

CALL of CTHULHU  
Horror On The  
**ORIENT EXPRESS**  
The Board Game

**PROTOTYPE**

PROTOTYPE RULES VERSION 0.91

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## STORY OVERVIEW

One rainy morning, you boarded the luxurious train heading for Constantinople, once the capital of the entire Western civilization. Unfortunately, things went south really quickly. You, and everyone else on the train, heard some unearthly chanting, and after an excruciatingly long moment, the entire train was running through the unknown nightmare of the Dreamlands! Who is performing the ritual that brought you here? How can you stop it before the train arrives at its final stop? What are the hideous creatures lurking outside? And whose dark whisper is urging you to invite them aboard?

What started as an exciting journey might yet turn into an unspeakably hideous end to your existence. Do you have what it takes to stand up for not just yourself, but for all humankind?

## GAME OVERVIEW

*Horror on the Orient Express: The Board Game* is a cooperative game for 1–4 players who take on the roles of Investigators protecting the Train and identifying the Cultists. Investigators take turns one at a time. In each turn the active Investigator performs actions fighting Monsters, deactivating Portals, and revealing Clues to identify the Cultists.

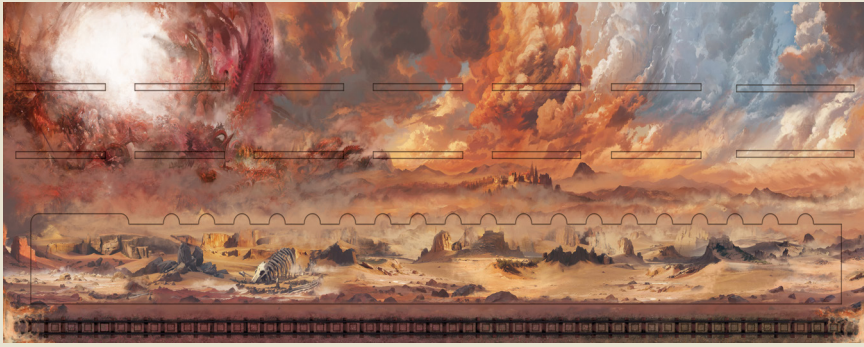
To win, you must correctly identify all the Cultists and keep the Orient Express and its Passengers safe on route to its destination.

However, you will lose if the Train is overrun with Monsters, if too many Passengers die, if there is too much Essence on the Portals, if you wrongly accuse any Suspect, or if any of the Investigators goes insane.

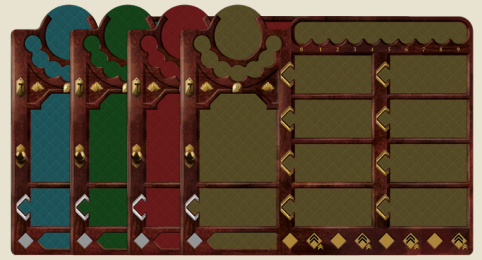
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COMPONENT LIST



