Mansions of Madness®

Second Edition



REQUIRES FREE DIGITAL COMPANION APP

A GAME OF EXPLORATION, MYSTERY, AND HORROR FOR 1 – 5 PLAYERS

Game Design by Nikki Valens
Based on Design by Corey Konieczka

ARKHAM® HORROR FILES

ARKHAM HORROR®

MANSIONS OF MADNESS®

SECOND EDITION



Rules Reference

Using This Reference

This document is intended as a reference for all rules queries. Unlike the Learn to Play booklet, this reference does not teach players how to play the game. Players should first read the Learn to Play booklet in its entirety, then use this reference as needed when playing the game.

Table of Contents

This Rules Reference is divided into six sections:

Setup..... page 3

The setup section describes the complete rules for setting up a game of *Mansions of Madness*.

Glossary..... page 4

The majority of this reference is the glossary. The glossary lists all *Mansions of Madness* rules in detail and in alphabetical order by topic.

App Screen Anatomy..... page 20

The app screen anatomy section identifies and describes each piece of the in-app user interface.

Monster Figure Reference.... page 22

The monster figure reference section shows which monster tokens correspond to which monster figures.

Index..... page 23

The index contains a comprehensive list of topics and page numbers that players may need to reference throughout the game. If a specific topic cannot be found in the glossary, the players should check the index.

Quick Reference..... page 24

The back page of this reference lists the phases of the game and investigator actions in an easy-to-reference format.

Component Limitations

Clues, Darkness, and Fire are not limited by the number of components provided. If there are no remaining tokens of the needed type, track those tokens on paper or with a small object such as a coin.

All other components are limited by the quantities provided.

The Golden Rules

The following rules are fundamental concepts on which all other rules and effects are built.

- This Rules Reference is the definitive source of rules information. If something in this reference contradicts the Learn to Play booklet, this reference takes precedence.
- Effects of components, such as cards or the app, sometimes contradict rules found in this reference. In such a case, the component's effect takes precedence.
- If an effect uses the word "cannot," that effect is absolute unless another effect specifically contradicts it.
- During the game, players control and are referred to as "investigators." A player makes all decisions and manipulates all game components for the investigator or investigators he controls.

Terminology

Effects in *Mansions of Madness* use the words "can" and "may" in specific ways.

- An effect that uses the word "can" grants an investigator an option that he could choose during the normal course of play.

  For example, the effect "An investigator can perform the attack action to attack a monster in his space or within range" gives an investigator the option to perform the attack action as one of his two actions during his turn.
- An effect that uses the word "may" allows an investigator to immediately resolve that effect if he so chooses. Effects that use the word "may" are optional.

  For example, the effect "You may move 1 space into the explored area" allows the investigator to move immediately as part of the effect. If he chooses not to, the effect ends, and he can no longer perform that movement unless another effect allows him to do so.

Conflicts

During the game, some game effects may lead to conflicts within the game or between the investigators.

- It is possible for a game effect to have more than one possible outcome. In such a case, investigators as a group determine the outcome of that effect.
- It is possible for multiple game effects to occur at the same time. In such a case, investigators as a group determine the order in which those effects are resolved.
- It is possible that investigators have differing intentions and goals. If this prevents investigators from reaching a decision as a group, the decision is determined by an investigator chosen at random.

Setup

Before playing each game, perform the following steps in order.

1. Create Card Decks

Separate the Investigator cards from all other cards. They will be used later during setup. Then separate all other cards into decks by card type.

- Shuffle the Damage and Horror decks individually and place them facedown in the central play area.
- Organize the cards in the Common Item, Unique Item, Spell, and Condition decks alphabetically and place them faceup within reach of all players. This will make it easier to find cards when they are needed during the game.

2. Organize Map Tiles

Gather all map tiles and organize them by tile size. This will make it easier to find tiles when needed during the game.

3. Organize Monsters

Make sure that each monster figure has a matching token slotted into its base.

4. Create Token Pools

Separate all non-monster tokens into pools by token type.

