ACTIONS

Attack Action: Attack a monster in your space or within range.

1. Choose a monster to attack, and choose to attack unarmed or with one of your Items or Spells with a melee or ranged icon. If attacking unarmed or with an Item or Spell with a **melee icon**, the monster must be in your space. If attacking with an Item or Spell with a **ranged icon**, the monster must be in range.
2. **App**: Select the monster from the monster drawer.
3. **App**: Select Attack, then select the option for your chosen attack type.
4. **App**: Resolve the indicated test.
5. **App**: Damage the monster suffers is tracked using the + and – buttons.

Component Action

Card: Resolve an effect preceded by **Action** on one of your cards.

Barricade: Choose one:

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  - Move a Barricade in your space against or away from a door or Secret Passage adjacent to your space.
  - Attempt to move a Barricade on the other side of a blocked door or blocked Secret Passage adjacent to your space: Test strength. If you roll two or more successes, move the Barricade away from the door or Secret Passage that it blocks. Then you may move one space through the door or Secret Passage.

Explore Action

App: Select an Explore token in your space or on a door adjacent to your space, then select the option for that token that has an **action icon**.

Extinguish Fire Action

Test Agility. For each success, you may discard Fire from your space or a space you move to during that round. Fire discarded by this effect does not cause you to suffer Damage.

Interact Action

App: Select a Person or Interact token in your space, then select the option for that person or token that has an **action icon**.

Move Action

Move up to two spaces.

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  - You may interrupt your move action to perform another action. After performing that other action, you may finish performing your move action.
  - During your move action, if you attempt to move out of a space that contains a monster, you must first resolve an **evade check**.

Push Action

1. Choose an adjacent space and either a monster or another investigator in your space.
2. If pushing another investigator, that investigator chooses to move willingly (skip to step 5) or to resist the movement.
3. If pushing a monster, the test difficulty is equal to the monster's **brawn** (the red value in the bottom-right corner of the back of the monster's token). If pushing another investigator, that investigator tests strength;

the test difficulty is equal to the test result plus one.
4. Test strength. If the test result equals or exceeds the test difficulty, resolve step 5. If the test result is less than the test difficulty, forfeit this action.
5. Move the monster or chosen investigator 1 space toward the chosen space, then you may move 1 space toward the chosen space.

Search Action

App: Select a Search token in your space, then select the option for that token that has an **action icon**.

Set Fire Action

You must have a *Light Source* to perform this action.

1. Place Fire in your space or an adjacent space.
2. **App**: Select the Set Fire option from the in-game menu.

Steal Action

1. Choose another investigator in your space.
2. Choose strength, agility, or observation, then both investigators test the chosen skill.
3. You may take one possession from the chosen investigator for each success in excess of the chosen investigator's test result. If the chosen investigator's test result equals or exceeds your test result, you forfeit this action without taking any possessions.

Trade Action

You and other investigators in your space may give any number of possessions to other investigators in your space, pick up any number of possessions in your space, and/or drop any number of possessions in your space. These effects can be resolved any number of times and in any order. (See **POSSESSIONS**.)

Borders

- Two spaces that share a border are adjacent.
- Yellow borders separate adjacent rooms.
- Impassable borders are dashed white or yellow lines. Investigators and monsters cannot move through impassable borders unless an effect specifically allows it.

Clues

- Clues cannot be dropped or traded unless an effect specifically allows it.
- Unless your space contains Darkness, you may discard any number of Clues to:
    - Convert an equal number of investigations to successes when resolving a test.
    - Perform an equal number of additional puzzle steps when attempting a puzzle.

Evade Check

If a monster is in your space when you perform an action other than an attack action or move action, or attempt to voluntarily move out of that space, you must first resolve an evade check against the monster in your space with the highest **awareness** (the green value in the top-right corner of the front of the monster's token). If multiple monsters in your space have the highest awareness, choose one of them.

App: Select the monster from the monster drawer, then select Evade and resolve the indicated effect.

Horror Check

When indicated by the app, you must resolve a horror check against the monster within range with the highest **horror rating** (the blue value in the bottom-right corner of the front of the monster's token). If multiple

monsters within range have the highest horror rating, choose one of them.

App: Select the monster from the monster drawer and resolve the indicated effect.

Range

The range of effects that use the phrase "within range" is up to three spaces away. Range can be counted through impassable borders, but not through walls, doors, or Secret Passages unless an effect specifically allows it.

Sight Tokens

App: You may select Sight tokens (which does not require using an action), then choose whether or not to resolve the indicated effects.

CONDITIONS

When you gain a Condition, claim a random copy of that card faceup from the deck. Some Conditions are double-sided, but you cannot look at the back of a Condition (other than your Insane Condition) unless an effect allows you to do so. Nor can you gain multiple copies of the same Condition. Discarded Conditions are shuffled into the deck.

