

## Stranger Things

EASY / STANDARD

-  -1 for each *Agent* enemy in play (max -4).
-  -2. If you fail, the enemy at your location with the greatest fight attacks you.
-  -2. If you fail, spawn The Monster at your location, engaged with you.
-  -3. If you fail, place 1 horror on Eleven, if you control her.

1/49 1a

## Stranger Things

HARD / EXPERT

-  -1 for each *Agent* enemy in play.
-  -4. If you fail, the enemy at your location with the greatest fight attacks you.
-  -3. Spawn The Monster at your location, engaged with you.
-  -5. If you fail, place 1 horror on Eleven, if you control her.

1/49 1b

## Stranger Things

Prepare for a trip to the small town of Hawkins, Indiana, as you step into the story depicted in season one of *Stranger Things*. *Stranger Things* can be played as a standalone scenario, or as a side-story during any campaign.

### Expansion Symbol

The cards in the *Stranger Things* scenario can be identified by this symbol before each card's collector number.



1

### Standalone Mode

When played as a standalone scenario, *Stranger Things* has only two difficulty modes. Construct the chaos bag with the following tokens:

**Standard:** +1, 0, 0, 0, -1, -1, -1, -2, -3, -4, -5,              <

**DO NOT READ**  
until the end of the scenario

**Resolution 1:** Days have passed. Young Will Byers has managed to make a full recovery from his horrific ordeal and the time spent in that strange other world. There isn't much fanfare as Hawkins seems to want to forget the whole ordeal like an errant nightmare, but those who know better give you thanks as you depart.

- \* In your Campaign Log, record that Will Byers has been rescued. Any one investigator may choose to add Will Byers to his or her deck. This card does not count toward that investigator's deck size.
- \* If The Monster is in the victory display, record that *The Monster was destroyed and the town is safe*. Otherwise, record that *The Monster survived and the town is still in danger*.
- \* Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 experience as he or she reflects on what has taken place.

7

**DO NOT READ**  
until the end of the scenario

**Resolution 2:** Days have passed. You managed to recover Will Byers from that strange, dark world, but unfortunately you were too late, and he did not pull through. You can take solace in the fact that you were able to bring his mother some closure at least, and the strange girl known as Eleven did not fall into the hands of those who would harm her.

- \* In your Campaign Log, record that Will Byers didn't make it.
- \* If The Monster is in the victory display, record that *The Monster was destroyed and the town is safe*. Otherwise, record that *The Monster survived and the town is still in danger*.
- \* Each investigator earns experience equal to the Victory X value of each card in the victory display.

8

**DO NOT READ**  
until the end of the scenario

**Resolution 3:** Days have passed. The town is quiet. After fruitless searching, you were never able to find Will Byers. He was lost to the Upside Down. A funeral was held to bid him goodbye, but unfortunately no one will ever know exactly what befell him. You can only take solace in the fact that Eleven was not recovered by those who would use her as a weapon. With a solemn farewell, you leave the town behind, hoping it can find a way to recover on its own.

- \* In your Campaign Log, record that Will Byers was never found.
- \* If The Monster is in the victory display, record that *The Monster was destroyed and the town is safe*. Otherwise, record that *The Monster survived and the town is still in danger*.
- \* Each investigator earns experience equal to the Victory X value of each card in the victory display.

9

**DO NOT READ**  
until the end of the scenario

**Resolution 4:** Days have passed. The town is quiet. There is no sign of the girl named Eleven, nor the agents that pursued her at every turn. Without Eleven's help, you were never able to find poor Will Byers, and he was lost to the Upside Down. On a dreary morning, you are forced to leave the town behind, hoping it can find a way to some kind of peace.

- \* In your Campaign Log, record that Will Byers was never found and Eleven was taken.
- \* If The Monster is in the victory display, record that *The Monster was destroyed and the town is safe*. Otherwise, record that *The Monster survived and the town is still in danger*.
- \* Each investigator earns experience equal to the Victory X value of each card in the victory display.

10

Agenda 1a

**The Vanishing of Will Byers**

*A young boy named Will Byers has gone missing in the small town of Hawkins. The townspeople and police have combed the area, for clues but found nothing so far. Perhaps you may have more luck...*

When this agenda advances: Shuffle the encounter discard pile into the encounter deck. Discard cards from the top of the encounter deck until 2 **Agent** enemies are discarded. Spawn these enemies at Hawkins National Laboratory.

3

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**Doctor Brenner**

3 4 5

*Agent, Elite.*

**Spawn** – Hawkins National Laboratory.

Hunter.

Other **Agent** enemies at the same location as Doctor Brenner gain the hunter keyword and get +1 fight and +1 health.

**Victory 1.**

ENEMY



Agenda 2a

**Bad Men!**

*You don't know whether you are seeing things, but there seem to be strange men in suits throughout the town. They seem to be looking for something...or someone.*

When the hunter keyword on an enemy would resolve: Reveal a random token from the chaos bag. If you reveal an **A** symbol, a positive number, or a 0, that enemy does not move. Enemies at the same location determine this as a group.

**Forced** – At the end of the round: Place 1 doom on this agenda for each **Agent** enemy at the same location as Eleven.

9



**"It Got Me"**

*The suspicious agents aren't the only problem. There is a strange monster terrorizing the town, and it is only growing bolder with time.*

If The Monster is in play, place 1 damage on a face-down encounter card underneath a location.

