Eldritch Horror

Reference Guide

《全球驚魂》參考指南

Using This RefeRence guide

使用這本參考指南

This document is intended as a reference for all rules queries not answered in the main rulebook. Unlike the rulebook, this reference guide does not teach players how to play the game. Players should first read the rulebook in it entirety, then use this reference guide as needed when playing the game.

這份指南的作用是作為查詢所有未在主要規則手冊中說明的規則的參考。與規則手冊不同，這本參考指南不會教玩家如何進行遊戲。玩家們首先需要閱讀完整本規則手冊，然後根據需要來使用這本參考指南協助遊戲進行。

There are 5 major sections of this guide:

該指南主要有 5 個部分：

The majority of this document is the glossary. This lists detailed rules clarifications in alphabetical order by topic.

該指南的大部分內容都是術語解釋。這裡的細節規則均按照標題的拼音順序排列闡釋。

This section answers some commonly asked questions.

該部分對一些常見問題做出解答。

This section lists detailed clarifications for investigator abilities.

該部分列出了調查員能力的詳細說明。

This includes options for adjusting game difficulty and scoring at the end of the game.

這裡包括了調整遊戲難度和遊戲終局計分的選項條目。

This section contains a comprehensive list of topics and page numbers that players may need to reference throughout the game.

該部分包含了一個全面的標題列表，以及所有玩家可能在遊戲時需要參考用的頁碼。

The back page of this guide lists the phases of the game in an easy to reference format.

這本指南的背頁列出了一個幫助遊戲各階段進行的簡易參照格式。

Stop！注意！

Read the rulebook before reading this document. After reading the rulebook, players are ready to play their first game. As questions arise during gameplay, players should reference this guide instead of the rulebook.

閱讀本指南前，請先閱讀規則手冊。在閱讀完規則手冊之後，玩家們就可以準備開始他們的第一次遊戲了。若在遊戲過程中有相關疑問，玩家們可以參照這本指南，而不用查規則手冊。

The Golden Rules

黃金法則

This reference guide is the definitive source of rules information. If something in this guide contradicts the rulebook, the reference guide is correct.

Effects on components (such as cards) sometimes contradict rules found in the rulebook or reference guide. In this situation, the component's effect is correct.

If an effect uses the word "cannot," that effect is absolute.

這本參考指南是規則資訊的明確來源。如果該指南與規則手冊相矛盾，那以參考指南為准。

一些遊戲配件（比如卡牌）的效果有時會與規則手冊、參考指南上的規則相矛盾。這種情況下，以該配件所述的效果為准。

如果一個效果使用了"不能"一詞，那絕對服從該效果。

# Glossary

## 術語解釋

This glossary lists all gameplay terms and phases in detail.

這份術語解釋列出了所有遊戲條款和階段的細則。

If you are unable to find a topic in this glossary, check the index on page 15.

如果你未能在術語解釋中找到需要的標題，請查詢第 15 頁的索引。

## Commonly Referenced Topics

There are a number of general topics that apply to many other topics.

Players are recommended to consult the following rules first:

這裡有幾條適用於其它標題的通用標題。建議玩家們先在此查詢一下規則：

*Acquire Assets Action*

*收購資產行動*

As an action, an investigator on a City space tests #. Then he may gain any number of cards from the reserve with total value equal to or less than the test result.

一位處於城市地點上的調查員，作為一次行動來考驗【影響】。隨後他可以從儲備區獲得總價值等於或小於其考驗成功次數的任意張卡牌。

→If he is unable or chooses not to gain any cards from the reserve, he may instead discard one card of his choice from the reserve.

→若他未能或沒有選擇從儲備區獲得任何卡牌，他可以選擇從中丟棄一張卡牌作為代替。

→An investigator on a space containing a Monster cannot perform this action.

→若該調查員所處地點存在怪物，則他不能進行收購資產行動。

Related Topics: Bank Loan, Reserve, Tests

相關標題：銀行貸款，儲備區，考驗

*Actions*

*行動*

During the Action Phase, each investigator may perform up to two actions. The Lead Investigator performs his two actions first, then proceeding clockwise around the play area, each other investigator performs his two actions.

在行動階段，每位調查員最多可以執行兩次行動。先由首席調查員開始執行他的兩次行動，然後全場按照順時針次序，每位玩家輪流執行各自的兩次行動。

→Each investigator is restricted to resolving each action once per round.

→每種行動僅限每位調查員於每回合執行一次。

→If an investigator cannot or does not wish to perform an action, he

may choose not to perform his action or actions.

→如果一位調查員不能或不願執行行動，他可以選擇不執行這項或所有行動。

→An investigator must fully resolve an action before performing another action. For example, he cannot interrupt a Travel action with a Trade action, and then continue moving.

→一位調查員在執行其它行動前，必須徹底結算完上一次的行動。例如，他不可以中斷旅行行動來執行交易行動，然後再繼續移動。

Related Topics: Acquire Assets Action, Component Action, Delayed, Lead Investigator, Local Action, Prepare for Travel Action, Rest Action, Trade Action, Travel Action

相關標題：收購資產行動，特殊行動，延遲，首席調查員，地區行動，籌備遠行行動，休息行動，交易行動，旅行行動

*Adjacent*

*相鄰*

Two spaces are adjacent if they are connected by a single unbroken path。

兩個地點間若有一條完整路線相連，則視為相鄰。

Related Topics: Path, Space

相關標題：路線，地點

*Ambush*

*襲擊*

When a Monster ambushes an investigator, draw one random Monster from the Monster cup. Then the investigator immediately encounters it.

當一隻怪物襲擊了一位調查員時，從怪物杯中隨機抓取一隻怪物。隨後該調查員立即與之遭遇。

→The Monster is not spawned. If it has a "when spawned" effect, do not resolve that effect.

→這只怪物並非衍生得來。若它有衍生效果，不觸發這個效果。

→After resolving the Combat Encounter, the Monster is discarded, even if it was not defeated.

→在結算完戰鬥遭遇後，這只怪物將被丟棄，即使它未被擊倒。

→If a specific Monster ambushes an investigator, do not draw a Monster token. Instead, reference the Monster's attributes from a token that has been set aside or is on the game board.

→如果一隻特別的怪物襲擊了調查員，不用抓取怪物標記。相對應地從一枚遊戲版圖上或預留放置的標記上參照這只怪物的屬性。

→If a Cultist Monster ambushes an investigator, do not draw a Monster

token. Instead, reference the Cultist information on the Ancient One sheet.

→如果是一隻邪教徒怪物襲擊了調查員，不用抓取怪物標記。相對應地參照當前遠古邪神版頁上的邪教徒資訊。

→Unlike a normal Combat Encounter, if an investigator is ambushed by a Monster and he defeats that Monster, he cannot resolve an additional encounter.

→與普通的戰鬥遭遇不同，如果調查員遭到一隻怪物襲擊，並擊倒了它，他不會進行任何額外的遭遇。

Related Topics: Combat Encounters, Cultist, Set Aside

相關標題：戰鬥遭遇，邪教徒，預留

*Ancient One*

*遠古邪神*

→The Ancient One sheet chosen during setup determines the Ancient One for the entire game.

→遊戲設置時選中的遠古邪神版頁決定了本次遊戲出現的遠古邪神。

→The Ancient One's illustration is featured on the back of the Special Encounters, Research Encounters, and Mysteries that correspond to it.

→遠古邪神的插畫與其特殊遭遇、調查遭遇以及謎團卡背面插畫均有對應。

→The Ancient One's effects may set aside Monster tokens or other components.

→遠古邪神的效果會將一些怪物標記或其它配件預留置於一旁。

→The Ancient One sheet defines the specific information of Cultist Monsters.

→遠古邪神版頁上都有關於邪教徒怪物的詳細特定資訊。

→When the Ancient One awakens, flip the sheet and resolve its "awakens" effects, if any.

→當遠古邪神被喚醒時，翻轉該版頁並結算它的"蘇醒"效果，如果它有的話。

→Once flipped, the effects on the back of the Ancient One sheet replace the effects on the front.

→一旦翻轉，邪神版頁背面的效果將全部取代其正面的效果。

→Once the Ancient One awakens, the investigators must complete the Final Mystery on the back of the Ancient One sheet in addition to the other Mysteries.

