

WOLFGANG HÖHLBEIN DER HEXER VON SALEM

For 2-4 players aged 12 and above

Object of the Game

America, early 20th century: the "Great Old Ones", horrible demons from another plane, are the ancient inhabitants of a dark world wrapped in darkness. Once these demons were kept under control of the even more powerful. Now one of them is gathering its forces, but is temporarily still confined in his magical prison, a pyramid built in deep sea water in the city of R'lyeh.

The servants of evil have already opened magic portals in different places of the city of Arkham, to allow the devil access to our world. But Robert Craven, a powerful witch of Salem, is gathering a group of brave scholars of the occult for their help in its fight against evil. The players, will first have to discover, with the help of magical glasses, the locations of open portals, and then close them using powerful magic seals. At the same time they must be careful to not inadvertently open new portals! At the moment we do not know the identity of the "Great Old One" imprisoned in R'lyeh, nor which weapons are needed to stop this demon. The "Necronomicon", an ancient book of black magic and demonology, will help them to succeed. For the heroes had an appalling start, their minds on the verge of madness. They must oppose hordes of terrifying creatures including hideous shadows of another "Great Old One", led by the evil magician Necron, nemesis of Robert Craven. Will our heroes succeed in defeating the evil before the demon arrives to Arkham from the interdimensional abyss?

The players must work together to find and close all the portals that lead to the parallel dimension, before Necron become too powerful and able to open a dimensional gate. To win you must also use the magic items suitable to hold the prisoner "Great Old One" on R'lyeh. If the players fail to complete these operations at the right time, all participants will lose the game.

Game contents

- 1 Brief History
- 1 Bag
- 1 Game board



4 Player figures



1 Witch figure



1 Necron marker

1 Loss die



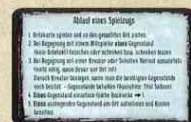
26 Creature cards



6 'Great Old Ones' cards



12 Event cards



- 4 Player aids



1 Overview of 'Great Old Ones'



1 Start player card



32 Minor location cards
(4 sets in player colors each with 8 cards)



4 Player boards

34 Item markers:



4 Sanity markers

7 x Necronomicon
7 x Magical Glasses
7 x Elixir of Nuss
7 x Dagger

6 Artifacts
(2 each in 3 different colors)

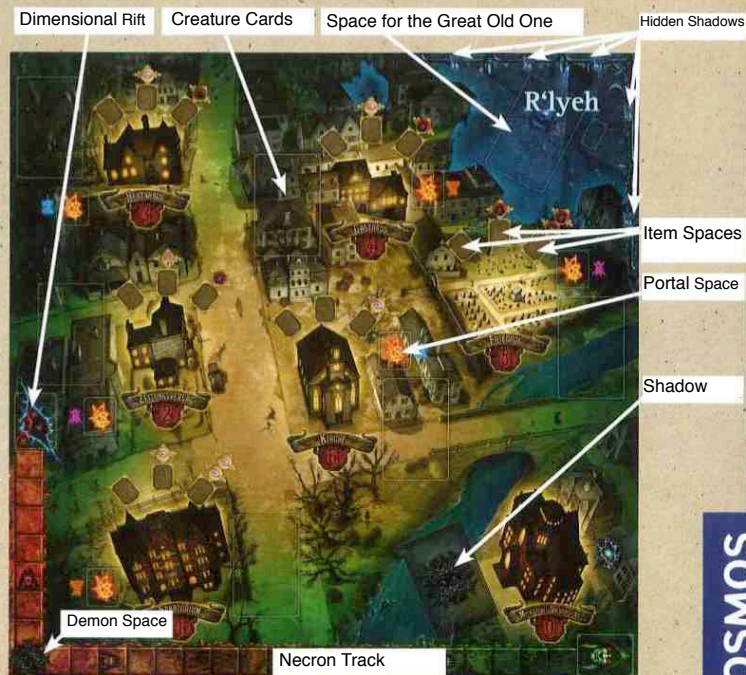
8 Portal tiles:



4 x Wall

4 x Portal

Note: 2 sets or 8 portal tiles are included as replacements



Dimensional Rift

Creature Cards

Space for the Great Old One

Hidden Shadows

R'lyeh

Item Spaces

Portal Space

Shadow

Demon Space

Necron Track

KOSMOS

Setup

- Before playing the first game, carefully punch out all the tiles. Only one set of 8 portal tiles are needed for the game. The two extra are provided as replacements.
- The board pictures the city of Arkham with seven locations (0 – 6), the underwater prison in R'lyeh, and the track on which Necrons strength is tracked.
- The 6 'Great Old One' cards are shuffled. 5 cards are placed face down on the spaces around R'lyeh. The card on space 1 is flipped face up. The sixth card is placed face down on the R'lyeh space on the board. This is the 'Great Old One' that the players must stop.
- The 'Great Old One' summary card is placed next to the board.
- Choose a player to go first. The creature cards are shuffled and placed next to the start player. The start player card is placed next to the starting player with the side corresponding to the number of players face up. In a three player game, the side with 1 creature card pictured is placed face up.
- The 12 event cards are shuffled and 4 are removed and placed face down off to the side. These cards are not used initially. The stack of 8 remaining event cards are placed face down next to the player to the right of the starting player
- Every player takes the playing pieces of their color (pawn, 8 location cards, 1 overview card, and player board). Each player also takes a sanity marker to mark their current sanity.
- The player board is placed in front of each player with the sanity marker on space 6.
- The player pawns are placed at Miskatonic University.
- The witch figure is also placed at Miskatonic University, on the '0'.
- The Necron marker is placed at the beginning of the necron track; the large space at the lower right of the board.
- The die is placed next to the board.
- The 8 portal tiles are mixed face down. Six are placed, one on each location numbered 1 through 6 on the board. The remaining two portal tiles are returned, unseen, to the box. In each game there will be between 2 and 4 open portals.
- All the item tokens are placed in the bag. Each player draws one item from the bag and places it on his player mat. Minor items are placed on one of the three minor item spots. An artifact is placed on the single artifact space on the player mat.
- For each location on the board, draw three items from the bag and place them from left to right on the three item spaces next to the location. After all locations have had items drawn, place the bag next to the board.

Game Overview

The players are helping the witch of Salem. Their goal is to stop the 'Great Old One' in R'lyeh. To this end they must close all the portals in town with the appropriate artifact. The portal at Miskatonic University can only be closed when the 'Great Old One' in R'lyeh has been banned. The players only have so much time since Necrons power is growing uncontrollably. As soon as the necron marker reaches the last space on the necron track (the dimensional rift), the game is over and the players have lost. The players also lose if the necron marker reaches the demon space (in the lower right corner of the board) before the 'Great Old One' in R'lyeh is revealed.

Steps in a Game Round

A. Flip new creature(s)

- At the beginning of each round, the starting player turns over either one or two creature cards.
 - In a game with two players, one card
 - In a game with four players, two cards
 - In a game with three players, alternate between one and two cards, starting with one card
- Each creature has two cards in the creature deck. There are also two special cards, the Necron and Robert Craven.

- After revealing a card, there are two possibilities
 - A creature card with the same picture is not already present on the board. In this case, the creature is placed on the board at the first empty location clockwise from the witch. The first creature drawn will be placed on the Sanatorium. Necron and Robert Craven are never placed on the board. **Important:** if all 6 locations already have a creature, the new card is placed in the discard pile without effect. Miskatonic University never gets a creature card.
 - A creature card with the same picture is already at a location on the board. In this case the creature activates. The players suffer the effects listed at the bottom of the creature card. Different creatures cause different losses.



Example 1: The Zombie (Untote) is revealed. The other card with the same picture is already on the board. The Necron marker moves three spaces toward the dimensional rift.



Example 2: Deep One (Tiefes Wesen). The players must collectively discard two magic glasses items.