5. Update Collection

Run the *Mansions of Madness* app. From the main menu, select "More" and then "My Collection." Ensure that all products and expansions players want to play with are enabled. To enable a product or expansion, a player selects the specific product and presses "Disabled." Pressing "Enabled" will disable a selected product.

6. Choose Scenario

From the main menu, select “New Game.” Players as a group decide which story to play and input their selection in the app.

Alternately, players may resume a saved game by selecting “Continue” from the main menu. In such a case, the app loads the saved game state as it was as of the most recent save. See "Save & Quit" on page 16.

7. Choose Investigators

Each player chooses an investigator, taking the card and figure for that investigator. Then input the selected investigators in the app. Hereafter, players will be referred to as “investigators.”

- If playing with only a single player, that player chooses two investigators and controls both of them.

The cards and figures belonging to the unused investigators are returned to the game box.

8. Gain Starting Possessions

Investigators as a group gain the specific Common Items, Spells, or other possessions as instructed by the app.

- These possessions may be distributed among the investigators however they decide.

9. Read Prologue and Reveal Entrance

Perform the following steps to complete setup:

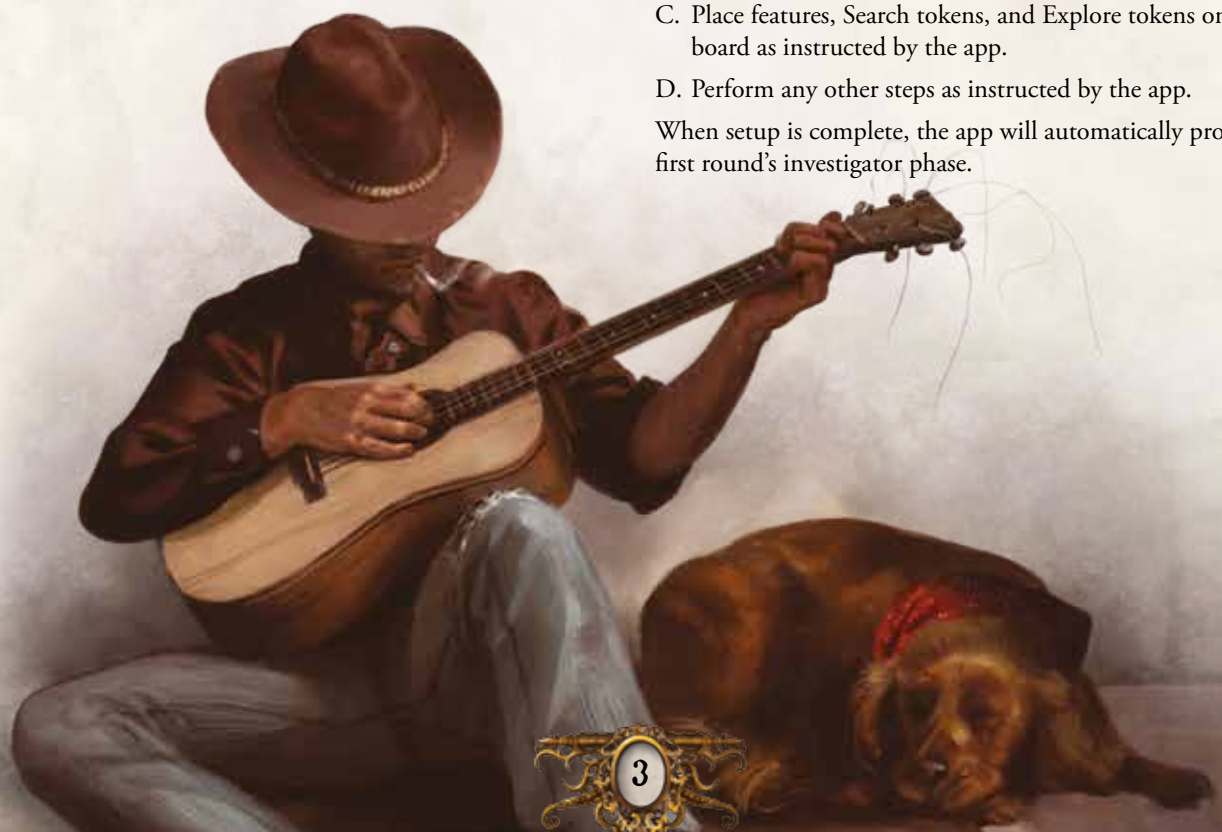
A. Read aloud the scenario’s prologue as shown by the app. The story’s prologue may provide hints at what is to come.

