READ THIS FIRST

GUIDEBOOK

3.0

TAKE HEED, EXPLORERS...

I can feel the dread that creeps into every fabric of our world. I failed. Decades of research into the occult, expeditions around the world that gave me the insight of our collective unconsciousness, but nothing could prepare me from the horrific realization of our fragile existence.

It started to manifest itself as unrelated acts of madness, murder and ritual sacrifice, but as time progressed I realized the obscured hand of Horror scheming behind the facade. We really tried, we were so determined, but considering how it turned out, it clearly wasn't enough. The ritual was not stopped in time and later that night an ominous blue meteor travelled across the sky.

After that event the subtle changes began to emerge in people's behaviour and perception, changes that promote the psychological archetypes of fear and isolation. The sudden awareness of the plot that threatens our world gave me the needed strength to organize the expedition and follow the path of the falling meteor, across known lands and into the forlorn and frozen continent.

Machina Arcana is a cooperative horror adventure board game for 1-4 players. The most crucial rule is: survive. Players take the role of explorers who are investigating an ancient subterranean complex of unknown origin. They face monsters inspired by the works of H. P. Lovecraft in a steampunk setting. Explorers will collect gear, interact with and utilize their environment, fight with monsters, and immerse themselves into the rich narrative elements.

The complete story is broken down into different scenarios that represent a self contained game. Every scenario contains chapters, each with its own narrative and specifics. The goal of the game is to progress through the story and face the endgame as the finale of each scenario.

The main goal behind Machina Arcana is to provide players with a horror game which can never be played the same way, mechanics that enables different strategies and approaches, and a rich setting that combines everything together smoothly. The game is scalable by default; there is no need for special conditions based on the player count. As the story progresses, so does the gear. But beware! If you are too slow, Horror might very well prevail and devour you whole.

This booklet has been designed to give you an easier understanding of the game's mechanics, and is meant to be your guide to your first steps into the Mythos. If you have played previous versions of Machina Arcana skip this booklet and dive into the Manual!

Written by Konstantinos Lekkas.
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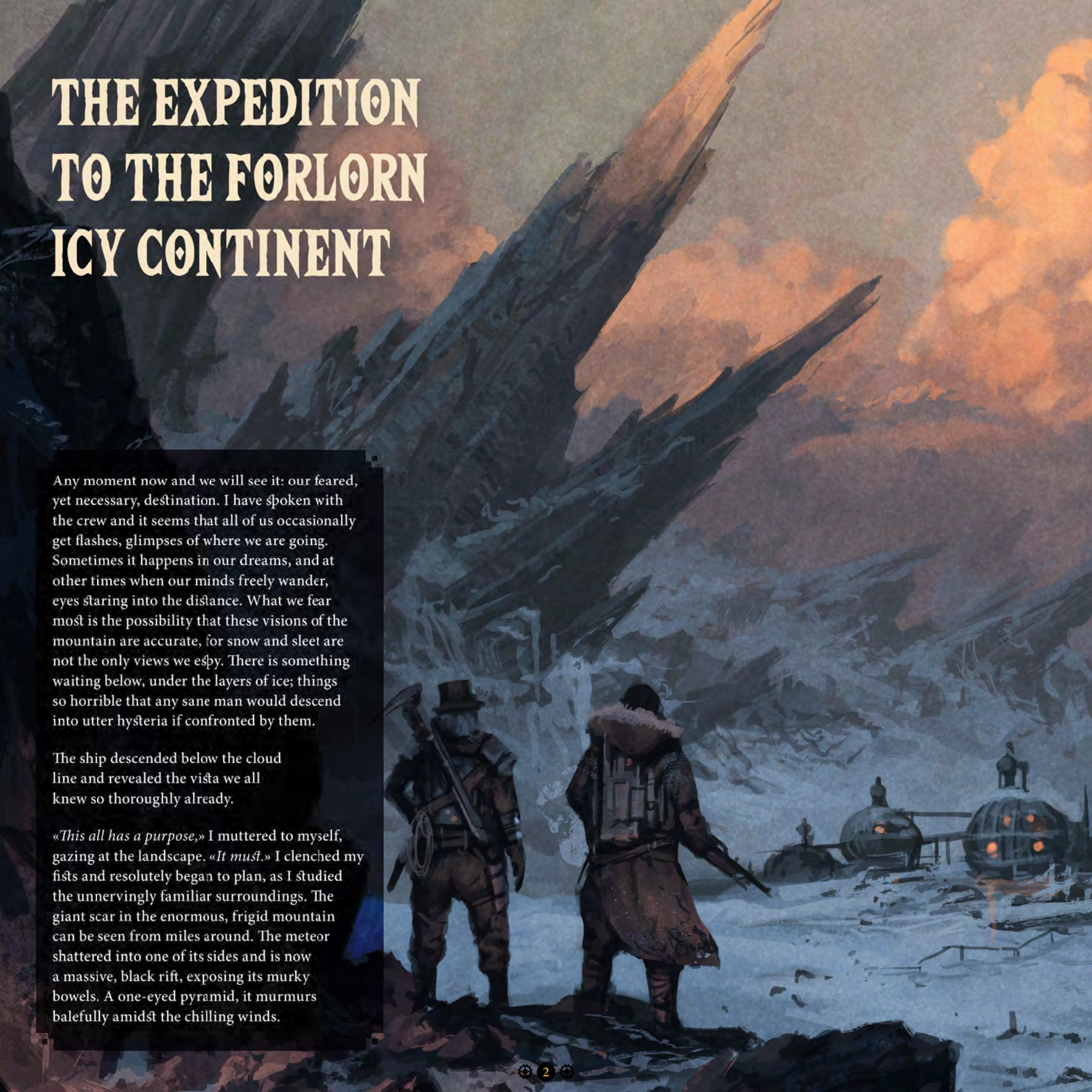
www.machinaarcana.com

THE EXPEDITION TO THE FORLORN ICY CONTINENT



Any moment now and we will see it: our feared, yet necessary, destination. I have spoken with the crew and it seems that all of us occasionally get flashes, glimpses of where we are going. Sometimes it happens in our dreams, and at other times when our minds freely wander, eyes staring into the distance. What we fear most is the possibility that these visions of the mountain are accurate, for snow and sleet are not the only views we espy. There is something waiting below, under the layers of ice; things so horrible that any sane man would descend into utter hysteria if confronted by them.

The ship descended below the cloud line and revealed the vista we all knew so thoroughly already.

«*This all has a purpose,*» I muttered to myself, gazing at the landscape. «*It must.*» I clenched my fists and resolutely began to plan, as I studied the unnervingly familiar surroundings. The giant scar in the enormous, frigid mountain can be seen from miles around. The meteor shattered into one of its sides and is now a massive, black rift, exposing its murky bowels. A one-eyed pyramid, it murmurs balefully amidst the chilling winds.

