



DEAD OF NIGHT

Kate Winthrop pulled the collar of her long coat tight against her neck to ward off the creeping chill of a damp autumn night. With a squeal of tires, a long black car raced by, pursued closely by a police wagon. Kate pressed herself up against the iron railing of the bridge over the Miskatonic to keep clear of the chaos.

She'd read in the papers about the recent upsurge in violent crime and felt the increasing tension all around the city. As the nights grew longer, she noticed a deeper darkness lurking in the shadows around Arkham, and the instruments in her research lab at the university were responding to some influence that she couldn't observe.

Something was coming.

Overview

In *Dead of Night*, investigators explore the facets of Arkham best left unseen in the light of day. Organized crime builds a strong foothold in the city, secret cults labor for a dark master, an alien moon hangs overhead, and unknowable horrors stalk the night. This expansion includes two all-new scenarios, new encounters for every location in Arkham, new monsters and anomalies, and four new investigators to face these fresh horrors, armed with new spells, items and allies.

Expansion Icon



Each card in this expansion is marked with the *Dead of Night* expansion icon to distinguish it from cards in the base game and other *Arkham Horror* products.

Components

2 Scenario Sheets	4 Spell Cards
4 Investigator Sheets	28 Special Cards
7 Headline Cards	12 Starting Cards
20 Archive Cards	6 WANTED Condition Cards
12 Anomaly Cards	22 Monster Cards
48 Event Cards	Monster Deck Holder
72 Encounter Cards	4 Investigator Tokens (with plastic stands)
4 Ally Cards	8 "3 Clue/Doom" Tokens
4 Item Cards	7 "1 Clue/Doom" Tokens

Using this Expansion

Some components in this expansion interact with other elements from this expansion (conditions or special cards, for example). For this reason, unless otherwise instructed, use all *Dead of Night* content while playing with this expansion.

- Encounters, headlines, allies, items, and spells are shuffled into their respective decks.
- Archive, special, starting, condition, and monster cards are sorted into their respective decks (alphabetically, numerically, or by character).
- The new anomaly and event decks are separated for use as instructed in each scenario. **Be sure not to mix the event cards into the encounter decks.**
- New investigators can be freely mixed with those from the base game.
- New scenarios use some monsters and codex cards from the base game, as well as this expansion.

While playing, place the monster deck into the deck holder, ready side up. See the assembly diagram on the back of this sheet. As normal, draw from the bottom of the deck, and discard to the top.

Rules Clarifications

Wanted

The new WANTED condition, like other condition cards, is double-sided. Do not look at the back of the card until instructed to do so by a game effect.

Elite Monsters

When a monster gains the elite X ability from more than one game effect, the effect is cumulative.

For example: A Morphic Terror monster with 4 Health has “elite 1” printed in its textbox, and a card in the codex also gives it “elite 1.” The monster has 4 Health plus 2 Health per Investigator.

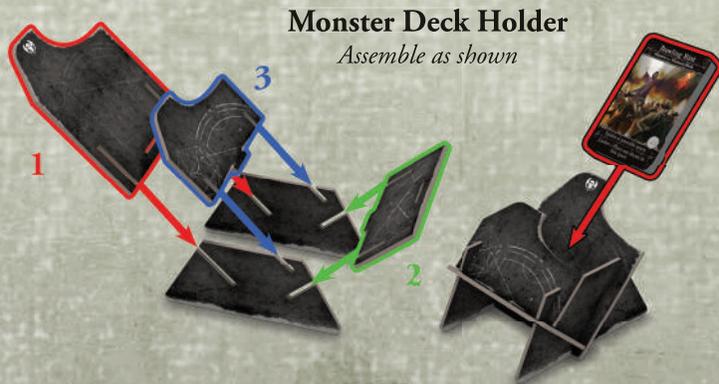
Removing Map Tiles

Some effects can remove map tiles from the game. When a neighborhood tile is removed from the game, also remove all matching encounter cards, including those in the event deck. Search the event discard and the event deck for all cards matching that neighborhood and remove those cards from the game. Shuffle the event deck, but do not shuffle the event discard into the deck or change the order of the event discard.

Modifying the Mythos Cup

When instructed to remove a mythos token from the game, select a token of the appropriate type from those still in the cup, if able. Otherwise, select a token of the appropriate type from those that have been drawn from the cup, but not yet returned to it.

When adding a token, add it directly to the mythos cup.



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