

Parallel Universe

Tips: Only Read if you find any of the scenarios overwhelming.

Nightmare/Dream

- 1 -Careful movement is key in this scenario, along with The Compass and the Doom Tokens that may be found in the Dining Room. Moving inside the house is always a better option than attempting multiple times to fully investigate The Pathways.

Awaken

- 2 -The Forest location card is your best friend for fast movement, although it costs a Clue token to move to it from any location, it is the best way to save Possessed if necessary. Keep in mind that explorin everything from the 1st rounds obsoletes the night ability of The Forest which might come in handy.

Root of all Evil

- 3 -Investigating the 1st row should be the best way to stay away from the tentacles before they advance and a safe place to retreat if they do, it also offers you the Blood of Darr vaccine that allows you to discard a Possessed token.

Variants.

The Variants are recommended if either the player count is low or players use multiple core-sets.

Nightmare/Dream

- 1 -You may add 1 Worms and 1 Dark Mist cards from the 3/4 players additional cards deck to increase the difficulty of the scenario.

Awaken

- 2 - You may add 3 Possessed from the Character Deck to the encounter deck to increase the difficulty of this scenario. They still follow Failed Test rules for spawning (opposite location)

Root of all Evil

- 3 You may add the two HARD encounters to increase the difficulty of this scenario. (Recommended with 1/2P)

Campaign Rules



Nightmare/Dream.

Investigators may take up to 1 Trauma during this scenario. If any investigator does take 1 trauma, the scenario ends, they check the Campaign Guide for achievements and losses and carry on with the next scenario. Trauma is carried over.

Awaken

Investigators may take up to 2 Traumas during this scenario. If any investigators take 2 traumas collectively, the scenario ends, they check the Campaign Guide for achievements and losses and carry on with the next scenario. Traumas are carried over.

Root of all Evil

Investigators may take up to 3 Traumas during this scenario. If investigator do take 3 traumas collectively, the scenario ends. The Campaign is Lost.

These rules are only used when playing the Campaign Mode.

SKILL

Hide!

➤ If this skill test is successful, mark the target enemy with a doom token, he may not engage you as long as you are at this location.

➤ Discard the doom token when you leave the location.

Thrown Pebbles

If this skill test is successful, you may move the target enemy to an adjacent location.



How to use Items and Skills.

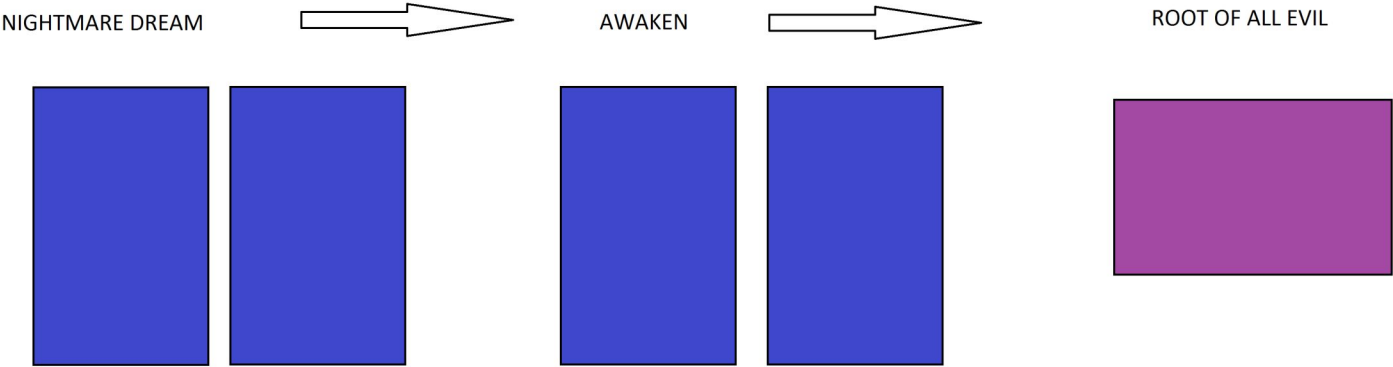
Form a deck with both Items and Skills.

After completing the 1st scenario (Nightmare/Dream), shuffle all items and skills together and draw 2. You may choose 1 to keep, place the remaining card back into the item/skills deck. This card counts towards your investigator's deck limitations.

After completing the 2nd scenario (Awaken), shuffle all remaining items and skills together and draw 2. You may choose 1 to keep, place the remaining card back into the pile.

When playing with more players choose who gets which. You may not take both items or skills during the campaign.

These cards count towards your investigator's deck limitations.



You may choose to use these cards in either the core-set campaign or the upcoming releases from FFG. Each costs 2 Xp to get.