As our airship brought us nearer, we perceived the remnants of a huge avalanche beneath the point of impact. This snowslide had revealed the unusually dark surface of the mountain, which we hastened to inspect closer with the aid of our telescopes. The peculiar lines and abrasions on the exterior were impossible to explain with any seismic theories. Furthermore, there was a foreboding opening at its base. A doorway into an alluring trap, it seemed to us, and it was this place that defined our landing location and base of operations.

It is a blessing that we did not dwell on or connect all the signs and simply went on with the proceedings, focusing on the little things to keep ourselves occupied. Perhaps it was a type of self-induced hypnosis to cope with the stress; or are the strings connecting us to that gaping darkness now simply more pronounced?

While most of the crew commenced setting up camp, a few of the explorers prepared to scout around the shadowy entrance. There were some obscure remains buried in the snow ahead and I ordered the men to assist with the excavation.

GAME PLAYTHROUGH

During the following section, we will be the spectators of an example two-player game that will guide us through all the basic functions and mechanics of Machina Arcana.

INTRODUCTION

At the start of the game, players choose one scenario to experience, this will indicate which cards to shuffle together to create the various item, monster and event decks required. The chosen scenario will also dictate the order of the chapters to be played as players work their way towards the scenario's victory condition and story conclusion. One to four players will control explorers, whom they will move onto the game's tiles, interact with the tile's action spaces and fight monsters controlled by artificial intelligence. The players win if they complete the scenario's 'endgame' objective, and they lose if they fail to meet this objective or all of the explorers' health reaches zero.

SETUP

Josh and Mary agree to play the scenario *Horror in the Ice* marked with this symbol ❄. They set up the scenario by placing the chapter cards face down on the bottom section of the chapter board in ascending numerical order, but setting aside the 'endgame' chapter card. The exposed chapter card is the cover card with the scenario symbol and the title.

Subsequently, they take all the core item cards (having no chapter-specific symbol), then separate them by type (weapon (✋), apparel (🧍), artifact (💎) and consumable (✳)) and also by level (1-3).

They then shuffle each level 1 item deck separately to create the four item decks, and place them near the chapter board.

The explorer and horror event decks similarly contain core cards (no symbol) and scenario-specific cards (with the scenario symbol, in this case ❄). They combine, and thoroughly shuffle the core explorer event cards with the ❄ explorer event cards. Also they shuffle together the core horror event cards with the ❄ horror event cards, and place these two decks near the chapter board, leaving enough room for 3 destroyed piles for the horror event, explorer event, and item decks (the four item types use the same destroyed pile).

Finally, they place the horror markers near the horror event deck.

BASIC SYMBOLS

This is the **armor** attribute, which is the number that has to be reached or surpassed in order for the target to lose 1 health from a physical attack.

This is the **will** attribute, which is the number that has to be reached or surpassed in order for the target to lose 1 health from an arcane attack.

In resolving all attack rolls, remember the maxim 'meets beats!'

This is the **essence** attribute, which is used to pay for special abilities or critical actions during the game. Each point can also be consumed to either increase an explorer's attack roll by one, or to sacrifice in place of losing 1 point of health.

This is the **health** attribute, which is used to track the amount of damage a unit can sustain before dying.

This is the **stamina** attribute, which is used to pay for most actions during the explorer phase (for explorers) and monster phase (for monsters).

Next, they each select an explorer. Josh selects *Hank Horden* while Mary selects *Kim Richards*; they then take the respective figures, card, player board, its respective explorer markers (,) and three wooden tokens for essence, health and stamina, placing them on the corresponding slots of the player board.

Health and stamina will be set to the maximum indicated by the explorer card, while essence is initially set to 0.

The players then place all game tokens within reach and separate all monster cards and figures by level, shuffling the level 1 monster cards to create a monster deck and placing the level 1 monster figure on their plastic stand. Place them near the chapter board, leaving enough space for a destroyed/discard monster pile and for the monster queue.

After flipping the first chapter card to the top chapter board space, they also place the chapter wooden tokens (spawn rating - left and horror rating - right) into their respective slots as indicated on the first chapter card (*Chapter 1 – «The Entrance»*).

DESTROYED MONSTERS

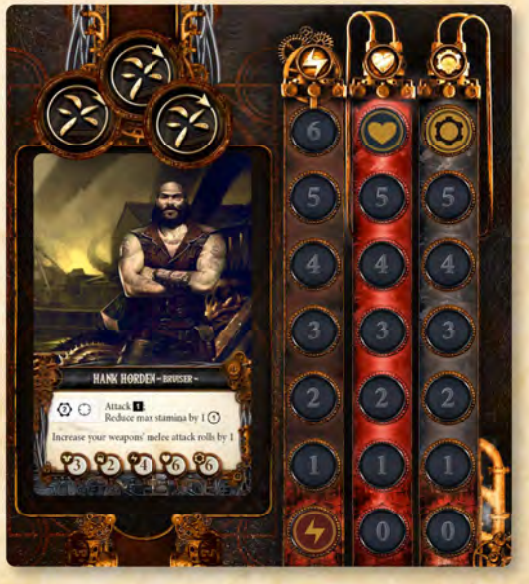
MONSTER DECK

MONSTER QUEUE

Following that, they set the monster threat (top of the chapter board) on the leftmost slot and the monster level to number «1».

Some scenarios include an 'endgame' map tile designed for the conclusion of the scenario, including *Horror in the Ice*. Separate all your 'endgame' tiles (including those from other scenarios) and set aside the tile specific to *Horror in the Ice* next to the endgame chapter card (place the other 'endgame' tiles in the box). Josh and Mary now shuffle the remaining map tiles to form a stack, occasionally turning some over. Finally, players draw the bottom tile and place it on the table.

Once the map tile has been placed, players flip the exposed chapter card, and place it on the top section of the chapter board. Then they follow the instructions from the newly exposed chapter card (*1-The Entrance*), and resolve its «enters play» ability (), which is to place the entry token on the map tile's direction symbol, indicated by ( ).



Place the game dice within easy reach.

The explorers are placed on or adjacent to the entry token and the game is now ready to begin. *(Tip: You can even place explorers adjacent to the entry token that would result in Kim and Hank gaining one free movement!)*

The players begin at chapter 1 and will need to resolve the conditions of each chapter, evolving the story and completing chapters until they reach the final entry; only then will the explorers have gathered enough clues to figure out how they can defeat the evil that lurks therein.

