

# ELDERS' DICE

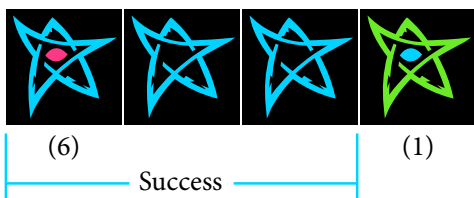


Elders' dice are used in place of ordinary dice for skill checks, combat and other random events.

## How they work

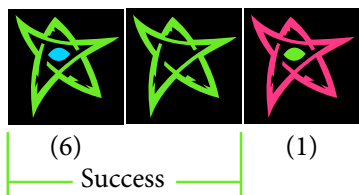
### Blessed investigator

When you are *Blessed*, blue signs are successes. The blue sign with an eye is a (6) and the blue eye is a (1).



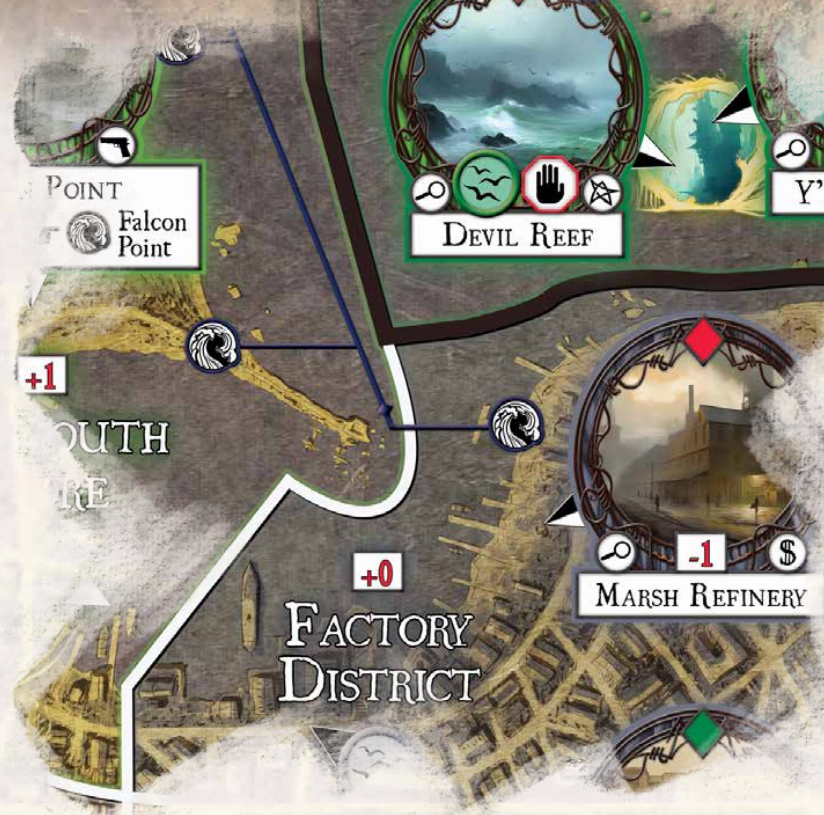
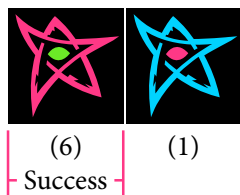
### Neither Blessed nor Cursed investigator

Under normal circumstances, green signs are successes. The green sign with an eye is a (6) and the green eye is a (1).



### Cursed investigator

When you are *Cursed*, the red sign is a success. The same sign with an eye is also a (6) and the red eye is a (1).



# ULTIMATE PLAYMAT

You know what you're looking for, but the hardest part will be finding it. Make a Luck (-2) check to find the Ultimate Playmat in the Unique Items deck.

The Ultimate Playmat houses Arkham and all its expansions - and their cards - on a single playing surface. It is tightly knit and richly presented, just like the legendary Arkham Horror game, that monument of self-assumed madness.

You are one of the lucky few to own a copy of this luxurious mat. Take good care of it as this is the only print run that will ever be.

## Setting up the playmat

When playing with this mat, set up the game as described in the rule books, except that the cards go directly onto the mat rather than besides it. The stacks of cards are placed face-down on their reserved spaces. You can deduce the location of a large proportion of the cards from the icons and card backings reproduced on the mat. Once you've completed this first effort, we suggest you consult the *Set-up Guide* to validate your instincts and fill in the spaces you've left vacant.