→一旦遠古邪神蘇醒，作為一個額外的謎團，調查員們必須揭開版頁背面的最終謎團贏得遊戲。

→After the Ancient One has awoken, when an investigator is defeated or devoured, that player is eliminated.

→遠古邪神蘇醒後，當一位調查員被擊倒或吞噬，該玩家即視為被淘汰。

Related Topics: Cultist, Doom, Mystery, Mythos, Research Encounters, Set Aside, Special Encounters

相關標題：邪教徒，末日毀滅，謎團，神話卡，調查遭遇，預留，特殊遭遇

*Bank Loan*

*銀行貸款*

→When an investigator performs an Acquire Assets action, he may gain a Debt Condition to immediately add 2 successes to his test result.

→當一位調查員進行一次收購資產行動時，他可以陷入一種負債狀態來立即讓他的考驗結果增加 2 次成功。

→If an investigator already has a Debt Condition, he cannot acquire a Bank Loan.

→若一位元調查員已經陷入負債狀態，他不能再獲得銀行貸款。

Related Topics: Acquire Assets Action, Gaining Possessions and Conditions, Reserve

相關標題：收購資產行動，獲得持有物和狀態，儲備區

*Clue*

*線索*

→Clues are kept facedown in the Clue pool until they are spawned,

discarded, or gained by investigators.

→線索除非被衍生、丟棄或由調查員獲得，否則都在線索池中保持正面朝下放置。

→When a Clue token is discarded, it is placed in a faceup discard pile near the Clue pool until the Clue pool is empty. When there are no Clue tokens remaining in the Clue pool, place all discarded Clue tokens facedown in the Clue pool and randomize them.

→當一枚線索標記被丟棄後，它將正面朝上被集中放置在線索池旁邊，直到線索池告罄。當線索池沒有任何線索標記後，將所有被丟棄的線索標記正面朝下混洗成新的線索池。

→When an effect spawns a Clue, draw one random Clue token from the Clue pool and place it on the space indicated on the front of that token.

→當一個效果衍生線索時，從線索池裡隨機抓取一枚線索標記，將其放置到與之所標資訊對應的地點之上。

→When an effect spawns a Clue on a specific space, draw one Clue token from the Clue pool and place it on the space specified by the effect. The space indicated on the front of the Clue token is not referenced.

→當一個效果特別指定於一處地點衍生線索時，從線索池直接拿一枚線索標記放置在該效果所指示的地點之上。無視這枚線索本身標出的地點資訊。

→During the Encounter Phase, an investigator on a space containing a Clue token may encounter it by resolving a Research Encounter.

→在遭遇階段，一位調查員可以與當前地點上的線索標記遭遇，進行一次調查遭遇。

→An investigator may spend one Clue token to reroll one die when resolving a test. There is no limit to the number of Clues he can spend to reroll dice.

→一位調查員在進行考驗時，可以耗費 1 條線索來重新投擲 1 顆骰子。此法沒有次數限制，直到他不能或不願再這麼做為止。

Related Topics: Gaining Possessions and Conditions, Reroll,Research Encounters

相關標題：獲得持有物和狀態，重新擲骰，調查遭遇

*Combat Encounter*

*戰鬥遭遇*

During the Encounter Phase, an investigator on a space containing one or more Monsters must encounter each Monster on his space, one at a time, in the order of his choice. An investigator resolves a Combat Encounter by following these steps:

在遭遇階段，一位調查員的當前地點若有一隻或更多怪物時，他將以自選順序與每一隻各進行一次戰鬥遭遇。調查員進行戰鬥遭遇按照下列步驟執行：

1.Check Monster Effects: The Monster might have effects that alter how

the investigator resolves the combat. It is important to read the Monster's effects before resolving any other part of the Combat Encounter.

1.檢視怪物的效果：這只怪物可能擁有一些能在調查員與之遭遇就觸發的效果。在結算戰鬥遭遇的其它環節之前，優先閱讀怪物的效果。

2.Resolve Will Test: The investigator resolves the Monster's @ test.

2.結算意志考驗：調查員接受這只怪物的【意志】考驗。

·If the Monster's horror is greater than the test result, the investigator loses Sanity equal to the difference.

·如果怪物的恐怖大於本次考驗結果，該調查員失去等於其差值的神智。

3.Resolve Strength Test: The investigator resolves the Monster's ^ test.

3.結算力量考驗：調查員接受這只怪物的【力量】考驗。

· If the Monster's damage is greater than the test result, the investigator loses Health equal to the difference.

·如果怪物的殺傷大於本次考驗成功總數，該調查員失去等於其差值的生命。

· If he passes, the Monster loses Health equal to the test result. Indicate this by placing a equal number of Health tokens on the Monster token. The investigator and Monster lose Health simultaneously.

·若他通過考驗，這只怪物失去等於本次考驗成功次數的生命。以放置數量相等的生命標記在其怪物標記上作為表示。調查員與怪物視為同時失去生命。

→When a Monster has lost Health equal to or greater than its toughness, the Monster is defeated and returned to the monster cup.

→當一隻怪物失去的生命等於或大於它的耐力，該怪物被擊倒，並送回怪物杯。

→If a Monster does not have a @ or ^ test, the investigator does not resolve that test.

→當一隻怪物沒有【意志】或【力量】考驗，那麼調查員無須進行考驗。

→If an investigator defeats every Monster on his space during the Encounter Phase, he may resolve an additional encounter of his choice.

→如果一位調查員在遭遇階段擊倒了當前地點上的所有怪物，他可以選擇一種額外的遭遇來進行。

Related Topics: Monster, Tests

相關標題：怪物，考驗

*Complex Encounter*

*多段遭遇*

Expedition Encounters, Other World Encounters, and Special Encounters are all complex encounters.

多段遭遇包括遠征遭遇，異世界遭遇，特殊遭遇等。

→When an investigator resolves a complex encounter, he first resolves the initial effect at the top of the card. Then he resolves one of the other two effects: the pass effect in the middle of the card if he passed the test during the initial effect or the fail effect at the bottom of the

card if he failed the test.

→當一位調查員進行一種多段遭遇時，他先要結算卡牌頂部的起始效果。隨後他要結算其餘兩種效果的其中一種：若他通過了起始效果的考驗，就結算卡牌中間的通過效果；若他的起始效果考驗失敗了，就結算卡牌底部的失敗效果。

→If a complex encounter's initial effect does not have a test, it will tell the investigator which effect should be resolved next.

→如果一次多段遭遇的起始效果沒有任何考驗，它就會告訴調查員接下來將結算哪一種效果。

Related Topics: Tests

相關標題：考驗

*Component Action*

*特殊行動*

Components, such as Investigator sheets, Conditions, and possessions, may grant an investigator more options during the Action Phase.

遊戲配件，例如調查員護照、狀態卡、持有物卡牌等，可以讓調查員在行動階段擁有更多選項。

→Like all actions, each component action can only be performed once per round. Multiple investigators cannot perform the same action on a component during a single round, except for local actions. For

example, if an investigator uses a component action on an Asset and then trades it to another investigator, the new owner cannot use the component action that round.

→與所有行動一樣，每個特殊行動皆為每回合限一次。多位調查員不能在一個回合裡執行一個配件上的同一項行動，除了地區行動。例如，如果一位調查員使用了一張資產上的一種特殊行動，然後他把該資產交易給其他調查員，新的持有者也不能在本回合使用這個特殊行動。

→An action ability on an Investigator sheet can be performed only by that investigator.

→一本調查員護照上的行動能力只能被其所屬調查員執行。

→An action ability on a possession or Condition can be performed only by the investigator who has the card.

→一張持有物或狀態卡上的行動能力只能被擁有它的調查員執行。

→ Some components have local action abilities which can be performed by any investigator on that space.

→處於同一地點上的所有調查員都可以執行一個配件上帶有地區行動。

Related Topics: Local Action, Possessions

相關標題：地區行動，持有物

*Component Limitations*

*配件的限制用法*

→An investigator can gain a card or token only if it is available.

·  A card is available if it is in the deck, discard pile, or reserve.

·  Cards and tokens on a defeated investigator's sheet are not available.