DESTROYED MONSTERS

MONSTER QUEUE ➤

DESTROYED ITEMS

WOUND/COUNT TOKENS

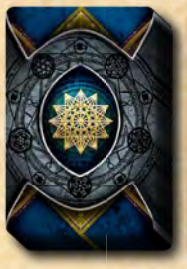
HIGH ATTACK DICE

LOW ATTACK DICE

GAME DIE

RECHARGE DIE

DESTROYED/LIGHT TOKENS



DESTROYED EXPLORER EVENTS

DESTROYED HORROR EVENTS

CLOSED DOOR FIGURES

DESTROYED DOOR TOKENS

HORROR MARKERS

ENTRY/EXIT TOKEN

ROUND 1

GAME PHASES

While the game does not have a limit to the number of rounds to be played, each round is comprised of four distinct phases that the players will go through:

- The **explorer phase**, where the players will activate their explorers and use their abilities until all explorers have passed or run out of stamina
- The **spawn phase**, where the players will roll to see if new monsters are spawned and added to the queue
- The **horror phase**, where the players will roll to see if a horror event is invoked
- The **monster phase**, where all the monsters in the queue activate.

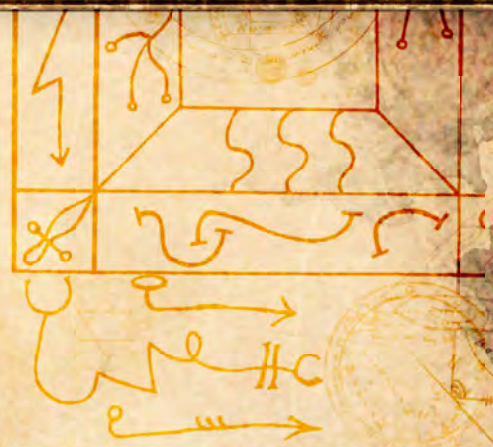
EXPLORER PHASE

Play starts with the explorer phase. The players decide that Mary will play first. Mary moves her explorer 3 spaces, paying one stamina for each space moved, ending her movement adjacent to the event space shown on the tile (highlighted purple).

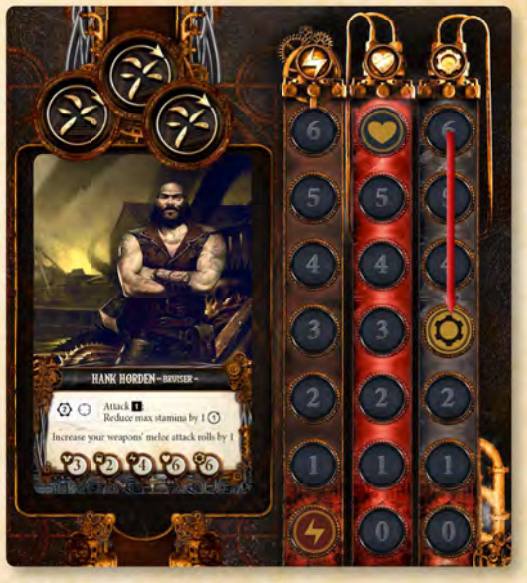
Then, Mary decides to activate the adjacent event space. She pays the activation cost, which is 3 stamina, draws the top card of the explorer event deck, resolves all of its «enters play» abilities, and places it on the destroyed explorer event pile making it the «current explorer event» (this essentially is the *invoke explorer event* effect). Activating an event space also restores 1 point of essence, and Mary increases her essence count to 1 on her player board.

She revealed the *A Moment's Rest* explorer event, which provides a passive ability to the explorers; from now on, until another event is revealed, all event and chest spaces will cost 1 less stamina to activate. Mary places a destroyed token on top of the event space to indicate it has been used and can no longer be interacted with.

As Mary has no other abilities to use and no remaining stamina, she ends her turn and Josh begins his.



Josh moves his explorer diagonally paying 1 stamina per space moved just like Mary, and ends adjacent to the chest. He decides to activate the chest, however due to the passive ability of the current explorer event he only loses 2 stamina instead of the normal 3. Activating a chest restores one essence, and Josh marks it on his player board. He subsequently resolves the *gain item* effect; and can draw two item cards from the top of any decks (even two from the same deck).



Josh decides he wants to be better armed for what's coming, and decides to draw two weapon cards. He draws a *Heavy Javelin* and a *Jagged Karambit* and decides to keep the *Heavy Javelin*. He now has a chance to choose whether to place the other card back on top of the weapon deck or discard it, and he opts to discard the card to the destroyed item pile.

Normally, he would add the new item to his inventory unequipped, placing it vertically to indicate this (he would usually need to lose 3 stamina to equip it before using it); however, as *Hank Horden* is a **bruiser**, he has the option to immediately equip it as a main item, placing it lengthways next to his character board (each class may equip a specific main item type as a bonus during the *gain item* effect). Josh then places a destroyed token on top of the chest.

Josh has 1 remaining stamina to lose, and he uses it to move one space further. As both explorers have finished their actions, the explorer phase ends.

SPAWN PHASE

Each explorer must now roll to see if any monsters appear.

Josh rolls first using the D10 die (0 denominating 10) and rolls a 3, which is lower than the current spawn rating of 7 as shown on the chapter board. He subsequently lowers the spawn rating by 1 point and it is now on the slot «6». Mary then manages to roll a 2 so she too lowers the spawn rating to the 5 slot. The explorers were lucky this turn; no monsters were spawned.

HORROR PHASE

Regardless of the number of explorers, only one die is rolled for the horror phase and the players decide amongst themselves who is going to roll; Mary rolls a 5, which is equal or greater to the horror rating and triggers an *invoke horror event* effect which also raises the monster threat track by one.

After raising the monster threat one point, Mary draws the top horror event card, and places it on top of the destroyed horror event pile, making it the current horror event.

The card drawn is *Trapping the Halls*, which has a conditional effect; as its condition of any explorer being adjacent to an exploding barrel is met by Mary - the barrel is hit, triggering a physical attack on all adjacent spaces by rolling 3 black dice.

Mary rolls the dice, and adds up the result to a 6 which is much more than *Kim's* armor attribute; thus, she loses one health point and places a destroyed token on top of the barrel indicating it has been hit and can no longer explode during this game.

Barrels can also be attacked by crafty explorers, making for nice ambush locations when dealing with amassed monsters!

MONSTER PHASE

It is now the monsters' turn to act; however, as there are no monsters in play, nothing happens.
The monster phase ends, and with it the first game round is over.