Chaosium Arcane Icon (the Star Elder Sign)  
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## Arkham Horror

- 1 Terror Marker
- 2 Drawn Mythos Environment card
- 3 Drawn Mythos Rumor card
- 4 Arkham Location cards
- 5 General Playing Aid
- 6 Outskirts Playing Aid
- 7 Skill cards
- 8 Spell cards
- 9 Bank Loan cards
- 10 Retainer cards
- 11 Unique Item cards
- 12 Ally cards
- 13 Blessing & Curse cards
- 14 Silver Lodge Membership cards
- 15 Common Item cards
- 16 3x Deputy of Arkham cards
- 17 Gate cards



## Dunwich Horror

- 1 Dunwich Location cards
- 2 Sheldon Gang Membership cards
- 3 Madness cards
- 4 Rail Pass cards
- 5 "Coded Message" Condition card
- 6 Injury cards
- 7 "Rare Book Collection" Condition card
- 8 "Darke's Blessing" Condition card
- 9 "Velma's Gratitude" Condition card
- 10 Dunwich Horror cards
- 11 The Dunwich Horror Tokens can be placed on top of the Dunwich Horror cards or next to the board



## The Curse of the Dark Pharaoh

- 1 Exhibit Encounter cards
- 2 Exhibit Item cards
- 3 Benefit & Detriment cards

### SET-UP GUIDE







## The King in Yellow

- 1 Act cards
- 2 Blight cards
- 3 Magical Effect cards



## Kingsport Horror

- 1 Kingsport Location cards
- 2 2x Changed cards
- 3 2x Captain of the White Ship cards
- 4 The Rift Progress Markers can be divided, face down, into three piles placed on each of the three Rift Markers or next to the board



## The Black Goat of the Woods

- 1 "One of the Thousand" Cult Membership cards
- 2 Cult Encounter cards
- 3 Green and Red Corruption cards



## Innsmouth Horror

- 1 Innsmouth Location cards
- 2 Innsmouth Look cards
- 3 The Uprising Tokens can be placed on the Deep Ones Rising Track illustration or next to the board



## Miskatonic Horror

- 1 Miskatonic Student cards

## MOVEMENTS

Although the graphics on this mat differ from the original gameboards, the movement of investigators and monsters is fundamentally unchanged.

### Movement from a street area

You can spend 1 movement point to move your investigator from one street area to another, as long as these two areas share the same boundary.

For 1 movement point, your investigator can also move from a street area to a location of the same color.



*Amanda Sharpe* begins her turn at Blasted Heath (purple street area). She hesitates between spending 1 movement point to go either to Blackwoods Country (connected street area) or to Devil's Hopyard (purple location of the same color).



## Movement from a location



Locations are represented by circular illustrations. **They are the same color as the street area they are on.** You can move your investigator from a location to a street area - and vice versa - as long as both are the same color.

**Note:** each location has a black-and-white arrow pointing to its street area.



*Amanda Sharpe* begins her turn at Gardners' Place (purple location). She can spend 1 movement point to move to Blasted Heath (purple street area). She could not spend her movement point to move to Blackwoods Country (red street area), or to Whateley Farm (red location).

## Moving monsters

If a monster is at a location, it moves to the street area of the same color, following the direction of the black-and-white arrow.



A monster is in the Science Building (yellow location). The black-and-white arrow guides him to the Miskatonic University (yellow street area).