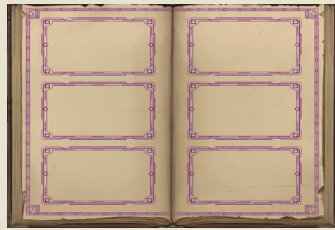
Main board



4 Player boards



Event board



Spellbook board



1 Ritual sheet



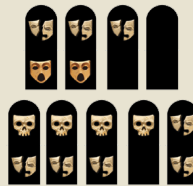
10 Ritual tokens



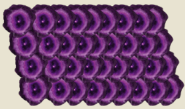
6 Cultist/Not Cultist tokens



Vampire board



9 Vampire tiles



36 Essence tokens



8 Block tokens



12 Occult tokens



6 Suspect boards



2 Starting Landscapes

7 Small Landscapes

5 Medium Landscapes

7 Big Landscapes



Event bag



Conversation bag



Clue sheet booklet



6 Suspect tiles



35 Event tokens



28 Conversation tokens



6 Tickets Clue tokens

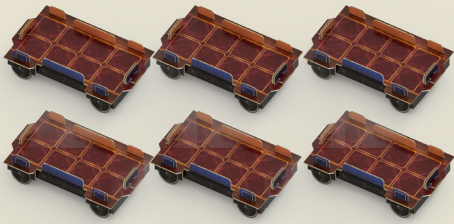


12 Desires Clue tokens

15 Features Clue tokens



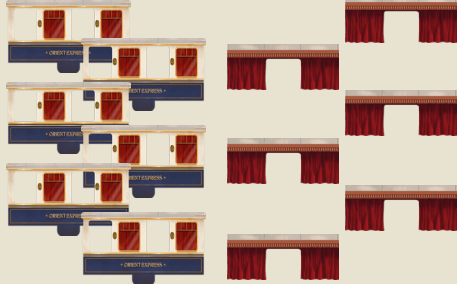
# COMPONENTS



6 Car chassis



Locomotive



6 Car windows

6 Car curtains



7 Car Ability plaques



8 Lucid Skill tiles



8 Attribute tiles



8 General Skill tiles



1 Quality Rest tile



Locomotive mini



7 Coffin minis



Vampire mini



14 Item cards



7 Incantation cards



9 Passenger cards



9 Occult Spell cards



22 Quest cards



20 Paragraph cards



22 Passenger dice



11 Feature cards



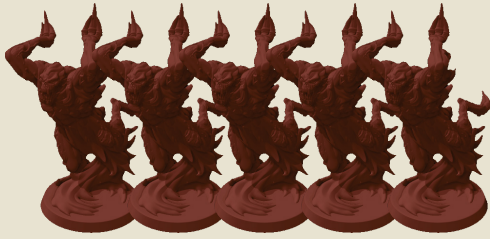
3 Monster cards



5 Help cards



# COMPONENTS



15 Monster minis

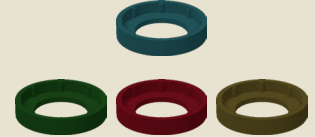


6 Suspect minis

4 Investigator minis



6 Suspect bases



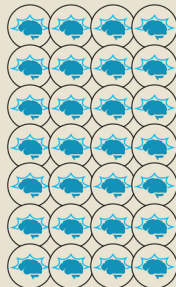
4 Investigator bases



4 Investigator portrait tiles

MILLIONAIRE	COMMITTED	RETIRED GUNSLINGER	CHEMISTRY PROFESSOR
<b>BASIC AC</b>	<b>BASIC AC</b>	<b>BASIC AC</b>	<b>BASIC ACTIONS:</b>
<ul style="list-style-type: none"> <li>Move up to 2</li> <li>Use [Skill]</li> <li>Use [Skill]</li> <li>Use [Skill] action</li> <li>Spend 1 [Skill] to learn</li> <li>Interact with [Skill]</li> <li>Send [Skill] to ch</li> </ul>	<ul style="list-style-type: none"> <li>Move up to 2</li> <li>Use [Skill]</li> <li>Use [Skill]</li> <li>Use [Skill] action</li> <li>Spend 1 [Skill] to learn</li> <li>Interact with [Skill]</li> </ul>	<ul style="list-style-type: none"> <li>Move up to 2</li> <li>Use [Skill]</li> <li>Use [Skill]</li> <li>Use [Skill] action</li> <li>Spend 1 [Skill] to learn</li> <li>Interact with [Skill]</li> <li>Banish 1 [Skill]</li> </ul>	<ul style="list-style-type: none"> <li>Move up to 2</li> <li>Use [Skill]</li> <li>Use [Skill]</li> <li>Use [Skill] action</li> <li>Spend 1 [Skill] to learn a new Occult Spell</li> <li>Interact with [Skill]</li> <li>Choose [Skill] to place 1 [Skill] next to their Skill</li> </ul>

4 Investigator Basic Skill tiles



28 Sanity tokens



4 Stamina markers



4 Stamina blockers



14 Retired Gunslinger Skill tiles



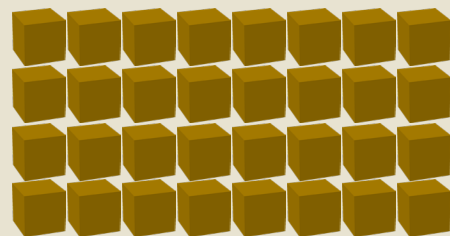
14 Chemistry Professor Skill tiles



14 Committed Preacher Skill tiles



14 Millionaire Boy Skill tiles



32 Golden Action cubes



4 Silver Action cubes

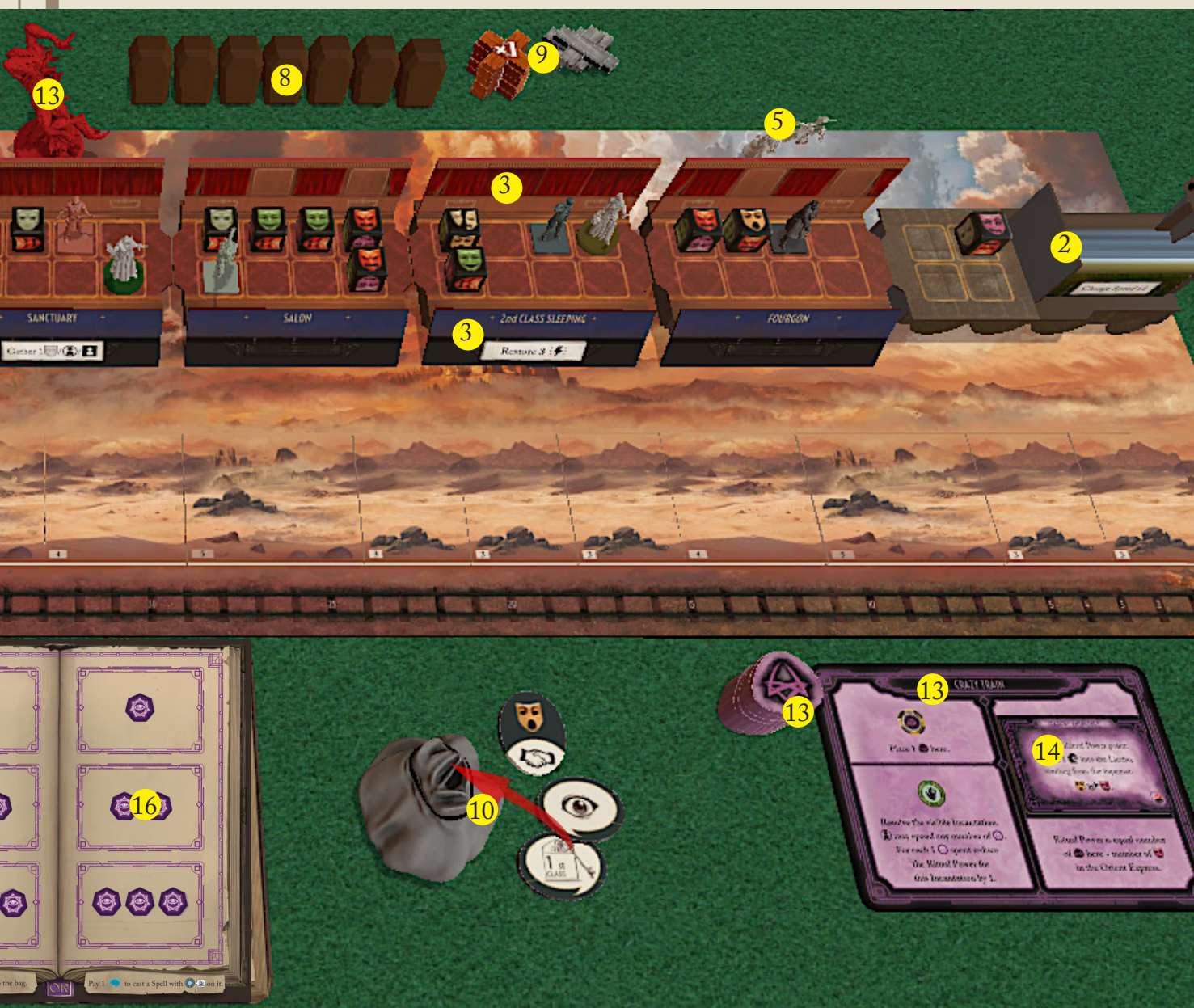
Main game area

1. Place the main board in the middle of the table.
2. Place the locomotive at the far right spot on the board. Set its speed dial to 1.
3. Assemble 6 cars by mounting back walls and curtains on them - as well as 6 Car Skill plaques, of which pick 3 at random and place them with active side visible, and the other 3 not visible. Place the cars behind the locomotive in a random order.
4. Place Passenger Dice according to the Starting Passengers card. There will be a few dice left, put them aside.
5. „Hang the Vampire outside the car indicated by the Starting Passengers card.
6. Choose the Starting Landscape tile. It's bigger than others and has numbers at the top. Place it in the well at the bottom left of the board. Then fill up spaces to its right taking tiles in size and order written at the top of the Starting Landscape tile. Place all the following tiles face down.
7. Place 27 Essence (🌀) next to the main board. Take 3 of these tokens and place them on the open Portal on the Starting Landscape.
8. Place 7 Coffins next to the board.