ROUND 2

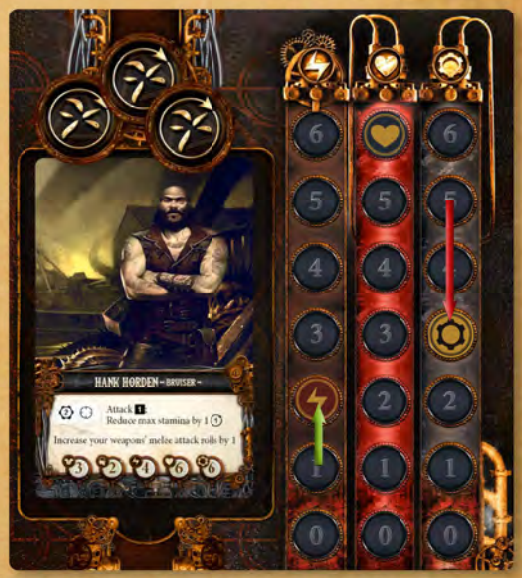
EXPLORER PHASE

Each explorer resets their stamina to their card's maximum, and the game continues.

They decide that Mary will play first again. She activates the adjacent chest space by losing 2 stamina instead of 3 as the current explorer event has not changed yet. She restores one more essence and performs the *gain item* effect. She chooses her class's 'free equip' main item cards which are apparel, and draws two. She picks the *Displacer Vest*, which also increases her armor and will attributes by the amount of relevant icons displayed on the card when equipped.

She immediately equips the item (as it is the bonus type of her gunman class). She now has 4 armor and 3 will and places a destroyed token on top of the chest. She then loses her remaining 4 points of stamina to move towards *Hank*.

Josh follows next, losing one stamina to move between the two event spaces. He loses 2 stamina to activate one event space (as the current explorer event still has not changed), restoring 1 essence and placing a destroyed token on it. He draws the event card *Acquired Habit*. As it is a binding explorer event, indicated by the ( ) symbol, Josh places it next to *Hank*; it provides *Hank* with a passive ability, as well as an active one – but that's enough for now.

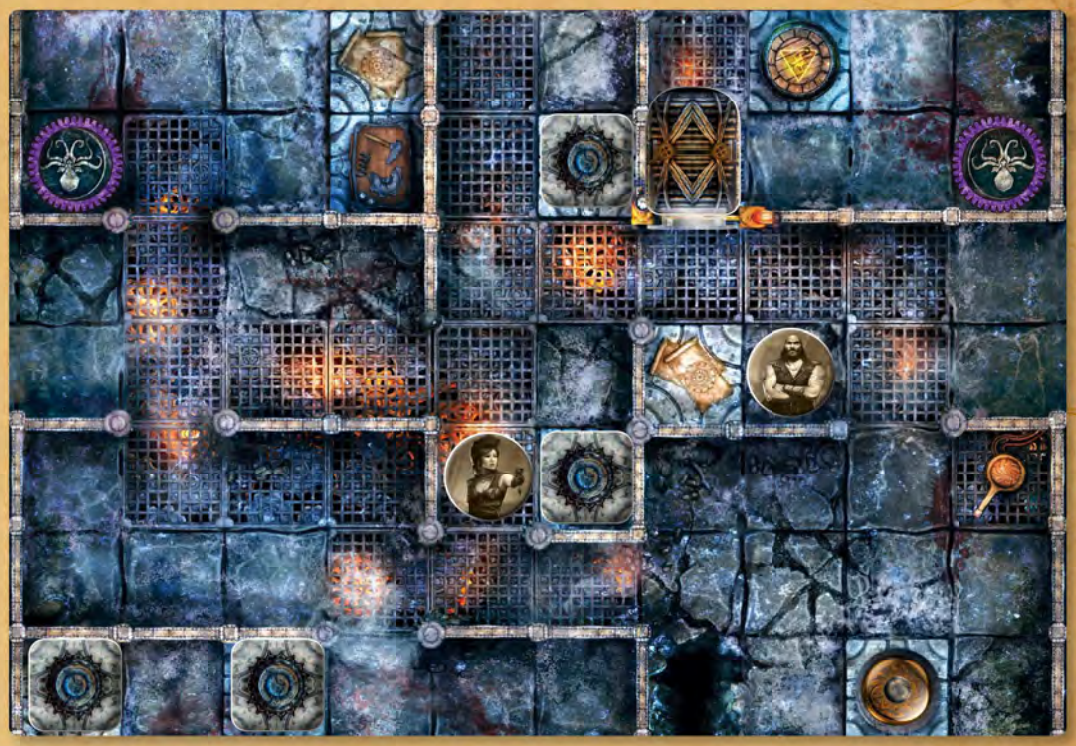


Josh decides to close the door, which costs 2 stamina and places a closed door figure on the tile. He then loses his last point of stamina to move one space further.

The explorer phase is over.

SPAWN PHASE

Josh decides to go first and rolls a 5, which is equal to the spawn rating. As such, Josh resolves the *spawn monster* effect and also resets the spawn rating to the chapter's initial setting (which is 7).



To spawn a new monster, Josh draws the top card of the monster deck, and reveals a *Moonbeast*. Josh places the *Moonbeast's* card in play to form the monster queue, and places its figure on the map tile upon the nearest spawn space. Mary also rolls in the spawn phase and ends up having a monster spawned, which is a *Sarall*. She places it at the end of the monster queue and performs the same actions as Josh, selecting the spawn point to the far left, as this space is nearest to *Kim*.

HORROR PHASE

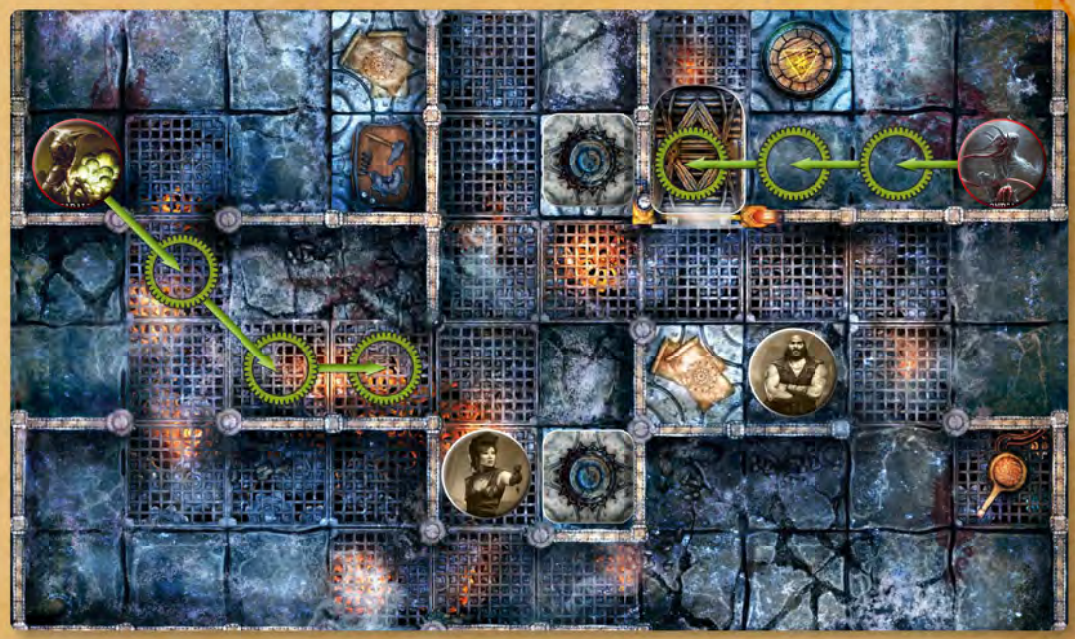
One of the players now rolls 1 for their horror test, luckily avoiding any unpleasant events. Since they didn't invoke a horror event, they lower the horror rating by 1 point, bringing it to «3».