B. Place the starting map tile or tiles and the investigators' figures as instructed by the app.

C. Place features, Search tokens, and Explore tokens on the game board as instructed by the app.

D. Perform any other steps as instructed by the app.

When setup is complete, the app will automatically progress to the first round’s investigator phase.



Glossary

This glossary describes all rules, phases, actions, and terminology for *Mansions of Madness* in detail and lists them in alphabetical order by topic. Each entry describes the basic rule for the topic first, followed by any complexities or exceptions that pertain to the topic. Lastly, each entry lists a number of related topics that may provide additional information of relevance to the topic.

Action

During an investigator's turn, he performs up to two actions.

- An investigator can perform the same action more than once per round.
- Component actions are actions that cards or tokens allow investigators to perform.
  - Component actions of cards are preceded by the word "Action" in bold. An investigator can perform the component actions of his cards.
  - Component actions of tokens are described in the rules for that token.

Related Topics: Attack Action, Component Actions, Explore Action, Interact Action, Investigator Phase, Move Action, Push Action, Search Action, Set Fire Action, Steal Action, Trade Action, Turn

Action Icon

The action icon (✋) appears on any option in the app that an investigator must spend an action to select.

- An investigator may select any option in the app that does not have an ✋ without spending an action.

Related Topics: Action, App

Adjacent

- Two spaces are adjacent if they share a border, a door, an impassable border, or a wall.
- Two rooms are adjacent if they share a border, a door, an impassable border, or a wall.
- A door is adjacent to each space for which it is a space edge.

Related Topics: Border, Door, Impassable Border, Room, Space, Wall

App

The *Mansions of Madness* app plays the role of the Keeper, a hidden antagonist that leads the investigators through each scenario. This includes generating the map for each scenario, generating mythos events, generating monster activations, and determining when investigators win or lose the game.

See "App Screen Anatomy" on page 20

Related Topics: Action Icon, Collection Manager, Component Actions, In-game Menu, Inventory, Message Log, Monster Drawer, Mythos Phase, Objective, Puzzle, Save & Quit

Attack Action

An investigator can perform the attack action to attack a monster in his space or within range. He does so by following these steps:

1. **Select a Attack Type:** The investigator selects an Item or Spell he has that has either a melee icon or a ranged icon.
   - The investigator may choose to attack unarmed (without using an Item or Spell).
2. **Select a Monster:** The investigator selects a monster from the monster drawer to attack.
   - If he has selected an Item or Spell with the melee icon or he has chosen to attack unarmed, the monster must be in the investigator's space.
   - If he has selected an Item or Spell with the ranged icon, the monster can be any monster within range.
3. **Confirm & Resolve Attack:** The investigator presses the "Attack" button. Then he confirms his action by selecting the option that corresponds to his selected attack type.
   - This confirmation has an action icon (✋). As such, an investigator must spend an action to confirm and resolve an attack.
   - Any effects generated from this confirmation are part of the investigator's attack action. The investigator resolves the attack as instructed by the app.

- Resolving an attack typically includes resolving a test and causing the monster to suffer damage.
  - If the monster suffers damage, the investigator tracks this in the app by using the "+" and "–" buttons.
  - If the monster suffers damage equal to its health, the monster is discarded. The monster will be removed from the monster drawer automatically.

