



OVERVIEW

Cosmic forces have long slumbered in the bottomless seas, in the vast dark of space, and on rolling plains of chaos. But these beings have become restless, and now vie in secret for dominion over humanity. Manipulating their twisted worshippers' sanity with corruption and fear, consuming their power and soul, they tighten their grip on the world. Humanity will fail and darkness will rule, but when the last light dies, which Ancient One will rule?

In 7 Souls you will become the otherworldly creatures from the world of H.P. Lovecraft. As insatiable ethereal beings, you shall compete for world dominance. Fight for control of these 7 Souls and manipulate them for your own gain. Act quickly to gather supplies, earn a Blessing, control the sacrificial Altar, and then reveal your true form. You are evil, and your time has come.

COMPONENTS

•1 Rulebook

•1 Game board

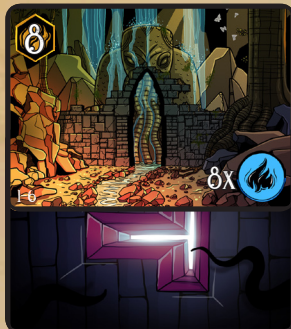
•59 Power tokens



•49 Soul tokens



•4 Altars



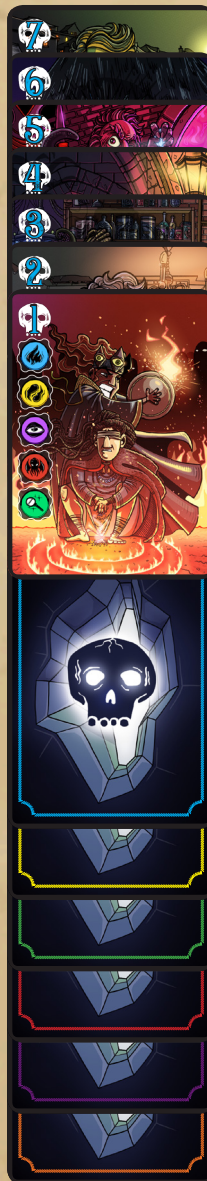
•12 Revelations



•18 Investigators



•6x 7 Characters



Corruption Cards:

•43 Focused



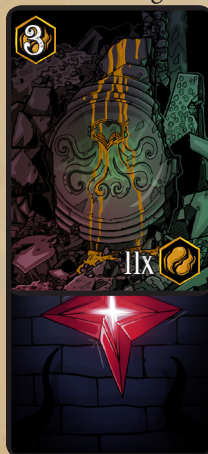
•36 Horror



•14 Determined



•6 Blessings



OBJECTIVE

To have the most Souls (victory points) at the end of the game. Souls can be collected in a variety of ways:

1. By achieving your Revelation.
2. By collecting Soul tokens.
3. By corrupting Investigators.
4. By earning a Blessing.
5. By controlling an Altar.

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This section of the rulebook will be used for notes and reminders. Both to help you with setup, and as a quick reference for important rules.

SETUP

All players start with 1 coloured set of 7 Characters, 1 Power and 5 Corruption cards (4 Horror & 1 Focused).

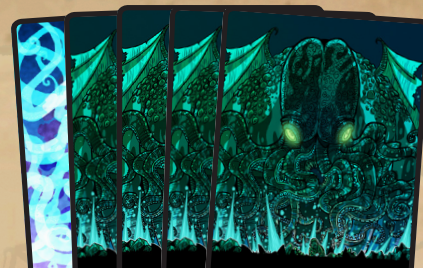
Set up resources at each location depending on your player count.

Place Altars, Blessings, and Investigators around the board.

Each player receives 2 Revelation cards, keeps one, and returns the other to the box.

SETUP

1. Place the game board in the middle of the playing area.



Players may look through their Corruption Deck at any time but must shuffle it immediately afterwards.

2. Each player takes a set of 7 Character cards, 1 Power token, and 5 Corruption cards (1 Focused card and 4 Horror cards). The Corruption cards are shuffled together and placed facedown in front of each player to create their Corruption Deck. All remaining Horror cards (A) are placed in a faceup Horror stack on the top left of the game board.



3. Following the numbers for your player count, create individual supplies for each location with the number of resources listed: Corruption, Souls and Power.

Corruption (B) - Shuffle together all Determined (C) and Focused (D) cards and deal the required number of cards facedown to each location, creating a draw stack. Any remaining Determined and Focused cards are put back in the box unseen.



Souls (E) - Set all Soul tokens facedown. Then randomly assign the required amount to each location facedown, without looking at their values. Return extras to the box unseen. One extra "1" token has been included in case of loss or damage.

Power (F) - Place the required amount of Power tokens on their designated spot at each location. Return extras to the box unseen. Two extra Power tokens have been included in case of loss or damage.



4. On the bottom left and right of the game board, place Altar cards (G) for the appropriate player count.

This Altar is used for 4-6 players.

5. Shuffle all Blessing cards (H) and place 3 faceup, in any order, in the three spaces at the bottom of the board.



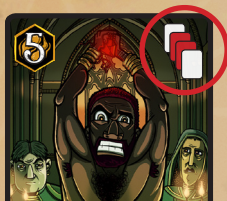
SETUP CONTINUED

6. Shuffle all Revelation cards (I) and deal out two cards facedown to each player. These are *secret* objectives players *may* try to accomplish to earn the stated Soul points at the end of the game. Players choose one, and discard the other facedown. (See “Revelations” on p. 10.)

7. Shuffle all Investigator cards (J) and place the stack facedown in its space on the top right of the game board. Draw and place one Investigator faceup above each Location (*in any order*).



Tweak for 1 or 2 players: ➡
Remove all Investigators targeting
the “Middle” initiatives from the
Investigator stack.



Ignore the iconography on the Investigator card backs during placement, it is only used during the Investigator Attack (p. 8).



And dusty libraries of
history were filled with
collections of interest
to historians. But
where to look, there
power and artifacts of
the creaking shelves."

"There were stories, whispered by the villagers, of the dark magic and creeping horrors that once resided in the Whateley Manor. Were those tales mere myths, or was there something to the claims that figures could be seen moving by candlelight against the dim windowpanes, and that the air hummed with the attention of unseen forces?"

"The hulking edifice on Federal Hill had long fallen into disrepair, but within the Ancient Temple's crumbling halls were Eldritch altars and items of power that might hold the Old Ones at bay – or ease their passage into our world"



While reading the rules, the opposite page will walk you through examples of what is being explained.

GAME PLAY

Players simultaneously send 1 Character to each of the 3 locations.

Locations resolve from left to right. At each location, the Characters resolve from lowest to highest initiative. (Front to back.)

Lowest to highest initiative, the Characters are:

- 1 Prophet,
- 2 Betrayer,
- 3 Cultist,
- 4 Recruiter,
- 5 Dark Cardinal,
- 6 Acolyte and
- 7 Corrupt Citizen.

After all locations have resolved, an Investigator attacks.

If any location has 2 or more empty supplies, the game ends. If not, cycle the Investigator deck to begin a new round.

GAME PLAY

Each round, players will choose which souls they wish to control in an effort to achieve their goals. At the same time, all players will simultaneously assign three of the Characters in their hand facedown, one to each of the three locations on the game board, in any order—Miskatonic University, the Whateley Manor and the Ancient Temple.



The simultaneous action selection of the Characters is done in real time by all players. There is strategy to where you play and how fast you get your Character there. Play one practice round for new players to help them understand the resolution of stacks at each Location, and how "Loyalty Checks" and the "Investigator attack" work.

If multiple players attempt to control the same Character (matching art and initiative number) at the same Location, the order in which the Characters are placed determines the order in which they are activated. For this reason, players must play their cards into a stack at each Location, placing each new facedown Character on top of all previously played Characters.

When all players have finished placing their three Characters, the locations will resolve one at a time from left to right, starting with Miskatonic University.

The stack of Character cards at the University is flipped faceup, and cards are slid down into a staggered column in order, from last played (bottom of faceup stack) to first played (front of the stack, fully visible).

Follow along in the example on the opposite page. It's not as complicated as it may sound.

After the Character cards have been placed in this way, the cards are reordered by initiative with the lowest initiative present at the front, and the highest initiative present at the back.

When players are competing for control of the same Character, those players must test that Character's loyalty before they can activate them (see "Loyalty Check" p. 6).

Beginning with the lowest initiative (fully visible card at the front of the stack), players will take turns activating their Character. Once all Characters at a Location have activated or been skipped, proceed to the next Location, organizing and activating those Characters.

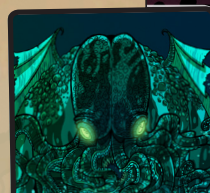
Once all Locations have been activated and an Investigator has attacked, collect all the Characters in the three locations and set them aside, as they need to rest before they can enter play again.

Resting Characters cannot be used during a round, nor can they control an Altar.

To begin a new round, collect all of your Characters that were resting during the previous round. This will not be applicable until round 3, and never includes Characters controlling Altars.

To signal that players can start placing their chosen Characters at the various locations, move the top card of the Investigator stack to the bottom. The icon on the revealed Investigator card back shows which location's Investigator will be attacking at the end of the round.

Players will select from the remaining Characters in their hand and assign them to locations, repeating the steps above for each round.



GAME PLAY EXAMPLE

At the beginning of the round the Elder Signs player decides to send “2 Betrayer” to the Ancient Temple, “6 Acolyte” to Miskatonic University, and “5 Dark Cardinal” to Whateley Manor. They may be placed in any order, but should be placed on top of the last card played.

Once all players have finished placing the Characters they wish to control, Miskatonic University is resolved first.



The 4 of Tentacles (Yellow) was played first, followed by 6 of Elder Signs (Red), 4 of Eyes (Purple) and 2 of Hands (Green). When the stack of cards is flipped faceup, the 4 of Tentacles will be on top. The cards are then slid down so that the icons on each card are visible.

Cards Facedown
- 1st played
- 2nd
- 3rd
- Last played

Cards Faceup
- Last played
- 3rd
- 2nd
- 1st played



After the Character cards have been placed in this way, the cards are reordered by initiative by placing the lowest at the front, and the highest at the back. Therefore, the 2 of Hands is brought to the front of the stack. The 6 of Elder Signs is placed at the back. The 4 of Tentacles stays in front of the 4 of Eyes, as it was played first.

- Highest initiative present and last to activate.
- Lowest initiative present and first to activate.



The Hands player is the only one controlling the “2 Betrayer,” so they will take their turn to activate, choosing the action they desire (see “Character Activation” p. 6). Unfortunately both the Tentacles and Eyes players are attempting to control the “4 Recruiter” which means they will have to perform a Loyalty Check to see who is dominant before they may choose their action (see “Loyalty Check Example” p. 7). And lastly, the Elder Signs player will take the only action available to “6 Acolyte.”

After Miskatonic University has resolved, the same process will be repeated at Whateley Manor and the Ancient Temple. Once the 3 locations have been resolved, an Investigator will attack (see “Investigator Attack” p. 8). After the attack is resolved, players will check for the end game condition — if any location has 2 or more empty supplies.

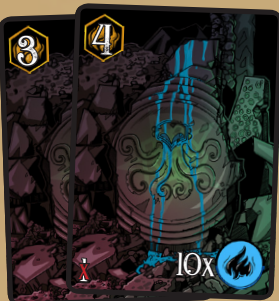
If the game ends, players will add up the Soul points from tokens taken, Investigators corrupted, Altars controlled, Blessings earned, and/or Revelations achieved. The player with the highest total wins.



If the game doesn't end, begin a new round by placing the top card of the Investigator deck on the bottom to reveal the icon corresponding to the next Investigator Attack.



At any point on a player's turn, if they fulfill the requirements for a Blessing, they may immediately take it and place it in their reserve (see p. 10).



*Players attempting to control the same Character at the same Location must test that Character's loyalty before they can activate them.

Players may look through their Corruption deck at any time but must shuffle it immediately afterwards.

Players may add up to 2 Power to each Corruption card, but they must decide before revealing.

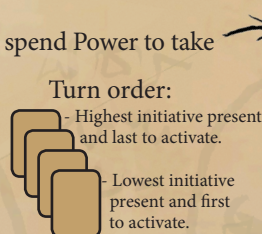
All Power used in an attempt to Power Up, whether a success or failure, is removed from the game.

CHARACTER ACTIVATION

Each time a player activates a Character, they must choose one action to take. Each Character has multiple icons in a column on the left side of the card. Icons are outlined either individually, or in groups, with *each outline* signifying one action. Some Characters have multiple options available, while others have a single outline but gain more from it. See opposite page for Character action options explained.

Once a Character has finished its activation, a player *may* spend Power to take control of one of the Altars. (See "Altars" p. 10.)

Then the next Character in initiative order (ascending the column) will be activated*, continuing until all players have activated their Character, or been skipped.



Once all Characters have been activated or skipped, the process is repeated in the second and third Locations (the Whateley Manor and the Ancient Temple).

After the final Character in the Ancient Temple has been activated or skipped, an Investigator will attack (see "Investigator Attack" p. 8).

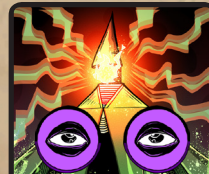
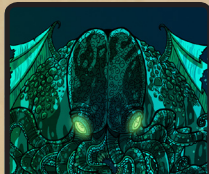
Once the Investigator target(s) have been resolved, players check for end-game conditions. If the end-game condition is not met, begin a new round by Resting and Recalling Characters (see "Turn Order Reminder" p. 12).



LOYALTY CHECK

If any single Location has two or more players attempting to control the same Soul on the same turn, those players must test that Character's loyalty before they can activate them.

To begin, each of the affected players, starting with the latest in turn order, must announce if they are "Powering Up" or not (see "Powering Up" directly below). Once all tied players have made this decision, they will simultaneously flip over the top card of their Corruption deck:



- Horror – 0 Corruption. The character is terrified of you.
- Focused – 1 Corruption. The character would fight for you.
- Determined – 2 Corruption. The character would die for you!

All cards resolve simultaneously:

- The player(s) with the most total Corruption beats all players with less Corruption.
- Players with the same level of Corruption tie and will not affect each other, but they may still affect (or be affected by) other players.

All players who were defeated will have their activation skipped, but the victorious player(s) must give the defeated player(s) the winning Corruption card(s). All other cards and Power used during the Loyalty Check are removed from the game. Each victor gives only the Corruption card they used, and each defeated player may receive one Corruption card total. If there is an unequal number of victors and defeated, the victor(s) chooses which defeated will receive their Corruption card, with Determined cards given out before Focused cards.

POWERING UP



Every time a player is revealing a card from their Corruption deck, and they have Power tokens in their reserve, they may use up to 2 Power to strengthen their total Corruption. Players must decide before each flip if they are powering up, and Power will only be added to that Corruption card if it has at least one Corruption. There is no limit to how many times a player may wish to power up, but they can only add a maximum of 2 Power to each card prior to flipping. If the card flipped shows at least 1 Corruption, the player adds 1 more Corruption for each Power used. If a Horror card is flipped, the Power has been wasted and has no effect.



CHARACTER ACTIONS EXPLAINED

Players cannot attempt to Corrupt an Investigator in the first round of the game. (See "Corrupting Investigators" on p. 8.)

1 Prophet—Take 1 Power token, 1 Soul token, 1 Corruption card, give 1 Horror card or Corrupt an Investigator.

2 Betrayer—Take 1 Soul token or 2 Corruption cards or Corrupt an Investigator.

3 Cultist—Take either 2 Power tokens or 1 Soul token and give one Horror card.

4 Recruiter—Take 1 Power token, 1 Soul token and 1 Corruption card.

5 Dark Cardinal—Take 3 Corruption cards.

6 Acolyte—Take 2 Power tokens and you may take 1 Power token from any player.

7 Corrupt Citizen—Take 1 Power token, 2 Soul tokens, and give one Horror card.

Each card's action iconography is described from the top to the bottom of the card.

Any time a player takes a Power token, they add it to their personal reserve.
Any time a player takes a Soul token, they may check the value before adding it to their reserve, facedown.
Any time a player takes a Corruption card, they may look at it before shuffling it into their Corruption deck.
Any time a player gives a Horror card, it must be shuffled into that player's Corruption deck.
A player may choose to give themselves the Horror card.

Continuing from the example on page 5:

The Hand player activated the "2 Betrayer", and chooses the second outlined action "take 2 corruption cards," which they must collect from the supply below their current location (the Miskatonic University).

The Tentacle and Eye players must preform a Loyalty Check before they can activate the "4 Recruiter" (see below).

And once they are done the Elder Signs player collects two Power from its location and steals one from Eye's reserve.

LOYALTY CHECK EXAMPLE (WITH POWER UP)

The Tentacle and Eye players are both trying to control the "4 Recruiter" at Miskatonic University. After the Hand player activated the Betrayer, the Tentacle and Eye players will check how loyal the Recruiter is to them. Eye sent the Recruiter to the Temple after Tentacle, so Eye announces first that they will be adding 1 Power to their Loyalty Check. Tentacle wants to save their Power for an Altar, so they decline to power up.

Both players flip the top card of their Corruption deck. Tentacle flipped a Focused card and has a total Corruption of 1. Eye flipped a Determined card, worth 2, and adds 1 for the Power used, giving them a total of 3 Corruption and dominating over Tentacle.

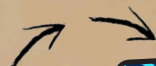
Tentacle has temporarily lost control of the Recruiter and their turn is skipped, but they gain the Determined card Eye used, which is shuffled into Tentacle's Corruption deck.

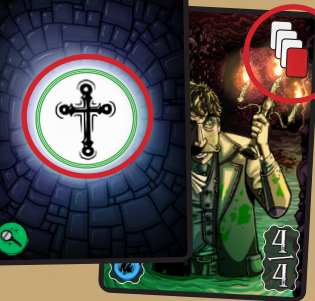
As the dominant force, Eye activates the Recruiter, gaining 1 Power, 1 Soul token, and 1 Corruption card. Character activation at the Temple continues with the Elder Sign player activating the Acolyte.



Corruption cards

Horror cards





INVESTIGATOR ATTACK

At the end of each round (when all 3 Locations' Characters have been activated or skipped), an Investigator will attack one or more players through a Character they controlled. Reference the icon on the back of the top card of the Investigator stack to know which Location's Investigator is attacking.

Next, check the top right of that Location's Investigator card to see the Investigator's target(s). The card(s) highlighted in red shows which initiatives are being targeted. *This could result in targeting multiple players who are all controlling the same Character (the same initiative number).*

- Back of the stack – All Character(s) sharing the highest initiative (of those present) will be targeted.
- Middle of the stack – All Characters other than those with the highest and lowest initiative will be targeted.
- Front of the stack – All Character(s) sharing the lowest initiative (of those present) will be targeted.

The icons on the bottom left of the Investigator card show which resources, and how many, the Investigator will take from the targeted player if they are successful. Once the target(s) have been identified, individually, and in turn order, they defend the attack. Each target *may* flip the top card of their Corruption deck to face off with the Investigator (*having decided if they are Powering Up before flipping their card*).

Players may choose not to flip a card to purposely lose resources during the Investigator Attack. All resources spent defending an attack are removed from the game.

The target must forfeit resources equal to the Investigator's goal, less 1 for each Corruption and Power successfully used. *Extra Power/Corruption used is wasted.*

Resources taken by an Investigator are placed on that Investigator's card:

- One Soul token per icon – token value chosen by the defending player when added facedown.
 - One Power token per icon – all Power has the same value, so any can be used when added.
 - One Corruption card per icon – from the top of the defending player's Corruption deck and added facedown.
 - When the Investigator gives the defender a Horror card, it must be shuffled into that player's Corruption deck.
- If a player doesn't have enough of the resources an Investigator is due after an attack, the player loses from another resource type of their choice.

Resources on Investigators will be collected with the Investigator if they are Corrupted (see "Corrupting Investigators" below). Resources on an Investigator card are not considered in that Location's supply when checking end-game conditions.

Once the Investigator's targets have been resolved, the Investigator attack is over, and players check for the end-game condition—one Location having two or more empty supplies. If the end-game conditions are not met, begin a new round.

CORRUPTING INVESTIGATORS

The "1 Prophet" and "2 Betrayer" are the only Characters who can attempt to "Corrupt an Investigator" as an action on their activation. To do this, a player announces they will be attempting to Corrupt the Investigator in their current location and references the Investigator's strength in terms of "X/Y":

- X: How much Corruption is needed to defeat this Investigator.
 - Y: The maximum number of Corruption cards a player may flip in an attempt to Corrupt the Investigator.
- The player may stop their attempt after any number of cards have been flipped.*

Each time a Corruption card is flipped, its Corruption is tallied (*including any Power used*):



• Horror – 0 Corruption.
The Investigator is immune.



• Focused – 1 Corruption.
The Investigator's focus falters.



• Determined – 2 Corruption.
The Investigator's resolve rots.

When a player's Corruption total (Corruption + Power) is equal to or higher than the Investigator's strength, that Investigator has been Corrupted. The player adds that Investigator, and any resources on it, to their reserve.

A new Investigator card is dealt into the recently vacated location from the top of the Investigator stack. Placing a new Investigator may change which Investigator is activating during the Investigator attack!

The icon on the Investigator stack shows the location, and the icon on that Investigator shows the target(s).

Resources used to defend an Investigator attack are removed from the game.

Resources taken by an Investigator after an attack are separate and are kept on that Investigator.



Players decide before each flip if they are Powering Up. Power will only be added to Focused/Determined cards. Players can only add up to 2 Power to each card.



Players cannot attempt to Corrupt an Investigator in the first round of the game.



INVESTIGATOR ATTACK EXAMPLE

Continuing from the example on page 7:

After all locations have resolved, an Investigator will attack. Since the icon on the back of the top card of the Investigator stack matches the icon of the Ancient Temple, the Investigator there will attack. The icon on the top right of this Investigator shows that he will be targeting all Characters sharing the lowest initiative (at the front of the stack).



Back / highest initiative

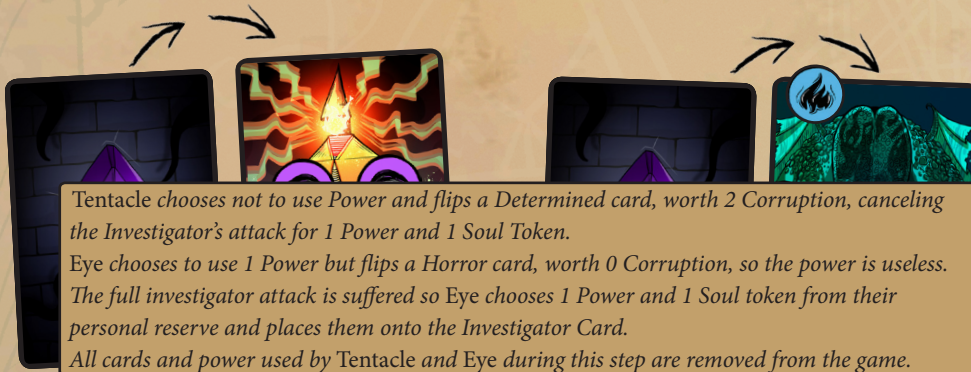


Middle initiatives



Front / lowest initiative

Both Tentacle and Eye sent "1 Prophet" with the lowest initiative to the Ancient Temple, so they are both targeted — regardless if either lost control of the Character during their turn.



Tentacle chooses not to use Power and flips a Determined card, worth 2 Corruption, canceling the Investigator's attack for 1 Power and 1 Soul Token.

Eye chooses to use 1 Power but flips a Horror card, worth 0 Corruption, so the power is useless. The full investigator attack is suffered so Eye chooses 1 Power and 1 Soul token from their personal reserve and places them onto the Investigator Card.

All cards and power used by Tentacle and Eye during this step are removed from the game.



Icons on the back of the Investigator deck are only used during the Investigator Attack. They do not relate to where the Investigators can be placed.



If there are only two initiative numbers in a Location, there is no "Middle" target for the Investigator. If there is only one initiative number in a Location, they are the "Back," "Middle," and "Front" target.

More examples: This Resistance Fighter is targeting the Hand player with the goal of taking back 1 Power and 2 Soul tokens. Hand uses 1 Power and flips a Focused Corruption card, earning a Corruption total of 2. Hand decides to cancel the loss of Power and 1 Soul and only forfeits 1 Soul token. Hand has a "0" Soul token so they place it facedown on the Resistance Fighter.

This Holy Man will take 1 Corruption card and give its target 1 Horror card.



CORRUPTING INVESTIGATORS EXAMPLE

The Eye and Hand players are both attempting to Corrupt the Investigator on their turn. Eye is controlling the "1 Prophet" so they will activate before Hand's "2 Betrayer." The Investigator has a strength of 4/4, so Eye will have up to 4 attempts to reach 4 Corruption. Before each flip they must decide if they are using Power.

Using no Power, Eye flips his first card and gets 0 Corruption from the Horror card. He uses 1 Power on his next flip and gets a Focused card, worth 1 Corruption (plus the 1 Power used = 2 total Corruption). Using no Power, the Eye flips his third card and gets 0 Corruption from another Horror. He uses 1 more Power on his last flip and gets yet another Horror, worth 0 Corruption (plus the 1 Power = 0 total Corruption). His Corruption total is 2, so the Investigator has survived and the Eye's turn is over. He removes all used Corruption cards and Power tokens from the game.

It's the Hand's turn to activate. Using no Power, the Eye flips her first card and gets 1 Corruption from the Focused card. She uses no Power on her next flip and gets a Horror card, worth 0 Corruption. She uses 2 Power on her third flip and gets a Determined card, worth 2 Corruption (plus the 2 Power = 4 total Corruption). Her Corruption total is now 5, so the Investigator has been Corrupted. She collects the Investigator, including any resources on the card, and adds them to her reserve. She takes the top card off the Investigator stack and fills the empty Investigator slot. Her turn is now over, so she removes all used Power tokens and Corruption cards from the game.

Eye Flips



Hand Flips



Players are limited to 1 Altar, 1 Revelation and 1 Blessing card.

Players must pay for an Altar with Power and place one of their Characters in its vacated location.

When a player fulfills the requirements for a Blessing, they may immediately take it and place it in their reserve.

When verifying Revelations, "ties" are considered a success.

Having none of a resource eliminates a player from qualifying as having "the most."

Game ends if any location has 2 or more empty supplies.

Resources on an Investigator are not considered in that location's supplies.

Highest Soul point total wins.
If tied, most Power wins.

ALTARS

Once a Character has finished its activation, a player *may* choose to spend Power to take control of one of the Altars. To control an Altar, a player must return to the box a number of Power equal to its cost, and place that Altar in their reserve. To maintain control of that Altar, they place a Character facedown in its location, using either the currently activated Character, or a Character from their hand.

This Character can no longer be used in the game, and this Altar is no longer available to other players.

Players cannot use Characters who are resting to control an Altar, and each player may control only one Altar.

Once placed at an Altar, that Character can no longer be used or moved.

If a Character was going to be targeted by the upcoming Investigator attack but they were moved to control an Altar, they are now safe from the attack.



BLESSINGS

A Blessing *may* be taken as soon as a player fulfills its requirements, or they may choose to pass in the hopes of achieving a different one. However, once a player has passed on a Blessing, they cannot claim it on a future turn. Players are limited to one Blessing per game, and are not able to take a second once they have taken the first.

Unlike Altars, players do not "pay" when they claim a Blessing, they may simply be taken when earned.



REVELATIONS

Two Revelation cards are dealt out to each player at the beginning of the game, and each player chooses only one, discarding the other. Revelations are *secret* objectives and should be kept hidden from other players. If a player meets their Revelation's objective by the end of the game, they will add the Soul points on that card to their final score.

When verifying Revelation achievements at game end, "ties" are still considered as meeting the objective. For example, if a player needs to have the "fewest Power tokens" at the end of the game, and that player and an opponent are tied for the least Power, the player still meets that Revelation's objective. However, having none of a resource eliminates a player from qualifying as having "the most" of that resource, even if no other player has more.

END GAME

The game ends at the end of a round (after the Investigator attack) in which any single location has two or more empty supplies. Players will now reveal their true form by unveiling their Revelation card to see if they met their objective, scoring the listed Soul points if successful. Each player will add up points from Soul tokens they've collected and Investigators they've corrupted, and add this to any Souls earned by a Blessing, Altar and/or Revelation card.

The player with the most Soul points wins the game. If there is a tie, the player with the most Power wins.

If there is still a tie, play again – *evil overlords do not share victories!*



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ALTAR EXAMPLE

The Hand player wishes to control the Altar worth 8 Soul points. They return to the box the 8 Power equal to its cost, place the Altar in their reserve and replace it with their currently activated Character to maintain control. That Character is no longer available to them.



11x

May be claimed once a player accumulates (and shows) 11 Soul points (on tokens) in their reserve.



May be claimed once a *single* player has their Character's activation skipped. (Ignore if tied.)

2x



May be claimed once a player successfully Corrupts their second Investigator.

10x



May be claimed once a player accumulates 10 Power tokens in their reserve.



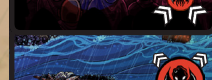
May be claimed once a *single* player uses a Determined card. (Ignore if tied.)

1x



May be claimed once a player controls an Altar.

BLESSINGS EXPLAINED



REVELATIONS EXPLAINED

Elder Thing: Have the fewest Soul tokens at the end of the game. (Not points on tokens.)

"Alien and inscrutable, the extraterrestrial Elder Things relied on technology and their own advanced biology to advance across the universe."

Dagon: Have the most Soul tokens at the end of the game. (Not points on tokens.)

"The Deep Ones of Innsmouth stood on the rocky shore, watching the crashing waves for signs of their ancient and terrible progenitor."

Colour Out of Space: Have the fewest Corrupted Investigators at the end of the game.

"The Eldritch force seemed little more than a creeping mist of light, yet its deadly influence upon the rural farm was otherworldly."

Yog-Sothoth: Have the most Corrupted Investigators at the end of the game.

"Unable to manifest fully in this dimension, Yog-Sothoth relied on the Corruption of mortals to do his bidding."

Leng Spiders: Have the fewest Power tokens at the end of the game.

"Having overthrown their ancient masters, the Spiders of Leng found themselves forced into hiding and feeding when the opportunity arose."

Azathoth: Have the most Power tokens at the end of the game.

"At the center of the universe lies blind Azathoth, drawing into his vast maw all light and life to feed his insatiable hunger."

Mi-Go: Control two Altars at the end of the game. (Place this card, instead of a character, to control the second Altar.)

"On their home-world of Yuggoth, the Mi-Go were zealous collectors of arcane and malevolent technologies."

Shub-Niggurath: Do not control any Altars at the end of the game.

"Eschewing physical places of worship, Shub-Niggurath preferred her altars to be the spread of her perverse spawn."

Nua'Pynnoth: Have the fewest Horror cards in your Corruption deck at the end of the game.

"Walking the world as a man, his true shape hidden, Nua'Pynnoth relied on guile and manipulation to reach his dire ends."

Cthulhu: Have the most Horror cards in your Corruption deck at the end of the game.

"When the form rose through the briny, twisted geometry of the sunken city, all those who gazed upon it were transfigured with fear and fell instantly into insanity."

The Necronomicon: Have the least Corruption in your Corruption deck at the end of the game.

"Inked in blood, piercing the most sinister mysteries of this dimension, the tome of the mad poet seemed to have a life all its own."

Shoggoth: Have the most Corruption in your Corruption deck at the end of the game.

"Formless but capable of taking any form, the wretched Shoggoth knew only hunger and madness."

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TURN ORDER REMINDER

1. *Recall*: Take back into your hand Characters who rested during the previous round. (Not applicable in the first two rounds.)
2. *Threat assignment*: Move the top card of the Investigators stack to the bottom.
3. *Soul selection*: All players place one character on each of the three locations (in any order).
4. *Character activation*: One Location at a time (left to right), players take turns according to Initiative order: collecting resources, spreading Horrors, or corrupting Investigators. They may also choose to spend Power to control an Altar.
5. *Investigator attack*: The icon on the back of the top card on the Investigator stack shows the Location, and that Location's Investigator shows its target with the icon in its top right corner.
6. *Check game-end condition*: Any single Location has two or more empty supplies.
7. *Rest*: Place Characters used in this round off to the side. They cannot be used in the next round.

SOLO MODE



Investigators targeting middle initiatives

Remove cards with these icons.

Changes to Setup:

- Remove the "2x Altar" Revelation card and the "10x Power" Blessing card. For easy reference look for this icon:
- Remove all Investigators targeting the "middle" initiatives.
- Place only the "8" Soul point Altar and 1 randomly selected Blessing card in their respective spaces on the board. (During the game, keep the AI player's Soul tokens faceup if the "11x Soul points" Blessing is in play.)
- The AI player keeps both Revelation cards facedown and starts with 4 Power tokens and 4 "1" Soul tokens in their reserve, as well as 4 Horror and 5 Focused cards in their Corruption Deck.

For easier AI, decrease the AI's starting supplies. For harder AI, increase their starting supplies.



Changes to game play:

At the beginning of each round shuffle all available AI Character cards and place one facedown at each location before choosing your Characters. Continue to resolve each location following the standard rules with two exceptions:

1. The AI may attempt to corrupt investigators in the first round.
2. The AI does not need to use a Character to control an Altar (and they will take control of it as soon as possible).

When resolving AI Characters (after any Loyalty Checks) always follow these rules in order:

- When able, the AI will always attempt to Corrupt an Investigator, even in round one.
- The AI will not attempt to Corrupt an Investigator if there are less than 4 cards in their Corruption deck.
- When the AI has multiple action options, they will choose the resource with its supply deepest underground. At the University, Power is deepest, whereas at the Manor, Souls are deepest.

Always check before resolving if the AI character's targeted supply is available. If ever the AI places a "5 Dark Cardinal" or "6 Acolyte" in a location empty of the supplies they target, that character is swapped with the one still in the AI's "hand."

The AI will always add 1 Power before each Corruption card is flipped and will use the maximum number of cards unless success is achieved or impossible.

During the Investigator attack, the AI will defend itself but will not lose any resources to the Investigator if unsuccessful.

At game end, the AI will score the bonus points on their Revelation card if its goal is achieved. If both Revelation cards' objectives are met, the AI only scores the higher of the two Soul point totals.

Solo players can use the same "Turn Order Reminder" but must remember to place the AI Character cards facedown before their own.

The AI will always attempt to Corrupt an Investigator, even in round one.

The AI will not attempt to Corrupt an Investigator if there are less than 4 cards in their Corruption deck.

When the AI has multiple action options, they will choose the resource with its supply deepest underground.

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