MONSTER PHASE

It is now the monsters' turn to move. You will notice that they have the same attributes as the explorers, except for essence; these work in the exact same way.

The players activate the first monster in the queue, the *Moonbeast*. It has 5 stamina, and loses its stamina to get closer to the explorers so it can use its abilities. However, despite the *Moonbeast* having a ranged ability, there is no line of sight to any explorers due to the wall and closed door. Therefore, it continues to move by losing 3 stamina to get adjacent to the door. As its remaining 2 stamina are not enough to interact and destroy the closed door, the *Moonbeast* ends its turn.

Next is the *Sarall*, and it loses 3 stamina to get adjacent to *Kim* by using the shortest path. As it does not have enough stamina to use its attack ability, it ends its turn. Since there are currently no more monsters in the monster queue, the round ends and it is now the explorers' turn.



ROUND 3

EXPLORER PHASE

Mary acts first with *Kim*, and decides to use the active ability on her card, which is an attack with 1 white die against an enemy within 3 range, for the cost of 2 stamina. As this does not indicate «arcane», the attack is considered physical and is resolved against the *Sarall's* armor attribute.

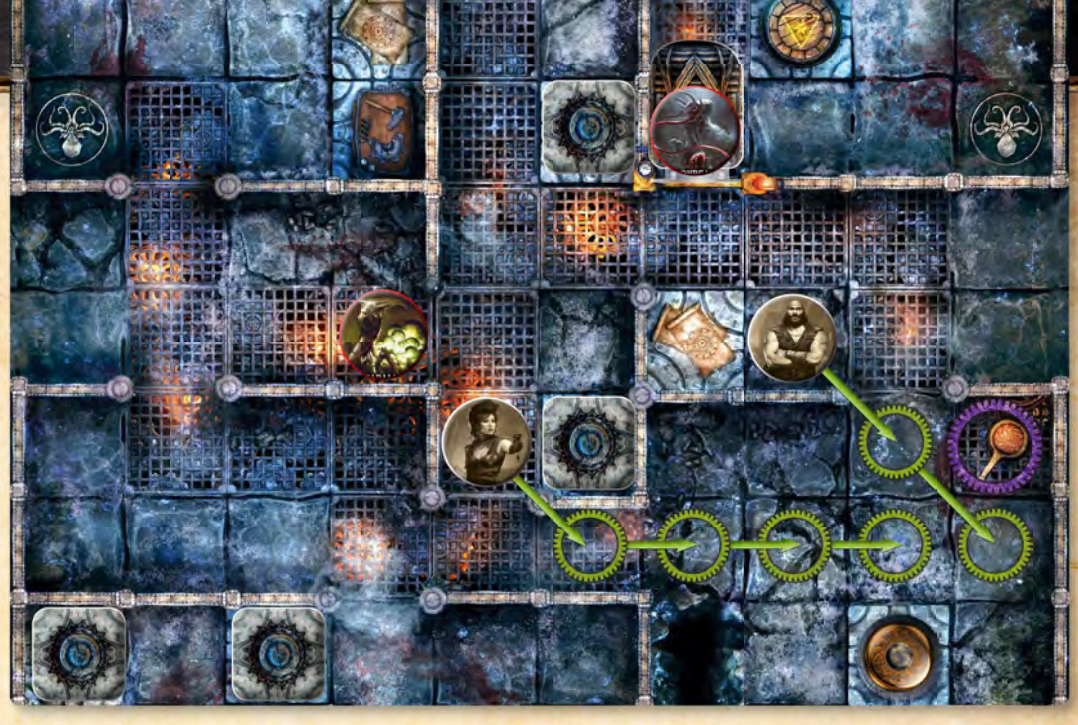
Mary rolls a 2, which is not enough to hit the *Sarall's* armor of 3; however, *Kim* also has a passive ability that increases her attack rolls when she is adjacent to a wall. As she is currently adjacent to a wall the total is now enough to wound the *Sarall*. Mary places a wound token on top of the *Sarall's* monster card to indicate the wound.

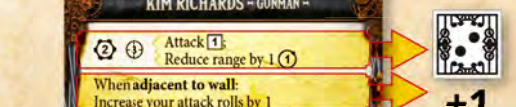
Regardless of the result of the attack, the ability also has a lasting effect that reduces the target's range by 1 for the remainder of the round and Mary will need to place one of her explorer markers on *Kim's* card as a reminder (*Sarall* has no ranged abilities which means that *Kim's* lasting effect will not make any difference).

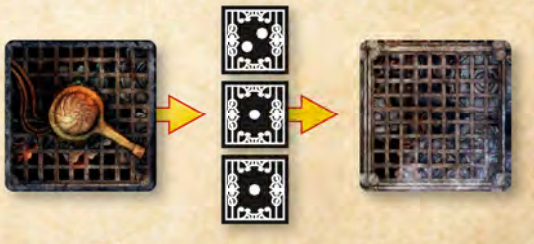
Mary then loses her remaining 4 stamina to move *Kim* further away from the *Sarall*.

Josh moves *Hank* so that he is adjacent to the chapter space and the trap lever; He decides to activate the trap lever by losing 2 stamina and placing a destroyed token on it. When the trap lever is activated, all units on trapped spaces on *Hank's* map tile are attacked with one roll of 3 black dice.