Related Topics: Action, Action Icon, App, Discard, Monster, Monster Drawer, Range, Test, Traits

Away From

Whenever a component moves away from another component or space, each space it moves must increase the distance between itself and the other component or space.

Related Topics: Movement, Space, Toward

Barricade

A Barricade is a feature that can be used to block a door.

- As an action, an investigator in a space containing a Barricade may move the Barricade against a door or Secret Passage or move the Barricade away from the door or Secret Passage it blocks.
  - An investigator cannot move a Barricade to another space unless an effect specifically allows it.
- Investigators cannot move through blocked doors or blocked Secret Passages.
- As an action, an investigator can attempt to move a Barricade on the other side of a blocked door or Secret Passage. The investigator must be adjacent to the space the Barricade occupies but not in the same room to perform this action.
  - The investigator tests strength (). If he rolls two or more success results (), he moves the Barricade away from the door or Secret Passage that it blocks. Then the investigator may move one space through the door or Secret Passage.
- When a monster attempts to move through a blocked door or a blocked Secret Passage, it can destroy the Barricade by resolving the following steps:

1. **Determine Dice Pool:** Determine the number of dice the monster will roll. This number is its dice pool.
   - Start with the printed value of the monster's brawn—the red value in the bottom-right corner of the back of the monster's token.
   - Add or subtract all dice as specified by other effects such as monster abilities.
2. **Roll Dice:** An investigator rolls a number of dice equal to the monster's dice pool on behalf of the monster.
   - The investigator cannot use an effect to reroll dice or convert dice results unless the effect specifically states it can affect this roll.
3. **Determine Result:** If the monster rolled two or more success results (), the Barricade is discarded and the monster moves as normal. Otherwise, the monster forfeits its movement.

Related Topics: Component Actions, Features, Monster

Border

Borders are space edges represented by solid white or yellow lines. Each border separates two or more spaces.

- Two spaces that share a border are adjacent.
- Yellow borders separate adjacent rooms.
- Investigators and monster can move through borders.

Related Topics: Adjacent, Impassable Border, Map Tile, Movement, Room, Space

Board

The board is the group of all map tiles placed by the investigators.

Related Topics: Map Tile, Remove From the Board

Cardinal Directions

Some text in the app references the cardinal directions—north, east, south, and west.

- North is toward the top of the screen. South is toward the bottom of the screen.
- East is toward the right side of the screen. West is toward the left side of the screen.

Related Topics: App

Clear the Board

When investigators are instructed to "clear the board," all map tiles, tokens, and monsters on the board are discarded.

- Each investigator removes his figure from the board.

Related Topics: Remove From the Board

Clue

Various game effects cause investigators to gain Clues.

- When an investigator gains a Clue, he claims the token, placing it in his play area.
- Clues are not possessions. Clues cannot be dropped or traded unless an effect specifically allows it.
- An investigator may discard any number of Clues to convert an equal number of investigation results () to success results () while resolving a test.
- An investigator may discard any number of Clues to perform an equal number of additional puzzle steps while attempting a puzzle.
- When an investigator discards a Clue, he returns it to the Clue pool.

Related Topics: Puzzle, Test

Code Puzzle

A code puzzle is a type of puzzle in which an investigator attempts to determine a code made of three or more numbers or runes called pieces.



- Each code puzzle has two attributes—length, the number of pieces in the code; and variance, the number of unique pieces the code can use.
  - The unique pieces that can make up the code are displayed at the top of the screen (1). Each piece can be used any number of times in the code.
- As a puzzle step, an investigator can guess the code. He does so by dragging one piece into each of the current guess brackets (2) and selecting "Guess."
- If the guess is correct, the puzzle is solved.
- If the guess is incorrect, the investigator will receive information about his guess (3). The app will mark each incorrect guess with a number of success results (✶) and investigation results (🔑).
  - Each ✶ indicates a single piece of the guess is the correct piece and is correctly positioned within the code.
  - Each 🔑 indicates that the guess contains a single correct piece, but that piece is not in the correct position.

