

## CHAPTER 4: THE INVESTIGATORS

A chorus of howling wolves saluted the dawn. I saw them sitting on their haunches, singly and in groups, on the summits of irregular mounds and tumuli filling a half of my desert prospect and extending to the horizon. And then I knew that these were ruins of the ancient and famous city of Carcosa.

- Ambrose G. Bierce, *An Inhabitant of Carcosa*

Mortal man dares to thwart the will of the Tattered King. They must fail!

CARCOSA: THE INVESTIGATORS is a solo-play mini-expansion for Carcosa.

### INTRODUCTION

IN CARCOSA: THE INVESTIGATORS, one player will race to build Carcosa while three different types of game-controlled enemies try and stop them.

The victory conditions remain the same as the base game - you must either deplete two stacks or complete the final ritual - but the Investigators will be working hard to make sure you never achieve those goals!

The following rules assume you are familiar with the basic game before reading the solo-play changes.

## FIRST GAME SETUP

Place the four tiles of Hastur in the center of the playing area and place the Cult mat, "L" side up nearby as normal.

Construct six tile stacks and then add four of them to the cult mat as if you were going to play a two player game. Return the remaining two stacks to the box.

Then gather the following pieces from those in the box:

- Select one colour to represent your Cult. Set up your cult exactly the same as you would in a two player game. In our examples, we're using orange. You will start this game with the three lesser ritual stones imbued (II, III and IV), so flip them to show their imbued sides.
- Select one colour to represent the scholar enemy. You will only need the Prophet ("the scholar") and a single cultist ("the assistant") from this colour. In our examples, the scholars are blue. Place the assistant on the END SPACE on the power track and the scholar near the Cult Mat.
- Select one colour to represent the occultists. You will need 5 cultists to use as occultists. Our occultists are purple. Place one occultist on each of the | chalk marks on the occult power track.
- Select one colour to represent the detectives. You will need 4 cultists to use as detectives. Our detectives are brown. Place one detective on each of the X chalk marks on the occult power track.

If you have the "Solo Game Bling Pack" (sold separately), the figures in there will replace all of these pieces except your cultists.

Once complete, your first game setup should look like this:



## CONTROLLING THE DIFFICULTY

The solo game as been designed as a modular system so you can control the difficulty and complexity of your experience. After your first game, feel free to modify the game using any or all of the options listed here:

### *Increased Muscle*

The Thugs mini-expansion will increase the tactical complexity of the game slightly, but will also make it easier to deal with the Detectives and Occultists. They can be added exactly as with the basic game.

### *Fools Unknowing*

If you are finding the basic setup too challenging (or simply prefer to doom our world more frequently), play with two of the investigator "factions" rather than all three by omitting the occultists. This will also make the Investigators Act step simpler to manage.

### *A Distant King*

During setup, use the "LXX" side of the Cult Mat. You will also need to make the following adjustments:

- Add two more detectives and two more occultists to the occult power track on the relevant chalk marked spaces.
- When forming the tile stacks, instead of constructing six and discarding two, construct five and then discard one. (There should still be 4 stacks to choose from.)

### *Unprepared for the Coming*

Do not start with the three lesser ritual stones. You will have to work much harder to control the board!

## TURN ORDER

The basic turn order remains the same as the multiplayer game. Step 4: Place a Cultist has additional options and there is an additional step, Step 6: Investigators Act added to allow the three investigator types to take their "turn":

1. Recover Sanity
2. Select a Tile
3. Place (or Replace) a Tile
4. PLACE A CULTIST
5. Resolve Tile
6. INVESTIGATORS ACT
  - A. DEPLOYED DETECTIVES
  - B. SCHOLAR THEN ASSISTANT

## PLACING CULTISTS IN SOLO PLAY

In addition to the normal cultist placement rules, a cultist may be placed in the following ways:

### *Placing on Features*

This is the same as the multiplayer game except that cultists may not be placed on features controlled by occultists.

### *Placing on Hastur*

A cultist may be placed on any feature (complete or incomplete) of the four Hastur tiles that is not already controlled by a cultist or occultist.

### *Placing on the Occult Power Track*

A cultist may be placed LYING DOWN on any unoccupied chalk marked square of the Occult Power Track (I, X,  $\alpha$  or  $\omega$ ) as a trap for the assistant (see below).

YOU ARE STILL LIMITED TO ONE PLACEMENT PER TURN (BEFORE ANY RITUAL EFFECTS).

## RITUAL STONES IN SOLO PLAY

In addition to the normal effects of the rituals, the following change is used in solo play:

### *We Are Legion*

You may add an additional cultist from your ready pool to any uncontrolled feature on any tile OR to any chalk marked space of the Occult Power Track.

### *A Mask Betrayed*

You may move the Scholar to another stack OR may move the assistant back to the X marked space of the Occult Power Track they passed last.



## GAME END

Each type of investigator can thwart your schemes in a different way.

- Scholar:** The assistant completes a circuit of the cult mat.  
**Occultist:** Four occultists occupy districts of Hastur.  
**Detective:** Your cult consists of less than three cultists.

More detail on these is given in each types description below. If any these occur your final score is calculated using the rules detailed in "A Cult Ascends" in the multiplayer game rules.

