taken only by the player if they played the Dominance Plan and won the Confrontation or if there was no Confrontation (see above).

EXECUTION

1. In order to terrorize the district's residents, the player needs to have a total Terror value greater than the current level of Sanity in the district. The current level of Sanity always equals the value on the Sanity token + number of Investigator tokens (lying next to the Sanity token) in the district.
2. The Terror level in the district is equal to that players' combined Ritual level in that district. The total Terror value in the district may be increased by playing Cult Cards with Terror icons and/or spending Freaks (Terror Cultist Tokens).
3. If the total Terror value exceeds the level of Sanity in the district then the player may place one of their Dominance markers (or two Dominance Markers if there was no Confrontation) in that district.

4. Finally, in case of a successful Terror, that player removes any one of their Ritual markers from that district.

Tip: *Try not to allow your opponents to Terrorize the district without Confrontation, because that will quickly give them an advantage.*

FIELDS FOR THE DOMINANCE MARKERS

Each district has a limited number of fields where players may place their Dominance markers. If there are no empty fields available when placing a marker, they may replace any Dominance marker in that district with theirs instead. This reflects the cults fighting for dominance in the district.

Example of Dominance with a Confrontation: *There is one Investigator token in the district where a player is executing the Dominance Plan, so the cost of the Terror is increased by 1.*

1. *The Red Player executes the Dominance Plan by removing their Plan marker and placing it in the Dominance area on the Plan board. The player has 2 Ritual markers in the district: one of level I and one of level III.*
2. *The Blue Player wants to prevent the Red Player from dominating the district, so they move a level III Ritual ❶ there from elsewhere on the board. Now, Red has a total Attack value of 4, and Blue has a total Attack value of 3 in that district.*

You have proven your loyalty and resourcefulness once again. According to our last reports, you managed to outmaneuver the unworthy ones and the police, despite the huge confusion caused by the confrontation. It is so beautiful, when the tentacles of our society reach to the minds of the simple folk and drive them insane. Thanks to this, our advantage is growing, and the corruption is spreading. Yes, my friend, let them feel the presence of The One Who Sleeps. Let that connection grow stronger until the day he awakens. Thank you again for such a magnificent gift.

H.A.

3. *As there are Rituals of at least 2 players in the district, the Confrontation stage begins. Red plays 3 face-down cards and grabs a chosen number of Thugs (Attack Cultist tokens) from behind their screen and hides them in their fist so that Blue does not know how many Thugs will join Red in the fight.*

4. *Then Blue plays 2 face-down cards and hides a chosen number of Thugs from behind their screen in their fist.*

5. *Red reveals their played cards and the number of Thugs in the hand. Then the player may use special abilities of the played cards with the keyword "Confrontation". They then count the total Attack value by summing up the Attack icons on the cards + Thug tokens + levels of their Rituals in the contested district.*

6. *Blue does exactly the same.*

7. *The winner of the Confrontation is the player with the highest total Attack value. In this example it is Red (10 vs. 9).*

10 ⚔ *vs* **9** ⚔
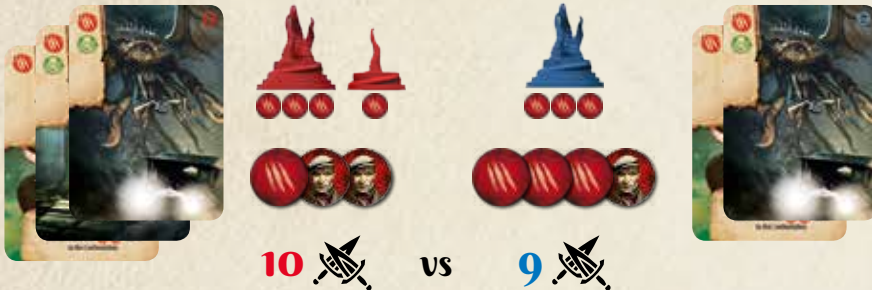
8. *All the Ritual markers of the Blue Player in that district are removed from the board 2 (they are returned to the player) and also Blue receives one Disorganization card and places it on top of their discard pile. All the cards played in the Confrontation are discarded and all the Thug tokens are returned to the common pool near the board.*

9. *Since the Blue Player chose to oppose the Confrontation but lost, the Terror starts.* **Remember:** *If the Red Player had not won, there would be no Terror stage.*

10. *Red discards any number of Cult Cards with Terror icons from their hand and spends any number of Freaks (Terror Cultist tokens) from behind their screen, so that the total Terror value in the district exceeds the current Sanity in the district. In this case, the Sanity level is 4 (3 on the Sanity token + 1 for the Investigator token in the district). The Red Player adds the sum of their Ritual markers in the district to the total Terror value. In this case the player has 2 Rituals there, level I and level III, so the sum of their Terror is 4. So to exceed the Sanity in the district Red must discard a Cult card with 1 Terror icon or spend 1 Freak Token. They do and the Terror is successful.*

11. *Red then places one of their Dominance tokens in the district.* 3
Remember: *If there had been no Confrontation, then the player would have placed 2 Dominance tokens instead of 1.*

5 vs 4

12. *After successfully Terrorizing the district the Red Player must remove one of their Ritual markers from that district. They choose their Level I Ritual.* 4

SOLO MODE RULES

So, brave, you have come to Arkham hoping that your intricate plan of founding and leading your organization will succeed despite the reports of numerous cults operating in the city. You think you can just walk into their turf and steal their manpower. In that case you are welcome to read the rules you will have to follow.