9. Place all the double-sided Block tokens next to the board.
10. Place the beige Conversation bag next to the board with 27 Conversation tokens in it.
11. Place the three Monster cards in random order. Place 5 Monsters of each color next to their card.
12. Place one Monster next to each of the last three cars - in the order depicted on the leftmost Portal on the Starting Landscape tile.
13. Place the Ritual sheet and the Ritual tokens next to the board.
14. Shuffle the Incantation cards, place them on the Ritual sheet face down and flip the top card face up.
15. Place the Spellbook board next to the board along with a deck of shuffled Occult Spell cards next to it.
16. Place 12 Occult tokens on the marked spaces on the Spellbook (one on each space).
17. Shuffle the Item cards and set them next to the board.
18. Place Quest, Feature, and Paragraph cards next to the board. You don't need to shuffle them—you will be searching for specific cards during the game.
19. Place the Train mini at the beginning of its track so that its front is basically touching number 45.





For each player

1. Take an Investigator board in your favorite color.
2. Place a favourite Investigator's portrait in the slot. Place the portrait sane side up (the purple side is called raving).
3. Place that Investigator's base (🎲) Skills in the slots.
4. Place their Rest Skill tile in its slot.
5. Take the mini matching your Investigator and place it in the ring matching the color of your Investigator board.
6. As per the back of the Investigator tile:
  - A. place your mini in the starting location,
  - B. set up the Sanity tokens,
  - C. set up the Stamina markers and the Stamina Limit token.
7. Place the Investigator tile Basic Actions side up.
8. Take all your Upgraded (🎲) Skill tiles and place them close to your Investigator's board.
9. Take all your Specialty (🌀) Skill tiles and place them close to your Investigator's board.
10. Take 9 Action markers. Place the silver one under rest, and the gold ones in the Action track.

For all players

11. Draw 6 General Skills, 6 Attribute tiles, and 6 Lucid Skills, and place them in the middle of the table.
12. Each player chooses 1 General Skill and places it on their Investigator's board.
13. Each player chooses 1 Attribute, resolves its effect and then places it on their Investigator board face down.
14. Each player chooses 1 Lucid Skill and places it on their Investigator board.





Suspects

1. Place 1<sup>st</sup> Class and 2<sup>nd</sup> Class Suspect boards—3 of each—within view of all players.
2. Randomly assign each Suspect board a Suspect portrait. Switch those Suspect portraits to their active side (the side that is not crossed out)
3. Shuffle all Ticket (🎫), Desire (👁️), and Feature (👁️) Clue tokens and place all of them face down on matching Suspect board spots. You should have no Clue tiles left now.
4. Pick at random two Desire Clue tokens on two different Suspect boards and flip them face up.
5. Flip the Suspect portraits tiles on these two Suspect boards crossed-out side up.
6. Find two Quest cards matching the Desire Clue tokens revealed in step 4 and place them underneath the respective Suspect boards so that only the bottom part sticks out. DO NOT LOOK at the back of these cards! That'd ruin all the fun in the most indescribably horrendous way!
7. Take the 6 Suspect minis and the 6 colored rings. Attach each Suspect to the ring matching the color of their Suspect board.
8. Place 1 Suspect mini in each car in a random order.





Event board

1. Place the Event board next to the Main board.
2. Take the green Event bag and fill it according to the Setup Help card.

Note: For the first game we recommend playing on the Easy difficulty level with two random Helping Event tokens in the starting bag. See page 31 for that.

3. Put the Event tokens shown below in the discard area of the Event Board.
4. Shuffle Passenger cards deck and place it face down on its spot on the Event Board.



Help cards and Clue sheet

1. Keep all 5 Help cards handy - they will answer many of your questions.
2. Use a pencil to mark the Clue tiles you have already revealed - it will make it easier to deduct who is who!





Vampire board

1. Place the Vampire board next to the main board.
2. Place 5 Vampire Strength tiles as shown below.
3. Place the next layer of Vampire Strength tiles on the last three spots as shown below.



Remaining components

1. You will only use these if you took specific Attribute tiles during the Investigator setup.
2. You will use these when the game tells you so.
3. You will use these when you speed the Train up.
4. You will use these when you prepare Spells in the Spellbook.
5. You will only use these if you decide to play a less demanding game.



INVESTIGATORS

Each player is an Investigator with their own Skills, who moves around the Orient Express.

**All the Actions performed by Investigators are performed in the Car they are in.**

All the Investigators have Sanity. If they lose their Sanity, they will go insane and the game will end in failure.

THE ORIENT EXPRESS

The Orient Express consists of 6 Cars and a Locomotive.

In each Car there are 8 designated spots for Investigators, Passengers and Suspects.

Each Car has a name and possibly a Skill to be used.

Each Car has Curtains that can be opened and closed to change the effect of Monsters, Portals, and the Vampire. They are also needed for some Skills.

PORTALS

These are fractures in the Dreamlands that produce horrid entities and effects.

There are two types of Portals:



Monster Portals - Monsters come through these.



Portals with text - these affect the Orient Express and people on board.

MONSTERS

Monsters are spawned through the Portals.

Monsters attack the Orient Express and people on board.

Monsters can be forced into the Limbo, where they linger for a while before they come back.

SUSPECTS

Suspects are people on board the Orient Express who might be Cultists

Suspects have their own minis.

Suspects travel either in 1st or 2nd class.

PASSENGERS

„Passengers are people on the Orient Express who are neither Investigators nor Suspects. A Passenger always has one of 6 possible statuses:



The number of Insane Passengers increases the number of Essence tokens placed when revealing a new Landscape.

LANDSCAPES

Fragments of the Dream that the Train goes through.

Each Landscape has either its special effects on reveal or holds Portals, which negatively affect the Orient Express.

TRAIN

The Train mini depicts the progress of the Dream.

As the Train moves, it reaches Landscapes that are then revealed.

When the Train reaches its destination, the Dream ends and all Cultists must be identified correctly in order to win the game.

ESSENCE

As long as there is Essence on a Portal, it is active and bad stuff happens when it's activated.

The Investigators remove the Essence to reduce the effect of the Dreamlands on the Orient Express.

If all the Essence is on Portals (Essence pool is empty), the game will end in failure.

ITEMS AND OCCULTISM

There are Items and Occult Spells that allow you to tap into the vast pool of strangeness.

Be careful though, as some of them might drive you insane!

VAMPIRE

An immortal Vampire is also traveling through the Dreamlands. The Vampire will prey on Passengers.



CLUES

Clues are information that can be used to determine whether or not a Suspect is a Cultist. The main way to reveal Clues is to Talk with Passengers.

There are three types of Clues:



Ticket



Desire



Feature

CULTISTS—DEDUCTION

To determine if a Suspect is a Cultist, you must investigate them.

If a Suspect meets any condition on the Cultist Identity card, they are identified as a Cultist.

