

# ARKHAM HORROR

## THE CARD GAME

### BY THE BOOK

#### CHALLENGE SCENARIO

*By the Book* is a special challenge scenario for *Arkham Horror: The Card Game* designed to be played with Roland Banks. This scenario can be played as either a standalone scenario or as a side-story inserted into any campaign. **In order to play this scenario, a copy of the *Arkham Horror: The Card Game* core set is required.**

#### Parallel Investigators

Parallel investigators are alternate, print-and-play versions of investigators from existing *Arkham Horror: The Card Game* products. These investigators, along with their advanced signature cards, are fully playable in any scenario or campaign.

- When building a Roland Banks deck, you may choose whether to use the original version or the parallel version of both his front side and his back side. Each version has its own advantages and disadvantages. You can also mix and match the two versions. This means that you can use both original sides, both parallel sides, the original front side and parallel back side, or the parallel front side and original back side.
- Regardless of which version of Roland you use, you may also optionally upgrade Roland's signature cards to his new advanced signature cards (replacing the original versions). These versions are indicated by the Advanced keyword. These are included only as a set—if you choose to upgrade Roland's .38 Special, you must also upgrade Cover Up. Doing so costs no experience, and may be done at any point during a campaign. However, once this upgrade is made, it cannot be undone unless you are instructed otherwise.

#### Challenge Scenarios

Challenge scenarios are special print-and-play scenarios that utilize existing products in the *Arkham Horror: The Card Game* collection, along with additional print-and-play cards, to create new content. These scenarios are designed with certain prerequisites in mind, in order to craft a challenging puzzle-like experience.

The *By the Book* challenge scenario centers around the investigator Roland Banks, and therefore has the following prerequisites:

- Roland Banks must be chosen as one of the investigators when playing this scenario.

#### Standalone Mode

When played as a standalone scenario, follow the steps for Standalone Mode in the Rules Reference. Refer to the section below for additional setup instructions. When played as a standalone scenario, *By the Book* has four difficulty modes. Construct the chaos bag with the following tokens:

- Easy:** +1, +1, 0, 0, 0, -1, -1, -1, -2, -2, , , , , , , .
- Standard:** +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , , .
- Hard:** 0, 0, -1, -1, -2, -2, -3, -4, -5, -6, , , , , , , .
- Expert:** 0, -1, -2, -3, -4, -5, -6, -7, -8, , , , , , , .

#### Side-story (Campaign Mode)

A side-story is a scenario that may be played between any two scenarios of an *Arkham Horror: The Card Game* campaign. Playing a side-story costs each investigator in the campaign a certain amount of experience. Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign.

When this scenario is played as a side-story during a campaign, play it as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

**Investigators can only play *By the Book* as a side-story if Roland Banks is in the campaign. Playing the *By the Book* side-story costs Roland Banks 3 experience, and each other investigator only 1 experience.**

#### Expansion Symbol

The cards in the “parallel investigator” series can be identified by this symbol before each card's collector number.



### Challenge Scenario: *By the Book*

*Red tape is stifling. Ever since you arrived in Arkham, your cases have gotten harder and harder to navigate. You thought you would be tracking down smugglers and mobsters, not imaginary monsters. But the longer your absurd cases remain open, the more you begin to think maybe they aren't so absurd, after all. And perhaps that means the monsters aren't imaginary, either.*

*The Bureau has countless guidelines for handling cases of all sorts, but it is eerily silent on the matter of human sacrifices. So when you were told about the bodies found inside the Black Cave, you weren't sure where to begin. Questioning the locals and loved ones of the deceased yielded nothing of value. The evidence left behind in the cave was unhelpful, to say the least—offerings and writings proclaiming the sacrifices to be gifts, along with depictions of a monstrous tree. So you did what you do best: you put your nose to the ground and found the thread connecting all of the deaths.*

*One man lies at the center of all of the victims: Mr. Damien Grey. The congressman is not from Arkham, has no relatives or loved ones in the area, and is on no committee that would require his presence in town. And yet, he's been staying in Arkham for the past few months, his purpose unknown. And he is connected to each of the victims through no more than two degrees of separation, which smells fishy to you. Fishier still is the police escort that follows Mr. Grey through town 24/7, despite the fact that there have been no threats on the congressman's well-being.*

*You have to get to the bottom of this mystery, and soon. Now you see that damned tree everywhere. More people go missing by the day, and some have even claimed to see goatlike monsters prowling the alleyways. But if Mr. Grey is indeed behind this, you'll have to be careful. Falsely accusing a politician would certainly spell the end of your career. Time to do what you came to do: dig up the proof, discover the truth, and bring the culprits in for questioning. Every “i” dotted, every “t” crossed.*

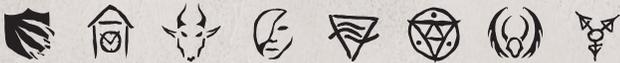
Proceed to **Setup**.