Rules for solo mode are quite similar to regular mode, however instead of having live opponents, you will be struggling against the mechanism built in the game, further referred to as NPC. It is very simple in use, and as your aid you will have the NPC card, containing all the vital information about the NPC's actions in the game.

ATTENTION: The following chapter is strictly rules, without any flavor texts depicting the background of the game. If you would like to get familiar with them, read the regular rules.

Game Setup

⚹1
Place the board in the center of the table.
Note: *The board consists of 5 parts that should be put together like a jigsaw puzzle. Start with the central part and then add the 4 pieces of the circle.*

⚹2
Place an unavailability token 1 🚫 on the Plan field in the Rivertown district. This district is not used in the game. Also, place an unavailability token in each district on the Ritual fields marked "+3" and "4".

⚹3
Shuffle the City Cards and place them face down in a stack next to the board. This is the City Deck. 2

⚹4
Place the Plan Board 3 with a Round Track within reach of each player, then place the Round Marker 4 on the spot labeled "1" on the Round Track of the Plan Board.

⚹5
Choose a color you want to play, and take a set of components in that color:
⚹ 5 Ritual markers 5 (2 of level I, 2 of level II and 1 of level III)
⚹ 4 Cult Site markers 6
⚹ 8 Dominance markers 💀 7
⚹ 4 Plan markers ● 8
⚹ 12 Cult Cards 9 (the player's color is indicated by a small skull icon in the top right corner of each card)

⚹6
Choose a color for NPC, and take a set of components in that color (place the NPC's components in a separate place on the table within your reach, so that your cards and his do not get mixed):
⚹ 5 Ritual markers 5 (2 of level I, 2 of level II and 1 of level III)
⚹ 4 Cult Site markers 6
⚹ 8 Dominance markers 7
⚹ 4 Plan markers ● 8
⚹ 12 Cult Cards 9 (the player's color is indicated by a small skull icon in the top right corner of each card)
⚹ 6 NPC cards 10 (place all 6 NPC cards in a place where you can see them well. One of them describes what NPC does in particular phases, each of the remaining four describes the execution of one of the Plans by NPC.

⚹7
Shuffle your Cult Cards (known as the Cult Deck) and place the stack face down next to you. Do the same for the NPC's Cult Cards and place his Cult Deck next to his components.

⚹8
Sort the District Cards into face-up stacks of the same cards (with the same picture). Place the stacks of your choosing in the designated spots in any districts. 11
Note: *There must be 1 stack of 🛡 Guardian cards and 1 stack of 🗡 Action cards in each district. You cannot place two stacks of Guardians or Actions in a district. The card type is indicated by an icon in the top right corner of the card.*

Recommended setup of District Cards in your first game: Instead of assigning the cards to the districts by yourself, use the predefined setup as below.
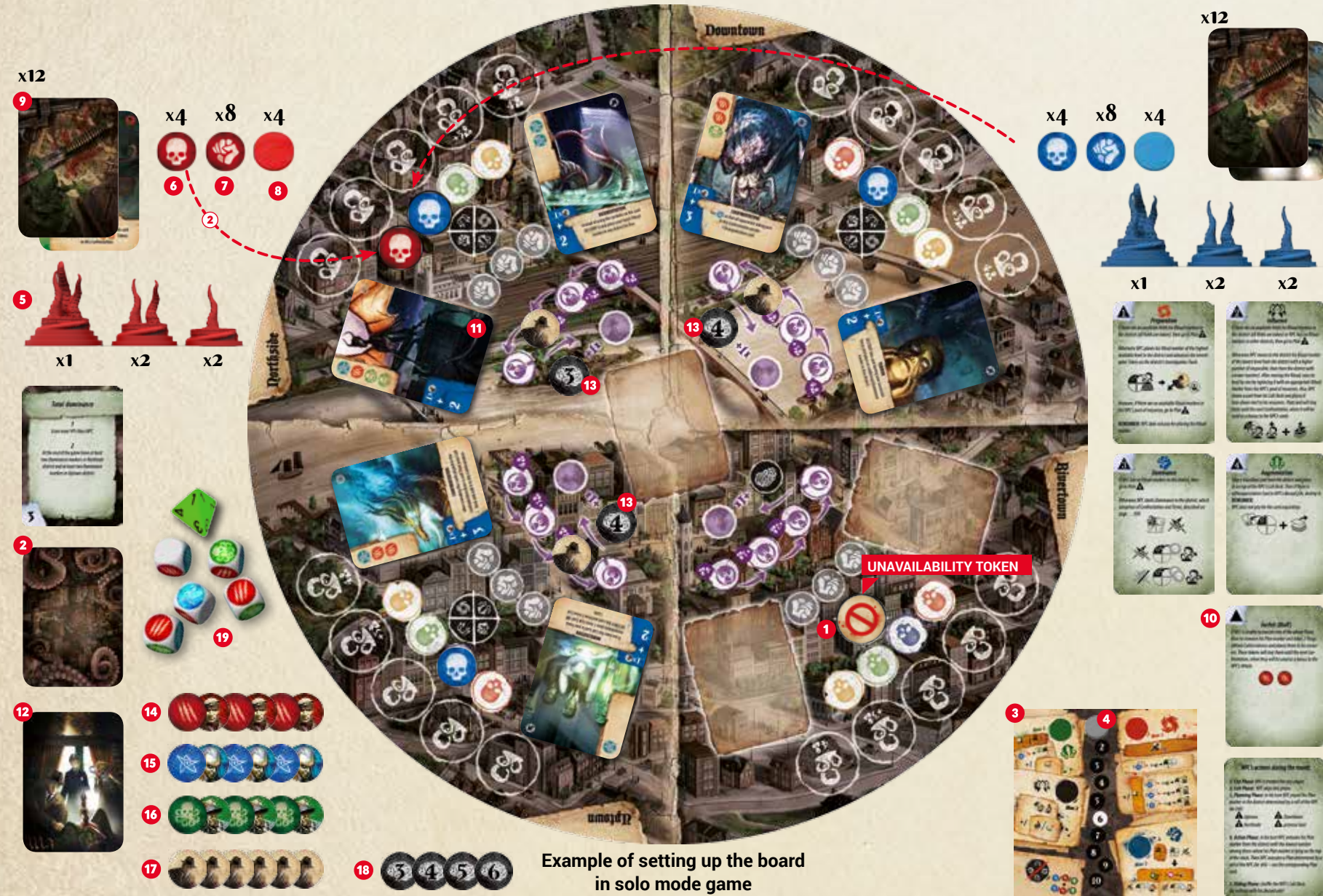
Northside