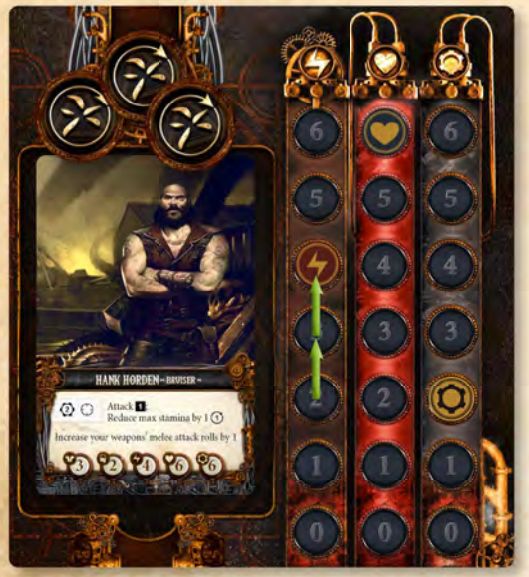
As both the *Moonbeast* and *Sarall* are both located on trapped spaces, Josh rolls once for both, and manages to meet or exceed both monsters' armor attributes.







Since they both had 1 health left, they are destroyed and both their figures and cards are removed from play to the destroyed monster deck. *Hank* triumphantly receives 1 essence for each destroyed monster.



Note that, despite being ethereal - as it is adjacent to a wall (and may not be targeted), the *Moonbeast* is still affected by indirect abilities such as the *trigger traps* effect (which does not have a target). The *Sarall* has a trigger effect to attack adjacent units when it is killed, but luckily *Kim* has already moved away and is now out of range.

Josh then decides to pass, not using his last stamina and foregoing the rest of his turn.

SPAWN PHASE

Josh passes the test with a 3, and lowers the spawn rating by 1 point.

Mary rolls a 0 which counts as a 10, failing the test. Mary draws a new monster - a *Buopoth,* and places it on her nearest spawn space. She also resets the spawn rating on the chapter board.

The *Buopoth* activates its «enters play» ability, and moves 2 spaces closer to the explorers.

HORROR PHASE

The players fail their horror test, so they increase the monster threat level and a new horror event is drawn. The new event replaces the previous one as the top destroyed horror event (current horror event), giving all monsters the new ability *Abominable Blast* which they can use for 3 stamina: an arcane attack with 2 black dice against any explorer within 3 spaces.

MONSTER PHASE

The *Buopoth* moves one space so that the door is on one of its space's borders as the door cannot be interacted with diagonally.

Opening the door only costs explorers 2 stamina, but as the *Buopoth* is following the mindless monster rules, it needs to destroy it by losing its remaining 4 stamina. The closed door figure is then removed and replaced by a destroyed door token.

ROUND 4

EXPLORER PHASE

At the start of the phase, *Kim's* explorer marker token is returned from her card to her player board as her previous round's special attack effect is no longer in play.

Hank plays first, activating the chapter space which costs 3 stamina and 3 essence. As *Kim* is adjacent to *Hank* or the chapter space, either or both explorers can pool their resources to pay the essence cost. *Hank* pays 2 essence and *Kim* pays 1 as a contributing explorer.

They place a destroyed token on top of the chapter space, and *Hank* flips the current chapter card to the top side, entering the next chapter. They mark the new spawn and horror ratings for this chapter.

As the new chapter has an «enters play» ability, both *Hank* and *Kim* choose to move 2 spaces towards the map tile edge, and the game continues.

Hank still has 3 stamina left. He loses the 2 required to explore a new map tile. The players draw a new map tile, and place it so that the direction symbol is adjacent to *Hank*. He then loses his last stamina to move onto the new map tile, delving further into the labyrinth.

Kim moves adjacent to the chest on the new map tile, and activates it for 2 stamina (remember the current explorer event) restoring one essence and placing a destroyed token on it. She decides to draw both cards from the apparel deck, and draws *Caligamuris* and *Leather Holster*.

When explorer activates a chest, they can equip the kept card as their main item if it's of the item type based on their explorer's class.
If they already have an equipped main item, they can first unequip it (which would also unequip its upgrades and augments).

As upgrade/augment action is not part of the *gain item* effect, *Kim* keeps *Caligamuris* in her inventory and decides to place *Leather Holster* back on top of the apparel deck for later use.

TIP: As Kim's class is a gunman, she could equip Caligamuris immediately as her main apparel, but in that case, she would need to unequip Displacer Vest.

SPAWN PHASE

With both players rolling high numbers, *Kim* spawns a *K'Thun* and *Hank* spawns a *Mi-Go*. If *Hank* had remained on the previous tile, then the *Mi-Go* would have spawned on that map tile. Now, they both spawn at the nearest spawn space on the new map tile.

The *K'Thun* spawns first and is placed on *Kim's* nearest spawn space. Then *Mi-Go* spawns on the same spawn space.
As that space is currently occupied, players choose any passable space adjacent to the *K'Thun* to place a *Mi-Go*.

HORROR PHASE

For better or for worse, the players roll low enough to not trigger a new horror event, so they decrease the horror rating by 1 point.

MONSTER PHASE

With 3 monsters now on the board, there is plenty to be done. The first monster to play is the *Buopoth* as it was first in the queue. The *Buopoth* loses one stamina to move closer to *Hank*; normally it would lose more, as its active ability is a melee attack and therefore it would need to be adjacent to an explorer to attack them. However, monsters prioritize horror events, and as such it can take advantage of the event and play the *Abominable Blast* ability.

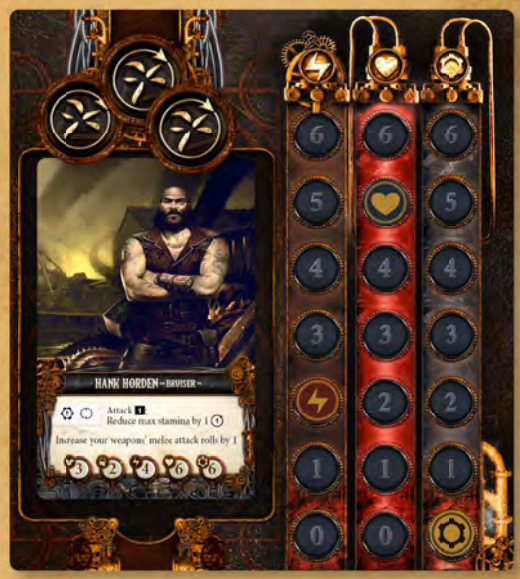
The *Buopoth* rolls a 2 which is equal to *Hank's* will attribute (as it is an arcane attack), therefore the attack is successful and *Hank* loses 1 health. As the *Buopoth* does not have enough stamina to play other abilities, it loses its remaining stamina to move towards *Hank*.

The *K'Thun* acts next, losing 1 stamina to use its active ability as it does not have enough stamina to activate the *Abominable Blast*. As the *K'Thun's* ability does not specify range, it affects its entire map tile. Because there is no wounded monster on the tile, the *K'thun* attacks both *Kim* and *Hank* (who happen to be on *K'thun's* map tile). It rolls once for the attack, applying the result to each explorer.