Example 3: Lava worm (Lavaworm). The players must collectively discard 4 minor items (not artifacts). The discarded items can be of any combination.

- If the players must discard items, they can decide how many each player will give up. Discarded items are placed next to the board.



- On some cards, a red arrow is shown above the items the players must discard. In this case, if the players cannot completely meet the requirements of the card, they must discard all available items of the required type and move the



Necron marker towards the dimensional rift to the next spot depicting Necron. The players may not choose to move the Necron marker and keep their items.

- If a creature is activated, the creature card that was drawn is placed in the discard pile. The creature on the board remains there.

Special creature cards



Necron: The Necron marker is advanced one space toward the dimensional rift for each creature on the board. If a 'Great Old One' is present at Miskatonic University, then the Necron marker is moved an additional two spaces. Then the Necron card and all creature discards are shuffled back into the creature deck.



Robert Craven: The witch figure and all player figures are placed on Miskatonic University. The players retrieve all of their played location cards and return them to their hands. If there is a 'Great Old One' at Miskatonic University, they do not need to suffer any losses. Finally, the Robert Craven card is discarded and a new creature card is drawn.

B. Player Actions

Starting with the first player and proceeding clockwise, each player performs the following actions in order.

1. Play location card and move

- Selects one of your location cards and lay it face up in front of yourself. Then places your playing figure at the location indicated on the card.

- If the you play the secret passage location (Geheimgang) then you may move to any location. You may not however, remain at the same location. In addition, you must lose 1 sanity when playing the secret passage. The secret passage is the only way to get to R'lyeh to banish the 'Great Old One'.
- When playing the Miskatonic University location, retrieve all previously played location cards. Next turn, you must play a new location card as usual.

2. Trade with another player

- If there are other players at your new location, you may trade one minor item with one of them.
- Instead of trading, you can give or receive one item from another player at the same location.
- If multiple players are at the same location, you may only trade with one of them.
- **Note:** Artifacts may never be traded or given away.

3. Encounter a Creature or Shadow

- If there is a creature at your new location (or a shadow at the University), then you must roll the die to see what you lose.



Lose a minor item. You must lose the item depicted on the die if you have one. If you do not have any, then there is no further penalty. If you have more than one, you just lose one.



Lose a sanity. If this reduces your sanity to 0, you are out of the game.



Move Necron one space toward the dimensional rift.

- If you move to the location with the witch, you do not need to roll the die for the creature (or shadow at the University).
- After suffering any losses caused by the creature, you may attempt to defeat the creature. You may defeat the creature even if you did not suffer any losses because the witch is in your location. To defeat a creature, you must have the two (or three for a shadow) items listed at the top of the creature card in your possession. You do not need to discard the items to defeat the creature. (Exception "Thul Saduun" - this powerful creature requires you to discard an artifact in order to defeat it.)
- Defeated creatures are placed in the creature discard pile. Defeated shadows are returned to the box.

4. Use one item

- The player may use one item. After using the item, it is discarded near the edge of the board.



Magical glasses: You may look at the face down portal tile at the location your figure is in. After looking at it, return it face down to the board. Now you know if there is a portal or not at this location. **Important:** you may not tell your fellow players what was on the portal tile. You may not perform this action at Miskatonic University since there is no portal tile there, instead there is an open portal that is visible at the beginning of the game.



Necronomicon: You may reveal the next 'Great Old One' (around R'lyeh) card. Since the card on spot 1 is revealed at the start of the game, the first time this action is taken, the card on spot 2 is revealed, then the one on 3, and so on. Finally the card on R'lyeh itself is revealed.



Elixir of Nus: You recover one sanity. If you are in the location with the witch, you recover 2 sanity instead. Your sanity may never go above 6 however.



Dagger of the N'gaa: If you are in a location with the witch, you may defeat the creature at that location. You may also defeat the shadow at the University in this way.



Artifacts: If you have the artifact pictured next to the portal tile, you may place the artifact on the portal tile to indicate that it has been closed.

