Gates of Arkham Extension

Components

- 1 Gates of Arkham Entrance Card
- 33 Adventure Cards
- 8 Event Cards
- 30 Mythic Cards
- 3 Apprentice One Card
- 3 Apprentice Two Card
- 6 Common One Cards
- 8 Common Two Cards
- 3 Rare One Cards
- 6 Rare Two Cards
- 14 Event Tokens

Expansion Overview

When playing the Streets of Arkham game mode, use the Gates of Arkham cards in this expansion. To start, use 3 gates, 5 monsters, and 5 other worlds.

Using This Expansion

This section describes how to incorporate the Gates of Arkham components into the Arkham Horror: The Card Game Arkham game mode.

Prior to playing your first game, combine the following new sets of Arkham components with their respective components found in the base game:

- Adventure cards
- Investigator cards
- Other World cards
- Common beans, Unique bean, Spell, and silky cards

Street(s) of Arkham Game Mode

Gates of Arkham also provides an entirely new gaming setting in which to enjoy Elder Sign: The Mansion at Crimson Point. The Streets of Arkham game mode takes place on the Other World cards in the game, and should be played after you can place the game mode.

Gates of Arkham Expansion Icon

Each component in this expansion is marked with the Gates of Arkham Expansion Icon to distinguish these components from the base game components.

Restriction Icon

Determine the exact count of Gates of Arkham components in the expansion are available at any given time. The Gates of Arkham Expansion Icon is on card components on that card refers to the Streets of Arkham card.

If an Arkham Adventure card is at the end of the doom track, it may resolve the card's ability. If a game effect refers to "it enters", it refers to the Streets of Arkham card instead. For example, if an investigator must move to "the entrance", he moves to the Streets of Arkham card.

Arkham Adventures

The Adventure cards provided in this expansion are referred to as Arkham Adventures cards. Cards that require a new setup to play are marked with an Arkham Adventure card icon. These cards are determined using location icons.

The Black Tome

Is there anyone left to save us?

...pouring forth into our shattered city. And fled in horror from the abominations with terrors beyond imagining. Too many streets of Arkham have become overrun possessed the museum has escaped and the...
Example of a Resolution with an Adventure

**Entry Effects**

If an investigator chooses to take the entry effect, he immediately places it at the beginning of the scenario. When a player draws a Skill card, he immediately resolves the entry effect.

- **Unseen Forces**
  - If an investigator gains a membership, primarily by visiting either the Hibb’s Foundation or Silver White Lodge locations, he is counted as a member of that organization. He gains a membership reward.
  - Memberships are gained by investigating the location and completing a membership task.

**Membership Rewards**

- **Gain a Membership**
  - After fulfilling all the requirements of the membership task, the investigator gains a membership reward.
  - Membership rewards are displayed on the investigator’s membership card and are categorized as either a **new membership** or **new reward**.

**Membership Notes**

- **New Membership**
  - If the investigator successfully completes a membership task, he immediately resolves its entry effect. He receives that reward in addition to any other rewards shown.

**New Rewards & Penalties**

- **New Reward**
  - There are some new rewards that appear on Adventure and Other World cards. When receiving rewards or suffering penalties, the current player resolves the following effects in the specified order:
    1. Manhattan District: Adds one doom token to the doom track.
    2. Heaven's Door: Adds one doom token to the doom track.
    3. Earth's Gutter: Adds one doom token to the doom track.

- **New Penalty**
  - Several new penalties and rewards are divided into two groups by a diagonal line. When receiving rewards or suffering penalties, the current player resolves the group of rewards or penalties in reverse order.

**Split Rewards and Penalties**

- **Split Reward**
  - If an investigator fails an adventure with an entry effect, he immediately receives any rewards shown on the card. He also receives one doom token for his membership reward.

**New Task Symbols**

- **Gate**
  - When a player draws a card with an entry effect, he must resolve the entry effect again. However, if a different investigator resolves it a second time, he does not receive the rewards shown on the card.

**New Task Symbols**

- **Gate**
  - A gate opens if an investigator successfully resolves an Other World card. In addition, a player may turn a die showing a gate icon to an open gate symbol. When playing with the Unseen Forces expansion, this symbol also allows the current player to draw an additional Mythos card.

- **Lost Common Item**
  - If an investigator fails an adventure with an entry effect, he forfeits any common items gained during the scenario. He must discard any common items from his hand, and does not receive additional Mythos cards.

**New Ancient Ones**

- **Yibb-Toll**
  - Yibb-Toll is one of the most dangerous Ancient Ones. He opens the way between worlds and beings in the lesser cosmic schema. He is the first born of Cthulhu, with an appearance devoured.

- **Ghatanothoa**
  - Ghatanothoa attacks, each attack inflicts a split penalty. When Ghatanothoa attacks, each attack inflicts a split penalty. He is the first born of Cthulhu, with an appearance...