If a Suspect does not meet any conditions on the Cultist Identity card, they are determined to not be a Cultist.

- Some examples on page 31.
- Some examples on the reverse of Cultists Identity Card.

RITUAL

An undertaking started by the Cultists with malicious intent.

The Ritual progresses with time and events, getting more punishing and burdensome as more Ritual tokens are placed there.

TURN

Players take turns one at a time, with no defined rounds.

A player's turn consists of:

1. 1 Main Action and up to 2 Basic Actions in any order;
2. Drawing an Event token;
3. Resolving Event Board (CONDITIONAL)
4. Moving the Train forward by 1.

DESIRES AND QUESTS

Each Suspect has their personal Desires that provide Quests.

You can learn about them by revealing Clues.

Fulfilling Quests can be beneficial—provided you get to help Suspects that are not Cultists.

You don't want to help a Cultist.

ACTION

Each player takes 1 Main Action and up to 2 Basic Actions each turn. Basic actions are optional.

Players can only do each Main Action once between Resting.

STAMINA

Stamina is used to do Basic Actions.

EFFECTS RESOLUTION

When resolving effects of a Skill or any other effect, always resolve them in the order in which the text is written.

Always resolve as many as possible.

Always resolve starting from the Locomotive and moving toward the back of the Train.

NO NULL CHOICES

When presented with multiple options to choose from, you must choose an option that affects the game state if possible.

GOLDEN RULE

When there is a clash in rules between the rulebook and a component, the component always takes precedence.

UNDEFINED SITUATIONS

When you are unable to find a ruling on a particular situation in the game, just assume the worst possible interpretation and run with it.

Unless it's about Occult Spells—then strive for more epic first!

EACH TURN CONSISTS OF FOUR STEPS:

1. INVESTIGATOR ACTIONS

In their turn, the player performs 1 Main Action and up to 2 optional Basic Actions, in any order.

Note: All Actions are always resolved within the context of the Car the Investigator is in.

Main Action

Select any one of the Skills on your Investigator board that does not have an Action marker next to it.

Place the leftmost Action marker from the Action track next to the used Skill, and then resolve the effects.

Note: Some Skills have conditions on where or when you can use them.

- ➔ Details on Actions' effects on pages 22-25.
- ➔ Details on Resting to restore Skills on page 29.



Leftmost Action cube is placed by the chosen Skill tile.

Basic Action

Pay 1 Stamina.

Select any one of your Basic Actions from your Investigator tile and resolve its effects.

Note: You may use the same Basic Action twice in a turn.

Note: Each Investigator has one, unique Basic Action.

- ➔ Details on Basic Actions' effects on pages 26-28.



Investigator spends 1 Stamina to use one of their Basic Actions.

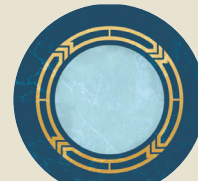
2. DRAWING EVENT TOKENS

Draw an Event token from the Event bag.

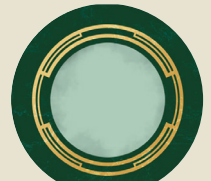
There are 3 types of Event tokens:



Regular



Instant



Special

Regular Events [black border: ●●]

Do not resolve the effect of this token.

Place the token on the Event board, in the space for this type of token. It's marked with the same number of dots on the edge as a corresponding space.

If there is already an Event token there, place the newly drawn one on top of it.

Instant Events [blue border: ●●]

Resolve this token's effect.

Discard this token.

Draw another Event token.

Special Events [green border: ●●]

Resolve this token's effect.

Discard this token.

Do not draw any more tokens.

Extra option

After drawing an Event token, you may spend an Occult token to place that token back into the bag and draw a new one instead! You may do this as many times as you want, as long as you have Occult tokens to spend.

Empty Event bag

When you draw the last Event token from the bag, immediately return all the Event tokens from the discard pool to the bag.

Note: Do not return the Event tokens that are on the Event board to the bag.



### 3. RESOLVING EVENT BOARD

Note: This step only happens if after step 2 there are 3 slots covered by Event tokens on the Event board. In other words: when only 1 slot is free.

Resolve the effects of the Events from the top to the bottom.

For each slot, resolve only the effect presented by the token there. If there are multiple tokens in one slot, resolve only the visible (the topmost) one.

Each slot presents one aspect of the horror that Investigators go through.

The empty slot is also resolved—it presents the Monster Events.

A crossed-out icon means that this slot will have no effect during the resolution.

Discard the 3 resolved Event tokens.

#### Monsters and their Portals

Monsters attack the Orient Express, and new Monsters spawn from active Monster Portals.

→ More on page 16.

#### Portals with text

Active Portals with text affect the Investigators and Passengers on board the Orient Express.

→ More on page 17.

#### Vampire

The Vampire preys on Passengers and then moves.

→ More on page 18.

#### Passengers' Events

Passengers react to the events on the train.

→ More on page 19.

#### The Ritual

The Ritual progresses as the Cultists carry out their plan.

→ More on page 20.

#### The Limbo

All Monsters from Limbo return to the last Car.

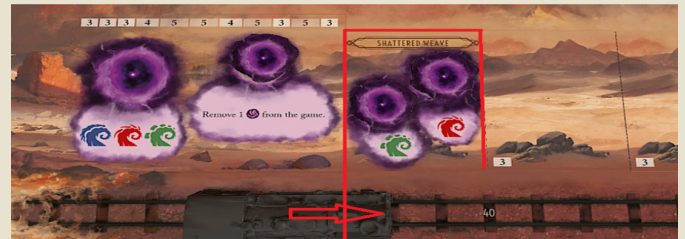
→ More on page 20.

### 4. MOVING THE TRAIN

The Train moves forward 1 space (1 train track).

Note: The Train always moves 1 space in this step, no matter the speed.

When the Train moves to a new Landscape (enters the train track under a face-down Landscape), reveal the Landscape and place Essence on Portals there.



*New Landscape is being flipped since the Train entered the train track under it. Additionally Essence is added to each Portal.*

#### Reveal the Landscape

Flip the Landscape tile to the revealed side.

If it has an “On reveal:” effect, resolve that effect immediately.



*Revealed Landscape has ON REVEAL effect that declares: 3 Monsters (one from each type) are to be immediately placed (from the pool) by the middle car.*

#### Place the Essence

Place 1 Essence token from the pool on each Portal from the revealed Landscape. In addition, take the number of Essence tokens equal to the number of Insane Passengers, and place them on the Portals from new Landscape. Divide them as evenly as possible, from right to left.



*New Landscape has 2 Portals that require Essence. By default place 1 Essence onto each Portal on this new Landscape and then add an additional 1 Essence for each Insane Passenger on the train, starting from the Portal closest to the Locomotive.*

When the last remaining Essence token from the pool is placed, the game ends immediately in failure.