→調查員只能獲得一張有效的卡牌或標記。

·位於牌堆、棄牌區或儲備區的卡牌，才視為有效的卡牌。

·被擊倒的調查員護照上的卡牌和標記是無效的配件。

→Clues cannot be spawned or gained from the Clue pool if the Clue pool and discard pile are empty.

→如果線索池或棄牌區均告罄，則不能再從線索池衍生或獲得線索。

→If an effect would spawn a Gate and the Gate stack and discard pile are empty, advance Doom by one instead.

→若一個效果要衍生一扇次元門時，次元門堆或棄牌區卻已告罄，則以毀滅倒數推進 1 格作為代替。

→Monsters cannot be spawned from the Monster cup if the Monster cup is empty. Set aside Monsters cannot be spawned if all set aside Monsters of the named type are on the game board.

→如果是怪物杯告罄則無法再從怪物杯衍生出怪物。如果所有同名的預留怪物都在遊戲版圖上，則不能再衍生預留怪物。

→Any token, other than Clues, Gates, and Monsters, is always available. If there are no remaining tokens of the specified type, track those

tokens on paper or with a small object such as a coin.

→除了線索、次元門和怪物之外的標記都是有效的標記。如果被指定類型的標記沒有備用的了，根據該標記的內容寫在紙上，或用類似大小的硬幣來表示。

→When a deck of cards is empty, immediately shuffle its discard pile to form a new deck. The Mythos deck is never replenished.

→當一組牌堆告罄後，立即混洗棄牌區裡的相關卡牌組成新的牌堆。神話牌堆從不補充或重洗。

Related Topics: Discarding, Set Aside

相關標題：丟棄配件，預留

*Conditions*

*狀態*

→Condition cards are double-sided. An investigator cannot look at the back of Conditions unless an effect allows him to.

→狀態卡的正反兩面都有實質內容。除非有效果允許這樣做，否則調查員不能查看狀態卡的背面資訊。

→Conditions cannot be traded.

→狀態卡不能被交易。

→An investigator cannot have multiple copies of the same Condition. If he would gain a Condition that he already has a copy of, he does not

gain another copy of that Condition.

→一位調查員不能同時陷入多種相同的狀態。如果他要陷入一種他已有的狀態，則他不會再次陷入相同的狀態。

→Some Conditions allow an investigator to perform unique actions as described on the card.

→一些狀態卡的描述會允許調查員執行一些其獨有的行動。

→If a Condition's effect does not list a limit, it may only be used once per instance of the triggered event.

→如果一個狀態的效果沒有被限制次數，那麼它列出的每種觸發事件只可以使用一次。

Related Topics: Double-Sided Cards, Flipping Cards and Sheets, Gaining Possessions and Conditions, Traits

相關標題：雙面卡牌，翻轉卡牌和版頁，獲得持有物和狀態，特性

*Conflicts*

*衝突矛盾的規則*

→If multiple effects would be resolved at the same time, the active player decides the order in which they are resolved.

→如果有多位調查員要同時結算，由當前玩家來決定其結算順序。

→When investigators make a decision as a group, the Lead Investigator

makes the final decision.

→當調查員們要作為一個群體來決策時，首席調查員來做最終決定。

→If a card's effect contradicts the rules in this book, the card's effect overrules these rules.

→如果一張卡牌的效果與規則手冊或這本書上的內容相衝突，以該卡牌的效果為准。

→Restrictive effects on cards are absolute. For example, an investigator's Detained Condition says, "You cannot move." That investigator cannot move or be moved by any action or effect.

→絕對服從卡牌上的限制性效果。比如，一位元調查員的拘禁狀態寫著，"你無法移動。"那麼該調查員就無法進行移動，或運用其他行動、效果來進行移動。

Related Topics: Eliminated, Health and Sanity

相關標題：淘汰，生命與神智


*Cultists*

*邪教徒*

→Unlike most Monsters, a Cultist Monster does not have information printed on the back of its Monster token.

→與其它怪物不同，邪教徒的怪物標記背面沒有列出任何資訊。

→When an investigator encounters a Cultist Monster, he references the

Cultist information on the Ancient One sheet. This includes its @ test, ^ test, horror, damage, toughness, and effects.

→當調查員遭遇一隻邪教徒怪物時，他將參照遠古邪神版頁上的邪教徒資訊。這裡包括它的【意志】考驗、【力量】考驗、恐怖、殺傷、耐力以及效果。

→All Cultist Monsters have x and x icons printed on their fronts. These icons remind players to check the Ancient One sheet, which may list a "When this Monster is spawned," or X effect.

→所有邪教徒怪物的正面都印有【衍生】和【清算】圖示。這些圖示是為了提醒玩家在寫著 "當這只怪物被衍生後，" 或【清算】效果之時，檢查遠古邪神版頁上的相關資訊。

*Defeated Investigator*

*被擊倒的調查員*

When an investigator has lost all Health or Sanity, he is immediately defeated and resolves the following steps:

當一位調查員失去所有生命或神智時，他即刻被擊敗，並按照下列步驟執行：

1.Advance Doom:Advance Doom by one.

1.推進毀滅倒數：毀滅倒數推進1格。

2. Relocation:Move the Investigator token to the nearest City space. Then lay the Investigator token on its side with a Health token on it to

indicate the investigator has lost all Health or with a Sanity token on it to indicate the investigator has lost all Sanity.

2.重新放置：將該調查員的標記移動至最近的城市地點之上。隨後橫倒這個調查員標記，在其上放置一枚生命標記表示他失去了所有生命，或放置一枚神智標記表示他失去了所有神智。

3. Collect Possessions:The investigator discards all Condition cards, Health, Sanity, and Improvement tokens and places his possessions on his Investigator sheet. Keep the sheet faceup and place it in a common area, out of the way.

3.收集持有物：這位元調查員丟棄所有狀態卡、生命、神智和提升標記，將其持有物放置在調查員護照上。保持護照正面朝上放置在旁邊的一處公共區域裡。

4. Pass Lead Investigator:If the defeated investigator has the Lead Investigator token, he must pass it to an investigator of his choice.

4.移交首席調查員：如果該名被擊倒的調查員擁有首席調查員標記，他必須將標記移交給其選擇的一位其他調查員。

*Other Defeated Investigator Rules*

*其它被擊倒的調查員規則*

→If the investigator has lost all Health and Sanity, he chooses either a Health token or a Sanity token to place on his Investigator token.

→如果該調查員同時失去了所有生命和神智，他可以選擇在他的調查員標記上放置一枚生命標記或是一枚神智標記。

→ When an investigator is defeated, the player chooses a new investigator at the end of the Mythos Phase. A player may not choose an investigator that has been previously defeated during the same game. If the player cannot choose a new investigator because there are none available, he is eliminated.

→當一位調查員被擊倒後，該玩家在本回合神話階段結束時選擇一位新的調查員角色來扮演。玩家不能選擇一個在本次遊戲中已被擊倒的調查員角色來扮演。如果該玩家因為沒有可選的新調查角色來扮演，則他被淘汰。

→If an investigator is defeated after the Ancient One awakens, that player is eliminated.

→如果一位調查員在遠古邪神蘇醒之後被擊倒了，該玩家被淘汰。

→A defeated investigator is not considered an investigator. A defeated investigator cannot perform actions, resolve effects, or be affected by effects that affect investigators.

→一位被擊倒的調查員不能視為一位調查員來計算。被擊倒的調查員無法執行任何行動、結算效果，或被影響調查員的效果所影響。

→If an investigator is defeated during an encounter or action, he immediately stops resolving that encounter or action.

→如果一位調查員在一次遭遇或行動中被擊倒了，他立即中止結算這次遭遇或行動。

→During the Encounter Phase, an investigator on a space containing a defeated investigator token may encounter it by resolving the Defeated

Investigator Encounter on the back of the Investigator

sheet. The investigator resolves the Crippled effect on the back of the

defeated investigator's sheet if the defeated investigator's token has

a Health token on it or the Insane effect if it has a Sanity token on it.

→在遭遇階段，一位調查員可以與其當前地點上的一位被擊倒的調查員遭遇，來

結算被擊倒調查員的護照背面的遭遇。如果被擊倒調查員的標記上放著生命標

記，則結算他護照背面的傷殘遭遇效果；若放置的是神智標記，則結算他的癲狂

遭遇效果。

Related Topics: Eliminated, Health and Sanity

相關標題：淘汰，生命與神智

*Delayed*

*延遲*

When an investigator becomes Delayed, lay his Investigator token on

its side.

