

TOMES OF ARKHAM

Introduction

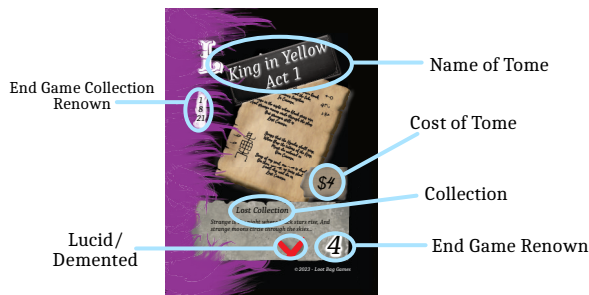
In Tomes of Arkham, players take on the roles of Rare Book dealers and seek to amass the finest Collection of Tomes. The game is divided into rounds where each player chooses an Event, each having a unique ability usable in that Round to help them acquire their Tomes.

When a player gains their 8th Tome final scoring begins.

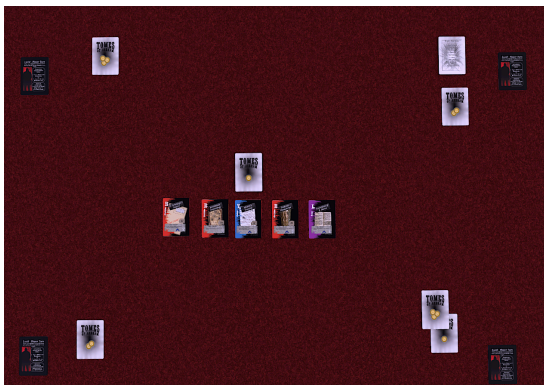
But beware, some of these Tomes are dangerous...

Components

- 42 Tomes \ Resource Cards
- 8 Event Cards
- 4 Player Aids
- 1 Rulebook



Setup

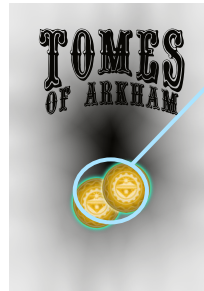


Step 1: Each player takes a **Lucid** player aid.

Step 2: The last person to read a Lovecraft Story (or through a random process) is the first player, and takes the Event Deck keeping them face down nearby.

Step 3: Starting with the first player each player draws Resource cards face down until they have at least \$2.

The Deck is double sided, representing a Tome on one side and a Resource on the other. A card can be either a Tome or a Resource, players cannot look at the reverse side of their Tomes or Resources.



Resources

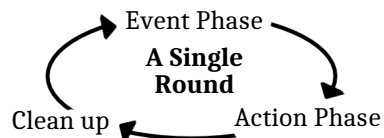
Step 4: The First Player now deals a number of Tomes out in the Sale Area equal to the number of players plus 1.

You are now ready to play Tomes and start your collection!

Event Cards



Playing the Game



Tomes of Arkham is played over a number of Rounds. Each Round begins with Players selecting an Event Card that they will play that Round.

Events are played in their Initiative order from 1 - 8 and each grants a special Action that the player can use this Round.

On a player's turn they can Acquire either Resources or a Tome and have the option of using their Event Action either before or after their Acquire Action.

If the Player is Demented and they choose to use their Event Action then they must also complete the Demented Action.

Once all Events have been played or passed, the Sale area is discarded to the bottom of the deck and a new Round begins. There are three phases in each.

Playing the Game

Event Phase

4-Player Event Phase: The First player takes the Event cards and shuffles them. One is Discarded face up and two face down.

The First player now chooses one Event to keep from the remaining 5 and passes the others to the next player. The next player chooses 1 and passes them on. The final player to select an Event will choose from 2, discarding the final one face down.

3-Player Event Phase: The First player shuffles the eight event cards and discards 1 face down, they then choose 1 to keep and pass the others to the next player. This continues around until all players have chosen **TWO** Events. The last is discarded unseen by the other 2 players.

2-Player Event Phase: The First player shuffles the Event Cards chooses 1 that is discarded face down then chooses 1 to keep. The Events are then passed to their opponent who chooses 1 to discard face down and 1 to keep. This continues until both players have **TWO** Events each.

Remember in a 2 - 3 Player game, each player has **TWO** Event cards.

Acquire Phase

During the Acquire Phase the First Player will call out the Initiative Number and Name of each Event starting with 1 - Henry Armitage.

In a 2 - 3 player game a player cannot use their uncalled Event on their turn.

The player whose Event is called becomes the Active player and must complete their Acquire Action by choosing one of the two available actions.

1 - Acquire the top Resource Card from the Deck (remember to keep it face down).

OR

2 - Acquire a Tome from the Sale Area by discarding the required Resources to the bottom of the Deck. You can only own **one** copy of each Tome.

Any Resources spent over the value of a Tome are lost, in other words, there is no change given.

A player may also use the bonus Resource on their Event card in addition to any Resource Cards to Acquire a Tome.

Event Action

Before or after an Acquire Action a player **MAY** use their Lucid Event Action on their Event Card. If a player has more Demented symbols than Lucid then after they complete their Lucid Action they **MUST** complete their Demented Action.

Note that the Acquire or Event Action must be completed in full before the other Action is taken.

Once a player has completed their Acquire and optional Event Actions they discard their Event card, unless it is the Guard Dog which is kept as a reminder of it's Event ability.



Demented

The First Player then calls the next Event and that player takes their turn.



Lucid

Once all Events have either been passed or played the Acquire Phase ends and Clean-up begins.

Clean-up Phase

Once all Events have been discarded the First player discards any Tomes in the Sale Area to the bottom of the deck.

The Event cards are gathered and shuffled and the next round begins with new Tomes being dealt.

This continues until one of the End Game Triggers occurs.

End Game Triggers

- When a player acquires their 8th Tome, the current round is completed and Final Scoring begins.

- If a player cannot Acquire Resources from the deck or a Tome from the Sale Area because there are no Tomes or Resources in the Deck or Sale Area then the round ends immediately and Final Scoring begins.

Once Final Scoring begins each Player adds up their overall Renown as follows;

- Gain Renown equal to each individual Tome

- Gain Renown for each Collection by totalling up the number of each Collection you own and gain the indicated Collection Renown.

- Score bonus Renown for each Unique Tome.

- The Demented player with the most Demented symbols now loses 4 points from their total, these books are indeed dangerous!

If there is a tie, the player with the largest individual Collection of Tomes is the winner.

If there is still a tie the player with the most Resources is the winner.

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A Game by Marti S. Loot Bag Games
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