Downtown

Uptown

Rivertown

When all the spots for District Cards in all districts are filled, place the stack of Disorganization cards ⑫ next to the board. Put the remaining District Cards back in the box, they will not be a part of this game.

✣9

Shuffle the Initial Setup Cards and reveal one of them at random. It tells you what tokens are to be placed in which districts. This is the initial game setup. When it is done, put all the Initial Setup Cards back in the box.

Note: *If the Initial Setup card said nothing about the initial layout of Investigator tokens, then place one Investigator token in each district on the Investigation track. The token must be placed in the field marked with a figure equal to the number of players in the game.*

Initial Setup Card ⑬ *recommended in your first game:*

Northside, Rivertown:
3

Downtown, Uptown:
4

x12

x12

x4 x8 x4

⑥ ⑦ ⑧

②

x1 x2 x2

x12

x4 x8 x4

x1 x2 x2

UNAVAILABILITY TOKEN

⑲

⑭

⑮

⑯

⑰ ⑱ **3 4 5 6**

**Example of setting up the board
in solo mode game**

✣10

Place the following items next to the board:
✣ Cultist tokens: Attack ⑭
✣ Cultist tokens: Power ⑮
✣ Cultist tokens: Terror ⑯
✣ Investigator tokens ⑰
✣ Unavailability tokens ⊘
✣ Sanity tokens ⑱
✣ 5 Recruitment Dice and NPC Die ⑲

✣11

You do not have to use the First Cultist marker. In this mode you always act first. You can put that marker back in the box.

✣12

Place the NPC's Cult Site marker ⑳ in each district, then place one of his Ritual makers in each district as following:
✣ Uptown and Northside districts: Ritual marker of level I ㉑
✣ Downtown district: Ritual marker of level II ㉒

✣13

Before the game begins, place your Cult Site marker ☠ in any district of your choosing. Place the 3 remaining Cult Site markers next to you ㉓

✣14

Shuffle the Objective Cards ㉔, reveal one at random and read its text. This is your objective in this game. Each of the Objective cards has a number indicating its level of difficulty. The higher the number, the harder it is to win, which is why the recommended Objective Card for your first solo game is the one with the lowest number.

Recommended Objective card for your first solo game: You simply have to defeat NPC.

Initial scouting

Score more VPs than NPC.

1
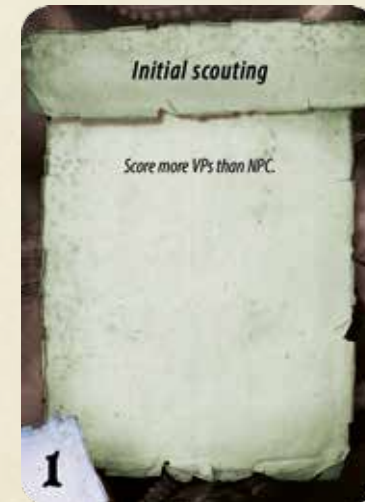
Playing the Game
✣ An Overview

A standard game lasts 6 rounds. However, you may decide before the game that you wish to play more rounds. Each round (except for the first and last round) comprises of the same 5 phases.

1 • City Phase
Reveal the top card of the City Deck and resolve its effect.
Note: *The City Phase is skipped in the first round of the game.*

2 • Cult Phase
Comprises of 2 actions resolved in the following order, and only you do-them, NPC does not:
Mobilization – draw 6 cards from your Cult Deck.
Recruitment – roll 5 Recruitment Dice and collect Cultist tokens based on the die rolled.