After moving the Train, the next player takes their turn.

MONSTERS

Monsters attack the Orient Express.

First, **all** Monsters of the type presented by the larger icon.

Then, 1 frontmost Monster of the species presented by the smaller icon.

Monsters attack in order, starting from the Locomotive toward the end of the Orient Express.

Monster's attack is described on its corresponding card.

Note: Monsters always attack the Car they are next to.

→ Details on Passengers dying on page 14.

Monsters in Limbo do not attack at all.

→ Details on Limbo on page 17.



All 4 Red Monsters are activated as well as 1 Green (the one closest to the Locomotive).



Red Monster uses its first ability since it is standing by the Car with Passengers. Green Monster uses its second ability since it is standing by the Car with no Passengers.

MONSTER PORTALS

New Monsters spawn from the active Monster Portals of the indicated species, one for each active Portal.

A Portal is active when there is at least one Essence on it.

Place the Monsters next to the Cars, one by one, starting from the rearmost Car.

Note: Some Portals can spawn Monsters of more than one species.



3 new Green Monsters have been spawned from the pool. They have been placed in the 1st, 2nd and 3rd Car starting from the back of the train.

When there are not enough Monsters of the indicated color, spawn ones from the next color.



3 new Green Monsters need to be spawned, but there is only 1 left in the pool. That Monster went to the 1st Car starting from the back of the train. The remaining 2 Monsters are drawn from the next Monster pool (Red in this example) and are placed in the 2nd and 3rd Car of the train counting from the back.

When all the Monsters are placed, the game ends immediately in failure.

The Monsters and their Portals are printed on the Event board.

The uncovered icon is resolved during the Resolving Event board step.





## PORTALS WITH TEXT

All active Portals with text are resolved, one by one, starting from the frontmost one.

A Portal with text is active when there is at least one Essence on it.

Note: Most Portals with text affect the inside of the Orient Express only in the Cars with open Curtains.

Note: Resolve all the Portal effects. Resolution of each effect starts from the Locomotive and goes towards the rear of the train.



*This Portal has Essence on it so it is active. Only the last two Cars have Open Curtains. In the right Car there are no Happy Passengers, so the effect does nothing. In the left Car 1 Passenger is flipped to Panicked and Bucky Burton loses 1 Sanity because he is in that Car.*



*The Mind Waves Landscape Portal has Essence on it so it is active. As a result of its effect, Essence is added to each adjacent Portal on the neighbouring Landscape tiles.*

The Portals with text Event tokens are placed on the topmost space on the Event board.

There is one dot on the outline of these tokens matching the same outline of the slot on the Event board where they are to be placed.



## VAMPIRE—PREYING

The Vampire preys in the Car that he is next to.

He chooses his victim based on his current strength, as shown on the Vampire's board.

The top row represents his ability in a Car with closed Curtains, while the bottom row represents his ability in a Car with open Curtains.

The Vampire chooses the leftmost available victim he can affect.

When the Vampire kills a victim, remove the leftmost Vampire Strength tile from his board.

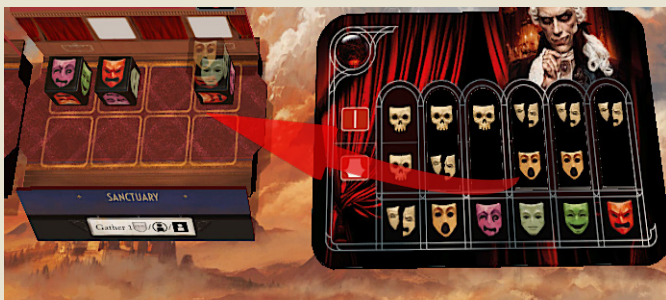
Place a coffin over the victim.

Note: If the Vampire did not kill Passenger (even if he wounded a Passenger or made them Panicked), do not remove a Vampire Strength tile.

→ Details on Passengers dying on page 19.



*Curtains are closed, the Vampire kills a Panicked Passenger.*



*Curtains are open, the Vampire changes a Calm passenger to Panicked.*

## VAMPIRE—MOVING

After preying—regardless of whether or not he was successful—the Vampire looks for another victim.

The Vampire selects a new Car with at least one Passenger in it. He selects a car in the direction indicated by the arrow on the Event token.

When there are no available victims in the indicated direction, the Vampire goes the other way.

Only in the rare case when there are no available victims in the whole Orient Express does the Vampire stay in place.



*The Vampire moves to the left after preying. There is no Passenger in the Salon, so he skips it and stops at the first Car containing Passengers, i.e. the Dining Car.*

The Vampire Event tokens are placed on the second space from the top on the Event board.

There are two dots on the outline of these tokens matching the same outline of the slot on the Event board where they are be placed.



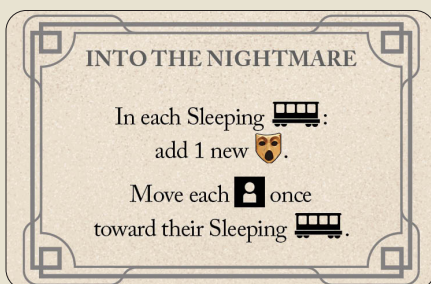


PASSENGERS REACTIONS

Draw the topmost card from the Passengers deck. Resolve its effects, then discard the card.

In the unlikely case of running out of Passenger cards - reshuffle the discard and draw from the newly formed deck.

Note: Resolve all the Passenger card effects. Resolution of each effect starts from the Locomotive and goes towards the rear of the train.



Take 2 new Passenger's dice, turn them to Panicked and place them in one of each Sleeping cards. Then move all Suspects towards their respective Sleeping Cars, starting from the Suspect(s) in the rightmost Car and moving backwards.



Kill 1 Wounded Passenger in every Car with no Happy Passengers. Then, move all Panicked Passengers 1 Car to the right, starting from the Suspect(s) in the rightmost Car and moving backwards.

PASSENGERS' DEATHS

When a Passenger dies, no matter how, place a Coffin over them.

When the last remaining Coffin is placed, the game ends immediately in failure.



The Passengers Event tokens are placed on the third space from the top on the Event board.

There are three dots on the outline of these tokens matching the same outline of the slot on the Event board where they are be placed.



## RITUAL TOKENS

Resolve the text next to this symbol from the Ritual sheet.



*When playing with the „Crazy Train” Ritual, drawing this Event token results in placing a Ritual token on the Ritual sheet.*

However, this is not the only source of the Ritual tokens! Ritual tokens also come from fulfilling Quests of a Suspect that is a Cultist.

→ Details on fulfilling Quests on page 27.