當一位調查員陷入延遲，將他的調查員標記橫倒放置。

→A Delayed investigator cannot perform any actions.

→被延遲的調查員無法執行任何行動。

→If an investigator becomes Delayed on his turn during the Action

Phase, he immediately ends his action and loses all remaining actions

instead of becoming Delayed.

→如果一位調查員在行動階段陷入延遲，他立即結束他的行動，並失去所有剩餘行動，以代替陷入延遲的影響。

→Instead of performing actions during the Action Phase, a Delayed investigator rights his Investigator token and is no longer delayed.

→在行動階段，被延遲的調查員扶正他的調查員標記，而不能執行任何行動，以表示脫離延遲。

*Devoured*

*吞噬*

When an investigator is devoured, he resolves the following steps:

當一位調查員被吞噬，他按照下列步驟執行：

1.  Advance Doom:Advance Doom by 1.

1.推進毀滅倒數：毀滅倒數推進 1 格。

2.  Discard Possessions:The investigator discards all possessions, Condition cards, Health, Sanity, and Improvement tokens and returns his Investigator sheet and token to the game box.

2.丟棄持有物：該調查員丟棄所有的持有物、狀態卡、生命、神智以及提升標記，將他的調查員護照和標記移出遊戲。

3.  Pass Lead Investigator:If the devoured investigator has the Lead

Investigator token, he must pass the token to an investigator of his choice.

3.移交首席調查員：如果被吞噬的調查員曾持有首席調查員標記，則他必須將該標記選擇移交給另一位調查員。

→The player chooses a new investigator at the end of the Mythos Phase.

→該玩家可以在本回合神話階段結束時，選擇一位新的調查員角色來扮演。

Related Topics: Defeated Investigator

相關標題：被擊倒的調查員

*Discarding*

*丟棄配件*

→An investigator can discard only his own possessions and Condition cards.

→一位調查員只能丟棄他自己的持有物和狀態卡。

→When an effect discards a token from the game board, the active investigator discards that token.

→當一個效果要丟棄遊戲版圖上的一枚標記時，由首席調查員來丟棄它。

→Whenever a card is discarded, it is placed in a faceup discard pile by its deck.

→當一張卡牌被丟棄後，它將正面朝上地放置在棄牌區的對應牌組上。

→Double-sided cards, such as Spells or Conditions, are immediately shuffled back into their respective decks when discarded.

→雙面卡牌，如魔法或狀態卡，都在被丟棄後立即重洗回各自對應的牌堆裡。

→When an investigator searches a deck for a specific card and does not find the card he is looking for, he also searches that deck's discard pile.

→當一位調查員要從一個牌堆搜尋一張指定卡牌，卻未能找到時，他可以在棄牌區的相應牌組裡繼續搜尋。

→When a deck of cards is empty, immediately shuffle its discard pile to form a new deck. The Mythos deck is never replenished.

→當一個牌堆告罄時，立即從棄牌堆拿取相應的卡混洗成一個新的牌堆。神話牌堆從不補充或重洗。

→When Clue tokens are discarded, they are placed in a faceup discard pile near the Clue pool. If there are no Clue tokens remaining in the Clue pool, place the Clue tokens from the discard pile facedown in the Clue pool and randomize them.

→當線索標誌被丟棄時，將它們正面朝上放置在線索池旁邊的棄牌區。如果線索池內沒有線索標記了，把棄牌區內的線索標記正面朝下放回線索池混洗。

→When Gate tokens are discarded, they are placed in a faceup discard pile near the Gate stack. If there are no Gate tokens remaining in the Gate stack, place the Gate tokens from the discard pile facedown in the Gate stack and randomize them.

→當次元門標記被丟棄，將它們正面朝上放置在次元門堆旁邊的棄牌區。如果次元門堆內沒有次元門標記了，把棄牌區內的次元門標記正面朝下放回次元門堆混洗。

→Monsters that have been set aside during setup are never returned to the Monster cup. Instead, they are set aside when discarded.

→預留的怪物從不被送回怪物杯。同樣，被丟棄後它們將繼續放置一旁作為預留怪物。

→All other tokens are returned to the token pool when discarded.

→其餘標記在被丟棄後均立即送回各自的標記物池。

→If an effect forces an investigator to discard a component and he does not have enough of that component, he discards all of that component instead.

→如果一個效果要求調查員丟棄一個配件，而他又沒有足夠的該配件，那就丟棄所有該配件作為代替。

→Components that are not on the game board cannot be discarded from the game board. If an effect forces investigators to discard a component from the game board and there is not enough of that component on the board, they discard all of that component instead.

→不在遊戲版圖上的遊戲配件不能被丟棄出版圖。如果一個效果要求調查員們從遊戲版圖上丟棄一個配件，而版圖上沒有足夠的該配件，他們將丟棄所有該配件作為代替。

Related Topics: Double-Sided Cards, Set Aside

*Doom*

*末日毀滅*

→When Doom advances, the Doom token moves the specified number of spaces toward the "0" space of the Doom track.

→當毀滅倒數被推進時，移動末日指示物向毀滅倒數條的"0"刻度逼近。

→When Doom retreats, the Doom token moves the specified number of spaces away fromthe "0" space of the Doom track.

→當毀滅倒數被返退時，移動末日指示物向毀滅倒數條的"0"刻度遠離。

→When Doom reaches the "0" space of the Doom track, the Ancient One awakens.

→當毀滅倒數為"0"時，遠古邪神將被喚醒。

→After the Ancient One awakens, Doom cannot retreat. The Ancient One sheet describes what happens if Doom advances after the Ancient One awakens.

→當遠古邪神被喚醒後，毀滅倒數不會返退。遠古邪神版頁會列出蘇醒後如果毀滅倒數被推進時會發生什麼。

→If an effect advances Doom beyond the "0" space, Doom advances to 0, the Ancient One awakens, and then Doom continues to advance

using the Ancient One's rules for advancing Doom.

→如果一個效果推進毀滅倒數超過"0"刻度，毀滅倒數推進到 0，遠古邪神蘇醒，並且隨後繼續推進，使用遠古邪神版頁上的規則來結算。

Related Topics: Ancient One, Omen

相關標題：遠古邪神，預兆

*Double-Sided Cards*

*雙面卡牌*

→Double-sided cards of the same type do not share a common back. They can be identified by the card type under the card's name.

→正面相同的雙面卡擁有各不相同的背面。它們不會通過卡牌名稱被玩家所區分識別。

→Decks of double-sided cards remain faceup. Investigators may look at the front of the top card of each deck of double-sided cards.

→雙面卡牌堆保持正面朝上。調查員可以看到每個牌堆頂部的那張雙面卡牌。

→ When an investigator draws a random card from a deck of doublesided cards, he draws the bottom card.

→當調查員需要從雙面卡牌堆裡隨機抽牌時，他抓取牌堆最底部的牌。

→When a double-sided card is discarded, it is immediately shuffled back into its respective deck.

→當一張雙面卡牌被丟棄後，它將立即混洗回對應的牌堆裡。

→After a player shuffles a deck of double-sided cards, another player cuts the deck.

→在一位玩家重洗了一組雙面卡牌堆後，另一位玩家再切一次該牌堆。

*Eldritch Token*

*驚悚標記*

→Eldritch tokens are a generic resource used by many effects, including the Ancient One.

→驚悚標記主要用於作為多種效果的指示物，包括遠古邪神。

→A component that places an Eldritch token on the game board describes how investigators interact with that token.

→遊戲版圖上放置有驚悚標記的配件會列出玩家們如何與該標記互動的說明。

→An Eldritch token on the game board can be encountered only if the component that placed it allows an investigator to encounter it.

→一枚遊戲版圖上的驚悚標記只能在放置它的配件說明允許下，才能讓調查員與之遭遇。

*Eliminated*

*淘汰*

→Eliminated players do not choose new investigators after being defeated.

→被淘汰的玩家在其被擊倒後不能再選擇新的調查員扮演。

→ If an investigator is defeated and there are no undefeated investigators available, that player is eliminated.