Warning: If at the end of the game, you discover that an artifact was placed on a wall, the players lose. The portal at Miskatonic University may be closed with any artifact, but only after the 'Great Old One' in R'lyeh is revealed. Any artifact may also be used to defeat the 'Thul Saduun' creature. When used in this way, the artifact is discarded near the edge of the board.

5. Pay for and receive one item at your location

- At the **end** of your turn, you may take **one** of the items at your location and add it to your player mat. If you already have three minor items or an artifact, you may discard one to make space.
- After taking an item, you must pay the price for that item if there are one or two symbols above the space the item occupied. Depending on where the item was located you must:



Move the Necron marker one or two spaces toward the dimensional rift



Reduce your sanity by one or two



Reveal and resolve the top creature card



Reveal and resolve the top event card

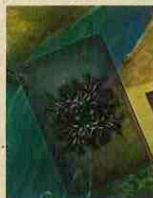
- You are not required to take an item.
- If you take an item, it may not be used until next round.
- If the last item from a location is taken, draw three more items from the bag and place them from left to right on the item spots at the location.
- If there are no more items in the bag, gather up the discarded and used items near the game board and return them to the bag.

C. Draw an Event Card

- After all players have taken their player actions, the last player draws and reveals the top event card.
- Move the witch figure along the locations a number of spots equal to the number on the event card. From the location 6 (the church - 'Kirche'), the witch moves to location 0 (Miskatonic University). The witch's special abilities help players at the same location. The witch's special abilities are:
 - Ability to defeat a creature with the dagger of N'Gaa
 - Recover 2 sanity when using the elixir of Nus
 - Do not need to roll the die when moving to a location with a creature
- Then follow the instruction given on the event card.
- If the event deck is exhausted, shuffle **all** 12 event cards together, remove 4, and place the remaining 8 next to the last player for next round.

The starting player begins the next round by drawing one or two creature cards.
The starting player never changes.

Shadows of the 'Great Old One'



- There are six different 'Great Old Ones' in the game. The five that are placed around R'lyeh at the beginning of the game can only appear at Miskatonic University as shadows through event cards. When you go to Miskatonic University, if there is a shadow there, you must roll the die and suffer the indicated loss. The shadow may be defeated by possessing the three items indicated at the top of the 'Great Old One' card (the items do not need to be discarded). As long as the shadow is in play at Miskatonic University, the text on the card is in effect.

- If, due to an event, a new shadow is placed in the University, the current shadow is removed and returned to the box. If there are no 'Great Old One' cards around R'lyeh, then nothing happens.



- You must reveal all 'Great Old One' cards before Necron reaches the demon field in the corner of the board. If you do not, the game is lost.

R'lyeh

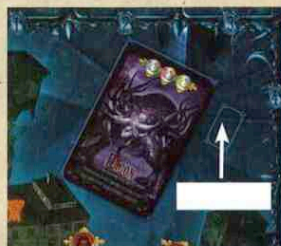
- As soon as the card in R'lyeh is revealed, you know which 'Great Old One' must be banished. As long as this card is face up (and the 'Great Old One' is not currently being banished) the text on the card is in effect.

- In order to win, one player must travel to R'lyeh and banish the 'Great Old One' there. Until the 'Great Old One' is banished, the gate at Miskatonic University may not be closed.

- In order to travel to R'lyeh, you must play the secret passage card (remember to lose a sanity), and possess the required items listed on the 'Great Old One' card. Note: for Cthulhu three identical items are required, while for Dagon any three different items are required.

The power of the 'Great Old One' is now nullified for the time being. You do not need to roll the die when traveling to R'lyeh. From now on, on your player turn, you lose one sanity. If you are reduced to zero sanity, you are out of the game, and a different player must travel to R'lyeh to banish the 'Great Old One'.

- If you are working on banishing the 'Great Old One' you no longer take a player turn. You are also not affected by creature activations or event cards.
- The 'Great Old One' player aid indicates what items are required to banish each of the 'Great Old Ones'.



Sanity Drops to 0



If your sanity ever drops to 0, then you have been driven insane and are out of the game. Your equipment is discarded.