## INCANTATION TOKENS

Incantation token represents the Cultists performing a part of the Ritual. The token's exact effect is explained on the Ritual sheet next to this symbol.



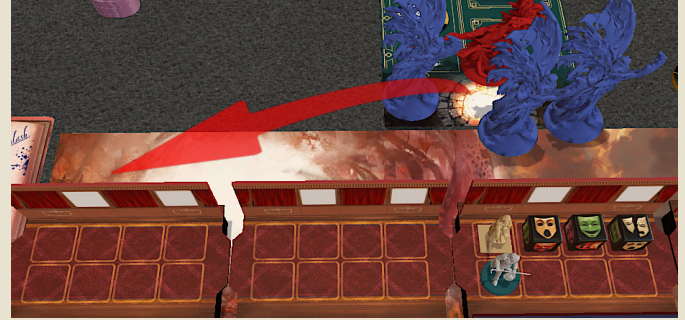
Note: Ritual and Incantation tokens are distinct, but their effects synergize, so keep an eye on both of them!

## LIMBO

Limbo is at the bottom of the Event board where you place all banished Monsters.

## Returning from Limbo

After resolving the Event tokens all Monsters from Limbo return. Place them next to the very last Car of the Train.



*At the end of the Events resolution, all 4 Monsters from Limbo are moved next to the last (leftmost) Car.*

The Ritual Event tokens are placed on the fourth space from the top on the Event board.

There are four dots on the outline of these tokens matching the same outline of the slot on the Event board where they are to be placed.





## INSTANT EVENTS



The Train moves forward once. These tokens are connected with the speed of the Orient Express.

→ See more on page 30.



Read the indicated paragraph from a Script card.

→ See more on page 30.



Gain an Occult token.

→ More on pages 14 and 28.



Gain Favor with any Suspect.

→ More on page 27.



Prepare a known Spell, by placing this token next to a chosen Spell in the Spellbook.

→ More on page 28.

## SPECIAL EVENTS



Resolve the text next to this icon from the Ritual card.

→ See more on page 20.



Nothing happens!



Read the indicated paragraph from a Script card.

→ See more on page 30.



Select an Angry/Panicking Passenger and change them to Calm.



Select a Calm Passenger and change them to Happy.



Select a Suspect Clue and Reveal it.



All Investigators restore 1 Stamina.

REMOVING ESSENCE

There are two types of Portals: Monster Portals—through which Monsters are spawned, and Portals with text—which affect events onboard the Orient Express.

If a Portal has any Essence on it, it is active and is resolved in its corresponding Event step.

Portals are deactivated by removing Essence from them.

Any Essence removed is placed back in the Essence pool to be used in the following turns.

Note: When the Essence pool becomes empty, you lose the game. So removing Essence not only helps you deactivate Portals, but is also necessary to avoid losing!

Note: Some game effects add Essence to Portals. This might cause a previously deactivated Portal to become active again!



The Investigator might remove Essence from the marked Portals, as the three are set on current Landscapes (Landscapes set above the train mini).



The Retired Gunslinger uses Bounty Hunt and pushes the Blue Monster so that it falls behind. Now they can remove 1 Essence from a Blue Monster Portal, because of the Bounty Hunt Skill effect.



FIGHTING MONSTERS

When a Skill is used to fight a Monster, it is used to target a Monster next to the Car you are in.

There are three ways of fighting Monsters, each using its own keyword.

Push [+X]

Pushing a Monster moves it toward the end of the Orient Express.

The number of Cars the Monster is pushed by is equal to X in the “Push [+X]” plus the speed value of the Train (as indicated on the Locomotive).

If the Monster is Pushed by a number of Cars that is greater than the number of Cars behind it (i.e. pushed off the Orient Express), it gets removed from the Orient Express and goes back to the pool of Monsters to be spawned.



The train speed is 1. The Retired Gunslinger pushes the Red Monster with +0. The total power of the push is then  $1+0=1$ , which is enough to push the red Mosnter behind the train.

Remove

Remove the Monster from the Orient Express and place it directly in the pool of Monsters.



The Red Monster is Removed by the Chemistry Professor's Field Experiment and is placed directly in the pool of Monsters.

Banish

Banishing a Monster makes it unable to attack the Orient Express during the next resolution of the Monsters Event.

A banished Monster is placed in Limbo and only returns after the next Event board resolution.



The Retired Gunslinger pays 1 Stamina to use their Basic Action and Banishes the Green Monster from his Car to Limbo.

Note: A Monster always returns from Limbo to the last Car.

Note: When the Monsters pool becomes empty, you lose the game. So fighting the Monsters not only keeps you safe, but is also necessary to avoid losing!

TALKING

Talking is used to reveal Clues about Suspects and to refresh Favors, gain Items, and gain Occult tokens.

When a Skill is used to talk, it is used to talk to a target in the Car you are in.

Talking is a Skill with the keyword Talk [X], and a target is indicated.

When Talking, Conversation tokens are drawn from the Conversation bag.

There are two types of Conversation tokens:



Full ones — positive



Split ones — risky

Talking is conveyed with 3 steps: Prepare, Converse, Resolve.

1. Prepare the talk

Draw the number of Conversation tokens equal to the X in the “Talk [X]” Skill description.

Then return all the split tokens to the bag.

Note: It is mandatory to return the split tokens.

2. Converse

Draw tokens, one by one, from the Conversation bag until one of two things happens:

A) A split token is drawn that has the same penalty part as an already drawn split token.

This is considered a failed Talk.

B) The Investigator decides to stop drawing new tokens.

This is considered a successful Talk.

3. The Resolution

If the Talk failed, the negative effects of the token that ended the Conversation are resolved.

These are:



The Passenger turns to Angry.



The Passenger moves 1 toward the front of the Train (if possible).



The Passenger turns to Insane.



Place 1 Essence on the rightmost Portal.



The Passenger turns to Panicked.



The Investigator loses 1 Sanity.

Note: Nothing is gained from a failed Talk. Nothing at all.

If the Talk is successful, two types of rewards are gained.

For each pair of identical full tokens, the Investigator chooses and reveals any single Clue of the indicated type.

These are:



1<sup>st</sup> Class Suspect



2<sup>nd</sup> Class Suspect



Ticket



Desire



Feature

Note: You may reveal them in any order.

Note: When you reveal the first Desire Clue token of a Suspect, place a corresponding Quest card next to them. This means that you don't place a Quest card if this Suspect already has any revealed Desire Clue token.

→ More on Quests on page 28.

The Investigator chooses a reward from **exactly one** split token.

These are:



An Occult token – Gain an Occult token.



An Item – Draw an Item from the Item deck.



A Favor – Gain a Favor of a chosen Suspect—flip their tile to the active side.

