Arkham Horror 2nd Edition
Core Set, Revised Printing

Setup (pp. 5)

References in red are to the official core set rule book.

Note on the session reference sheet:
- **Number of characters**
- **Monster spawn rate (1 or 2): p. 10**
- **Max # of monsters in play = # characters + 3 (p. 18)**
- **Max # of monsters in Outskirts (p. 18)**
- **Max # of open Gates (p. 20)**
- **Absolute max # of monsters in play (p. 20)**

- **Prep board, decks and tokens.**
  - **Small cards (Investigator Decks): Common Items, Unique Items, Skills, Spells, Ally, Special**
  - **Large cards (Ancient One Decks): Location, Gate, Mythos**
    - **Further separate Location Deck into 9 Neighborhood Decks of 7 cards each. Each Neighborhood has a different color on the back of the card.**
- **Zero out *Terror Track*.**
- **Place one Clue token on each Location with a red diamond.**
- **Select *First Player*.**
- **Players select characters.**
- **Reveal the Ancient One. (Azathoth is easiest, for new groups. Yig makes for a shorter game. Cthulhu is the hardest.)**
  - **Resolve any actions in the Ancient One's ability section that take place at the start of the game.**
  - **Note any effects on the session reference sheet.**
- **Characters receive *Fixed Possessions*.**
  - **Cycle through characters, pulling Fixed Possessions for each from the appropriate Investigator Deck.**
  - **Shuffle all Investigator Decks.**
- **Characters receive *Random Possessions*. Cycle through characters.**
- **Finalize characters:**
  - **Sanity tokens per character sheet**
  - **Stamina tokens per character sheet**
  - **3 Skill sliders to each character**
  - **Players set starting Skill levels using the stops (p. 6)**
- **Create monster cup.**
  - **If Ancient One is NOT Nyarlathotep, do not use the five Mask monsters (marked "Mask" on combat side of marker).**
- **Create Gate cup.**
- **Place character markers on board per *Home Area* on the character sheet.**
- **Draw and resolve a card from the Mythos Deck.**

- **If the drawn card is a Rumor, return to the bottom of the deck and draw again. Repeat until a card is drawn that is not a rumor.**
- **Resolve the card per pp. 9-14.**