Ending the Game

There are several ways to lose the game, but only one way to win.

The game is lost if:

- Necron reaches the demon space on the track before 'Great Old One' in R'lyeh is revealed.
- Necron reaches the dimension rift at the end of the track
- When all but one player has been eliminated by being reduced to 0 sanity – you cannot close the portal at Miskatonic University by yourself (one player must be banishing the 'Great Old One')

The game is won as soon as the 'Great Old One' is banished and all portals are closed. This assumes, you did not accidentally open a portal by placing an artifact at a location with a wall. After the portal at Miskatonic University has been closed, reveal all the portal tiles and verify that every portal has been closed with the appropriate artifact and that no artifacts were placed where there is not a portal. If all the portals are closed and no new ones have been opened, you have one, otherwise you have lost.

Score

If desired, your overall success can be calculated. Count the number of spaces remaining on the Necron track. Add the total number of items (minor and artifact) and sanity each player possesses. The result is your score.

Higher Difficulties

In order to raise the difficulty for experienced players some or all of the following can be used:

- Players start with only 5 or 4 sanity
- Start Necron 3 spaces along the track
- Remove one pair of creatures from the creature deck

Playing Cooperatively

At the beginning of each round, it may be useful to discuss strategy. Just remember that you are not allowed to discuss what you have seen on portal tiles. However if the group decides to go for banishing the 'Great Old One' and closing the portal at Miskatonic University, you are allowed to say that there are still portals open in Arkham. Similarly, you are allowed to say that you do not know of any more open portals in Arkham.

Selected Creature Cards

- Blutziger: Every player loses two sanity.
- Hexe (2 different pictures): All portal tiles which do not have an artifact on them must be shuffled and redistributed on the board.
- Thul Sadrut: All players must roll the die twice and suffer the indicated losses.
- Necron: Necron moves one space for each creature on the board and two additional spaces if there is a 'Great Old One' shadow at Miskatonic University. Then shuffle this card and the creature discard pile back into the creature deck.
- Robert Craven: The witch figure and all player figures are moved to Miskatonic University. Players do not need to roll the die if there is a shadow present. All players retrieve played location cards and return them to their hands. Draw another creature card.

'Great Old One' abilities

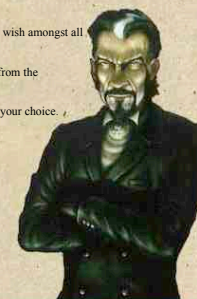
- Cthulhu: When encountering a creature or Cthulhu shadow, you must roll the die twice for losses.
- Dagon: When placing new items at a location, the item spot without a cost is left empty.
- Hastur: The special abilities of the witch cannot be used.
- Nyarlathotep: Losses from the die roll are doubled.
- Shub-Niggurath: At the beginning of each round, move the Necron marker one space closer to the dimensional rift.
- Yog-Sothoth: Beneficial event cards have no effect.

Negative event cards

- (Witch moves 1): Place the most recently revealed 'Great Old One' from around R'lyeh as a shadow at Miskatonic University.
- (Witch moves 2): The Necron marker moves two spaces towards the dimensional rift.
- (Witch moves 3): Draw and resolve the top creature card.
- (Witch moves 4): Place the most recently revealed 'Great Old One' from around R'lyeh as a shadow at Miskatonic University.
- (Witch moves 5): Every player loses one sanity.

Positive event cards:

- (Witch moves 0): Nothing happens.
- (Witch moves 1, starts with 'Die Spieler'): Choose a creature card on the board and discard it.
- (Witch moves 1, starts with 'Bis zum nächsten'): Until the next event phase, you do not need to pay any costs for taking items.
- (Witch moves 2): Draw three items from the bag and divide them among the players any way you want.
- (Witch moves 3): Divide 3 sanity in any way you wish amongst all players.
- (Witch moves 4): Move Necron one space away from the dimensional rift.
- (Witch moves 7): Place the witch at a location of your choice.



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