The attack results in a 1 and both explorers luckily escape unharmed, as both have a higher will attribute (*Hank* has 2 while *Kim* has 3, increased from her apparel).

The *Mi-Go* acts next, and as it is equidistant to both explorers, it will attack *Kim* as she has the lowest remaining health, using the *Abominable Blast*.

Kim loses a health point as the roll is high enough to meet or beat her will attribute *(remember, meets beats!)*. Since its remaining stamina does not suffice for an attack, it then moves towards *Kim* as she has the lowest remaining health and ends its turn. It's time for our explorers to retaliate!



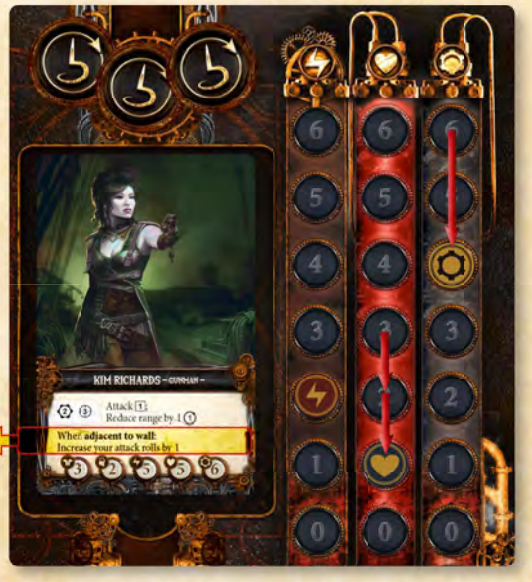
ROUND 5

EXPLORER PHASE

The players agree to try and progress the story by meeting the chapter requirements that were revealed when they flipped the chapter card; *Kim* plays the 2nd chapter's active ability twice, by losing one health point for each activation, and placing 2 count tokens on the chapter card.

As she is now down to 1 health, she will try to wound the *Mi-Go*, using her explorer's active ability and losing 2 stamina.

As she is adjacent to the wall, she also increases her roll by one, being able to change her lucky roll of 2 to a 3, thus causing one hit to the *Mi-Go*.

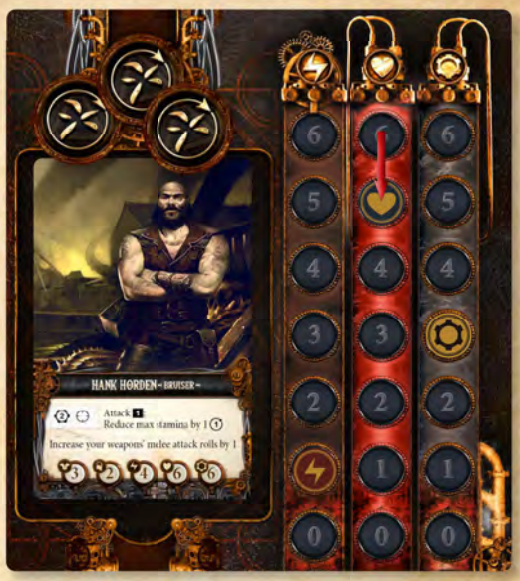


When the monster loses health, place a wound token on its card, unless monster is destroyed from the attack.

Deciding that her luck cannot continue, she decides to count on *Hank* and loses 3 stamina to resolve the *use inventory* effect. She can now freely upgrade her *Displacer Vest* with the *Caligamuris*, thus allowing her to add up all the attribute symbols on both cards, increasing her armor and will totals. She is now also able to use all the abilities on both cards.

She decides to lose her last remaining stamina to move 1 space.

+1



Now it's *Hanks*' turn. He decides to lose 1 health to use the chapter's 1st active ability, allowing him to move adjacent to the *Mi-Go*. He loses 3 of his stamina to resolve the *seal spawn space* effect. As *Hank* is adjacent to *Kim* and the spawn space, they can pool their resources, and *Kim* contributes to the required 4 essence to perform the action.

By sealing a spawn space the monster threat is decreased by 1 and the *K'Thun* is destroyed as it is on top of that space. Destroying the *K'Thun* restores 1 essence to *Hank*. Then 2 destroyed tokens are placed on the spawn space, and finally the *light chapter* effect is resolved (by placing a light token on the chapter space).

Now that it has been lit, activating that particular chapter space only costs 1 stamina instead of 3 stamina and 3 essence, plus monsters cannot spawn on the sealed spawn space!

Hank now decides to use his *Heavy Javelin* to attack the *Mi-Go*. He could either lose 2 stamina to roll 3 white dice, and as it is a melee attack add 1 to the roll due to his explorer's ability, or he could choose to play the second ranged ability, however this would force him to unequip and return the *Heavy Javelin* to his inventory.

+1

Throwing caution to the wind he finally decides to use the second ability by losing 2 stamina and unequipping the item, rolling 2 white and 2 black dice.

Unfortunately, he manages a very low roll of 2 which is lower than the *Mi-Go's* armor of 3.

Hank decides to lose his last essence to increase his roll by 1, thus managing to kill the *Mi-Go* and restore 1 essence. When the *Mi-Go* is destroyed, its passive ability to invoke an explorer event occurs.

Josh draws *Heart to Heart*, which has an «enters play» ability to restore 2 health to one explorer. *Heart to Heart* is placed on top of the destroyed/discard pile and is now the new current explorer event. Since it has no active or passive ability, the explorers would be wise to hunt for a new one! The players choose *Hank* to receive the health boost, as he does not have any apparel to boost his defences.

Now, *Hank* decides that it would be a good idea for them to sacrifice his newly restored health to advance the chapter; *Hank* loses 2 health points and places 2 count tokens on the chapter card.

As the chapter card indicates that the 4th time this requirement is played the *go to the next chapter* effect is resolved, the explorers can now advance to chapter 3!

Players flip the chapter card, reset the spawn and horror ratings, and then resolve the new chapter's «enters play» ability, adding level 2 items to their corresponding decks. The players shuffle each level 2 item into its relevant item deck. The game then continues as normal.

Hank loses his last stamina to move towards the chapter space, and the explorer phase ends.

THE END?

How does *Kim* and *Hank's* story end? In triumph or despair?

Now that you have grasped the basic mechanics of Machina Arcana, you can decide to continue their adventure or start a new one on your own! The Old Gods' plans will not be threatened by your efforts in either case – at least not on the first try.

You are now ready to read the complete Manual. In its pages you will read in detail all the steps to follow so that you can play Machina Arcana, as well as find all the extra features not mentioned here, such as:

- Pits, workbenches and recharge stations
- Push/Pull mechanics
- All available abilities, and effects
- Difficulty adjustments
- Many other features and intricacies

ON, THEN, TO NEW ADVENTURES WITHIN THE MACHINA ARCANA!