Collection Manager

The collection manager allows the players to add or remove *Mansions of Madness* products and expansions to their collection. A player can access the collection manager from the main menu by selecting "More" and then "My Collection."

- Before each game, players should ensure that all products and expansions they want to play with are enabled in the collection manager.
  - A player can enable or disable a specific product by selecting it and toggling the "Enabled"/"Disabled" button.
- The app will not use components of products or expansions that have not been enabled.

Common Item

Common Items represent the various objects and tools the investigators encounter during their investigation.

- When an investigator gains a Common Item, he claims the card faceup (art side up).
- Common Items are possessions. As such, they can be dropped, picked up, or traded using the trade action.
- Some Common Items, called weapons, have an attack icon and a damage value. Such cards can be used to attack monsters.
- Some Common Items are double-sided. Such cards have information on both the front and back of the card.
  - An investigator can look at the back of a Common Item at any time unless an effect states that he cannot.
  - While a Common Item is flipped, the name, effects, attack icon, and damage value on the card's back replace those on its front.
- When an investigator discards a Common Item, he returns it to the Common Item deck.
- The Common Item deck should be organized alphabetically for ease of use during the game.

Related Topics: Attack Action, Double-sided Cards, Possessions, Trade Action, Traits

Component Actions

Some components or effects allow investigators to perform component actions. Component actions are described by the component or effect that allows the investigator to perform that action.

- Component actions on cards are preceded by the word "Action" in bold and can be performed by the investigator who has that card.
- Some feature tokens allow investigators to perform specific actions as described in their individual topics.
- Some possessions allow investigators to perform a component action by using the app.
  - An investigator can perform such an action by selecting the possession in the inventory and selecting an option that has an action icon (⚡).
  - An investigator must spend an action to select an option that has an ⚡. Any effects generated from this selection are part of that component action.

Related Topics: Action, Action Icon, App, Features, Inventory, Possessions

Condition

Various game effects cause investigators to gain Conditions. Effects that cause investigators to gain Conditions use the word "become."

- When an investigator gains a Condition, he claims a copy of that card, placing it faceup (art side up) in his play area.
  - An investigator cannot gain multiple copies of the same Condition.
  - If that Condition is double-sided, he claims a random copy of that Condition.
- Some Conditions are double-sided. Such cards have information on both the front and back of the card.
  - An investigator cannot look at the back of a Condition unless an effect allows him to do so.
  - The Insane Condition allows an investigator to look at the back of the card, but he cannot reveal the back of the card to the other investigators.
- When an investigator discards a Condition, he returns it to the Condition deck.
- Investigators cannot look at the back of any card in the Condition deck.

Related Topics: Double-sided Cards

Damage & Horror

Many game effects cause investigators to suffer Damage or Horror. When an effect causes an investigator to suffer Damage or Horror, he claims the top card of the Damage deck or Horror deck, respectively.

- All Damage and Horror are claimed faceup unless the effect causing the Damage or Horror specifies otherwise.
- When an effect instructs an investigator to flip one or more Damage or Horror faceup, he selects those cards at random from among all of his facedown Damage or Horror cards.
- Each Damage or Horror has one of two traits—*Resolve Immediately* or *Keep Faceup*.
  - When an investigator claims a Damage or Horror with the *Resolve Immediately* trait or flips one faceup, he immediately resolves the effects of that card, which typically includes flipping the card facedown.
  - A Damage or Horror with the *Keep Faceup* trait applies a constant effect on the investigator. Each of these cards is kept faceup until an effect causes it to be flipped facedown.
- Investigators cannot look at the front of facedown Damage or Horror unless an effect specifically allows it.
- When an effect allows an investigator to discard a Damage or Horror, he may discard a faceup card of his choice or a random facedown card.
  - When an investigator discards a Damage or Horror, he shuffles it into the Damage deck or the Horror deck, respectively.
- The Damage deck and Horror deck are kept facedown. Investigators cannot look at the contents of the Damage deck or Horror deck unless an effect specifically allows it.