If The Monster is not in play, spawn it at the Byers Residence, if able. Shuffle the encounter discard pile into the encounter deck.

AGENDA

Act 2a

### The Flea and the Acrobat

*With Eleven's help, you continue the search for Will. She seems to know something about where he is, and you are more sure than ever that this isn't a normal disappearance. The trail seems to ultimately lead back to that secretive laboratory at the edge of town. You must find out what is going on there at any cost, but it won't be easy.*

- ▶ The investigators spend 4 clues per investigator, as a group. Reveal Hawkins National Laboratory.

**Objective** – If the investigators have “gained access to the Upside Down”, advance.

6.49 異 6

Agenda 3a

### At Your Door

*Time is running out if you hope to find Will Byers alive...*

**Forced** – When this agenda would advance by reaching its doom threshold: Instead, remove all doom in play and place 1 damage each on 2 different facedown encounter cards underneath locations (to a maximum of 2 on each card). If you cannot place damage, proceed to (→R3).

**Objective** – If an *Agent* enemy is at the same location as Eleven and she is not controlled by an investigator, advance.

1

4.49 異 4

0 ASSET

### Gate



**Portals**

**Revelation** – Put Gate into play at Hawkins National Laboratory.

- ▶: Take control of 1 copy of Into the Upside Down and place it in your threat area.
- ▶: Remove Into the Upside Down from your threat area and set it aside, out of play.

*Are you sure you want to do this?*

5.49 異 5

Agenda 3b

### "We Have to Trust Them"

*The mysterious agents led by Doctor Brenner corner Eleven. A group of them are sent flying through the air as she reaches out a hand, but two more grab her from behind. A slender needle enters the side of her neck, choking off her scream of protest. She slumps into the waiting arms of Doctor Brenner. You can only watch in horror as you arrive just in time to see her limp form dragged into an unmarked vehicle. It speeds off into the dark of the night as you sag to the ground, the mysterious girl forced back into being nothing more than a scientific curiosity and weapon once again.*

Eleven takes 1 damage and 5 horror. Then, proceed to (→R4).

6.49 異 6

Act 3a

### The Upside Down

*You must enter the strange world at the other end of the gate locked within the Hawkins National Laboratory to find Will.*

- ▶ Spend 1 clue if you have entered the Upside Down™. Reveal a facedown card underneath your location. If it is an ally, take control of it.
- ▶ If you control Eleven and are at The Monster's location: Exhaust Eleven and test ♣ (7). The base value of your ♣ for this test is equal to Eleven's remaining sanity. If successful, add The Monster and Eleven to the victory display.

**Objective** – If Will Byers has been revealed, advance.

7.49 異 7



Act 1a

### The Search for Will

*Will has not been seen since leaving the Wheeler residence. These kinds of disappearances are not normal for a town like Hawkins, and finding Will might help uncover what is really going on beneath the placid surface of these quiet neighborhoods.*

8.49 異 8

Act 3b

### "It's Him!"

*The Upside Down is a dark world filled with a perpetual fog. Tendrils wrap around every building and webs can easily snag the unwary. This is the domain of The Monster and it is an empty place aside from that horrible creature. The air is toxic and your hope of finding Will alive fades as you walk the empty streets. How could anyone survive in such a place for days on end? Finally, you find a small figure trapped within what appears to be a cocoon, an appendage flapping up his mouth and throat. You hurriedly pull the boy from this structure, fearing that hope might be lost.*

If Will Byers had health remaining when he was revealed, then you found him alive! (→R1).

If Will Byers had no health remaining when he was revealed, then you found him too late. (→R2).

9.49 異 9

Act 1b

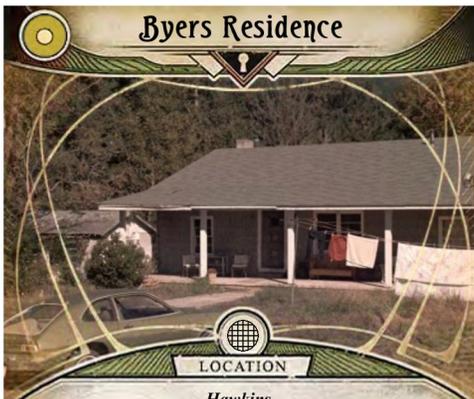
### The Weirdo on Maple Street

*As you are searching through the town, you come across a small figure looking desperate and scared as it stands in the pouring rain. For a moment, you are overjoyed, thinking that it must be Will, but as you come closer, you see that it is someone else. A young girl with a shaved head stands there in dirty hospital clothes, watching you with wary eyes. She does not answer at first as you ask for her name and her story. Finally, she masters one word: "Eleven."*

Although she does not offer much more, it is clear from her demeanor and the few words that she speaks that she is on the run and that those she is running from have done her great harm. Although you still don't know the whole story, anyone who can inspire such fear in a child is capable of anything.

Put the set-aside Eleven into play at the lead investigator's location.

10.49 異 10



### Byers Residence



LOCATION

Hawkins.

The house looks normal enough. It sits up against a heavily wooded area, and there is a small shed in the back. As far as anyone knows, Will never made it home the night he went missing, but there may be some sign of what happened here.



### Byers Residence



2

LOCATION

Hawkins.

➔ Reveal a random token from the chaos bag. If you reveal a ♣, ♠, ♡, ♣, ♠, or ♣ symbol, spawn The Monster engaged with you (if The Monster is already in play, it engages you and makes an immediate attack). Otherwise, gain a clue from the token pool. (Limit once per turn.)