→如果一位調查員被擊倒後，沒有未被擊倒的可用調查員能扮演，那該調查員被淘汰。

→If an investigator is defeated or devoured after the Ancient One awakens, that player is eliminated.

→如果一位調查員在遠古邪神蘇醒後被擊倒或吞噬，該玩家被淘汰。

→If the investigators win the game, any eliminated players win as well.

→如果調查員們獲得了遊戲勝利，被淘汰的玩家也共用勝利。

→If all players have been eliminated, the investigators lose the game..

→如果所有玩家被淘汰，調查員輸掉這局遊戲。

Related Topics: Winning/Losing

相關標題：勝利/失敗

*Encounters*

*遭遇*

→During the Encounter Phase, each investigator must resolve one encounter. The investigators resolve encounters in turn order starting with the Lead Investigator and proceeding clockwise around the play area.

→在遭遇階段，每位調查員都必須進行一次遭遇。調查員們從首席調查員開始，按順時針次序各進行一次遭遇。

→If an investigator is on a space containing one or more Monsters, he must resolve a single Combat Encounter against each Monster on that space, one at a time, in the order of his choice.

→如果一位調查員的當前地點擁有一隻或更多怪物，他則必須與每只怪物各分別進行一次戰鬥遭遇，遭遇順序由其自選。

→If there are no Monsters on an investigator's space after he resolves a Combat Encounter during the Encounter Phase, he may immediately resolve an additional encounter of his choice.

→遭遇階段，如果調查員在結算完一次戰鬥遭遇後，當前地點不再有怪物，則他可以立即選擇進行一種額外的遭遇。

→If an investigator has the option of multiple encounters, he chooses one.

→如果一位調查員有多種遭遇可供選擇，他要選擇其中一種進行。

→If an investigator has a Detained Condition card, he resolves the back of his Condition card instead of resolving an encounter. He does this

even if there is a Monster on his space.

→如果調查員持有拘禁狀態卡，他將結算這張狀態卡的背面效果來代替進行一次遭遇。他必須這麼做，即使他的當前地點上有怪物存在。

Related Topics: Combat Encounters, Complex Encounters, Defeated Investigator, Expedition Encounters, Location Encounters, Other World Encounters, Research Encounters, Rumor, Special Encounters

相關標題：戰鬥遭遇，多段遭遇，被擊倒的調查員，遠征遭遇，地區遭遇，異世界遭遇，調查遭遇，傳言，特殊遭遇

*Epic Monster*

*史詩級怪物*

Epic Monsters are treated like Monsters for all effects except as described here:

史詩級怪物也視為怪物處理效果，除了下列內容以外：

→An Epic Monster cannot be defeated by any effect except losing Health equal to or greater than its toughness.

→一隻史詩級怪物除了因失去不少於其耐力的生命而被擊倒外，它無法被任何效果擊倒。

→An Epic Monster cannot be discarded.

→史詩級怪物無法被丟棄。

→An Epic Monster cannot be moved, except by an effect on its token or the component that spawned it.

→史詩級怪物無法被移動，除非是它標記上的效果，或該配件的衍生效果。

→Epic Monsters are never placed in the Monster cup.

→史詩級怪物從不放入怪物杯。

→When an Epic Monster is defeated, it is returned to the game box.

→當一隻史詩級怪物被擊倒，它將被送回遊戲盒內。

→"Monster" refers to a Monster and/or an Epic Monsters. "Non-Epic Monster" refers to a Monster but not an Epic Monster.

→"怪物"一詞泛指怪物與/或史詩級怪物。"非史詩級怪物"指的是怪物，而不是史詩級怪物。

*Expedtion Encounter*

*遠征遭遇*

→Expedition Encounters are complex encounters that may require an investigator to resolve multiple tests.

→遠征遭遇是一種會要求玩家進行多次考驗的多段遭遇。

→Each Expedition Encounter's back indicates the space it corresponds to.

→每張遠征遭遇卡背面都有表示前往對應勘探地點的插畫。

→All Expedition Encounters are shuffled into a single Expedition Encounter deck. After a player shuffles the Expedition Encounter deck, another player cuts the deck.

→所有遠征遭遇卡均混洗為一組獨立的遠征遭遇牌堆。

→The Active Expedition token is placed on the space corresponding to the top card of the Expedition Encounter deck. If the top card of the deck changes for any reason, move the token to the appropriate space.

→將勘探標記放置到與遠征遭遇牌堆頂牌插畫相匹配的地點之上。如果頂牌因某些原因被更換，那麼同時將勘探標記再移動到相對應的地點之上。

→During the Encounter Phase, an investigator on a space containing the Active Expedition token may encounter it by drawing and resolving the top card of the Expedition Encounter deck.

→在遭遇階段，一位元處於擁有勘探標記的地點之上的調查員可以與之遭遇，從遠征遭遇牌堆拿取頂牌結算之。

Related Topics: Complex Encounters

相關標題：多段遭遇

*Flipping Cards and Sheets*

*翻轉卡牌和版頁*

→When a card or sheet is flipped to its back side, immediately resolve

the effects on its back. Do not resolve effects that are triggered by specific events, such as X effects.

→當一張卡牌或版頁翻轉到背面，立即結算背面上的效果。不要結算會觸發特殊事件的效果，例如【清算】效果。

→When a card or sheet is flipped to its front side, do not resolve the effects on its front.

→當一張卡牌或版頁翻轉至正面，不用結算它正面的效果。

*Gaining Possessions and Conditions*

*獲得持有物和狀態*

→Gaining a Random Card: Some effects instruct an investigator to gain a card (for example, "Gain 1 Artifact"). The investigator draws one card from the top of the deck matching the specified card type.

· If an investigator gains a Spell or Condition that he already has, he discards it and draws a replacement, repeating this process until he draws a card he does not already have (if able).

· Double-sided cards are gained from the bottom of the deck.

→隨機獲得一張卡牌：一些效果會指示調查員獲得一張卡牌（例如，"獲得 1 件神器"）。該調查員就從對應牌堆頂部抓取一張牌獲得。

·如果一位調查員獲得了一張已經擁有的魔法或狀態，他須丟棄之並抓取一張新

的來替換，重複這一過程直到他抓到一張尚未擁有的卡牌為止（如果可以）。

·雙面卡牌須從對應牌堆的底部獲得。

→Gaining a Card with a Specific Trait: Some effects instruct an investigator to gain a card with a specific trait (for example, "Gain a Madness Condition"). The investigator searches that card type's deck then discard pile for the first card matching the specified trait and gains that card. Then he shuffles the deck.

· An investigator that gains a Spell or Condition in this way searches the deck for the first card matching the specified trait he does not already have and gains that card.

→獲得一張特定屬性的卡牌：一些效果會指示調查員獲得一張帶有特定屬性的卡牌（例如，"陷入一種*瘋狂*狀態"）。該調查員從對應牌堆、再到棄牌區依次檢索來獲得第一張找到的對應卡牌。然後將牌堆重洗。

·調查員以此法檢索牌堆找出的第一張對應特定屬性的卡牌，若他尚未擁有相同的卡牌，則他獲得之。

→Gaining a Specific Card: Some effects instruct an investigator to gain a specific card by name (for example, "Gain an Axe Asset"). The investigator searches that card type's deck then discard pile for the first card matching the specified name and gains that card. Then he shuffles the deck .

·If the named card is in the reserve, the investigator gains that card instead.

·If the specified card cannot is not found while searching, he does not gain a card. For instance, if other investigators or defeated investigators possess all copies of the card or all copies of the card have been returned to the game box.

→獲得一張指定的卡牌：一些效果會指示玩家獲得一張指定名稱的卡牌（例如，"獲得 1 張斧頭資產"）。該調查員從對應牌堆、再到棄牌區依次檢索來獲得第一張找到的對應指定名稱的卡牌。然後將牌堆重洗。

·若該指定卡牌位于儲備區，那就以調查員獲得這張牌作為代替。

·若無法通過檢索來找到該指定卡牌，他就不會獲得這張卡牌。例如，其他調查員或被擊倒的調查員持有了該牌及其所有副本，或該牌及其所有副本被移出遊戲。

→Gaining a Card from the Reserve: Some effects instruct an investigator to gain a card (sometimes with a specific trait) from the reserve (for example "Gain 1 A *ally* Asset from the reserve"). The investigator gains one card of his choice that matches the specified trait from the reserve.

