

THE KING IN YELLOW

An excerpt from the Arkham Advertiser:

Director Hildred Castaigne has brought his vision of “The King in Yellow,” a revolutionary new play, to the country’s shores. The play, which is a period piece, describes the drama and loss suffered by the noble family of a fictional kingdom reminiscent of the Mediterranean nations. “The King in Yellow” is renowned for the powerful but unorthodox philosophy it espouses. This newspaper’s theatre critic, who viewed the production in its final days in Paris, mentioned during the intermission via telegraph that he was tempted to leave after the first, banal act, disappointed in its simplicity. He was unable to be reached for comment afterwards, however.

In other news, the riots and mass hysteria in Europe have reached a lull. Authorities are unable to pinpoint a cause for the strange behavior, which seems to have been sparked by shared delusions. The color yellow seems to play a significant part in the behavior...

In the **KING IN YELLOW** expansion, an infamous play titled “The King in Yellow” has started in Arkham. The play, when read or viewed, has a mysterious power to unhinge the mind. But who would believe such a preposterous notion? It is up to investigators to uncover the truth behind the “King in Yellow,” and to stop the dark powers that it may awaken.

Game Components

The **King in Yellow** should contain these components:

- 76 Investigator Cards
 - 19 Common Item Cards
 - 22 Unique Item Cards
 - 15 Spell Cards
 - 13 Blight Cards
 - 7 Magical Effect Cards
- 90 Ancient One Cards
 - 36 Arkham Location Cards
 - 24 Gate Cards
 - 27 Mythos Cards
 - 3 Act Cards
- 1 Herald Sheet (The King in Yellow)
- 10 Yellow Sign Tokens
- 3 Riot Monster Markers

This expansion has two play styles: **TOURING PERFORMANCE** and **PERMANENT PERFORMANCE**. The **TOURING PERFORMANCE** highlights the new cards, while the **PERMANENT PERFORMANCE** shuffles the new cards in with the old, making the performances of “The King in Yellow” a part of the daily life of Arkham. In addition, one optional play variant, “The Herald,” is included, which uses the Herald sheet. Rules for both play styles and the variant may be found after the description of the new components and rules.

Component Overview

Most of the cards follow the same rules as normal. The only new types of cards are the **Blight** cards, the **Magical Effect** cards, and the **Act** cards. In addition, the **Herald sheet**, **yellow sign tokens**, and **riot monster markers** are used together in the optional “Herald” variant to make the game more challenging.

Act Cards: These three cards are placed in a small deck in numerical order, starting with Act I on top and ending with Act III on the bottom. Each time one of the six Mythos cards entitled “The Next Act Begins!” is drawn and resolved, the top card of this Act deck enters play. While Act I and Act II each list a way for the investigators to prevent them from entering play, Act III cannot be stopped once it has begun. Should Act III ever enter play, an enormous charity performance of “The King in Yellow” takes place in Arkham, driving the townsfolk mad and destroying the city. In that case, the investigators immediately lose the game. To play without this additional pressure on the investigators, simply remove the six “The Next Act Begins!” Mythos cards from the Mythos deck.



Magical Effect Cards: These cards are placed with the other special Investigator cards (Deputy cards, Bank Loans, Blessing/Curses, etc.). They represent lasting magical effects caused by certain spells in the Spell deck. When the appropriate spell is cast, the casting investigator simply takes the Magical Effect card indicated by the spell. (For example, casting “Call the Azure Flame” allows an investigator to take a copy of the “Azure Flame” Magical Effect card. **Magical effects do not count as items** and are typically discarded if the spell that created them is refreshed or lost, but they use “hands” in combat like an item or spell. **Magical Resistance** and **Magical Immunity** do apply against **Combat check** bonuses granted by Magical Effects.

The following game components are only used in the “The Herald” optional play variant (described later in these rules).

The King in Yellow Herald Sheet: The Herald sheet represents a powerful supernatural entity that is preparing the way for the Ancient One. It can be used in conjunction with any Ancient One (not just Hastur) and modifies the game in a way similar to the Ancient Ones. During setup, the Herald sheet is placed to the left of the Ancient One sheet when used.

Yellow Sign Tokens: These special tokens represent the mind-shattering power of the King in Yellow.

Blight Cards: These cards represent important people who live in the town of Arkham and who have been driven mad by seeing “The King in Yellow.” One Blight card enters play each time a yellow sign token is placed on the terror track. Once they enter play, Blight cards have a global effect on the game and cannot be gotten rid of. For example, once Oliver Thomas enters play, the cost to seal gates is increased by 1 Clue token for the rest of the game.

Riot Monster Markers: The three riot monster markers are **Spawn monsters**. This is indicated by the red circle in the lower left corner of their movement side. Spawn monsters are not added to the monster cup, but instead enter play through special rules. In this case, the riots are placed on the board in the street areas indicated by their **Starting Location** (found on the combat side of each riot marker) when the Doyle Jeffries Blight card enters play.

Additionally, Spawn monsters do not count against the monster limit and never go to the Outskirts, nor can they ever be claimed as monster trophies. Instead, when an investigator defeats a riot, it is simply returned to the box and removed from the game.