*There is little indication of anything amiss, except for Will's empty room. However, the lights flicker as you enter, and there is a strange charge to the air.*



### Castle Byers



LOCATION

Hawkins.

There is a small makeshift fort located in the woods not far from the Byers Residence. A sign on the front reads "Castle Byers."



### Castle Byers



3

LOCATION

Hawkins.

As an additional cost to investigate this location, test ♣ (3). If successful, resolve the investigation as normal. Otherwise, you must either cancel the effects of the investigation or lose all remaining actions.

*The inside of the fort is adorned with pillows, comic books, and drawings made by a child's hand.*



### Downtown

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12



### Downtown

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8/49 12 8



### Hawkins Middle School

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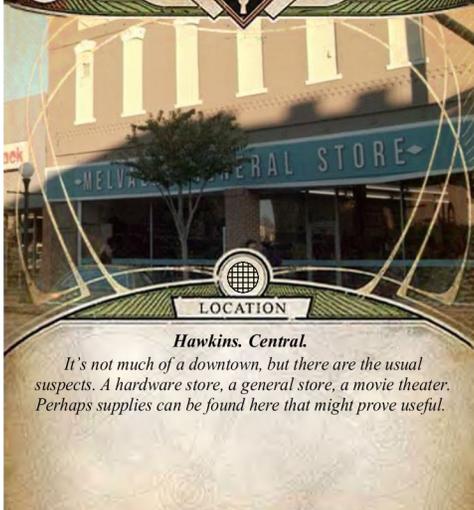
12



### Hawkins Middle School

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15/49 12 15



LOCATION

Hawkins. Central.

It's not much of a downtown, but there are the usual suspects. A hardware store, a general store, a movie theater. Perhaps supplies can be found here that might prove useful.



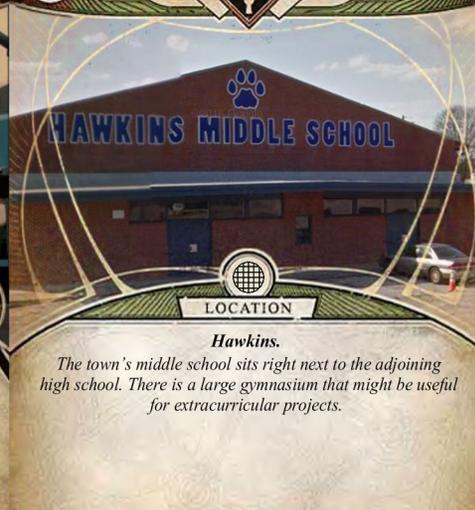
LOCATION

Hawkins. Central.

➔ Spend 1 resource: Place 1 ammo token on a **Firearm** asset you control. (Limit once per game.)

➔ Spend 3 resources: Take control of the set-aside Christmas Lights asset.

*The general store fortunately has a generous selection of weapons and other supplies.*



LOCATION

Hawkins.

The town's middle school sits right next to the adjoining high school. There is a large gymnasium that might be useful for extracurricular projects.



LOCATION

Hawkins.

➔ Spend 3 resources and exhaust Eleven: Look at one card underneath a location.

*During school hours, the building is filled with students and staff, but right now it feels eerily quiet and abandoned.*



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12



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12/49 12 12



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12



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15/49 12 15

**Hawkins National Laboratory**



**LOCATION**

*Hawkins. Covert.*  
The entrance is blocked to unauthorized visitors. You cannot move into Hawkins National Laboratory.  
*The large building stands at the edge of town. A fence surrounds it, and a guard station blocks the only entrance. There seems to be no way in unless you have a very good reason.*

**Hawkins National Laboratory**



**LOCATION**

**4**

*Hawkins. Covert.*  
➔ **Parley.** Test ♠ (4). If you succeed, you have “gained access to the Upside Down.”  
➔ **Fight.** Test ♣ (4). If you succeed, you have “gained access to the Upside Down.”  
*Getting in is one thing. But it's going to take some smooth talking or swinging fists to find out what's in the basement of this place.*

**3**

**Victory 1.**

**Junkyard**



**LOCATION**

*Hawkins.*  
*The yard is filled with old cars and vehicles of every descriptions. No one seems to be around and it doesn't seem like this place gets paid much attention to.*

**Junkyard**



**LOCATION**

**2**

*Hawkins.*  
➔ When an enemy would engage you: Test ♠ (3). If successful, that enemy cannot engage you until the end of the round.  
➔ **Resign.** “I’ll just hide here ‘til this all blows over...”  
*That old bus seems like a likely place to hide...*

**1**

**Library**



**LOCATION**

*Hawkins.*  
*The library is an old-looking building in the center of town. There may be public records to help in unraveling the mystery of the laboratory and the strange goings on in town.*

**Library**



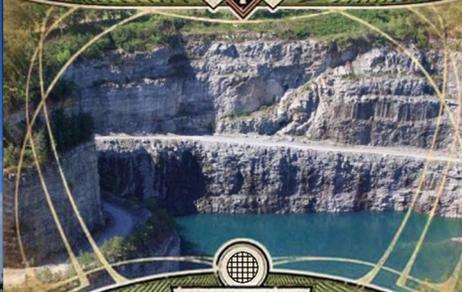
**LOCATION**

**1**

*Hawkins.*  
➔ Test ♠ (4). If successful, you have discovered a lead about Doctor Brenner. Treat his text box as blank until the end of the round. (Limit once per game.)  
➔ Test ♣ (4). If successful, remember that you have “researched alternate realities.” (Limit once per game.)  
*There are endless shelves and records as far as the eye can see.*