3 • Planning phase
You place one of your Plan markers on the designated spot in any district of your choosing. Then NPC does the same, but the destination district is selected by rolling a die. Both you and NPC continue placing your Plans in that order until both of you have placed all four of your Plan markers on the board.

4 • Action Phase
This phase is divided into turns in which the cults' Plans are executed, starting with you: remove one of your Plan markers lying on top of any stack and decide whether to execute the Plan or forfeit it. Then NPC takes his action, according to the NPC card.

5 • Hiding Phase
Discard all the Cult Cards you have in your hand and also discard down to 5 Cultist tokens. NPC shuffles his Cult Deck. At the end of this phase advance the Round Marker on the Round Track by 1.

Note: *The Hiding Phase is skipped in the last round of the game.*

Phases of the Round

Phases of the round must be resolved in the exact order and you cannot proceed to the next Phase until the current Phase is completed.

ORDER OF PLAYERS
In solo mode you act first in all phases.

✳ General Rules

CARD'S SPECIAL ABILITY
You do not discard the card after using it's special ability, unless otherwise specified.

DRAWING CARDS FROM THE CULT DECK
At the beginning of the game each player has 12 cards in their Cult Deck. In the course of the game the size of the player's deck will change. If at any point you need to draw a card and your Cult Deck is empty, shuffle your discard pile and form a new Cult Deck. Proceed drawing your remaining cards.
Note: *Your Cult Deck must be empty before you can shuffle your discard pile.*

USING THE ACQUIRED CARD
When you execute an Augmentation Plan they draw a card into your hand. This card cannot be used in the same turn, but it may be used in the same round when executing further Plans. For example, a player has acquired a card with the keyword "Augmentation". They may use its ability when executing the next Augmentation Plan, but not for the Augmentation Plan during which it has been acquired.

RUNNING OUT OF ANY TOKENS OR DISORGANIZATION CARDS
The particular Cultist Tokens, Investigator Tokens and Disorganization Cards are unlimited in the game. If the common pool runs out of them, use any other components instead.

1 ✳ City Phase

REMEMBER
In the first round of the game, skip the City phase and go straight to the Cult phase.

1. Reveal the top City card from the City Deck.
2. Read the text of the event, place the card in the designated spot at the center of the board and introduce its effect into the game.

The City cards may have a positive and/or negative effect on the cults' schemes. These effects may be a onetime effect, permanent effect, or dedicated to only particular actions performed by players during that round. The City card may also mention in which district(s) the Investigator token needs to be advanced on the Investigation Track.

✳ ☠ ✳

2 ✳ Cult Phase

1 ✳ Mobilization (only you)

Draw 6 cards from your Cult Deck. If you have drawn one or more Disorganization cards you need to discard them immediately. This means you are weaker in this round.

REMEMBER
When your Cult Deck runs out of cards and you need to draw a card, re-shuffle your discard pile into a new Cult Deck.

Card's special ability
If you have drawn any cards with the keyword "Mobilization", you may use that ability now. Unless the ability states otherwise, the card is not discarded.

Example *of a card that allows you to draw another card.*

✳ ☠ ✳

2 ✳ Recruitment (only you)

Roll all 5 Recruitment Dice. If you are not satisfied with the roll, you may re-roll any of the dice twice, keeping any new rolls you wish (i.e. YOU roll the dice, then you can re-roll any of the dice, and then re-roll any of them again). Then take from the common pool the Cultist tokens with the exact same icons you have rolled.

Card's special ability
If you have any cards with the keyword "Recruitment", you may use that ability now. Unless the ability states otherwise, the card is not discarded.

3 ✳ Planning Phase

Both you and NPC have 4 Plan markers each. You will find the detailed description of Plans on page **XXXXXX**.

In the Planning Phase, you and NPC, one after another, place your Plan markers in the districts of your choosing. At this stage, you do not declare your Plans, you just mark the spots where you will act. You will get to decide which actions you do in the Action Phase, when you can better see the situation on the board. **Both you and NPC have to place all 4 of your Plan markers on the board.** You cannot place fewer Plan markers on the board unless the City Card says otherwise.

Tip: *Understanding the mechanics of placing the Plan markers and then executing them in the next phase is crucial, and a core part of the strategy of the game. If you don't plan accordingly, you may find out one or more of your Plans no longer will work and have no choice but to forfeit those Plans during the next phase.*

PLACING THE TOKENS
1. Place one of your Plan markers on the designated field in any district.
2. Roll a die for NPC. If the result on the die indicates the district that is out of the game, roll again until the result is valid. Then place the NPC's Plan marker in the district with the rolled number.
3. Placement of Plan markers (steps 1 and 2) are repeated until both you and NPC have placed all 4 of your Plan markers on the board.

STACKING THE PLAN MARKERS
If there is already a Plan marker in the district where you (or NPC) are about to place your Plan marker, place your marker on top of it, creating a stack. The top marker of the stack is always the Plan marker that was last placed in the district.