New Rules

Touring Performance Style

In this play style, the “King in Yellow” has come to Arkham as a touring play, and will eventually pass on to its next stop. While it’s in town, however, the strange events surrounding the play will occupy most of the investigators’ attention.

WARNING: *This variant is for experienced players. The terror level may rise rapidly and the Act deck poses a constant threat to the city. Such are the subtle and terrible effects of the Yellow Sign.*

Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following extra steps during **Step 6: Separate Decks**.

- 6a. Shuffle the base game Investigator cards separately, and place them into their respective decks. Then shuffle the **new Spells, Common Items, and Unique Items**, into three separate decks, and place them on top of their respective decks (so the new Spells are on the top of the original Spell deck, the new Common Items on the top of the original Common Item deck, and so on).
- 6b. Shuffle the base game Mythos cards, Gate cards, and Location cards separately, and place them into their respective decks. Then shuffle the **new Gate cards, Mythos cards, and Location cards** into separate decks and place them on top of their respective decks (so the new Mythos cards are on the top of the original Mythos deck, the new Gate cards are on top of the original Gate deck, and the new Location cards are on top of the original Location decks).
- 6c. Place the **Magical Effect cards** in a deck near the other Special Investigator card decks. Then take the **three Act cards** and place them facedown (so that the large Roman numeral is showing) in a pile in numerical order (Act I on top, Act III on bottom) next to the Mythos deck.

Then proceed with **Step 7: Receive Fixed Possessions**.

Gameplay

In this variant game, all of the first few encounters in Arkham will be new. Likewise, the majority of the Other World encounters and the Mythos cards will be new. Most game rules remain the same, as do the game’s victory conditions.

The only new rule is that when having encounters at locations in Arkham, **do not shuffle the Location deck beforehand**. Simply take the top card from the Location deck, resolve it, and then place it faceup on the bottom of the deck. Only once you’ve gone entirely through a Location deck should you shuffle it, turning the cards facedown once again.

Permanent Performance Style

In this play style, the play “The King in Yellow” has become a regular part of life in Arkham. Although copies of the play continue to circulate and performances of it continue to run, they are not the focus of the game.

Setup

Set up the **ARKHAM HORROR** base board game as normal, but perform the following steps during **Step 6: Separate Decks**.

- 6a. Shuffle the new **Spells, Common Items, and Unique Items** into their respective decks.

- 6b. Shuffle the base game **Mythos cards, Gate cards, and Location cards** into their respective decks.

- 6c. Place the **Magical Effect cards** in a deck near the other Special Investigator card decks. Then take the **three Act cards** and place them facedown (so that the large Roman numeral is showing) in a pile in numerical order (Act I on top, Act III on bottom) next to the Mythos deck.

Then proceed with **Step 7: Receive Fixed Possessions**.

Gameplay

In this variant game, most of the encounters in Arkham and in Other Worlds will be familiar, but spread throughout them will be encounters, events, and characters that relate to the touring play. While less likely to be encountered or acquired, new Spells and Items are available. All game rules remain the same, as do the game’s victory conditions.

“The Herald” variant

In this variant, the King in Yellow, a powerful and malevolent being, has appeared to prepare the way for the Ancient One. This increases the difficulty of the game and makes use of the **King in Yellow Herald Sheet**, the **yellow sign tokens**, the **Blight cards**, and the **riot monster markers**.

Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following additional steps during **Steps 5 and 6**.

- 5a. Place the **King in Yellow Herald sheet** to the left of the Ancient One sheet, then place the 10 yellow sign tokens on the upper left corner of the sheet.
- 6a. Shuffle the **Blight cards** and place them facedown near the Investigator decks. Set the **riot monster markers** near them.

Gameplay

This variant uses all of the standard rules and victory conditions, but adds the rules listed on the King in Yellow Herald sheet as well.

In brief, this means that whenever the terror level increases, the investigators must choose to either place a yellow sign token on the Ancient One’s doom track (where it acts just like a normal doom token) or on the terror track in the space just vacated by the terror marker. The full effects of yellow sign tokens are described on the Herald sheet.

If the Ancient One awakens, return the Herald sheet to the box, as it has no further effect on the game.

Blight Cards Entering Play: If the investigators place a yellow sign marker on the terror track, the first player must then draw a Blight card from the Blight deck and put it into play next to the Herald sheet. Each Blight card has a global effect on the game that varies from one to the next. For example, Doyle Jeffries causes riots to erupt in the streets of Arkham (using the riot monster markers) while Velma causes the terror level to increase by 1 (triggering another yellow sign). Once a Blight card has entered play, it cannot be gotten rid of.

Blights and Encounters: Since the cards in the Blight deck represent important people in Arkham, it’s possible that the investigators might run into the (now-insane) person in a later encounter. Any time an encounter mentions a person that appears on a Blight card in play, ignore the encounter. Instead, the investigator loses either 1 Sanity or 1 Stamina (his choice). This only applies to location encounters; the effects of Mythos cards are unaffected by Blight cards.

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