**2**

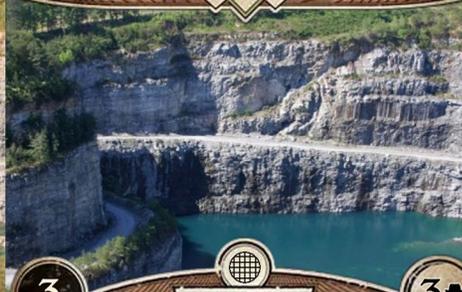
**Quarry**



**LOCATION**

*Hawkins.*  
*What catches your eye most about the quarry is the precipitous drop in front of you. It is likely that nothing would survive such a fall.*

**Quarry**



**LOCATION**

**3**

*Hawkins.*  
**Forced** – After a ♠, ♡, ♢, ♣, or ♤ symbol is revealed during a fight test: Test ♠ (4). If you fail, take 2 direct damage.  
**Forced** – After a ♠ symbol or positive number is revealed during a fight test: The enemy is immediately discarded if it is non-Elite.  
*Watch your step.*

**3**

**Wheeler Residence**



**LOCATION**

*Hawkins.*

**Agent** enemies cannot move into the Wheeler Residence unless it is Agenda 3.

*This was the last place that Will was seen before his disappearance. The home seems warm, inviting, and comfortingly quiet.*

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**Wheeler Residence**



**LOCATION**

*Hawkins.*

**Agent** enemies cannot move into the Wheeler Residence unless it is Agenda 3.

➔➔➔ Spend 2 resources: Heal 1 damage or 1 horror from an **Ally**.

*The house is quiet and peaceful. It is almost as if you could shut out the world and its problems, even if for just a moment.*

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**Christmas Lights**



**ASSET**

*Light.*

➔ If you are the only investigator and have “entered the Upside Down”: Trigger the action on Byers Residence as if you were at that location.

⚡: Attach to your location.

The attached location gains: “➔: Test ☠ (3). If successful, you may trade clues with investigators at the same location that have “entered the Upside Down.””

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**\*Eleven**



**ASSET**

*Ally. Weirdo.*

⚡: Exhaust Eleven and deal 1 horror to her: Deal 1 damage to each enemy at your location.

➔: **Parley**. Test ☠ (3). If successful, take control of Eleven.

**Forced** – When Eleven is defeated: (→R4)

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**Into The Upside Down**



**ASSET**

*Upside Down.*

You have “entered the Upside Down.” All enemies (other than The Monster) and all other investigators (unless they have “entered the Upside Down”) are not considered to be at your location.

If you have “researched alternate realities,” Into The Upside Down gains: “➔: Test ☠ (4). If successful, discard 1 **Upside Down** treachery in your threat area.”

Illus. Stranger Things 19/49



**\*The Monster**  
Demogorgon

4 3 4

*Monster. Elite.*  
Hunter. Invincible.

**Forced** – If The Monster is exhausted and there are no investigators at its location: Remove it from play.

**Forced** – At the start of the enemy phase: Deal 1 damage to each enemy at the same location as The Monster.

**Victory 2.**

ENEMY



Illus. Stranger Things 23/49 20



**State Trooper**  
Police.

2 4 2

**Spawn** – The location with the most clues.  
Aloof.

**Forced** – At the end of the mythos phase: Discard 1 clue from State Trooper's location.

**Forced** – When State Trooper is defeated: Take 1 clue from the token pool.

ENEMY



Illus. Stranger Things 24/49 21



**Lab Security Guard**  
Security.

4 2 2

**Spawn** – Hawkins National Laboratory.

**Forced** – After Lab Security Guard attacks you: Discard an *Item* you control.

ENEMY



Illus. Stranger Things 25/49 22



**Lab Security Guard**  
Security.

4 2 2

**Spawn** – Hawkins National Laboratory.

**Forced** – After Lab Security Guard attacks you: Discard an *Item* you control.

ENEMY



Illus. Stranger Things 25/49 22



**Government Assassin**

4 3 4

*Agent.*

**Forced** – After Government Assassin engages you: Test ♣ (3). If you fail, take 1 damage.

ENEMY

Illus. Stranger Things 27/49 23



**Government Assassin**

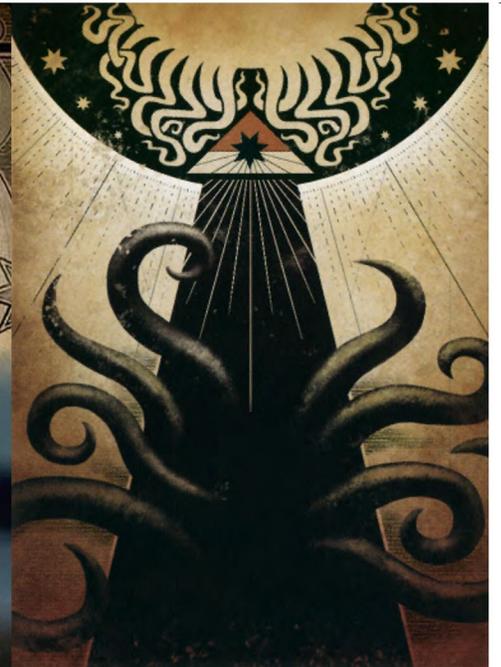
4 3 4

*Agent.*

**Forced** – After Government Assassin engages you: Test ♣ (3). If you fail, take 1 damage.

ENEMY

Illus. Stranger Things 27/49 23



**Government Agent**

2 2 2

*Agent.*

Government Agent gets +1 fight and +1 evade for each other *Agent* at the same location.