DAMAGE & HORROR

The Damage deck and Horror deck are kept facedown. You cannot look at the contents of the Damage deck or Horror deck (or at the front of facedown Damage or Horror) unless an effect specifically allows it.

When you suffer Damage or Horror, claim the top card of the appropriate deck faceup (unless the effect causing the Damage or Horror specifies otherwise).

When an effect instructs you to flip one or more Damage or Horror faceup, select those cards at random from among all of your facedown Damage or Horror cards.

When you claim (or flip faceup) a Damage or Horror with the *Resolve Immediately* trait, immediately resolve the effect of that card. A Damage or Horror with the *Keep Faceup* trait applies a constant effect. Each of these cards is kept faceup until an effect causes it to be flipped facedown.

When an effect allows you to discard a Damage or Horror, you may discard a faceup card of your choice or a random facedown card. Discarded Damage and Horror are shuffled into the deck.

Wounded

If you have suffered Damage (faceup and Facedown combined) equal to or exceeding your health, you become Wounded (gain a Wounded Condition and discard all of your facedown Damage). If an effect causes you to suffer Damage in excess of your health, you suffer all Damage from that effect before becoming Wounded and discarding your facedown Damage.

Insane

If you have suffered Horror (faceup and facedown combined) equal to or exceeding your sanity, you become Insane (gain an Insane Condition, look at the back of that card, and discard all of your facedown Horror). If an effect causes you to suffer Horror in excess of your sanity, you suffer all Horror from that effect before becoming Insane and discarding your facedown Horror.

- Each Insane Condition has a required number of players (indicated on the bottom-right corner on the back of the card). When you gain an Insane Condition, if the number of players is less than the required number of players, discard that card and gains a different copy of the Insane Condition.

- You cannot reveal the back of your Insane Condition to the other investigators unless an effect specifically allows you to do so.
- Your Insane Condition can alter how you win or lose the game.

Eliminated

You are eliminated if:

- While Wounded, you have suffered Damage equal to or exceeding your health.
- While Insane, you have suffered Horror equal to or exceeding your sanity.

When you are eliminated:

1. Drop all of your possessions in your space and remove your figure from the board.
2. **App**: At the end of the next investigator phase, select the Investigator Eliminated option from the in-game menu.

POSSESSIONS

Possessions can be dropped, picked up, or traded during a trade action.

Common and Unique Items

When you gain a Common or Unique Item, claim that card faceup from the deck. Some Items are double-sided, and you may look at the back of an Item at any time unless an effect states that you cannot. Discarded Items are returned to the deck.

Spells

When you gain a Spell, claim a random copy of that card faceup from the deck. Spells are double-sided, but you cannot look at the back of a Spell unless an effect causes you to flip that card. When you flip a Spell, you must immediately resolves the effects on the back of that card. Discarded Spells are shuffled into the deck.

FEATURE TOKENS

Barricade: Can block a door or Secret Passage. (See **Component Action**.)

- Investigators cannot move through blocked doors or blocked Secret Passages.
- When a monster attempts to move through a blocked door or a blocked Secret Passage, it must first attempt to destroy the Barricade.

1. Determine the monster's dice pool (the number of dice it will roll).
    1. Start with the printed value of the monster's brawn (the red value in the bottom-right corner of the back of the monster's token).
    2. Add or subtract all dice specified by other effects.
2. An investigator rolls a number of dice equal to the monster's dice pool on behalf of the monster. The investigator cannot use effects to reroll dice or convert dice results unless the effect specifically states it can affect this roll. If the monster rolls two or more successes, the Barricade is discarded and the monster moves as normal. Otherwise, the monster forfeits its movement.

Darkness: Hinders test resolution.

- If your space contains Darkness, you cannot spend Clues to convert dice results or perform additional puzzle steps.
- Ignore Darkness in a space containing a Light Source or Fire, or a space adjacent to a space containing a Light Source or Fire. A space contains a Light Source if an investigator in the space has a Light Source or a Light Source has been placed or dropped in the space.
- Darkness cannot be placed in a space that contains Darkness.

Fire: Harmful to investigators and monsters.

- An investigator suffers one facedown damage:
    - After moving to a space containing Fire.
    - If your space contains Fire after performing an action other than a move action.
    - When you forfeit an action while in a space containing Fire.
- When a monster starts its activation in a space containing Fire or moves to a space containing Fire, it suffers one damage.
- **App**: When Fire is placed, select the Set Fire option from the in-game menu.
- Fire spreads at the beginning of each mythos phase.
    - **App**: If one or more spaces already contain Fire, select the Fire Spreads option, then place one Fire token in a space adjacent to a space that contains Fire.
    - **App**: If all Fires have been extinguished, select the Fire Extinguished option.
- Fire cannot be placed in a space that already contains Fire.

Secret Passage: Connects two or more spaces.

- Each space containing a Secret Passage is adjacent to each other space containing a Secret Passage.
- Investigators and monsters can move through a Secret Passage unless the Secret Passage is blocked by a Barricade.