

ARKHAM HORROR

THE CARD GAME

*These are **optional rules** designed to challenge experienced players of *Arkham Horror: The Card Game*. When you set up a game, you may choose to implement any or all of these challenges. The Echoes of Lita Chantler rules can only be applied when playing The Gathering scenario.

Designer Dares

Money is Power (Solo/Multiplayer) – All enemies with hunter gain “Prey – Investigator with most resources” instead of their normal prey.

Through the Darkness... (Solo/Multiplayer) – Play *Arkham Horror: The Card Game* with only enough lights to see the cards (candles are encouraged, as long as you don't burn your house down...). All other lights must be turned off.

Blasphemous Technology (Solo/Multiplayer) – If someone is caught looking at their phone while playing *Arkham Horror: The Card Game*, their investigator takes one horror.

Prayer of the Doomed (Solo/Multiplayer) – For this dare, investigators will need a writing utensil and something to write on (Phil Henry suggests “...a suitably impressive journal.”). Investigators, as a group, must record the six promises below on their writing surface. If an auto-fail token is revealed from the chaos bag (even if canceled or ignored), the investigator who revealed the token must choose one of the uncrossed promises and initial next to it. At the end of this investigator's next turn, cross this promise off the list. If the investigator breaks this promise before it is crossed off, each investigator must treat the elder sign as if it were the auto-fail for the remainder of the game.

- ☉ I will not commit cards to skill tests.
- ☉ I will not play cards from my hand.
- ☉ I will not draw cards from my deck (You may choose to ignore the draw card step of the upkeep phase).
- ☉ I will not gain resources (You may choose to ignore the gain resources step of the upkeep phase).
- ☉ I will not enter a location with another investigator and I will not leave a location if an enemy is at my location.
- ☉ I will not take a move action more than once per round.

The Waving Banner (Multiplayer) – All investigators must be the same class.

Hoodwinked (Multiplayer) – During each investigator's turn, they must keep their eyes closed. Other investigators may touch that investigator's cards and assist them.

Dreaming Another's Dream (Multiplayer) – At the end of every round, each investigator must pass each non-signature and non-weakness card in their hand to the investigator on their left.

Rock, Paper, Fate (Multiplayer) – During a fight action (once per round), the performing investigator may challenge another player to a game of “Rock, Paper, Scissors.” If the performing investigator wins, they deal an additional damage to the attacked enemy. If the performing investigator loses, they take one damage. While playing “Rock, Paper, Scissors”, participants cannot speak or plan their moves in any way.

The Echoes of Lita Chantler (The Gathering Nightmare Mode)

Nightmare Mode is an optional game mode designed to increase the difficulty of an existing scenario. To play this mode, you will need one copy of *Arkham Horror: The Card Game* core set as well as one investigator deck per player.

The Story: As your once comforting home warps into something more sinister and unfathomable, a barrier stands in the way of your exit. Once you finally figure out how to break the magic seal that blocks off your parlor, you are greeted with an empty room and an odious Ghoul Priest. You feel as though something is missing, but this is no time to reflect. Every now and again as you fight off the monstrous figure, you feel a chill run through your veins.

Difficulty: The investigators must play The Gathering (or Return to The Gathering) scenario in Standalone Mode on Hard/Expert difficulty. Use the Standalone Mode rules on page 19 of the Rules Reference to create your investigator deck(s).

Each designer challenge for *Arkham Horror: The Card Game* uses the system of Ultimatums. Each Ultimatum introduces a new rule or restriction that can either alter the way decks are built or the way the game is played. This scenario is played using the following Ultimatums:

Ultimatum of the Zealot: When instructed by Act 2b to put Lita Chantler into play, keep her set-aside, out of play. Lita Chantler gains “**Forced** – If this card is in your play area at the end of your turn: Set Lita Chantler aside, out of play.”

Ultimatum of the Return: All acts and agendas gain the following effects: “**Forced** – When an investigator draws a , , or  token while resolving a skill test, search all in and out of play areas for the Lita Chantler story asset and put her into your play area under your control.”

Ultimatum of No Escape: Treat the revealed side of the Parlor location's text box as if it were blank (except for **Traits**).

Investigators must choose an additional Ultimatum from the choices below.

Ultimatum of Bright Eyes: Investigators must play with level 0 decks.

Ultimatum of Hauntings: When Lita Chantler enters your play area, take one horror or one damage.

Ultimatum of the Priesthood: Ghoul Priest gains the massive keyword.