ENEMY

Illus. Stranger Things 29/49 24



**Government Agent**

2 2 2

*Agent.*

Government Agent gets +1 fight and +1 evade for each other *Agent* at the same location.

ENEMY

Illus. Stranger Things 29/49 24



**Government Agent**

2 2 2

*Agent.*

Government Agent gets +1 fight and +1 evade for each other *Agent* at the same location.

ENEMY



Illus. Stranger Things 29/49 24



**Lab Scientist**

1 3 2

*Agent.*

**Forced** – After Lab Scientist deals damage to you: Test ♠ (4). If you fail, you may only take 1 action next turn.

ENEMY



32/49 25



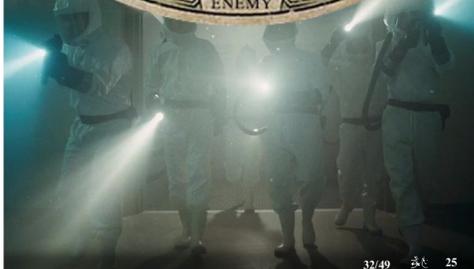
**Lab Scientist**

1 3 2

*Agent.*

**Forced** – After Lab Scientist deals damage to you: Test ♠ (4). If you fail, you may only take 1 action next turn.

ENEMY



32/49 25



**Flickering Lights**

**Revelation** – If The Monster is in play, move it 1 location towards you. If The Monster is not in play, spawn The Monster at your location, engaged with you.

*The lights suddenly cut out. Then back on. Then out again. Something is coming...*

TREACHERY



Illus. Stranger Things 36/49 27





TREACHERY

### Flickering Lights

**Revelation** – If The Monster is in play, move it 1 location towards you. If The Monster is not in play, spawn The Monster at your location, engaged with you.

*The lights suddenly cut out. Then back on. Then out again. Something is coming...*

Illus. Stranger Things

36/49 27



TREACHERY

### Pulled Into The Dark

**Revelation** – Test ♣ (4). If you fail, you lose control of 1 non-story ally you control. Place that ally facedown under your location and take 1 horror. If you don't control any non-story allies, place 1 doom on the current agenda instead.

*Where'd they go? You left them alone for just a second...*

Illus. Stranger Things

38/49 28



TREACHERY

### Pulled Into The Dark

**Revelation** – Test ♣ (4). If you fail, you lose control of 1 non-story ally you control. Place that ally facedown under your location and take 1 horror. If you don't control any non-story allies, place 1 doom on the current agenda instead.

*Where'd they go? You left them alone for just a second...*

Illus. Stranger Things

38/49 28



TREACHERY

### The Body

**Revelation** – Test ♣ (3). For each point you fail by, you must either place 1 of your clues on your location or discard 1 card.

*The case seems solved. The mystery is over. As open and shut as a body on a slab. So why do you have the nagging suspicion that something is still amiss...*

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34/49 26

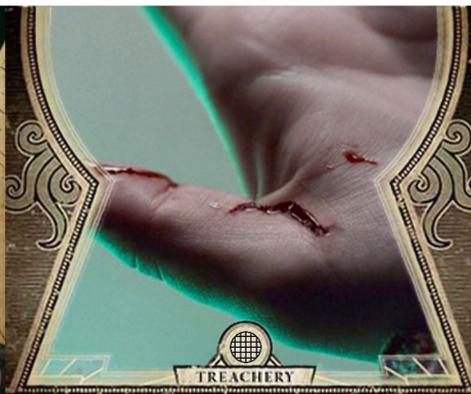




### The Body

**Revelation** – Test  (3). For each point you fail by, you must either place 1 of your clues on your location or discard 1 card.

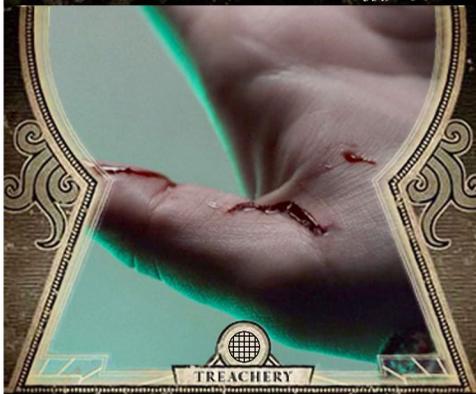
*The case seems solved. The mystery is over. As open and shut as a body on a slab. So why do you have the nagging suspicion that something is still amiss...*



### Scent of Blood

**Revelation** – Put Scent of Blood into play in your threat area. Limit 1 per investigator.

**Forced** – At the end of a phase in which you take damage: Spawn The Monster at your location. If The Monster is already in play, take 1 damage and 1 horror instead. Then, discard Scent of Blood.



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### Bugged!

**Revelation** – If there are no *Agent* enemies in play, discard cards from the encounter deck until an *Agent* enemy is discarded. Spawn the discarded enemy at your location, engaged with you. If there are 1 or more *Agent* enemies in play, each of them moves 1 location toward Eleven, if able.