→ More on Favors on page 28.



MANAGING PASSENGERS

Some Skills allow Investigators to both move the Passengers around and change their status.

When affecting a Passenger, the Passenger must be in the same Car as the Investigator, unless stated otherwise.

There are two ways of moving Passengers around the Cars.

Gather

Gathering is moving Passengers from a distant Car to the Car where the Investigator is.

Send

Sending is moving a Passenger from the Car where the Investigator is to a designated Car.



Talk 4: Initially, 4 Conversation tokens are being drawn. 2 of them are Split tokens, so they must be returned to the Conversation bag.



Unfortunately, the second split token with an Angry Passenger is drawn, and the conversation immediately ends in a failure. As a penalty, the Passenger that was Talked to changes to Angry.



In this case, the Investigator decided to stop the Talk. As a reward, they can reveal 1 Desire Clue token on any of the Suspect boards, as well as any 1 Clue token on any 1st Class Suspect board. Additionally, they can decide to either gain 1 Occult token or to gain a Favor with a chosen Suspect.

INVESTIGATORS SPECIALTIES

Each Investigator has a special Basic Action that is available only to them. This is always the last Basic Action on the list on the Investigator tile.

This Special can be used like any other Basic Action, simply by spending 1 Stamina and resolving the effect.

MOVE UP TO 2

Move your Investigator up to 2 Cars away from their current Car.

CLOSE/OPEN CURTAINS

Slide the Curtains in your current Car open or closed.

USE ITEM

Resolve the effect of any one Item card owned by the Investigators, then discard the card.

Note: Gained Items go to a common pool and are available to all Investigators.

USE CAR ACTION

In each game 3 random Cars will have their Actions available.

The Investigator may use the Action of the Car they are currently in.

Car Actions that can be available in game:



1st CLASS SLEEPING - gain 1 Occult token from the Spellbook.



2nd CLASS SLEEPING - gain 3 Stamina. You still have to spend 1 Stamina when you use this Action.



SALON - change state of one Angry or Panicked Passenger to Calm.



DINING - move one of your Action Cube from used Skill to any unused Skill.



SANCTUARY - gather 1 Passenger, Investigator or Suspect from anywhere to Sanctuary Car.



FOURGON - if there are no Suspects in this Car reveal chosen Ticket Clue.

USE CAR ACTION—LOCOMOTIVE

The Locomotive's unique Action is always available and allows the Investigator to change the Train's speed.

To increase the speed

Increase the value on the Speed Dial.

The maximum Speed of the Train is 3.

Add 2 "Train moves" Instant Event tokens to the Event bag from the supply.

To decrease the speed

Decrease the value on the Speed Dial.

The minimum Speed of the Train is 1.

Return 2 "Train moves" Instant Event tokens to the supply. If possible, remove them from the Event Bag first and only then remove the ones that are in the discarded Event tokens pool.



INTERACTION WITH SUSPECT

When you are in a Car with a Suspect you can interact with them in four different ways.

Use Suspect Skills

You can use a Suspect Skill when you are in a Car with that Suspect and they owe you a Favor.

Spend the Favor by flipping the tile to the side with crossed-out Favor, and then resolve the Suspect Skill.



The Chemistry Professor is in a Car with the Psychologist. They spend 1 Stamina to use their Suspect Skill. They send the Psychologist to a chosen car, where they change an Insane Passenger to Calm. Afterwards the Suspect Skill tile needs to be flipped to its crossed-out side.

Talk about a Feature Clue

You can talk about a previously revealed Feature Clue that has a „§” icon on its token.

Rotate that Clue upside down to indicate that it has already been talked about, and read the indicated Script resolving all of its effects.

→ More on Scripts on page 24.



Talk about a Feature Clue: rotate the Talking Parrot Clue token upside down, and then draw 1 matching Script card and read it.

Fulfill Suspect's Quest

The first time a Suspect's Desire Clue token is revealed, a corresponding Quest card is placed next to them.

When the conditions are met, the Investigator may choose to fulfill the Suspect's Quest.

When this happens, reveal all the Clues of that Suspect, and check whether they are a Cultist or not.

→ More on Deduction on page 31.

Then read the corresponding section on the reverse side of the Quest card.



An Investigator is in a Car with Slyboots. They decide to fulfill their Quest and give up an Artifact Item that is currently in the Investigators' possession. Now, all the Slyboots's Clue tokens are being revealed. Unfortunately, they have the Blood Red Fez! It's time to read the Quest card - its Cultist side. Here comes trouble!

Kill a cultist

When a Suspect is a **confirmed** Cultist—which means that there is full evidence in their revealed Clue tokens that they are a Cultist—you may push them off the Train.

Note: Some Cultists' identities have negative constraints, e.g. no Elder Sign feature Clue.


Remove that Cultist from the Orient Express.

Remove any 1 Ritual token from the Ritual card.


Reveal their remaining Clues.


### USE THE SPELLBOOK


When you decide to use the Spellbook you can cast prepared Spell or prepare a new one.

Prepared Spells are the ones with Spell  on them and only those Spells can be cast.

#### Prepare a Spell

To prepare a Spell you have to spend an Occult token to add Spell  to the Event bag from the supply. It means you start preparing the Spell but you cannot be sure how much time it will take.


When the Spell  is drawn from the Event bag place it on a chosen Spell from the Spellbook - that Spell is now prepared and ready to be cast.

Note: Each Spell may have only 1 Spell  on it at a time.



*During Event resolution, a Spell Event token is drawn from the bag. It is then placed on the chosen Spell card (without a Spell Event token on it). Players decide to place Spell Event token on Blasphemous Verses Spell. This Spell is now ready to be cast!*

#### Cast a Spell

Only Spells that were prepared earlier can be cast. When you use a Basic Action to cast a Spell you lose 1 Sanity. Then you choose any Spell from the Spellbook with Spell  on it. You take off this token from that Spell and put it back to the supply (not to the discard pool of Event tokens). Then you resolve the Spell effect.

If your Investigator Portrait is on its raving side you may use the stronger version of the Spell, described after corresponding icon on the Spell card. Do not remove Spell from the Spellbook after casting it.

Note: Sanity lost to cast the Spell may make your Investigator become raving. If it does, the Spell is cast with the stronger effect right away.

### SPELLBOOK

It represents Investigators' knowledge of Occult Spells. It is shared by all Investigators.

Slowly, as Investigators learn more about the Occult by gaining Occult tokens they'll learn new Spells.

But playing with Occult magic has its price - each time Investigator casts a Spell they will lose 1 Sanity.

### OCCULT TOKENS

In the setup you have put all 12 Occult tokens on slots that are in the Spellbook. In each Spell slot there are 1, 2 or 3 Occult tokens. Each time you gain Occult token, take it from the Spell slot with fewest Occult tokens.