→從儲備區獲得一張卡牌：一些效果會指示調查員從儲備區（有時會特定屬性指示）獲得一張牌（例如，"從儲備區獲得 1 張*盟友資產*"）。該調查員就從儲備區選擇獲得一張對應特定屬性的卡牌。

→Gaining a Clue: Some effects instruct an investigator to gain a Clue. The investigator takes one random Clue token from the Clue pool, and places it near his Investigator sheet. When a Research Encounter card

instructs the investigator to "gain this clue," he gains the Clue token from his space.

→獲得一條線索：一些效果會指示調查員獲得一條線索。該調查員從線索池隨機抓取一枚線索標記，把它放置在調查員護照旁。當調查遭遇卡指示調查員"獲得這條線索，"他獲得當前地點上的那枚線索標記。

Related Topics: Double-Sided Cards, Possessions, Search

相關標題：雙面卡牌，持有物，檢索

*Gate*

*次元門*

→Gates are kept facedown in the Gate stack until they are spawned .

→次元門標記位於次元門堆時保持正面朝下放置，直到它們被衍生。

→When Gate is closed, it is discarded.

→當次元門被關閉，其標記即被丟棄。

→When a Gate is discarded, it is placed in a faceup discard pile near the Gate stack until the Gate stack is empty. When there are no Gates remaining in the Gate stack, place all discarded Gates facedown in the Gate stack and randomize them.

→當次元門標記被丟棄時，它正面朝上放置於次元門堆旁邊的棄牌區，直到次元門堆告罄。當次元門堆沒有任何次元門標記時，將所有被丟棄的次元門標記正面

朝下疊放成新的次元門堆，並重洗之。

→When an effect spawns a Gate, draw one Gate token from the top of the Gate stack and place it on the space indicated on the front of that token. Then spawn one Monster on that space.

→當一個效果衍生出次元門時，從次元門堆頂部抓取一枚次元門標記，將其正面朝上放置在標記物所示地點。然後在該地點上衍生一隻怪物。

→If a Gate cannot be spawn because the Gate stack and discard pile are empty, advance Doom by 1 instead.

→如果因為次元門堆與棄牌區告罄而無法衍生次元門時，以推進 1 格毀滅倒數作為代替。

→During the Encounter Phase, an investigator on a space containing a Gate may encounter it by drawing and resolving an Other World Encounter.

→在遭遇階段，一位處於擁有次元門地點上的調查員可以通過抓取結算一張異世界遭遇卡來遭遇之。

Related Topics: Other World Encounters

相關標題：異世界遭遇

*Health and Sanity*

*生命與神智*

→Each investigator starts with an amount of Health and Sanity equal to his maximum Health and Sanity, respectively.

→每位調查員在遊戲開始時分別獲得等於其生命及神智最大值的生命、神智標記。

→ An investigator cannot recover Health or Sanity beyond his maximum Health or Sanity, respectively.

→一位調查員無法將生命或神智恢復超過各自的最大值。

→Health or Sanity tokens that are marked with a "3" represent three single Health or Sanity tokens, respectively. Players may swap a "3" token for three single tokens or three single tokens for a "3" token at any time.

→生命或神智標記上標明數值"3"表示三枚生命或神智標記。玩家隨時可以把一枚"3"點標記兌換為三枚標記，或將三枚標記兌換為一枚"3"點標記。

→When an investigator loses Health or Sanity, he returns an equal number of Health or Sanity tokens to the token pool.

→當一位調查員失去生命或神智時，他將對應數量的生命或神智標記放回標記池。

→If an investigator has zero Health or Sanity, he is defeated.

→如果一位調查員失去所有生命或神智，其就被擊倒。

→Effects that prevent the loss of Health or Sanity cannot be used when an investigator spends Health or Sanity.

→一個防止失去生命或神智的效果，無法用於一位調查員耗費生命或神智的情

況。

→An investigator cannot spend Health or Sanity if doing so would cause him to be defeated (i.e., he cannot spend his last Health or Sanity).

→如果會導致自己被擊倒，則該調查員無法進行耗費生命或神智（也就是說，他無法耗費他最後的生命或神智）。

Related Topics: Defeated Investigator, Spend

相關標題：被擊倒的調查員，耗費

## Hidden Information

### 隱藏信息

Some information is intentionally hidden from players. The following cannot be examined by players unless they are instructed by some effect:

一些資訊有意向玩家們隱藏保密。以下條例不能由玩家查看，除非有效果指示他們這麼做：

→The back of double-sided cards, such as Spells or Conditions.

→雙面卡牌的背面資訊，比如魔法或狀態。

→The order and specific cards found in any deck.

→任何按照特定順序放在牌堆裡的卡牌。

→The front of Clues or Gates that are in the Clue pool or Gate stack.

→線索池或次元門堆裡的標記物的正面。

→Mythos cards that have been returned to the game box.

→放回遊戲盒內的神話卡。

Information that is not hidden includes the following.

以下條例不屬於隱藏資訊。

→The back of Monster tokens.

→怪物標記的背面。

→The cards in discard piles.

→棄牌區內的卡牌。

→The information on the back of Investigator sheets.

→調查員護照背面的資訊。

→The information on the back of Ancient One sheets.

→遠古邪神版頁背面的資訊。

→The information on the back of Clue tokens that are in the discard pile or held by an investigator.

→棄牌區內或調查員持有的線索標記的背面資訊。

Although players may legally look at this information, they may find the game more exciting if they do not look at this information unless instructed by some effect. In addition, we recommend a player other than the active investigator reads encounter cards and does not reveal the results of passing or failing a test that has not yet been resolved.

雖然玩家被允許查看這些資訊，但他們可能會發現除非有效果允許否則就不看這些資訊，會讓遊戲體驗更為刺激。此外，我們建議由其他玩家來講述當前玩家的遭遇卡，並且在結算之前不向他透露考驗通過或失敗會帶來的後果。

*Improving Skills*

*提升技能*

→When an investigator improves a skill, he gains an Improvement token for that skill with the "+1" side up.

If an investigator improves a skill and already has an Improvement token for that skill, he flips that token to the "+2" side instead.

→當一位調查員提升一項技能時，他獲得一枚該技能類型的提升標記，以"+1"面放置。

若一位調查員提升的技能已經放置了提升標記，他將翻轉該標記到"+2"面作為代替。

→An investigator cannot improve a single skill more than twice.

→一位調查員無法對一項技能提升超過兩次。

Related Topics: Skills, Tests

相關標題：技能，考驗

*Investigator*

*調查員*

→The word "investigator" refers to a player, the character he controls, and that character's Investigator sheet and Investigator token.

→"調查員"一詞指的是一位玩家,及其控制的角色、角色的調查員護照和調查員標記。

→A active investigator refers to the investigator currently performing actions or resolving an encounter. During the Mythos Phase, the Lead Investigator is the active investigator.

→一位當前調查員指的是當前正在執行行動或進行遭遇的調查員。在神話階段,首席調查員就是當前調查員。

→Each Investigator sheet has an action ability that the investigator may perform during the Action Phase and a passive ability that affect how he and other investigators interact with the game.

→每份調查員護照上都有一個可供調查員於行動階段執行的行動能力,以及一個能夠影響他和其他調查員遊戲互動的被動能力。

→Each Investigator sheet lists the investigator's maximum Health and Sanity and five skills: Lore ([]), Influence (#),Observation (*), Strength (^), and Will (@).

→每份調查員護照上都列出了該調查員的生命和神智最大值,以及五項技能:學

識[]、影響#、觀察*、力量^、意志@。

→The back of each Investigator sheet indicates the investigator's starting location, including a map for reference, and his starting possessions, Conditions, and effects.

It also indicates the investigator's defeated investigator encounters, including a Crippled effect and an Insane effect.

→每份調查員護照的背面還列出了該調查員的起始地點（包括地圖位置）、起始持有物、狀態和各種效果。

還有該調查員被擊倒後的遭遇內容，包括一種傷殘遭遇和一種癲狂遭遇。

Related Topics: Defeated Investigator, Health and Sanity,Lead Investigator, Skills

相關標題：被擊倒的調查員，生命與神智，首席調查員，技能

*Lead Investigator*

*首席調查員*

→The player who has the Lead Investigator token is referred to as the "Lead Investigator" by cards and effects.