TREACHERY

### Bugged!

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TREACHERY

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TREACHERY

### Scars from the Dark World

**Revelation** – Test ⚡ (3). If The Monster is in play, increase the difficulty of this test by 2. If you fail, take 1 horror for each doom on the current agenda (to a maximum of 3).

*There are some things you can never forget.*



TREACHERY

### Scars from the Dark World

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*There are some things you can never forget.*





### Scars from the Dark World

**Revelation** – Test ♣ (3). If The Monster is in play, increase the difficulty of this test by 2. If you fail, take 1 horror for each doom on the current agenda (to a maximum of 3).

*There are some things you can never forget.*



### Friends Don't Lie

**Revelation** – Put Friends Don't Lie into play in your threat area.

The text box of allies you control are considered to be blank.

**Forced** – At the end of your turn: Test ♣ (3). If you succeed, discard Friends Don't Lie. Otherwise, if you control Eleven, lose control of her and place her at your current location.



### Friends Don't Lie

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The text box of allies you control are considered to be blank.

**Forced** – At the end of your turn: Test ♣ (3). If you succeed, discard Friends Don't Lie. Otherwise, if you control Eleven, lose control of her and place her at your current location.



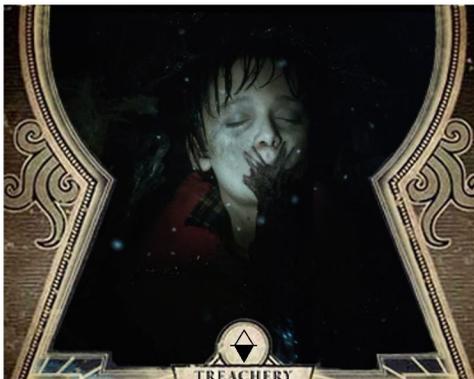
### Black Slugs

*Upside Down.*

**Revelation** – Put Black Slugs into play in your threat area. Limit 1 per investigator.

While you have less than half of your health remaining, you get -1 ♣, -1 ♠, -1 ♡, and -1 ♣.





TREACHERY

### Black Slugs

*Upside Down.*

**Revelation** – Put Black Slugs into play in your threat area. Limit 1 per investigator.

While you have less than half of your health remaining, you get -1 , -1 , -1 , and -1 .

Illus. Stranger Things 2/9 34




TREACHERY

### Don't Move.

*Upside Down.*

**Revelation** – Put Don't Move into play in your threat area. Limit 1 per investigator.

**Forced** – After you move: Test  (4). If you fail and The Monster is not in play, spawn The Monster at your location, engaged with you. If you fail and The Monster is in play, move it to your location. Then, discard Don't Move.

*Seriously. Read the title.*

Illus. Stranger Things 7/9 36




TREACHERY

### Don't Move.

*Upside Down.*

**Revelation** – Put Don't Move into play in your threat area. Limit 1 per investigator.

**Forced** – After you move: Test  (4). If you fail and The Monster is not in play, spawn The Monster at your location, engaged with you. If you fail and The Monster is in play, move it to your location. Then, discard Don't Move.

*Seriously. Read the title.*

Illus. Stranger Things 7/9 36




TREACHERY

### Don't Move.

*Upside Down.*

**Revelation** – Put Don't Move into play in your threat area. Limit 1 per investigator.

**Forced** – After you move: Test  (4). If you fail and The Monster is not in play, spawn The Monster at your location, engaged with you. If you fail and The Monster is in play, move it to your location. Then, discard Don't Move.

*Seriously. Read the title.*

Illus. Stranger Things 7/9 36





TREACHERY

### Toxic Air

*Upside Down.*

**Revelation** – Put Toxic Air into play in your threat area. Limit 1 per investigator.

**Forced** – At the end of the round: Take 1 direct damage.

Illus. Stranger Things 4/9 35




TREACHERY

### Toxic Air

*Upside Down.*

**Revelation** – Put Toxic Air into play in your threat area. Limit 1 per investigator.

**Forced** – At the end of the round: Take 1 direct damage.

Illus. Stranger Things 4/9 35




TREACHERY

### Toxic Air

*Upside Down.*

**Revelation** – Put Toxic Air into play in your threat area. Limit 1 per investigator.

**Forced** – At the end of the round: Take 1 direct damage.

Illus. Stranger Things 4/9 35



3 ASSET



**\*Will Byers**

*Ally. Hawkins.*

You get +1 ♣.

♣ After you fail a ♣ test, exhaust Will Byers. Gain 2 resources.

Illus. Stranger Things 1/9 33



**\* Jim Hopper**  
The Chief

Police

Each non-Elite enemy engaged with you gains: **Parley**. Test (3). If you succeed, evade this enemy and deal 1 damage to it.

Effect: +1. If successful, discover 1 clue at your location for each exhausted enemy at your location.

You know what I would give? For a chance? You know what I would give?

3 3 4 2

37

Illus. Stranger Things

**\* Jim Hopper**  
The Chief

Hawkins, Indiana. The worst thing that ever happened during his tenure was when an owl attacked Eleanor Gillespie's head. The disappearance of Will Byers has suddenly changed all that, and the string of strange events has begun to pile up. Hopper's seemingly nonchalant attitude hides a tragic past, and there is no hiding the fact that he has taken the plight of a lost child personally. With his propensity for negotiating with his fists and bending the rules, Hopper will stop at nothing to find the truth.