When you gain the last Occult token from the Spell slot, you learn a new Spell immediately. Draw the top card from the Spell deck and place it face up in the just emptied slot - now you know that Spell.

Acquired Occult token goes to Investigators' pool which is shared by all players so anybody can use Occult token no matter who or when gain it.

Number of Occult tokens is limited. There are only 12 of them and each time you spend you remove that token from the game so better use them wisely.




## RESTING



Resting is an Action that each Investigator has.

When Resting, you do three things:


1. Spend experience.
2. Restore Stamina, \.
3. Move Action cubes back.


## 1. Spending experience


For each  visible on the Action track, the player gets to do one of the following things:

- A. Upgrade a used  Skill.
- B. Learn a new  Skill.
- C. Use their Lucid Skill.


## 1A. UPGRADE A USED SKILL


Chose any  Skill on your Investigator board that:

- has an Action marker next to it, and
- can be upgraded—this is noted by this icon: .

Remove the chosen Skill tile from your Investigator board. Place the corresponding upgraded  Skill tile on your Investigator board.

## 1B. LEARN A SKILL

Chose any  Skill next to your Investigator board.

Place that  Skill in an empty slot on your Investigator board, or use it to replace a Skill with no Action cube next to it.

## 1C. USE LUCID SKILL

Use the effect of the Lucid Skill, the one in the bottom left corner of your Investigator board.

## 2. Restore Stamina

The Investigator restores the indicated number of Stamina points, up to their limit.

Note: Since Actions may be taken in any order, it is possible to Rest first and then use the regained Stamina for Basic Actions.

→ More on Basic Actions on page 26-28.

## 3. Move Action cubes back

All Action markers next to Skills are removed from the Investigator board and placed back on the Action track. This makes those Skills available in subsequent turns.

Note: The Rest Action cube has a special color and place for it. After using the Rest Action this cube goes back to its slot on the bottom part of a Player board.

## SCRIPTS

Some components will tell you to read a Script from the Script cards.

The component will indicate the number of the Script to be read.

All Scripts are to be read aloud for all players to hear.

Some Scripts give the Investigator a choice of which resolution to take.

## Mandatory Scripts

Instant Event tokens when drawn require a Script to be read.

When the Blood Red Fez Clue is revealed, it requires a Script to be read.

Some Scripts may lead to other Scripts.

## Optional Scripts

Some Feature Clues allow the player to talk with the Suspects about them, by reading the corresponding paragraph.

→ More on that on page 27.

## GAME END

## Winning

When the Train arrives at the destination, the regular game cycle stops.

Investigators need to unanimously decide for each Suspect whether they think that Suspect is a Cultist or not.

You can use special Cultist/Non-Cultist tokens to mark the Suspects as you see fit.

Reveal the Clues of All Suspects, and check to see if your accusations were correct.

If all the Suspects have been identified correctly and no false accusations have been made, the Investigators win the game!

## Losing

The game can be lost in many ways, even before the Train reaches its destination.

## INSANE INVESTIGATOR

When an Investigator loses their last point of Sanity they go Insane and the Investigators lose.

## TOO MANY DEAD PEOPLE

When the last Coffin is placed in the Orient Express, the Investigators lose.

## TOO MUCH ESSENCE

When the last Essence is placed on Portals, the Investigators lose.

## TOO MANY MONSTERS

When the last Monster is placed from their pool, the Investigators lose.

## WRONG CULTIST IDENTIFICATION

When any of the final accusations have been incorrect—either way—the Investigators lose.

## TRAIN HALTS

When any effect reduces the Train speed to 0, the Investigators lose.

## RITUAL EXTRA FAILURE CONDITION

Some Rituals have an extra failure condition. When it is met, the Investigators lose.



GAME DIFFICULTY

You can change the difficulty level by adding and removing some Event tokens during the setup.

Easy difficulty

Add 2 random Helping Event tokens to the initial bag.

Normal difficulty

Add 1 random Helping Event tokens to the initial bag.

Proper difficulty

Do not alter the setup. This is Designers' preferred mode of play for experienced players.



To make the game even more challenging:

After setup, remove 1 random crossed-out basic Event token from the initial discard pile.

Remove another one if you keep on winning.



SPECIALS

Almost all Clues of one type revealed

When all Clues of one type have been revealed in all Suspects but one, the remaining Clue may be revealed for free.

Indeed, this does not bring any new information—that information is easily deducible since all the Clues are always used, and their distribution is known.

Too many people in a Car

When any character (Investigator, Suspect, or Passenger) moves to a Car where all 8 spots are occupied, you have to resolve the overcrowding effect in that Car.

1. Move a chosen Passenger to the Car from which the character came—that Passenger becomes Insane!
2. The character moves to a space that is now free in the Car.

Cultists' Identity Examples

CULTIST IDENTITY

#1 x1

#2 x3 + x2 +  ~~x3~~

#3 4+



Yes, this is a Cultist because of rule #1.
































Yes, this is a Cultist. Not because of rule #2 (has Elder Sign), but because of rule #3 (has at least 4 Occult Clue tokens).



Not a Cultist. Does not meet criteria of any rule.

## ICON REFERENCE

-  - Suspect
-  - Investigator
-  - Raving Investigator
-  - Suspect's Favor
-  - Stamina
-  - Sanity
-  - Action cube
-  - Rest cube
-  - Experience point
-  - Specialty Skill
-  - Base Skill
-  - Upgraded Skill
-  - Item
-  - Occult token
-  - a Clue token of any type
  -  - Occult Clue token
  -  - Ticket Clue token
  -  - Desire Clue token
  -  - Feature Clue token
-  - Locomotive
-  - Car
-  - Opened Curtains
-  - Closed Curtains
-  - Open/Close Curtains
-  - Move right
-  - Move left
-  - Ritual token
-  - Infite Block marker
-  - Temporary Block marker

-  - Portal of any type
  -  - Monster Portal
  -  - Red Monster Portal
  -  - Green Monster Portal
  -  - Blue Monster Portal
  -  - Portal with text
-  - Essence token
-  - a Monster of any type
  -  - Red Monster
  -  - Blue Monster
  -  - Green Monster
-  - a Passenger of any type
  -  - Angry Passenger
  -  - Panicked Passenger
  -  - Happy Passenger
  -  - Calm Passenger
  -  - Insane Passenger
  -  - Wounded Passenger
-  - Dead Passenger
-  - turn into
-  - a Conversation token of any type
  -  - Positive Conversation token
  -  - Negative Conversation token
-  - an Event token of any type
  -  - Special Event token
  -  - Instant Event token
  -  - Regular Event token

Specific token icons:

