

ARKHAM HORROR

THE CARD GAME

FIRST GAME SETUP

-  Choose investigators.
Each player chooses 1 investigator.
For a first game, 1–2 players is recommended.
-  Take the matching starter deck,
place the investigator card in play,
and shuffle the deck.
-  Choose 1 lead investigator.
-  Build the token pool:
damage, horror, clue/doom, resource,
and connector tokens within reach.
-  Assemble the chaos bag using
the scenario or campaign instructions.
-  Each investigator takes 5 resources.
-  Each investigator draws 5 cards.
If a weakness is drawn during setup,
set it aside and draw a replacement.
-  Each player may mulligan any number
of cards once, then shuffle all set-aside
cards and weaknesses back into the deck.
-  Read the scenario introduction
and follow the scenario setup instructions.

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SCENARIO DECK & SETUP OVERVIEW

-  Gather the scenario cards and
required encounter sets listed
by the campaign guide.
-  Place locations and set aside
any required cards.
-  Build the encounter deck by shuffling
the listed encounter sets together
after removing set-aside cards.
-  Assemble the agenda deck
in order with agenda 1a on top.
-  Assemble the act deck
in order with act 1a on top.
-  Place the scenario reference card
next to the agenda deck.
-  Put investigators at
the starting location.
-  Resolve any “When the game begins”
abilities.

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SCENARIO REFERENCE & LOCATIONS

-  Place the scenario reference card next
to the agenda deck.
-  Place location cards as instructed
by the campaign guide.
-  Locations usually enter play unrevealed
unless setup says otherwise.
-  When an investigator enters an unrevealed
location for the first time, reveal it.
-  When a location is revealed, place clues on it
as instructed by the card or scenario setup.
-  If investigators begin play at a location,
that location may be revealed during setup.
-  Place investigator mini-cards or
investigator tokens at the starting location.



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TABLE LAYOUT & PLAY AREAS



- Mini-cards or investigator tokens belong at the investigator's current location.
- An investigator's play area includes the investigator card and cards they control.
- Enemies, treacheries, and similar cards engaged with an investigator sit in that investigator's threat area.

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