Jim Hopper is the Chief of Police of the sleepy town of Hawkins, Indiana. The worst thing that ever happened during his tenure was when an owl attacked Eleanor Gillespie's head. The disappearance of Will Byers has suddenly changed all that, and the string of strange events has begun to pile up. Hopper's seemingly nonchalant attitude hides a tragic past, and there is no hiding the fact that he has taken the plight of a lost child personally. With his propensity for negotiating with his fists and bending the rules, Hopper will stop at nothing to find the truth.

Deck Size: 30.

Deckbuilding Options: Guardian cards (G) level 0-5, Rogue cards (R) level 0-2, Neutral cards level 0-5.

Deckbuilding Requirements (do not count toward deck size): Coffee and Contemplation, Self-medicated, 1 random basic weakness.

42

Illus. Stranger Things

**1**  
EVENT

**Coffee and Contemplation**

Routine.

Jim Hopper deck only.

Play only during your turn if there are no engaged enemies at your location.

Heal 2 horror. Then, gain 1 clue from the token pool if there is an exhausted enemy at your location.

42

Illus. Stranger Things



**TREACHERY**

**Self-medicated**

WEAKNESS

Flaw.

Revelation – Put Self-medicated into play in your threat area, with 3 supplies on it.

Forced – At the end of your turn, take 1 direct horror if you have not used a supply from Self-medicated.

When your turn begins: Spend 1 supply. You get -1 skill value during skill tests until the end of the round. Then, if Self-medicated has no supplies on it, discard it.

43

Illus. Stranger Things



**\*Lucas, Dustin, and Mike**  
The Nerds

**4** **4** **1** **3**

**Friends.**  
After you perform the same action two times in a row during your turn: You may immediately take another action of the same type (this action does not count toward the number of actions you can take each turn).  
Effect: +2. Draw X cards. X is the number of investigate actions that you have taken this round.  
*Friends don't lie.*



Illus. Stranger Things 38

**\*Lucas, Dustin, and Mike**  
The Nerds

**2**

**Deck Size:** 30.  
**Deckbuilding Options:** Seeker cards (S) level 0-5, Survivor cards (T) level 0-2, Neutral cards level 0-5.  
**Deckbuilding Requirements** (do not count toward deck size): Bicycles, Troy and James, 1 random basic weakness.

*Lucas, Dustin, and Mike never quite fit in with the other kids at school. They felt most at home during a session of Dungeons and Dragons or when talking about comics, even if the other kids looked down on these hobbies. But when their friend Will Byers vanished without explanation, they found themselves caught up in an adventure they never planned for. Now, they refuse to give up on their friend no matter what it takes. While others refuse to entertain the stranger theories, Lucas, Dustin, and Mike work together to figure out what has really happened to Will.*



Illus. Stranger Things 44

**\*Bicycles**

**2**  
ASSET

**Vehicle.**  
Lucas, Dustin, and Mike deck only.  
You get +1 .  
After you evade an enemy: Exhaust Bicycles to move to a connecting location.



Illus. Stranger Things 44

**\*Troy and James**

**WEAKNESS**

**2** **3** **3**

**Bullies.**  
Retaliate. Hunter.  
**Prey** – Lucas, Dustin, and Mike only.  
You must test  (3) as an additional cost to fight Troy and James. If you fail, the fight test automatically fails.  
*Step right up, ladies and gentlemen. Step right up and get your tickets for the freak show.*

**ENEMY**



Illus. Stranger Things 45



**\*Jonathan Byers**  
The Big Brother

**3** **3** **2** **4**

**Photographer.**  
After you succeed at a skill test while evading, you get +1 for each point you succeeded by until the end of your turn.  
✦: +2. You may automatically evade an enemy at your location.  
When you capture the right moment, it says more.

Illus. Stranger Things 39

**\*Jonathan Byers**  
The Big Brother

Jonathan always had a love for music and photography. He sought to capture moments that revealed the truth about people, but when Will went missing, Jonathan was plagued by an inescapable feeling of guilt. If only he hadn't been working an extra shift, he would have been there to keep his brother safe. Now, Jonathan works tirelessly to uncover the truth, using all the skills he has and hoping his photos might contain some hidden clue. Only his tendency to stand apart from others might hold him down.

Deck Size: 30.  
Deckbuilding Options: Rogue cards (♣) level 0-5, Survivor cards (♣) level 0-2, Neutral cards level 0-5.  
Deckbuilding Requirements (do not count toward deck size): Jonathan's Camera, Loner, 1 random basic weakness.

Illus. Stranger Things 39

**\*Jonathan's Camera**

**2**  
ASSET

*Item. Device.*  
Jonathan Byers deck only.  
You get +2 and +2 against enemies with the same title as an enemy that "you have photographed."  
➤ Exhaust Jonathan's Camera: Test (2). If you succeed by X, where X is the remaining health of a non-Elite enemy at your location, remember that "you have photographed" an enemy with that title.

Illus. Stranger Things 46

**TREACHERY**

**Loner**  
WEAKNESS  
*Flaw.*

**Revelation** – Put Loner into play in your threat area.  
**Forced** – At the end of your turn: Take 1 horror if there are more than 2 connections to your location.  
➤➤➤ Test (4). If you succeed, discard Loner.