Example *of placing the Plan markers in solo mode. You act first, then NPC does:*

✳ General Rule: Plan Marker

Your cult does not need to be present in the district (you do not need to have a Cult Site or a Ritual marker there) where you wish to place a Plan marker. The same applies to NPC.

✳ ☠ ✳

4 ✳ Action Phase

The Action Phase is divided into turns in which both you and NPC, starting with you, execute your plans. NPC performs his actions according to the NPC card.

✳ General Rule: Paying

You may pay with the Cult Cards you hold in your hand by discarding them into your discard pile. You may also pay with your Cultist tokens by returning them to the common pool. **NPC does not need to pay for anything.**

Note: *You may perform at most, any particular type of plan two times per round. In other words, you cannot place more than two of your Plan markers in one area (e.g. the Influence Area) on the Plan board. This limitation does not apply to the Bluff area, you can place any number of your Plan markers there.* **This does not apply to NPC.**

IMPORTANT
Both you and NPC, during your turn, may only execute one of your own Plan markers lying on top of any stack in any district. If there are no such Plan markers, you skip the turn.

Executing a Plan by you:
Remove one of your Plan markers lying on top of any stack and decide whether they want to execute it or forfeit it:

- ✳ **Execution of the plan:** move your Plan marker to the chosen area of the Plan board and then resolve its effect (see Plans of the Cult on page **XXX**).
- ✳ **Forfeit (Bluff):** Instead of moving the Plan marker to the Plan Board, place it in the bluff area of the Plan board and receive a bonus of any 2 Cultist tokens

Executing a Plan by NPC:
If the NPC's Plan markers are lying on top of more than one stack of Plan markers, then NPC executes his Plan in the district with a lowest number of those available. If there are no stacks on top of which the NPC's Plan markers are lying, NPC skips his turn. In any other case remove the NPC's Plan marker from the appropriate district, place in the NPC's pool of resources, roll the NPC die and resolve the result as following:

✱ **1. Preparation Plan:** if there are no available fields for Ritual markers in the district (all fields are taken), then go to Plan no. 3. Otherwise NPC places his Ritual marker of the highest available level in the district and advances the Investigator Token on the district's Investigation Track. However, if there are no available Ritual markers in the NPC's pool of-resources, go to Plan no. 2 instead. **REMEMBER:** NPC does not pay for placing the Ritual marker.

✱ **2. Influence Plan:** if there are no available fields for Ritual markers in the district (all fields are taken) or NPC has no Ritual markers in other districts, then go to Plan no. 3. Otherwise NPC moves to the district his Ritual marker of the lowest level from the district with a higher number (if impossible, then from the district with a lower number). After moving the Ritual, raise its level by one by replacing it with an appropriate Ritual marker from the NPC's pool of resources. Also, NPC draws a card from his Cult Deck and places it face-down next to his resources. That card will stay there until the next Confrontation, when it will be used as a bonus to the NPC's cards.

✱ **3. Dominance Plan:** if NPC has no Ritual markers in the district, then go to Plan no. 4. Otherwise NPC starts Dominance in the district, which comprises of Confrontation and Terror, described on page …**XXX**

✱ **4. Augmentation Plan:** take a Guardian card from the district and place in on top of the NPC's Cult Deck. Then if there is a Disorganization Card in NPC's discard pile, destroy it. **REMEMBER:** NPC does not pay for the card acquisition.

✱ **Forfeit (Bluff):** if NPC is unable to execute any of the above Plans, then he removes his Plan marker and takes 2 Thugs (Attack Cultist tokens) and places them in his resources. Those tokens will stay there until the next Confrontation, when they will be used as a bonus to the NPC's Attack.

You and NPC execute your actions in turns until all the Plan markers are removed from the board.

Example of executing Plans by you and NPC. You act first:

5 ✠ Hiding Phase

REMEMBER
Skip the Hiding Phase in the last round of the game and go straight to the End of Game.

In this phase you have to:
1. Discard all the Cult Cards from your hand.
2. Discard down to 5 Cultist Tokens. **Important:** *Certain city cards may alter this rule.*
3. NPC shuffles his Cult Deck. Remember **not** to shuffle his discard pile until his Cult Deck is empty.
4. Advance the Round Marker on the Round Track by 1.
5. Take your Plan markers back from the Plan board.

End of Game

Your time is up. Now you will see if your actions for the glory of The Great Old One were effective, now you will see which cult's reign in Arkham has just begun. The game ends right after the Action Phase in the final round. Players calculate their victory points and whoever has the most is declared the winner.

Each player (you and NPC) is granted 1 victory point for:
✱ each of their Dominance markers on the board
✱ each of their Cult Site markers on the board, provided that they also have at least one of their Ritual markers in the same district
✱ having the most Ritual markers on the board (Regardless of levels of Rituals. In case of a tie each tying player receives 1 VP)

Tiebreaking

If two or more players are tied with the most victory points, then the player with the most Dominance markers on the board is the winner. If there is still a tie, then the player with the most Cult Sites on the board is the winner. If you are still unable to name the winner, check the following: whoever has the most Rituals on the board (regardless of their levels), then whoever has the fewest Disorganization cards in their entire deck.their entire deck.