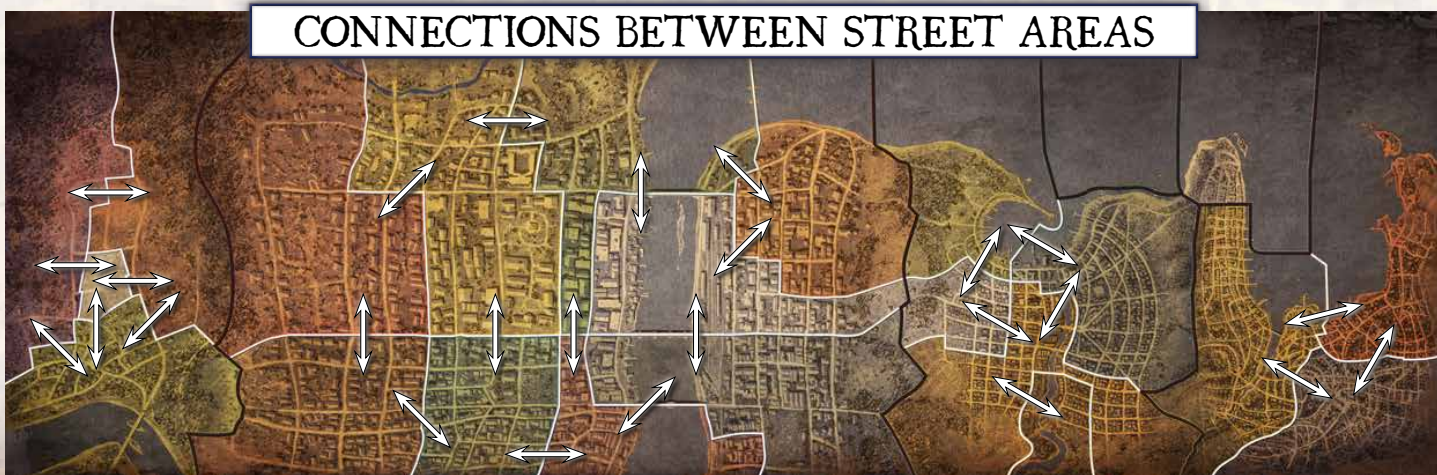
If the monster is in a street area, it moves to a connected street area by following the direction of the black or white arrow on its street area's wind rose. Some wind roses have a single black-and-white arrow pointing in a single direction. Monsters then have no choice but to move in this direction.

**Note:** white arrows generally point clockwise, while black arrows point counter-clockwise.



A monster is in Uptown. The Myth card indicates he must move in the direction of the white arrow. The white arrow on Uptown's wind rose points to the Miskatonic University street area. Beware, a bookworm is coming!

## CONNECTIONS BETWEEN STREET AREAS





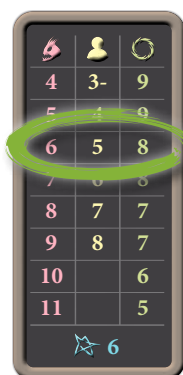
## PLAYING AIDS

The playing aids on the mat are an invaluable help for your group of investigators, **whether you are playing just the base game, a clever selection of expansions, or the game as a whole.** Here is how they work.

### Game with all expansions

The playing aids on the mat are optimized for games with all expansions. **When you play the game as a whole, each row of numbers refers to a game with all expansions.**

#### How it works



4	3-	9
5	4	9
6	5	8
7	6	8
8	7	7
9	8	7
10		6
11		5
		6

#### General playing aid

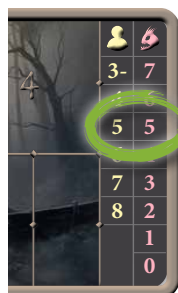
**The center column** represents the number of investigators in a game with all expansions. **The left-hand column** is the monster limit in Arkham. **The right-hand column** is the gate limit. **The bottom row** shows the number of gates you must seal to win the game.

*In the example above left, in a game with five investigators, the limit is 6 monsters in Arkham and 8 open gates.*



4	3-	9
5	4	9
6	5	8
7	6	8
8	7	7

*If you'd like a visual cue, a Skill slider can be placed vertically, as in the example opposite.*



3-	7
5	5
7	3
8	2
	1
	0

#### Outskirts playing aid

**The left-hand column** of the table is the number of investigators in a game with all expansions. **The right-hand column** is the limit of monsters in the Outskirts.

*In the example on the left, in a game with five investigators, the limit is 5 monsters in the Outskirts.*

## Other game modes

Playing aids can also be used in games with few or no expansions. Skill sliders are then used to remind players of the game's limits.

#### How it works



4	3-	9
5	4	9
6	5	8
7	6	8
8	7	7
9	8	7
10		6
11		5
		6

#### General playing aid

During these custom games, **two Skill sliders** are placed horizontally on the values in accordance with the game rules, to act as visual cues for the investigators.

*In this hypothetical example, the limit is 6 monsters in Arkham and 9 open gates.*



3-	7
5	5
7	3
8	2
	1
	0

#### Outskirts playing aid

The same applies to the Outskirts playing aid, where a Skill slider is used horizontally to remind investigators of the monsters limit in the Outskirts.

