

The tragic loss of a beloved person leaves nothing behind but grief and devastation.

You are Weavers of Fate.

As a team, you can pause time and jump to specific moments in a deceased person's life to re-weave their threads of fate and thereby undo their tragic death. You can only alter brief moments of their life and hopefully your selective influence will be enough to change the deceased's actions to direct them along a better path.

The next mission you must solve together leads you into the mythical world of H. P. Lovecraft, more precisely to Arkham, Massachusetts in the 1920s.

This game is made up of large and small cards

The large cards consist of:

5 Rules Cards (cards R1-R9): These explain how the game is played,

13 Story Cards (cards 1-13. The number is written in the upper left corner): This is the story of the tragic death the team must change,

4 Solution Cards (cards S1-S7): These provide the story's resolution and whether or not you were able to change the deceased's fate for the better.

The small cards consist of:

9 Time Cards,
4 Investigation Cards,
36 Fate Cards,
13 Clue Cards.

Create a display in the center of the playing area with the large cards as follows. First, place the next 3 Rules Cards faceup in a row. Then take the next 13 cards (Story Cards 1-13) and lay them out in ascending order faceup without looking at their back side. If you are short on space, you can set up the Story Cards in 2 rows.

Leave enough space around each card so you can place a small card both above and below it.

Place the remaining large cards (Solution Cards 1-4) in a stack at the edge of the display without looking at them. The top card should read "End of Story". You will need these at the end of the game.

Now turn over Story Card 12 with the **Shining Lantern** behind the text to begin the story and learn more about the circumstances of death.

Please read Story Card 12 now.

Now take the stack of small cards and form 2 separate stacks in the display: Place the 9 Time Cards in the first stack and the 4 Investigation Cards in the second stack.

Next, place the deck of 36 small Fate Cards **above** Story Card 12, without looking at their back side.

Place the remaining 13 small Clue Cards **below** the 13 Story Cards without looking at their backs. Make sure that the number on the Story Card matches the one on the Clue Card. (These numbers are in the upper left corner.)

Now turn over Clue Card 12 - with the **Shining Lantern** - and read the clue for Story Card 12.

You will play as a team with each player taking a turn in clockwise order. The active player makes the final decision if the team can't decide. This applies to the next destination for your time travel, the change you want to make to the current event, and whether or not you want to use Investigation Cards.

This game comes to life as the team constructs theories about what has happened and discusses how to prevent the tragic death.

Decide which player will begin and then discuss which time the team wants to travel to first - in other words which Story Card the team wants to turn over now.

You must discard 1 Time Card back to the box for each instance of time travel. Discard the first Time Card for your first time travel now. Then, turn the chosen Story Card over and read it aloud. At the bottom of most cards you will have to decide how you want to change the event.

Before making your decision, continue reading page R6 of the Rules Cards.

After reading the Story Card carefully, discuss which of the options you wish to choose. Take time to develop and discuss different theories.

To gain additional clues, discard 1 Investigation Card to the box. You can do this up to 4 times, but only once per turn.

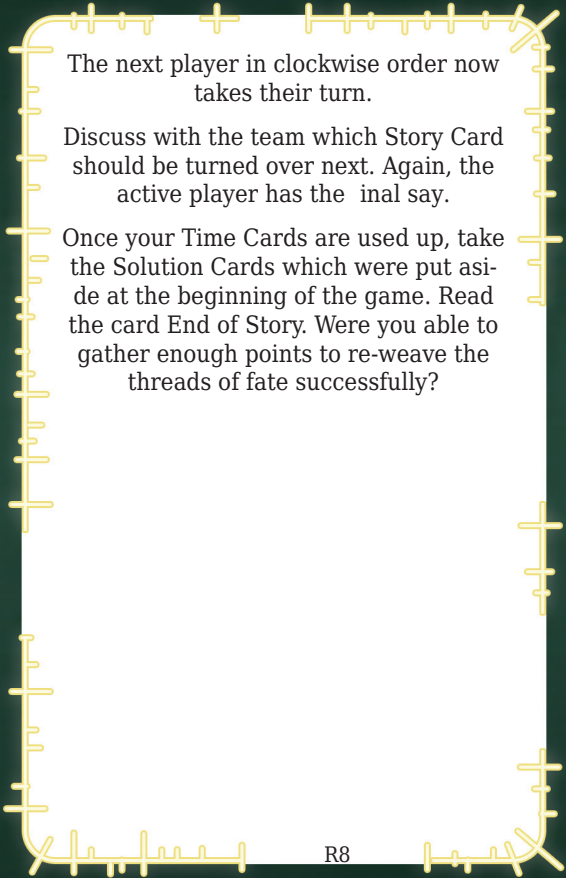
If you discard an Investigation Card, you gain a clue about the detail in bold print on the Story Card. Do so by turning over the Clue Card that belongs to the Story Card. You may choose a clue for either your current Story Card or one from an earlier turn.

After picking an option, search for the corresponding Fate Card in the stack of small cards above Story Card 12. Turn it over and put it above your current Story Card.

For example: If you chose option B for Story Card 4, find Fate Card 4B, turn it over, and place it above Story Card 4.

You will gain points if you change the story for the better. If you made things worse, you will lose points. If you revealed a zero, you haven't made any change in the run of events that sealed the fate of the deceased.

Discard the remaining 2 Fate Cards associated with this Story Card (in this case 4a and 4c) back to the box without looking at them. They will not be used



The next player in clockwise order now takes their turn.

Discuss with the team which Story Card should be turned over next. Again, the active player has the final say.

Once your Time Cards are used up, take the Solution Cards which were put aside at the beginning of the game. Read the card End of Story. Were you able to gather enough points to re-weave the threads of fate successfully?

Important:

The changes you have made will all occur simultaneously after you have finished your travels. Therefore, your decisions do not have any direct influence on the cards

You are on now your own. Can you undo fate and prevent the tragic death of the deceased?

Good luck!