Damage & Horror cont.

Wounded

If an investigator has suffered Damage—whether faceup or facedown—equal to or exceeding his health, that investigator becomes Wounded.

- When an investigator becomes Wounded, he gains a Wounded Condition and discards all of his facedown Damage.
  - If an effect cause an investigator to suffer Damage in excess of his health, he suffers all Damage from that effect before becoming Wounded and discarding his facedown Damage.
- When a Wounded investigator has suffered Damage equal to or exceeding his health, that investigator is eliminated.

Insane

If an investigator has suffered Horror—whether faceup or facedown—equal to or exceeding his sanity, that investigator becomes Insane.

- When an investigator becomes Insane, he gains an Insane Condition and discards all of his facedown Horror.
  - If an effect causes an investigator to suffer Horror in excess of his sanity, he suffers all Horror from that effect before becoming Insane and discarding his facedown Horror.
  - Each Insane Condition has a required number of players which is indicated on the bottom-right corner on the back of the card. When an investigator gains an Insane Condition, if the number of players is less than the required number of players, he discards that card and gains a different copy of the Insane Condition.
  - An investigator cannot reveal the back of his Insane Condition (the side without art) to the other investigators unless an effect specifically allows him to do so.
  - An investigator's Insane Condition can alter how that investigator wins or loses the game. In such a case, the investigator may wish to perform one or more of the rarely used actions. See "Rarely Used Actions" on page 24.
- When an Insane investigator has suffered Horror equal to or exceeding his sanity, that investigator is eliminated.

Related Topics: Eliminated, Investigator, Traits

Darkness

Darkness is a feature that hinders an investigator's test resolution.

- An investigator in a space containing Darkness cannot spend Clues to convert dice results or perform additional puzzle steps.
- Investigators ignore Darkness in a space containing a *Light Source* or Fire or a space adjacent to a space containing a *Light Source* or Fire.
  - A space contains a *Light Source* if an investigator in the space has a *Light Source* or a *Light Source* has been placed or dropped in the space.
- Darkness cannot be placed in a space that contains Darkness.

Related Topics: Features, Fire, Puzzle, Test, Traits

Dice

Investigators use dice to resolve tests and some other effects.

- *Mansions of Madness* dice have eight sides in total. Three sides are success results (), two sides are investigation results (), and the remaining three sides are blank results (no icon).

Related Topics: Test

Discard

- When a Common Item, Unique Item, Spell, or Condition is discarded, it is returned to its respective deck.
- When a Damage or Horror is discarded, it is shuffled into the Damage deck or Horror deck, respectively.
- When a token is discarded, it is returned to its respective token pool.

Related Topics: Spend

Door

Doors are space edges represented by a gap in a wall. Each door separates two spaces.

- Two spaces that share a door are adjacent.
- Doors separate adjacent rooms.
- Investigators and monsters can move through a door unless the door is blocked by a Barricade or an Explore token is placed on it.
- A wall on a map tile covered by a Door token is a door.

Related Topics: Adjacent, Map Tile, Movement, Room, Space, Wall

Double-sided Cards

Some cards are double-sided. Such cards have information on both the front and back of the card. An investigator can look at the back of a double-sided card at any time unless an effect states that he cannot.

- An investigator cannot look at the back of a Spell unless an effect causes him to flip that card.
- An investigator cannot reveal the back of his Insane Condition to the other investigators unless an effect specifically allows him to do so.

Drop

When an investigator drops a possession, he places that component in his space.

- An investigator can drop any number of his possessions in his space as part of the trade action.

Related Topics: Pick Up, Trade Action

Eliminated

When an investigator is eliminated, he drops all of his possessions in his space, then he removes his figure from the board.

- An eliminated investigator does not take a turn or perform actions during the investigator phase.
- An eliminated investigator does not win the game when the investigation is complete unless an effect states otherwise.
- When an investigator is eliminated, the remaining investigators lose the game at the end of the next investigator phase.
  - If all investigators are eliminated, the game ends immediately, and all investigators lose the game.