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Complete overview of the Machina Arcana cards and components

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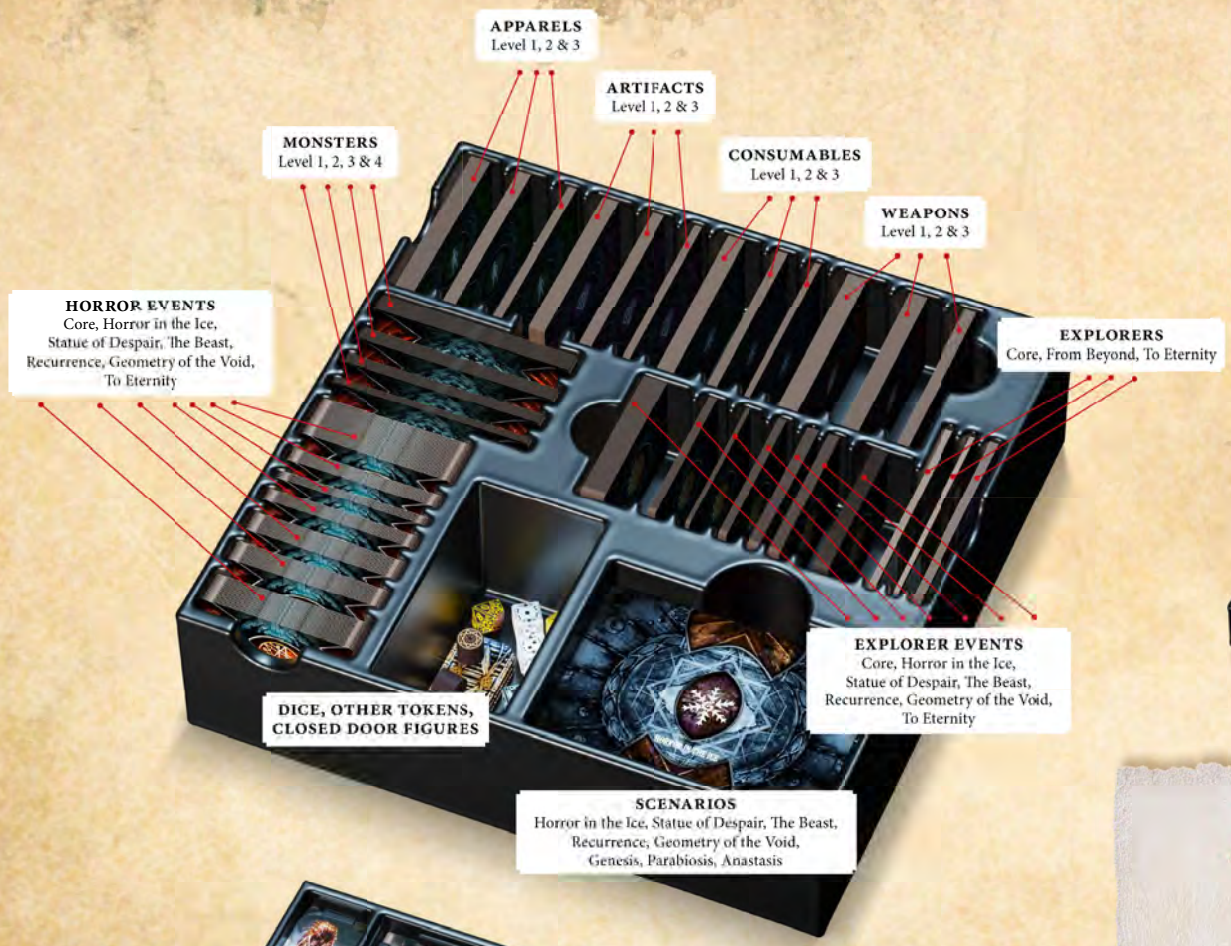

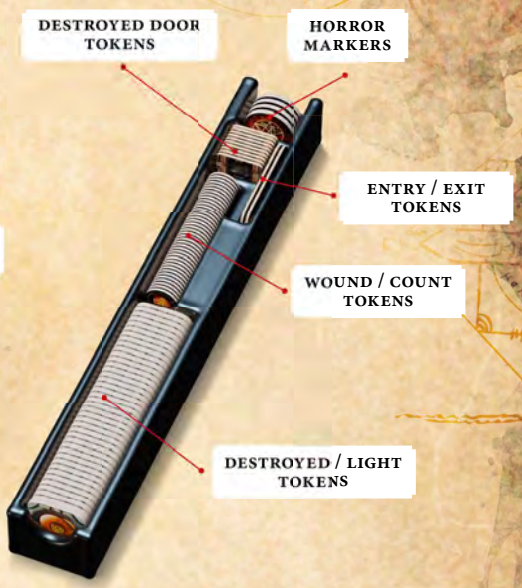

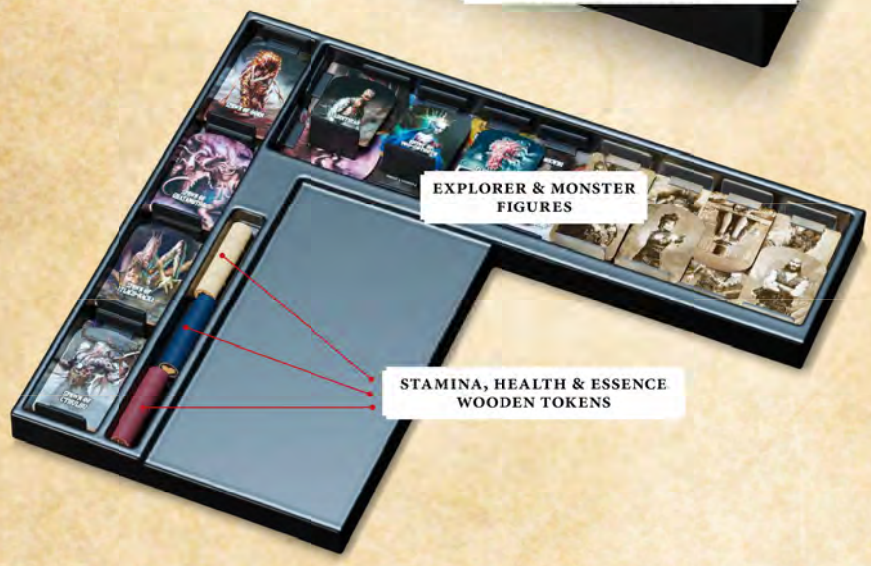

ASSEMBLING THE BOX