Plans of the Cult

✠ ☠ ✠

The effect of any Plan is limited to the district where the Plan marker was assigned to.

1 Augmentation Plan
2 Preparation Plan
3 Influence Plan
4 Dominance Plan

✠ ☠ ✠

Augmentation Plan

This Plan allows you to acquire one or two different District Cards from the district where you have just removed your Plan marker. In addition to (or instead of) acquiring the District Cards, you may destroy one card from your discard pile. You may freely browse your discard pile and choose any card to be destroyed (removed from the game).
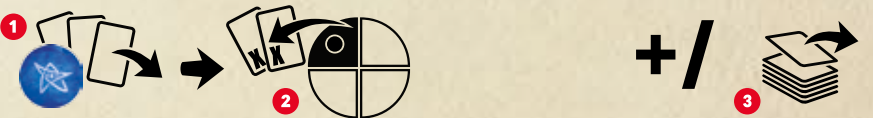
EXECUTION CONDITION
You must first have a Cult Site or a Ritual marker in the district..

EXECUTION
1. Remove your Plan marker from the district and place it in the Augmenta-tion area on the Plan board.

2. You may acquire up to 2 different District Cards from this district. **Remember:** *You cannot acquire two copies of the same card in one action!*
3. Each acquired card has a Power cost. This cost can be paid using Cult cards from your hand and/or your Initiates (Power Cultist tokens) you have stored behind your player screen. **Important:** *the cost of each card equals its base cost + 1 per Investigator token (lying next to the Sanity token) in this district.*
4. Put any cards used to pay for this cost into your discard pile and return any Cultist Tokens used to the common pool. **1**
5. Take the acquired cards into your hand. You may use them in the following turns of this round. **2**
6. In addition to (or instead of) purchasing the District Cards, a player may destroy any one card from their discard pile. **3**

Remember: *The destroyed card is put back in the box and is no longer available this game.*

VERY IMPORTANT
Each Investigator token in the district (except for the Investigator token that is still on the Investigation Track) increases the cost of each purchased card there.

Example: *There is one Investigator token in the district where a player is executing the Augmentation Plan, so the cost of the card acquisition is increased by 1. The Yellow Player decides to purchase 2 cards from that district. The cost of acquisition of each of them is increased by 1 due to the presence of the Investigator token. The player removes their Plan marker and places it in the Augmentation area on*

the Plan board. Then the player pays 7 Power in total: discards 2 cards from their hand which have 4 Power icons in total, and also returns 3 Initiates (Power Cultist Tokens) to the common pool. Also, at the end of their turn, the player destroys a Disorganization card from their discard pile.

�֍ ☠ ✖

Preparation Plan

This Plan allows you to perform 2 different actions or just one of them.

BEFORE EXECUTION
Advance the Investigator token on the Investigation Track in the district by 1. Whenever the Investigator token arrives at the district (reaches the field next to the Sanity token), it is stacked there. Immediately place a new Investigator token on the Investigation track on the field with a 2-player game icon.
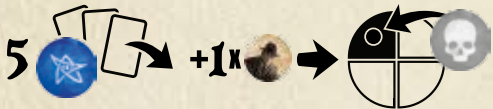
Action 1 ✖ Preparation of the Cult Site

EXECUTION CONDITION
You must not have a Cult Site in the district yet.

EXECUTION
1. Remove your Plan marker from the district and place it in the Preparation area on the Plan board.
2. Place your Cult Site marker in the district and pay a preparation cost of 5 Power + 1 per Investigator token (lying next to the Sanity token) in this district. You may spend the Power using the icons on the Cult Cards in your hand and/or your Initiates (Power Cultist Tokens).
3. Discard all cards that you have used to prepare a Cult Site and also return to the common pool the Cultist Tokens you have spent.

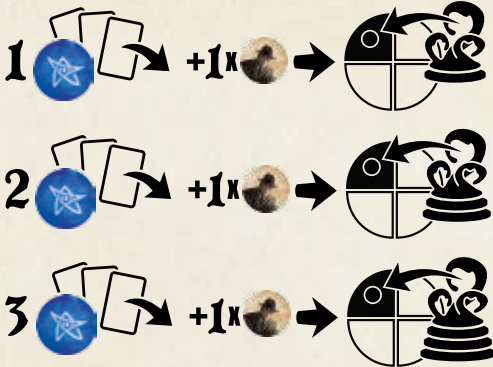## Action 2 ✖ Preparation of the Ritual

EXECUTION CONDITION
You need to have a Cult Site in the district and also there has to be an available slot for the Ritual. You cannot prepare a Ritual if all of the fields for Rituals are taken. .

REMEMBER
Using a single Preparation Plan, you can both prepare a Cult Site and prepare a Ritual according to the following rules.

EXECUTION
1. Remove your Plan marker from the district and place it in the Preparation area on the Plan board (unless you have just done that during the preparation of the Cult Site).
2. Place one of your unused Ritual markers in the district and pay as much Power as the level of the Ritual is + 1 per Investigator token (lying next to the Sanity token) in this district. You may spend the Power icons on the Cult Cards in your hand and/or your Initiates (Power Cultist Tokens).