*In the example on the left, the limit of monsters in the Outskirts is 6.*





## Outskirts

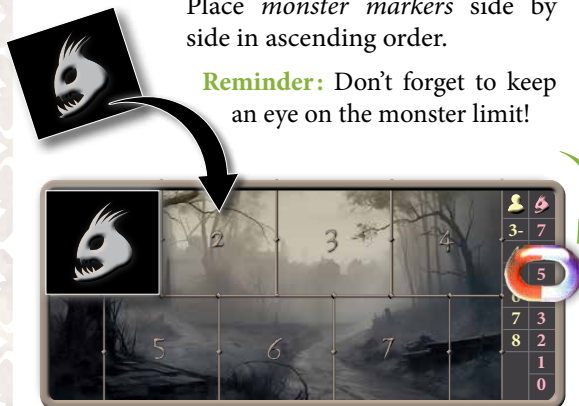
The mat's Outskirts makes it easy to count the number of monsters wandering around while waiting for the limit to be reached.

### How it works

#### Outskirts

Place *monster markers* side by side in ascending order.

**Reminder:** Don't forget to keep an eye on the monster limit!



## Sky



The Sky features a *Flying Monsters* icon. This same icon is also present on the wind roses of the street areas, as well as on the *Devil's Reef* location. This icon is a reminder that these street areas and locations are connected to the Sky.

*The Sky has a Flying Monsters icon.*



*Each street area's wind rose also features a Flying Monsters icon.*



*The Devil Reef has a Flying Monsters icon, for there are far more terrible things than gulls that hover on its hellish winds.*

## Terror Track

The *Terror Track* features a few levels with a *star* icon that reminds you to close a location when the Terror Marker reaches it. Each of these stars is associated with a location of the same color. What's more, each of these locations displays the same star on its green diamond.

THE LOCATIONS TO BE CLOSED ARE AS FOLLOWS:

- ★ GENERAL STORE
- ★ CURIOSITIE SHOPPE
- ★ YE OLDE MAGICK SHOPPE
- ★ OUTSKIRTS

### How it works

#### Terror Track

Some levels display a star icon as a reminder that locations close as the Terror Marker progresses. These stars are reproduced on the diamonds of the locations associated with them.



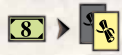
*In the example opposite, if the Terror Track reached 9, you would have to close the Ye Olde Magick Shoppe.*



# ICONS GLOSSARY

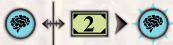
This mat substitutes the original texts with the icons below.

## Arkham



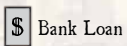
### ADMINISTRATION

Pay \$8, then draw 2 *Skill* cards and keep one.



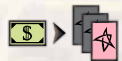
### ARKHAM ASYLUM

Regain 1 *Sanity* or pay \$2 to regain all your *Sanity*.



### BANK OF ARKHAM

Take a *Bank Loan* card if you don't already have one.



### CURIOSITIE SHOPPE

Draw 3 *Unique Items* and purchase one at its listed price.



### GENERAL STORE

Draw 3 *Common Items* and purchase one of them for its listed price.



### MA'S BOARDING HOUSE

Spend 2 *gate trophies* or 1 *gate trophy* and 5 toughness worth of *monster trophies* or 10 toughness worth of *monster trophies* to take the *Ally* card of your choice.



### POLICE STATION

Spend 2 *gate trophies* or 1 *gate trophy* and 5 toughness worth of *monster trophies* or 10 toughness worth of *monster trophies* to take the *Deputy of Arkham* cards.



### RIVER DOCKS

Spend 5 toughness worth of *monster trophies* or 1 *gate trophy* to gain 5.



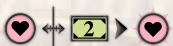
### SCIENCE BUILDING

Spend 5 toughness worth of *monster trophies* or 1 *gate trophy* to gain 2 *Clue* tokens.



### SOUTH CHURCH

Spend 5 toughness worth of *monster trophies* or 1 *gate trophy*. The investigator of your choice becomes *Blessed*.



### ST. MARY'S HOSPITAL

Regain 1 *Stamina* or pay \$2 to regain all your *Stamina*.



### TRAIN STATION

Pay \$1 and 1 movement to move to another *depot*.

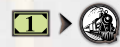


### YE OLDE MAGICK SHOPPE

Pay \$5 to draw 2 *Spells* and keep one.



## Dunwich



### BISHOP'S BROOKS BRIDGE

Pay \$1 and 1 movement to move to another *depot*.



### DARKE'S CARNIVAL

Pay \$1 and roll a die. On a success, you gain \$3.



### DEVIL'S HOPYARD

Spend 5 toughness worth of *monster trophies* or 1 *gate trophy* to gain 1 *Clue* token and \$2.



