

ARKHAM HORROR®

THE CARD GAME

THE CIRCLE UNDONE Investigator Expansion

The Black Throne Beckons

"At night the subtle stirring of the black city outside, the sinister scurrying of rats in the wormy partitions, and the creaking of hidden timbers in the centuried house, were enough to give him a sense of strident pandemonium."

— H. P. Lovecraft, *The Dreams in the Witch House*

The *Circle Undone Investigator Expansion* contains a set of investigators and player cards that can be used to build or enhance investigator decks for any *Arkham Horror: The Card Game* scenario or campaign.

Expansion Icon

The cards in *The Circle Undone Investigator Expansion* can be identified by this symbol before each card's collector number:



Additional Rules and Clarifications

Tarot Slot

Tarot slots are a type of asset slot featured in this expansion. The following symbol indicates that an asset fills a tarot slot:



1 tarot slot

As with other slots, tarot slots limit the number of asset cards of that slot type an investigator is permitted to have in play simultaneously.

By default, an investigator has only one tarot slot available.

All other rules governing slots apply to tarot slots, as usual.

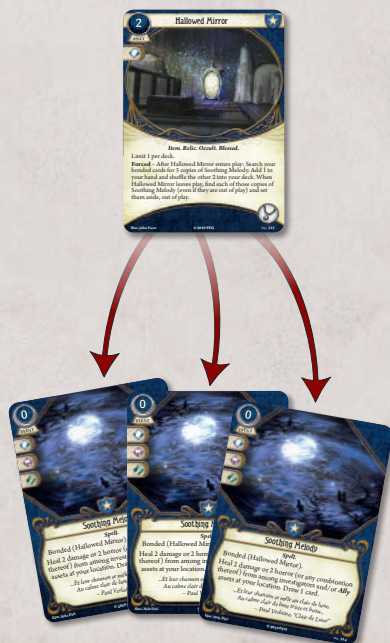


Bonded Keyword

Some player cards in this expansion have the “bonded” keyword. Cards with the bonded keyword are linked to another player card. They have no level and therefore are not available as options when building your deck. Instead, the card to which they are bonded (which is listed in parentheses next to this keyword) summons the bonded card into the game.

If your deck contains a card that summons one or more bonded cards, those bonded cards should be set aside at the start of each game.

For example: Soothing Melody reads: “Bonded (Hallowed Mirror).” This means it is bonded to the card Hallowed Mirror. Soothing Melody has no level and is therefore not available as an option to include when building your deck. However, Hallowed Mirror summons 3 copies of Soothing Melody. Therefore, a player with Hallowed Mirror in their deck should set aside 3 copies of Soothing Melody at the start of each game. These cards are not part of that investigator’s deck, and do not count toward their deck size.



Multi-Class Cards

Some of the player cards in this expansion belong to more than one class—Guardian (♁), Seeker (🔍), Rogue (🎭), Mystic (🔮), or Survivor (🦋).



These cards can be identified by their gold color and by the presence of multiple class icons instead of one. A multi-class card is a card of each of those classes, and is not a neutral card. A multi-class card can be included in an investigator’s deck if that investigator has access to either of that card’s classes.



For example: Scroll of Secrets is a level 0 multi-class card that bears both a Seeker and a Mystic class icon. It is therefore a level 0 Seeker card and a level 0 Mystic card. It is not a neutral card. Any investigator who has access to either level 0 Seeker cards or level 0 Mystic cards can include Scroll of Secrets in their deck. For example, Diana Stanley could include Scroll of Secrets in her deck, even though she does not have access to Seeker cards.

🔍 If an investigator has unlimited access to one of the classes on a multi-class card and limited access to one of the other classes on that card, it does not occupy one of the investigator’s limited slots, because it falls into the unlimited category.

Joe's "Hunch Deck"

As a private eye, Joe Diamond has learned to follow his instincts, and therefore he has a separate hunch deck, which is constructed during step 4 of the setup of each scenario. The cards in this hunch deck are chosen from Joe's 40-card deck and therefore count toward his total deck size. With the exception of these setup instructions, all references to Joe's "deck" refer to Joe's standard investigator deck and not his hunch deck. Joe's hunch deck has no discard pile; cards from your hunch deck are discarded to your standard discard pile when played.

"Exile"

Some player cards must be exiled when they are used. When a card is exiled, it is removed from the game and returned to the collection. During campaign play, a card that has been exiled must be purchased again with experience points (between scenarios) before an investigator can re-include it in their deck. If exiling one or more cards would reduce an investigator's deck below their deck size, when purchasing cards between scenarios, they must purchase cards so that a legal deck size is maintained (when purchasing cards in this manner, they may purchase level-0 cards for 0 experience cost until a legal deck size is reached).





Credits

Expansion Design and Development: MJ Newman

Producer: Molly Glover

Proofreading: Jeremiah J. Shaw

Game Rules Specialist: Alex Werner

Game Design Manager: Colin Phelps

Expansion Graphic Design: Ryann Collins, Christopher Hosch, and Joseph D. Olson

Graphic Design Manager: Mercedes Opheim

Cover Art: Mauro Dal Bo

Art Direction: Steve Hamilton, Taylor Ingvarsson, Jeff Lee Johnson, and Kate Swazee

Managing Art Director: Tony Bradt

Arkham Horror Story Review: Kara Centell-Dunk, Josiah "Duke" Harrist, and Philip D. Henry

Creative Director of Story and Setting: Katrina Ostrander

Quality Assurance Specialist: Zach Tewalthomas

Production Management: Justin Anger and Austin Litzler

Visual Creative Director: Brian Schomburg

Director of Studio Operations: John Franz-Wichlacz

Product Strategy Director: Jim Cartwright

Executive Game Designer: Nate French

Head of Studio: Chris Gerber

Playtesters

David Attali, Cady Bielecki, Joe Bielecki, Michael Boggs, Robert Brantseg, Crystal Chang, Rhylie Colby, Stephen Coleman, Guillaume Couteau, Alex Davy, Andrea Dell'Agnese, Alex DeNagy, Luke Eddy, Justin Engelking, Julia Faeta, B.D. Flory, J  r  my Fouques, Jeremy Fredin, Nate French, Dave Galey, Ken Grazier, Tory Helgeson, Jason Horner, Julien Horner, Jed Humphries, Neil Kimball, Skyler Latshaw, Tim Latshaw, Gr  goire Lefebvre, Brian Lewis, Jamie Lewis, Jill McTavish, Eric Meyers, Nicole Meyers, Todd Michlitsch, Annete Nepomuceno, Andrew Nguyen, Josh Parrish, Mike Reuvers, Chad Reverman, Scarlett Reverman, Ian Rickett, Rebecca Scarlett, Vincent Schwartz, Shelley Shaw, Alexander Skeggs, Preston Stone, Aaron Strunk, Michael Strunk, Jake Tighe, Regine Mualla Tighe, Zachary Varberg, Zeke Waletzky, Michael B. Woods, Jeremy Zwirn

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UK

Asmodee United Kingdom
Unit 6 Waterbrook Road
Alton Hampshire, GU34 2UD,
United Kingdom

EU

Asmodee Nordics
V  lscholen 1
2650 CL Helmond,
Denemark

Asmodee The Netherlands
Vossenbeemd 51
5705 CL Helmond,
The Netherlands



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