## Regulation Abilities

Each of the five Directive assets included in this set possesses a “Regulation –” ability, which represents a restriction that Roland must follow during gameplay. “Regulation –” is an ability descriptor with no inherent rules. Regulation abilities are a subset of constant abilities—they are always active and have no point of initiation. However, some card effects (specifically, Roland’s  effect) refer to regulation abilities by name.

## Scenario Setup

- ⑥ Gather all cards from the following encounter sets: *By the Book*, *The Midnight Masks*, *Agents of Shub-Niggurath*, *Cult of Umôrdhoth*, *Chilling Cold*, *Dark Cult*, *Nightgaunts*, and *Striking Fear*. Each of these sets except for *By the Book* can be found in the core set. These sets are indicated by the following icons:



- ⑥ Remove the original scenario reference card from *The Midnight Masks* encounter set from the game. Use the new scenario reference card provided in the downloadable *By the Book* encounter set.
- ⑥ Remove the original act and agenda deck from *The Midnight Masks* encounter set from the game. Build the act and agenda decks using only the new act and agenda cards provided in the downloadable *By the Book* encounter set.
- ⑥ Remove the Your House location and both copies of the Mysterious Chanting treachery from the game. These cards are not used in this challenge scenario.
- ⑥ Choose one of the two Downtown locations and one of the two Southside locations at random and put them into play. Remove the other versions of Downtown and Southside from the game. Then, put the Northside, Easttown, Rivertown, St. Mary’s Hospital, Graveyard, Miskatonic University, and Arkham Police Station locations into play. 
  - ⑦ Each investigator begins play at the Arkham Police Station.
- ⑥ Shuffle the 9 **Cultist** enemies from the *Cult of Umôrdhoth* and *Dark Cult* encounter sets together, then place one of those enemies facedown underneath each location in play, as a conspirator.
  - ⑦ You may optionally decide to gather the cards included in the *Return to the Cult of Umôrdhoth* encounter set, as well, if your collection includes them. This set is indicated by the icon to the right. If you do, shuffle the 3 cards from this encounter set with the 9 **Cultist** enemies from above, and remove 3 of the 12 cards at random from the game without looking at them. Then place one of the remaining enemies facedown underneath each location in play, as a conspirator.
- ⑥ Roland Banks begins the game with 1 clue (from the token pool).
- ⑥ Shuffle the 24 remaining encounter cards to build the encounter deck.
- ⑥ You are now ready to begin.

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## DO NOT READ until the end of the scenario

**If no resolution was reached and Roland resigned:** Proceed to **Resolution 1**.

**Resolution 1:** *Your evidence presented and the case closed, you return to your typical day-to-day of investigating bootleggers and common criminals. Those responsible for the murders—those you could catch, anyway—are safely behind bars. With the proof you collected, not even Mr. Grey’s extensive influence can pardon their crimes.*

*But returning to your usual cases has proven difficult. Nagging worries pull at your thoughts. Something compelled Mr. Grey and the others to commit these heinous crimes. To sacrifice human lives in the pursuit of some dark, sinister purpose.*

*A rot lies beneath the surface of this town like mold hides in the foundations of an old, rotting house. With so much left unknown, how can you be sure the guidelines of the Bureau account for what you’ve seen? What if next time, you have to break the rules to get to the truth? What will you do then?*

- ⑥ Roland Banks earns experience equal to the combined Victory X value of each enemy in the victory display.
- ⑥ Each other investigator earns experience equal to the combined Victory X value of each location in the victory display.
- ⑥ If the number of **Cultist** enemies in the victory display is...
  - ⑦ 4–5, Roland Banks begins the next scenario with 1 additional card in hand.
  - ⑦ 6–7, Roland Banks begins the next scenario with 2 additional cards in hand.
  - ⑦ 8–9, Roland Banks begins the next scenario with 3 additional cards in hand.
  - ⑦ 10, Roland Banks begins the next scenario with 3 additional cards in hand. Choose and remove any non-symbol token from the chaos bag, for the remainder of the campaign.
- ⑥ If Mr. Grey is in the victory display, Roland Banks may either upgrade Roland’s .38 Special to its advanced version, or downgrade the advanced version of Cover Up to its original version.

**Resolution 2:** *No amount of procedure or training could have prepared you for the monsters that emerged during your investigation—both the human ones and the literal ones. Despite your best efforts, you were forced to close the case and lay low. Any further involvement might have been the very end of you. Mr. Grey and his goons may never face the proper consequences for their heinous acts. But at least now you know of the true rot that lies beneath the surface of this town. You’ll be better prepared next time. Rules or no rules.*

- ⑥ Roland Banks earns experience equal to the combined Victory X value of each enemy in the victory display.
- ⑥ Each other investigator earns experience equal to the combined Victory X value of each location in the victory display.
- ⑥ Roland Banks must either upgrade Cover Up to its advanced version, or downgrade the advanced version of Roland’s .38 Special to its original version.