

## BEFORE GAME

Print the cards. Try to align them well for double sided printing.

## SETUP

**Location Encounter Cards:** Shuffle the new location encounter cards into the location/encounter decks for Arkham. There is a new deck just for the jail cell. Shuffle it and place it near the other location encounter decks during set up.

**Mythos Card:** Shuffle the new Mythos card into the Mythos deck.

**Special Cards:** There are many new special cards. Place them all to the side and do not add them to any deck.

## GAMEPLAY NOTES

**Arrested/Jail Cell:** When you are arrested, move your marker to the Jail Cell and encounter it on your next encounter phase. You are no longer delayed. Afterwards, you may leave the Police Station as normal. Deputies may choose to encounter the Jail Cell instead of the Police Station. Monsters sent to the Jail Cell move to the Police Station the next time they move.

**Jail Cell Encounter Cards:** When you draw one, roll a die and use the appropriate encounter.

**Lost in Time and Space:** When you are Lost in Time and Space, you are no longer delayed. Instead, gain back to 1 Sanity or Stamina (as appropriate) and on your Encounter Phase, draw an Otherworld Encounter Card and encounter the bottom encounter on the card.

## SPECIAL CARDS

**Avatar of the Ancient One:** The decks include: Common Items, Unique Items, Skills, Allies, and Spells. If you are playing with expansions, add: Benefits and/or Exhibit Items. You *must* add a counter to the Doom or Terror track when keeping a card; if an effect would cause the Terror level to not rise, for example, then you must add your counters to the Doom Track instead. If, for some reason, you cannot add to the Doom or Terror Track, then ignore the effects of this card. Discarded cards go to the bottom of their respective decks. Don't

forget to remove an unclaimed Ally from the game when you raise the terror level.

**Bad Deal:** Do not roll for this card on the first upkeep after you gain the card.

**Cursed Tome:** *Do* activate this card's upkeep effect on the first upkeep after you gain the card.

**Deputy of Arkham:** There are three new Deputy of Arkham cards. Place them with the original one. When someone becomes

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deputized, they may choose one of the Deputy of Arkham cards still available. If there are no Deputy of Arkham cards still available, then players can no longer become deputized. All deputies have a new power: When encountering the Police Station, you may choose to encounter the Police Station or the Jail Cell.

**Revenge of Retrion:** Do not roll for this card on the first upkeep after you gain the card.

**Thrice Blessed:** Discard any Blessed or Cursed cards you have when you gain

Thrice Blessed. You may not become Blessed while you are Thrice Blessed. Do not roll for Thrice Blessed on the first upkeep after you gain the card.

**Velma:** Do *not* add Velma to the Ally deck. Place her to the side with the special cards. She is not normally available as an Ally except through one new encounter. If an effect (Southside Strangler, raising the terror level, &c) would require you to discard Allies and there are no more and Velma has not been claimed by a played, then remove Velma from the game.

## ADVANCED BEGINNER SUGGESTION

When drawing an encounter in Arkham, if it is a Choices encounter, have a different player read the card and only reveal what your choice are. After you have chosen, then you get to know the effects.

**Example:** The encounter reads: You come across a garage band practicing in the Unnamable. If you flee, move to the streets. If you listen, their unnerving sounds summon a monster; a monster appears. If you try to join in, make a Lore check. If you pass, your music has an eerie quality to it; draw a Spell. If you fail, lose 1 Sanity. If you set fire to the garage, make a Fight check. If you pass, you are arrested; move to the jail cell. If you fail, a monster is summoned.

So, the other player would read to you: *You come across a garage band practicing in the Unnamable. Do you flee, listen, join in, or set fire to the garage?*

Say you respond: *Try to join in.*

The other player would respond: *Make a Lore check.*

You do so, and you pass.

The other player tells you the results: *Your music has an eerie quality to it; draw a Spell.*

And so forth.

## CREDITS

Created by Mike Young using the Strange Eons application

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