→卡牌與效果中所說的"首席調查員"就是指當前持有首席調查員標記的玩家。

→When players perform actions during the Action Phase or resolve encounters during the Encounter Phase, the Lead Investigator begins

and play proceeds clockwise around the play area.

→當玩家們在行動階段執行行動，或在遭遇階段進行遭遇時，都先由首席調查員開始，全場按照順時針次序逐個進行遊戲。

→During the Mythos Phase, the Lead Investigator resolves a Mythos card.

→在神話階段，首席調查員要結算一張神話卡。

→At the end of the Mythos Phase, the Lead Investigator may pass the Lead Investigator token to another investigator of his choice.

→神話階段結束時，首席調查員可以將首席調查員標記移交給一位元由他選擇的其他玩家。

→When investigators make a decision as a group, the Lead Investigator makes the final decision.

→當調查員們需要作出群體決策時，首席調查員來做出最終決定。

Related Topics: Conflicts

相關標題：衝突矛盾的規則

*Location Action*

*地區行動*

Some actions on possessions and conditions are identified as a "Local Action" on the card in bold.

一些持有物或狀態上的行動會用粗體寫為"地區行動"。

→An investigator may perform local actions on his own possessions and Conditions.

→一位調查員可以執行自己持有物或狀態上的地區行動。

→Any investigator on the same space as the investigator that possesses a card with a local action may perform that local action.

→任何調查員都可以執行當前地點上其他調查員所持卡牌上列出的地區行動。

→A local action can be performed by each investigator once per round. Multiple investigators may perform that action during the course of a single Action Phase.

→每個地區行動每回合只能被每位調查員執行一次。一個地區行動可以在一次行動階段中被多位調查員各執行一次。

Related Topics: Space

相關標題：地點

*Location Encounters*

*地區遭遇*

→During the Encounter Phase, an investigator may encounter his space by drawing a General Encounter card and resolving the effect that corresponds to his space's type.

→在遭遇階段，一位調查員可以通過抓取一張普通遭遇卡來進行一次遭遇，並結算卡牌上與之當前地點類型匹配的效果。

→During the Encounter Phase, an investigator on Arkham, Buenos Aires, or San Francisco may encounter that space by drawing an America Encounter card and resolving the effect that corresponds to his space's name.

→在遭遇階段，一位處於阿卡姆鎮、布宜諾賽勒斯或三藩市的調查員可以抓取一張美洲遭遇卡來進行一次遭遇，並結算卡牌上與之當前地點名字匹配的效果。

→During the Encounter Phase, an investigator on Istanbul, London, or Rome may encounter that space by drawing a Europe Encounter card and resolving the effect that corresponds to his space's name.

→在遭遇階段，一位處於伊斯坦布爾、倫敦或羅馬的調查員可以抓取一張歐洲遭遇卡來進行一次遭遇，並結算卡牌上與之當前地點名字匹配的效果。

→During the Encounter Phase, an investigator on Shanghai, Sydney, or Tokyo may encounter that space by drawing an Asia/Australia Encounter card and resolving the effect that corresponds to his space's name.

→在遭遇階段，一位處於上海、悉尼或東京的調查員可以抓取一張亞洲遭遇卡來進行一次遭遇，並結算卡牌上與之當前地點名字匹配的效果。

→Each named non-Expedition space on the game board has a brief description below its name that explains the most common effect that appears on encounter cards for that space.

→遊戲版圖上每處帶地名的非勘探地點都在其地名下方列有在該地區遭遇中最常見的效果影響。

Related Topics: Space

相關標題：地點

*Monsters*

*怪物*

→Monsters that are not spawned or set aside are kept in the Monster cup.

→未被衍生或預留出來的怪物均放入怪物杯中。

→When an effect spawns a Monster, draw one Monster token from the Monster cup and place it on the space indicated by that effect.

→當一個效果衍生出怪物時，從怪物杯抓取一枚怪物標記，將其放到該效果所指定的地點之上。

→If a Monster has the ~ icon on its front, resolve the "When this Monster is spawned" effect on the back of that token when it is spawned.

→如果一隻怪物的標記正面帶有【衍生效果】圖示，在其衍生時須結算標記背面的"當這只怪物被衍生出來後"效果。

→During the Encounter Phase, if an investigator is on a space containing a Monster, he must encounter it by resolving a Combat

Encounter.

→在遭遇階段，若一位調查員的當前地點上存在怪物，則他必須與之進行一次戰鬥遭遇。

→When a Monster has lost Health equal to or greater than its toughness, it is defeated.

→若一隻怪物失去的生命不低於其耐力，則它被擊倒。

→When a Monster is defeated or discarded, it is returned to the Monster cup and the cup is randomized.

→當一隻怪物被擊倒或丟棄時，它將返回怪物杯中混洗。

→ "Monster" refers to a Monster and/or an Epic Monsters. "Non-Epic Monster" refers to a Monster but not an Epic Monster.

→ "怪物"一詞指的是一隻怪物與/或一隻史詩級怪物。"非史詩級怪物"指的是一隻怪物，但不包括史詩級怪物。

Related Topics: Combat Encounters, Epic Monster, Set Aside

相關標題：戰鬥遭遇，史詩級怪物，預留

*Monster Surge*

*怪物湧現*

→To resolve a Monster surge, spawn a number of Monsters as indicated by the Reference card on the space indicated by the effect.

- 1-2 Players: 1 Monster.

- 3-6 Players: 2 Monsters.

- 7-8 Players: 3 Monsters.

→進行一次怪物湧現，要衍生出與當前遊戲參照卡上指示所對應數量的怪物。

- 1-2 名玩家: 1 只怪物.

- 3-6 名玩家: 2 只怪物.

- 7-8 名玩家: 3 只怪物

→If a Mythos card has the Monster Surge icon, resolve a Monster surge on each space containing a Gate that corresponds to the current Omen. If there are no Gates on the game board that correspond to the current Omen, spawn 1 Gate instead.

→若一張神話卡上注有怪物湧現圖示，在每處擁有與當前預兆彗星顏色匹配的次元門的地點上進行一次怪物湧現。如果遊戲版圖上沒有匹配的次元門，就衍生 1 扇次元門作為代替。

Related Topics: Monster, Mythos

相關標題：怪物，神話卡

*Mystery*

*謎團*

Investigators must solve a number of Mysteries to win the game. The

number of Mysteries is indicated on the Ancient One sheet.

調查員們必須揭開一定數量的謎團以獲得遊戲勝利。要揭開謎團的數量都會列在當前遠古邪神版頁之上。

→The illustration on the back of each Mystery card indicates the Ancient One it corresponds to.

→每張謎團卡的背面都帶有與其所屬遠古邪神相匹配的插畫。

→"Active Mystery" refers to the faceup Mystery card in play that has not yet been solved.

→"當前謎團"指的是正在生效、尚未揭開、正面朝上的謎團卡。

→When the active Mystery is solved or removed from play, discard all tokens on it or placed by it. Then draw a new Mystery, placing it on top of any solved Mysteries.

→在當前謎團被揭開或移除時，丟棄它牌面上或依其指示放置的所有標記物。然後抓取一張新的謎團，放置於所有已經揭開的謎團之上。

→If a solved Mystery is shuffled into the deck or returned to the game box, that Mystery no longer counts as a solved Mystery.

→若一張已揭開的謎團被重洗回牌堆，或移出遊戲，那這張謎團不能再計為一張已揭開的謎團。

→If the Ancient One awakens, investigators must solve the Final Mystery on the back of the Ancient One sheet in addition to the Mysteries.

→如果遠古邪神被喚醒，作為一個額外的謎團，調查員們必須去揭開其版頁背面

的最終謎團。

Related Topics: Ancient One, Winning/Losing

相關標題：遠古邪神，勝利/失敗

*Mythos*

*神話卡*

→If the Mythos deck is empty, the discard pile is not shuffled into the deck. Instead, if a Mythos card cannot be drawn, the Mythos Phase ends and investigators lose the game.