Illus. Stranger Things 47



**\* Joyce Byers**  
The Mother

5 4 1 2

**Believer.**  
Take 1 direct horror: Your location gets -2 shroud for this investigation.  
✦ effect: +1. If this skill test is successful during an investigation, heal 1 horror.  
*Maybe I am a mess, maybe I'm crazy, maybe I'm out of my mind! But, God help me, I will keep these lights up until the day I die, if I think there's a chance that Will's still out there!*



Illus. Stranger Things 40

**\* Joyce Byers**  
The Mother

Deck Size: 30.  
Deckbuilding Options: Mystic cards (♠) level 0-5, Seeker cards (♣) level 0-2, Neutral cards level 0-5.  
Deckbuilding Requirements (do not count toward deck size): Wall of Lights, No One Believes, 1 random basic weakness.

Joyce Byers was a hard-working single mother of two, trying to make ends meet by working retail at the local general store. When her son, Will Byers, never came home one night from his friend's house, Joyce immediately rushed to the police for help. However, answers were not forthcoming. When she began receiving strange messages through the lights and phone in her house, she became convinced that Will was trying to reach out to her. After Joyce began using Christmas lights to communicate with the "other side," many began to believe that she was crazy, but Joyce had faith that she would rescue her boy.



Illus. Stranger Things 41

**\*Wall of Lights**

3 ASSET



**Light.**  
Joyce Byers deck only. Uses (X charges). X is the number of clues on Joyce Byers (to a maximum of 4).  
⚡ Exhaust Wall of Lights and spend 1 charge: Look at the top card of the encounter deck. You may place the looked-at card on the bottom of its deck.

Illus. Stranger Things 48



**TREACHERY**

**No One Believes**

WEAKNESS

**Doubt.**  
**Revelation** – Put No One Believes into play in your threat area.  
**Forced** – After an investigator fails a test while investigating: Take 1 direct horror.  
➤ Place 1 doom on the current agenda (this effect may cause the current agenda to advance); Discard No One Believes.



Illus. Stranger Things 49



**\*Nancy Wheeler**  
The Student

**Loyal.**  
When a unique ally that you control is defeated: Add that ally to the victory display. You get +1 ♣, +1 ♠, +1 ♣, and +1 ♠ if there is a unique ally in the victory display. ♣ effect: +0. If there is at victory 1 unique ally in the victory display, you automatically succeed. *I wanna finish what we started...*

4  
3  
3  
2



Illus. Stranger Things 41

**\*Nancy Wheeler**  
The Student

Before the disappearance of Will Byers, Nancy Wheeler was a normal high school girl in the town of Hawkins, Indiana. Intelligent, studious, and loyal to her friends, she has grown rebellious of late due to a growing romance with the popular Steve Harrington. However, the strange events that have overtaken Hawkins have begun to bring about an even more meaningful change to Nancy. When her best friend disappears, she will stop at nothing to find the truth, even when the rest of the town seems to have forgotten.

**Deck Size:** 30.  
**Deckbuilding Options:** Survivor cards (♣) level 0-5, Guardian cards (♠) level 0-2, Neutral cards level 0-5.  
**Deckbuilding Requirements** (do not count toward deck size): Barb, Courageous To A Fault, Steve Harrington weakness, Steve Harrington (redeemed), 1 Random basic weakness.



Illus. Stranger Things 41

**\*Steve Harrington**  
Redeemed

**ASSET** 3



**Ally. Boyfriend. Brave.**  
Nancy Wheeler deck only.  
Play only if the Steve Harrington weakness is in your discard pile.  
After an enemy engages you, exhaust Steve Harrington: The next action you take does not trigger an attack of opportunity.  
*I'm stealthy, like a ninja.*

3 2

Illus. Stranger Things 52

**\*Steve Harrington**  
WEAKNESS

**2**

**Ex-boyfriend. Arrogant.**  
Steve Harrington cannot be engaged, attacked, evaded, or damaged (except by using the action on this card).  
**Revelation** — Discard any non-story allies you control.  
Nancy Wheeler may not play allies.  
▶ **Parley.** Test ♣ (3). If you succeed, place 1 damage on Steve Harrington.

**ENEMY**



Illus. Stranger Things 53



**\*Barb**

**ASSET** 0



**Ally. Best Friend.**  
Nancy Wheeler deck only.  
You get +1 ♣.  
After Barb is defeated: You may immediately take 2 actions as if it were your turn (these actions do not count toward the number of actions you can take each turn).  
*Come on. You are not this stupid.*

2 2

Illus. Stranger Things 50





TREACHERY

### Courageous To A Fault

WEAKNESS

*Flaw.*

**Revelation** – Move 1 location toward the nearest enemy. Then, each enemy engaged with you attacks. If there are no enemies in play or no enemies made attacks this way, shuffle Courageous To A Fault back into your deck.

Illus. Stranger Things

51



0 **Into The Upside Down** 

ASSET



**Upside Down.**  
You have “entered the Upside Down.” All enemies (other than The Monster) and all other investigators (unless they have “entered the Upside Down”) are not considered to be at your location.  
If you have “researched alternate realities,” Into The Upside Down gains: “➡: Test  (4). If successful, discard 1 *Upside Down* treachery in your threat area.”

Illus. Stranger Things 19/49  19

0 **Into The Upside Down** 

ASSET



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Illus. Stranger Things 19/49  19

0 **Into The Upside Down** 

ASSET



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Illus. Stranger Things 19/49  19