### DUNWICH VILLAGE

Pay \$4 and roll a die. On a success, draw 1 *Unique Item*. On a failure, draw 1 *Common Item*.



### HARNEY JONES' SHACK

Regain 1 *Sanity* or 1 *Stamina*.



## Innsmouth



### BUS SERVICE

Pay \$1 and 1 movement to move to another *depot*.



### DEVIL REEF

*Flying monsters* may move in this location. End your movement upon entering this location.



### FALCON POINT

Pay \$2 to move to any *aquatic location* and have an encounter there, or to move any other investigator from an *aquatic location* to *Falcon Point*. The investigator cannot move any further.



### FIRST NATIONAL GROCERY

Pay \$1 to take the *Food* or *Research Materials* card from the *Common Item* deck.




If you are still here after an encounter:



### GILMAN HOUSE HOTEL

If you are still at this location after an encounter, regain 1 *Sanity* or 1 *Stamina*.



**Sneak (-1)**  
 + each    
 Play a single encounter

### JAIL BREAK

If you are in a *Jail Cell*, make a *Sneak (-1)* check. Draw 1 *encounter card* +1 card per success. Play 1 *encounter card* of your choice.

A *Jail Break* gains:



### OUTSIDE HELP

A *Prison Break* gains 1 extra *encounter card* for every investigator in *Sawbone Alley*.



### Y'HA-NTHLEI

One-way sea road. Investigators may only enter here from *Devil Reef* or when returning from an *Other World* (except *Lost in Time and Space*).



## Kingsport

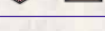
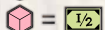
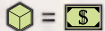


### CONGREGATIONAL HOSPITAL

Pay \$1 to regain 1 *Sanity* and 1 *Stamina*.

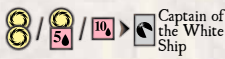
Sell a *Common* or *Unique Item* at its list price

**Will (-1)**



### NEIL'S CURIOSITY SHOP

Sell a *Common* or *Unique Item*. Make a *Will (-1)* check. If you pass, you get its list price. If you fail, you get half its list price (round up).



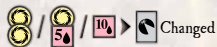
### NORTH POINT LIGHTHOUSE

Spend 2 *gate trophies* or 1 *gate trophy* and 5 toughness worth of *monster trophies* or 10 toughness worth of *monster trophies* to take the *Captain of the White Ship* card.



### STATION RADIO

End your movement upon entering this location.



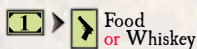
### STRANGE HIGH HOUSE IN THE MIST

Spend 2 *gate trophies* or 1 *gate trophy* and 5 toughness worth of *monster trophies* or 10 toughness worth of *monster trophies* to take the *Changed* card.



### THE CAUSEWAY

End your movement upon entering this location.



### THE ROPE AND ANCHOR

Pay \$1 and take the *Food* or *Whiskey* card from the *Common Items* deck.



### TRAIN STATION

Pay \$1 and 1 movement to move to another *depot*.

## Game board



### FLYING MONSTERS ICON

Identifies a street area or a location that could be targeted by *flying monsters*.



### AQUATIC LOCATION ICON

Identifies an *aquatic location* that could be a target for *aquatic monsters*.



### TRAIN STATION ICON

Identifies a *depot* location.



### RAIL ROAD

Links all *depot* locations (see *Train Stations*, *Bus Service* and *Bishop's Brook Bridge*).



### SEA ROAD

Links all *aquatic locations* (see *Falcon Point*).



### KINGSPORT HEAD ROAD

Links Kingsport's white locations (see *The Causeway*, *Wireless Station* and *Strange High House in the Mist*).



### Y'HA-NTHLEI ROAD

Links *Y'ha-nthlei* and the *Devil Reef*.



### BOUNDARY

Delimits a street area.



### UNPASSABLE BOUNDARY

Delimits a street area. *Unpassable boundaries* may only be crossed by *road*.

## Monsters table



**Normal:** moves from one street area or location to another.



**Stationary:** never moves; the monster stays where it entered play.



**Fast:** moves two locations and/or street areas, but stops if it encounters an investigator.



**Unique:** moves in a special way described on the back of the *monster marker*.



**Flying:** moves to the investigator with the lowest current *Sneak* skill in a street area or, failing that, into the *Sky*.



**Stalker:** moves to the nearest investigator in an *unstable location* or, failing that, moves from one location or street area to another.



**Aquatic:** moves to the investigator with the lowest current *Sneak* skill in an *aquatic location* or, failing that, moves from one location or street area.