→如果神話牌堆告罄，不會再將棄牌重洗回其牌堆內。如果無法再抓取一張神話卡，在該神話階段結束時，調查員輸掉這場遊戲。

→After resolving a Mythos card with the *Ongoing* trait, place the card in play near the Ancient One sheet. It remains in play until it is discarded.

→當結算一張帶有*持續*特性的神話卡時，將其放置在遠古邪神版頁旁邊。以提醒玩家其已生效，直到該牌被丟棄。

→If a Mythos card has the X icon on the lower-right corner, it is a reminder that the card has a X effect. That card does not cause other X effects to be resolved.

→如果一張神話卡的右下角帶有【清算】圖示，這是提示玩家該牌帶有【清算】

效果。但這不會引起其它【清算】效果被結算。

Related Topics: Clue, Gate, Monster Surge, Omen, Reckoning, Reference Card, Traits, Winning/Losing, Mythos Card Icons (on page 16)

相關標題：線索，怪物湧現，預兆，清算，遊戲參照卡，特性，勝利/失敗，神話卡圖示（請參見第 16 頁）

*Nearest*

*最近的地點*

When determining the "nearest" space or token, find the space or token separated by the fewest number of interconnected paths.

當確認一個"最近的"地點或標記時，從相隔最少連接路線之處找到該地點或標記。

→If two or more spaces are tied for nearest, the active investigator chooses.

→若有兩處或更多地點可連為最近的地點，就由當前玩家來選擇其一確定。

→If the origin space matches the specifications or contains the specified token, that space or token is the nearest.

→若當前地點符合描述條件，或擁有特指的標記物，那麼該地點或標記就視為最近的一個。

Related Topics:   Path, Space

相關標題：路線，地點

*Omen*

*預兆*

→The "current Omen" is the icon on the space of the Omen track containing the Omen token.

→"當前預兆"一詞指的是，預兆軌道上預兆指示物所放置的彗星圖示之上。

→When the Omen advances, move the Omen token the indicated number of spaces clockwise around the Omen track one space at a time. For each space it enters, advance Doom by one for each Gate on the game board that corresponds to the current Omen.

→當預兆軌道被推進時，預兆指示物按順時針方向移動相應次數，每次移動 1 格。每當預兆指示物移動到一處彗星上時，遊戲版圖上每有一扇與當前彗星顏色匹配的次元門，就推進 1 格毀滅倒數。

Related Topics: DOOM

相關標題：末日毀滅

*Other Worlds Encounters*

*異世界遭遇*

During the Encounter Phase, an investigator on a space containing a Gate may encounter it by drawing and resolving an Other World Encounter.

在遭遇階段，當前地點擁有一扇次元門的一位調查員可以通過抓取結算一張異世界遭遇卡來與之進行一次遭遇。

→Other World Encounters are complex encounters that may require an investigator to resolve multiple tests.

→異世界遭遇卡是一種多段遭遇，它可能會要求調查員進行多次考驗。

→When an Other World Encounter says, "this Gate," it is referring to the Gate being encountered.

→當一次異世界遭遇提到，"這扇次元門"時，它指的是此次所遭遇的這扇次元門。

→While an investigator is resolving an Other World Encounter, he is still considered to be on his current space and is not removed from the game board.

→當一位調查員進行一次異世界遭遇時，仍舊認為他處於當前地點之上，而不是被移出遊戲版圖。

Related Topics: Complex Encounters, Gate

相關標題：多段遭遇，次元門

*Path*

*路線*

Each path connects two adjacent spaces and has one of the following types: Train, Ship, or Uncharted. The legend on the game board identifies each path type.

每條連結兩處相鄰地點的路線都只有一種類型：鐵路、航線或未知路徑。遊戲版圖上的圖例會列出每種路線類型。

Related Topics: Adjacent, Space, Travel Action

相關標題：相鄰，地點，旅行行動


*Possessions*

*持有物*

→An investigator's possessions include his Clue tokens, travel ticket tokens, Asset cards, Artifact cards, and Spell cards.

→一位調查員的持有物包括他的線索標記、旅票標記、資產卡、神器卡以及魔法卡。

→An investigator's possessions may allow him to perform unique actions as described on the card.

→調查員的持有物可能會為他提供一些列在卡牌上的獨特行動來執行。

→If an effect does not list a limit, it may be used only once per instance of the triggered event. For example, if an Asset allows an investigator to recover 1 additional Health when he performs a Rest action, he may only use that effect once per Rest action.

→如果一個效果沒有寫出次數限制，那麼它只能在每種對應情況下觸發一次。比如，若一張資產卡允許調查員在休息行動時，額外恢復 1 點生命，那麼他只能在休息行動時發動一次該效果。

Related Topics:Component Action, Gaining Possessions and Conditions, Trade Action

相關標題：特殊行動，獲得持有物和狀態，交易行動

## Prepare for Travel Action

## 籌備遠行行動

As an action, an investigator on a City space gains one travel ticket.

作為一次行動，位於城市地點的調查員可以獲得一張旅票。

→If his space is connected to any adjacent space by a Train path, he may choose to gain one Train Ticket.

→若他所在地點與相鄰地點連接著鐵路，他可以選擇獲得一張火車票。

→If his space is connected to any adjacent space by a Ship path, he

may choose to gain one Ship Ticket.

→若他所在地點與相鄰地點連接著航線，他可以選擇獲得一張船票。

→An investigator cannot have more than two travel tickets. If he already has two travel tickets when he performs this action, he may discard one travel ticket before gaining a new travel ticket.

→一位調查員無法持有超過兩張旅票。若他已經持有了兩張旅票，當他進行本行動時，他可以在丟棄一張持有的旅票之後，來獲得一張新的旅票。

Related Topics:Travel Action

相關標題：旅行行動

*Random Space*

*隨機地點*

When determining a "random space," discard a Clue token from the Clue pool and use the space indicated on the front of that token.

當要確認一處"隨機地點"時，從線索池丟棄一枚線索標記，並利用其標記上的地點資訊來確定。

→If there are no Clue tokens remaining in the Clue pool or discard pile, the Lead Investigator chooses a space instead.

→如果線索池或棄牌區均已告罄，那就由首席調查員來決定位置。

*Reckoning*

*清算*

When resolve reckoning (X) effects, use the following order:

當進行【清算】效果時，按照下列順序清算之：

1. Monsters: Resolve the X effect on each Monster on the game board that has the X icon on its front, if any.

1.怪物：結算遊戲版圖上每一隻帶有【清算】圖示的怪物的任何【清算】效果。

2. Ancient One:Resolve the X effect on the Ancient One sheet, if any.

2.遠古邪神：結算遠古邪神版頁上的任何【清算】效果。

3. Mythos cards: Resolve the X effect on each *Ongoing* Mythos card in play, if any.

3.神話卡：結算每張正在生效的*持續*神話卡上的任何【清算】效果。

4.Possessions and Conditions:Starting with the Lead Investigator and proceeding clockwise, each investigator resolves the X effect on each possession and Condition he has, if any, in the order of his choice.

4.持有物和狀態：從首席調查員開始按順時針方向，依次結算每位調查員帶有的持有物和狀態上的任何【清算】效果，個人結算順序由其自選。

→Reckoning effects are proceeded by a X icon.

→清算效果均由【清算】圖示來表示。

→Components with X effects have the x icon on the lower-right corner

as a visual reminder.

→為了配合【清算】效果，右下角均有【清算】圖示來作為一個視覺提醒。

→If a Monster is spawned or an investigator gains a component while investigators are resolving X effects, they do not resolve the X effect on that Monster or component.

→如果在調查員進行【清算】效果期間，一隻怪物被衍生出來，或調查員獲得一種配件，那麼他們將不會結算該怪物或配件上的【清算】效果。

*Reference Card*

*遊戲參照卡*

→During setup, place the Reference card that corresponds to the number of players by the game board.

→遊戲設置期間，拿取使用與本次遊戲玩家數量相對應的遊戲參照卡，放置在遊戲版圖上。

→The Reference card indicates the number of Clues and Gates that are spawned by Mythos cards and the number of Monsters spawned by Monster surges.

→遊戲參照卡列出了因神話卡而衍生的線索數量及次元門數量、怪物湧現所要衍生的怪物數量。

Related Topics: Clue, Gate, Monster Surge, Mythos

相關標題：線索，次元門，怪物湧現，神話卡