3. Discard all cards that you have used to prepare the Ritual and also return to the common pool the Cultist Tokens you have spent.

REMEMBER
This Plan allows you to prepare no more than 1 Ritual in the district at a time.

> **VERY IMPORTANT**
> **Each Investigator token in the district** (except for the Investigator token that is still on the Investigation Track) increases the cost of each Preparation there.

Example: There is one Investigator token in the district where a player is executing the Preparation Plan, so the cost of the each Preparation is increased by 1. The Yellow Player decides to Prepare a Cult Site and a Ritual of level I. The player removes their Plan marker and places it in the Preparation area on the Plan board. Then the player advances the Investigator token on the Investigation track in this district by 1. Unfortunately, this causes the Investigator to enter the district, so the costs of Preparations will be further increased. Immediately a new Investigator token must be placed on the field numbered 2 on the Investigation track because it is a 2-player game. Finally, the player gets to execute the Plan. First they Prepare a Cult Site for 7 Power (base cost of 5 Power + 2 for the Investigator tokens in the district), and then they Prepare a level I Ritual for 3 Power (base cost of 1 Power + 2 for the Investigator tokens in the district).

✖ ☠ ✖

Influence Plan

This Plan allows you to move one of your Ritual markers from any other district where you have a Ritual to this one. If you do not wish to move one of your Ritual markers, you may still draw a Cult card or destroy a card from your discard pile.

EXECUTION CONDITION
There must be an available slot for the Ritual in this district. You cannot move a Ritual marker into this district when all of its fields for Rituals are taken.

EXECUTION
1. Remove your Plan marker from the district and place it in the Influence area on the Plan board.
2. Move one of your Ritual markers from another district to this district and increase its level by 1 (replace that Ritual marker on the board with your Ritual marker that is 1 level higher). You cannot increase the Ritual's level unless you have the appropriate Ritual marker in your stock. You also cannot increase the level if the moved Ritual marker is already at level III. However, you can still move it. ❶
3. In addition to, or instead of, moving the Ritual you may draw a card from your Cult Deck or destroy a card from your discard pile. ❷

Example: Yellow Player decides to move one of their Rituals from a different district to this one. The player removes their Plan marker and places it in the Influence area on the Plan board, and then moves their level I Ritual from the chosen district to this one. They also upgrade that Ritual with a level II marker from their supply. In addition, the player decides to draw a Card from their Cult Deck.

✖ ☠ ✖

Dominance Plan

The Dominance Plan is one of the most sophisticated in the game. It's comprised of two stages, Confrontation and Terror, and they are performed in that order.

EXECUTION CONDITION
You need to have at least one Ritual marker in the district.

✖ ☠ ✖

Stage 1 ✖ Confrontation

If there are no Ritual markers of your opponents on the board, then they cannot oppose you. Skip the remaining steps of Confrontation and go straight to the Terror stage. Otherwise do the following steps:

If you are executing the Dominance and there are no NPC's Ritual markers on the board, then he cannot oppose you. Skip the remaining steps of Confrontation and go straight to the Terror stage. The same applies when NPC is executing the Dominance and there are no Ritual markers of yours on the board. Otherwise do the following steps:

1. If you are executing the Dominance, then NPC moves his Ritual marker of the highest level on the board to this district. If he has more than one Ritual marker of the same highest level, choose the one in the district with a higher number. If NPC is executing the Dominance, you may move one of your Ritual markers from any district to this district.
Remember: If there are no available fields for Rituals in the district, neither you, nor NPC can move your Ritual marker there. If the opponent has no Ritual markers in this district to oppose the Confrontation, proceed immediately to the Terror stage.

2. If both you and NPC have your Ritual markers in the contested district, the Confrontation begins. Do the following steps:
   ✖ Lay in front of you any number of cards from your hand and add any number of Thugs (Attack Cultist tokens) from your resources. Then use any special abilities from the cards you played with the keyword "Confrontation".
   ✖ NPC reveals 3 top card from his Cult Deck. **ATTENTION**: if NPC has a card acquired by executing Influence Plan, lying next to his pool of resources, then that card must be revealed now and it contributes to the fight (in that case NPC has more than 3 cards in the fight). Then NPC uses all the special abilities from those cards with the keyword "Confrontation". Then NPC rolls all 5 Recruitment Dice and re-rolls any results other than Attack twice. **ATTENTION**: if NPC has any Thugs (Attack Cultist tokens) in his pool of resources, they all are used in that Confrontation.
   ✖ Calculate the total Attack value in that Confrontation, yours and NPC's separately. It is the sum of Attack icons plus the sum of levels of your Ritual markers in that district.

3. Whoever has the highest total Attack value is the winner of the Confrontation and only their Ritual markers remain in the district. All Ritual markers of the losing party are removed from that district and returned to their pool. The losing party also receives a Disorganization card and places it on top of their discard pile.

If the Confrontation is a draw (both you and NPC have the same total Attack value), all Ritual markers of both of you are removed from the contested district, and both of you receive a Disorganization card, placing it on top of your discard piles.
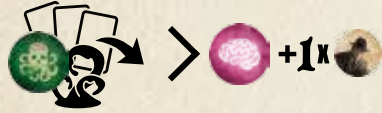
Stage 2 ✵ Terror
This stage is not mandatory. You may choose to not take it.