You can win the game using either of the two victory conditions of the multiplayer game. If you do, calculate your final score according to the following rules:

- The King Rises:** Your final score is 75 or 100 if the King was Distant  
**A Cult Ascends:** Score as A Cult Ascends plus a bonus 10

## SCHOLAR (AND ASSISTANT)

Suspicious about the motivations of visitors to the Special Collection of AMU's Orne Library, the scholar has begun research into Carcosa. If their research is complete, they will take their findings to the mortal authorities and your plan will be unmasked!



*Lake Hali*

*Ritual site w.  
district & ley line*

### *Behaviour:*

The scholar will select a stack according to the priority list below. Each time they select a tile that tile is removed from the game and the scholar is placed upon the stack. He then counts as a "prophet" blocking that stack.

<u>RESEARCH VALUE</u>	<u>TYPE</u>	<u>PRIORITY</u>
5	Ritual site with district and ley line	1
4	Ritual site with ley line	2
4	District "open" on all 4 sides	3
3	Ritual site	4
3	Ley line with district	5
2	Ley line with conflux	6
2	District	7
1	Ley line	8
1	Lake Hali	9

If there is a tie, you may choose which tile the scholar selects.

There are icons on the tiles that indicate their place in the priority queue and their research value. The higher the number of squares, the higher the priority, whilst the number of solid squares is the research value.

The assistant will then do one of two things:

#### STAND UP

If the assistant was lying down, they stand up.

#### RECORD RESEARCH

if the assistant was standing up, they move ANTI-CLOCKWISE towards the beginning space of the Occult Power Track by an amount equal to the research value.

I.e. If the assistant is lying down when the scholar performs research, the research value is irrelevant - they will ONLY stand up that round.

When the assistant moves onto a square of the power track that contains one of your cultists, they stop immediately and your cultist drives them both insane. Move your cultist to your asylum and lie the assistant down in that square.

#### *Game End:*

If the assistant completes their circuit of the power track and remains standing up, you are immediately unmasked! Your Cult scatters and you must go into hiding until the stars are right again. Total your power with the scoring rules used for the "A Cult Ascends" victory if you wish to see how much progress you made.

## DETECTIVES

Adventurers, hunters and miscellaneous do-gooders - these fools know not what they meddle in! As your power grows they sniff around your affairs causing havoc and disrupting your cultists with questions and fists.

### *Deployment:*

When your Oracle reaches a detective, place the detective on a tile of Hastur that does not already contain a detective. (If all tiles of Hastur contain a detective, remove the detective from the game.)

### *Behaviour:*

On their turn, in an order chosen by the player, each detective will perform ONE of the following actions in order of priority:

#### **Attack**

A detective that shares a tile with a cultist kills the cultist and themselves. Place the cultist lying down on the Yellow Sign and remove the detective from the game.

#### **Move**

The detective takes one move towards the nearest cultist. (See Detective Movement.)

Note that this priority list means that a detective will attack a cultist **THE TURN AFTER** they "catch" them.

### *Game End:*

If you have less than 3 cultists total (thugs do not count), your cult is smashed! Your remaining cultists and thugs scatter and you must go into hiding until you can rebuild your power base. Total your power with the scoring rules used for the "A Cult Ascends" Victory if you wish to see how much progress you made.

## DETECTIVE MOVEMENT

Detectives will move around Lost Carcosa chasing down your cultists! How they move is determined by the following rules:

Detectives should always have a target location and each turn will move one tile in the North, South, East or West directions towards that target (not diagonally).

If a detective does not have a target location they can plan a route to, they do not move.

If a detective on a tile that contains an area of Lake Hali connected to a feaster when it is revealed that detective is consumed (and permanently removed from the game). If one of your cultists was conducting the ritual, you gain four occult power.

If a detective on a tile that contains part of a district when it is completed and

a theatre is revealed anywhere in that district - that detective is driven temporarily insane. Place the detective on any vacant chalk-marked square on the Occult Power track. If all are occupied, the detective is removed from the game.

## OCCULTISTS

The power behind these agents of chaos is a mystery to you but one thing is certain, they do not have the Will of the King in their hearts. They seek not to see the glory of Carcosa but have a terrible purpose unknown to you. They must be stopped!

### *Deployment:*

There are two ways for an occultist to be deployed:

- After a ritual site resolves, move the occultist closest to the assistant to a district of Hastur that is not currently occupied by an occultist. If there are no occultists on the power track, move any deployed occultist that isn't on one of Hastur's districts - you pick!
- When the assistant or your Oracle reaches an occultist on the occult power track, place the occultist on the uncontrolled, incomplete feature of Carcosa (except Lake Hali) that spans the most tiles. If there are none, the occultist stays where he is.

### *Behaviour:*

If an occultist shares a FEATURE OR TILE with a cultist, both are driven insane. Move the cultist to your asylum and place the occultist on any vacant chalk-marked square on the Occult Power track.

When a feature containing an occultist is completed, place the occultist on any vacant chalk-marked square on the Occult Power track.

### *Game End:*

If all districts of Hastur have an occultist standing up on one of them, the occultists perform a ritual and banish Carcosa from this world! Your glorious plans were for naught and morale of your Cult shatters. You must rally your cult and try again when the stars are right. Total your power with the scoring rules used for the "A Cult Ascends" Victory if you wish to see how much progress you made.