EXECUTION CONDITION

This action may be taken only by the player (you or NPC) who is executing the Dominance Plan and won the Confrontation or if there was no Confrontation (see above).

EXECUTION

1. In order to terrorize the district's residents, you need to have a total Terror value greater than the current level of Sanity in the district. The current level of Sanity always equals the value on the Sanity token + number of Investigator tokens (lying next to the Sanity token) in the district. **ATTENTION:** NPC never checks his Terror value, it is assumed that he his Terror value is always greater than the current Sanity in the district. So if NPC is Terrorizing the district, skip step 2 and go straight to step 3.

2. Your total Terror value in the district is equal to that your combined Ritual level in that district. You can increase your total Terror value in the district by playing Cult Cards with Terror icons and/or spending Freaks (Terror Cultist Tokens).

3. If the total Terror value exceeds the level of Sanity in the district then the player (you or NPC) has successfully Terrorized the district and may place one of their Dominance markers (or two Dominance Markers if there was no Confrontation) in that district.

4. Finally, in case of a successful Terror, that player (you or NPC) removes any one of their Ritual markers from that district.

Tip: *Try not to allow NPC to Terrorize the district without Confrontation, because that will quickly give him an advantage.*

FIELDS FOR THE DOMINANCE MARKERS

Each district has a limited number of fields where players may place their Dominance markers. If there are no empty fields available when you (or NPC) are placing a marker, you may replace any Dominance marker in that district with yours instead. This reflects the cults fighting for dominance in the district.

Example of Dominance with a Confrontation: *There is one Investigator token in the district where a player is executing the Dominance Plan, so the cost of the Terror is increased by 1.*

1. *The Red Player executes the Dominance Plan by removing their Plan marker and placing it in the Dominance area on the Plan board. The player has 2 Ritual markers in the district: one of level I and one of level III.*

2. *The Blue Player (NPC), to prevent the Red Player from dominating the district, moves his level III Ritual ❶ there ffrom elsewhere on the board. Now, Red has*

a total Attack value of 4, and Blue (NPC) has a total Attack value of 3 in that district.

3. *As there are Rituals of 2 players in the district, the Confrontation stage begins. Red plays 3 cards and a chosen number of Thugs (Attack Cultist tokens). Then Red may use any special abilities of the played cards with the keyword "Confrontation".*

4. *NPC reveals 3 cards from the top of his Cult Deck and rolls all 5 Recruitment dice, and twice re-rolls any dice with results other than Attack.*

5. *Both the Red player and NPC count their total Attack value by summing up the Attack icons on the cards + Thug tokens + levels of their Rituals in the contested district.*

6. *The winner of the Confrontation is the player with the highest total Attack value. In this example it is Red.*

10 ⚔️ vs **9** ⚔️
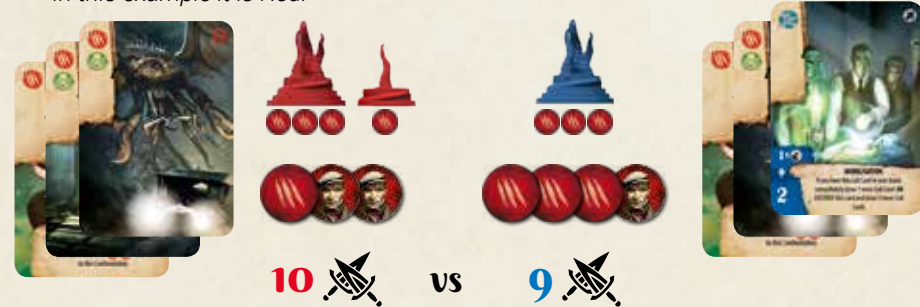
7. *All the Ritual markers of the Blue Player (NPC) in that district are removed from the board ❷ (they are returned to the NPC's pool of resources) and he also receives one Disorganization card and places it on top of his discard pile. All the cards played in the Confrontation are discarded and all the Thug tokens are returned to the common pool near the board.*

8. *Since the Blue Player chose to oppose the Confrontation but lost, the Terror starts. Remember, if the Red Player had not won, there would be no Terror stage.*

9. *Red discards any number of Cult Cards with Terror icons from their hand and spends any number of Freaks (Terror Cultist tokens), so that the total Terror value in the district exceeds the current Sanity in the district. In this case, the Sanity level is 4 (3 on the Sanity token + 1 for the Investigator token in the district). The Red Player adds the sum of their Ritual markers in the district to the total Terror value. In this case the player has 2 Rituals there, level I and level III, so the sum of their Terror is 4. So to exceed the Sanity in the district Red must discard a Cult card with 1 Terror icon or spend 1 Freak Token. They do and the Terror is successful.*

5 vs **4**

10. *Red then places one of their Dominance tokens in the district ❸.*
   Remember: *If there had been no Confrontation, then the player would have placed 2 Dominance tokens instead of 1.*

11. *After successfully Terrorizing the district the Red Player must remove one of their Ritual markers from that district. They choose their Level I Ritual. ❹*

Credits

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