Related Topics: Damage & Horror, Winning & Losing

Evade Check

If an investigator in a monster's space attempts to move out of the monster's space voluntarily or perform any action other than the attack action or move action, that investigator must resolve an evade check against the monster in his space. He does so by following these steps:

1. **Determine Monster:** The investigator must evade only the monster in his space with the highest awareness—the green value in the top-right corner of the monster token.
   - If multiple monsters in his space have the highest awareness, he chooses one of them.
2. **Resolve Evade Check:** The investigator selects the monster from the monster drawer. Then he presses "Evade" and resolves the effect as instructed by the app.
   - Any effects generated from this selection are part of the investigator's evade check.
   - An evade check may cause an investigator to forfeit his action.

- An investigator that moves out of a monster's space involuntarily does not resolve an evade check.

Related Topics: Forfeit, Monster, Movement

Event Step

The event step is the first of three steps that are resolved during each mythos phase.

- During the event step, the app will generate one or more mythos events to be resolved by the investigators.
- After all mythos events have been resolved, the app will automatically progress to the monster step.

Related Topics: App, Horror Step, Monster Step, Mythos Event, Mythos Phase

Explore Action

An investigator can perform the explore action to reveal an adjacent room. He does so by selecting an option of an Explore token in the app that has an action icon ().

- An investigator can perform an explore action of an Explore token only if he occupies the same space as that token or a space adjacent to the door the Explore token is placed on.
- An investigator must spend an action to select an option that has an .
  - Any effects generated from this selection are part of the investigator's explore action.
- Resolving an explore action typically includes placing a map tile and one or more tokens.
  - After all map tiles and tokens have been placed, the app may allow the investigator to move into the explored area by moving through the door he explored.

Related Topics: Action, Action Icon, App, Explore Token, Map Tile, Place, Room

Explore Token

Explore tokens on the board correspond to Explore tokens in the app.

- Each Explore token is typically placed on a door.
- An investigator can perform an explore action of an Explore token only if he occupies the same space as that token or a space adjacent to the door the Explore token is placed on.
- Explore tokens and Sight tokens are two sides of the same token.

Related Topics: Door, Explore Action

Farthest

Farthest means "the greatest number of spaces away" including the space from which an effect originates.

Related Topics: Nearest, Space

Features

Features are a category of tokens that can be identified by their square shape.

- Investigators can interact with a feature as described in the rules regarding that feature.
- Interacting with a feature does not require using the app.

Related Topics: Barricade, Darkness, Fire, Secret Passage

Fire

Fire is a feature that is harmful to investigators and monsters.

- Whenever an investigator moves into a space containing Fire, he suffers one facedown Damage.
- After an investigator in a space containing Fire performs an action other than the move action, if there is Fire in his space, he suffers one facedown Damage.
  - Whenever an investigator forfeits an action in a space containing Fire, he suffers one facedown Damage.
- As an action, an investigator may attempt to extinguish the flames by testing his agility (). For each success result () he rolls, he may discard Fire from his space or a space he moves into later during the round.
  - Fire discarded by this effect does not cause the investigator to suffer Damage.
- Whenever a monster starts its activation in a space containing Fire or moves into a space containing Fire, it suffers one damage.
- At the beginning of each mythos phase, before a mythos event is resolved, fire spreads.
  - If one or more spaces contain Fire, place one Fire token in a space adjacent to a space that contains Fire.
  - The app will display a reminder for this effect. When Fire is placed by the set fire action or a card effect, an investigator should select the "Set Fire" option from the in-game menu.
- An investigator can place Fire in his space or an adjacent space by performing the set fire action.
- Fire cannot be placed in a space that contains Fire.

Related Topics: Component Actions, Features, Set Fire Action, Test

Flip

Some effects cause cards to be flipped faceup or facedown. A card remains faceup or facedown until an effect flips it.

- When an investigator flips a Spell, he immediate resolves the effects on the back of that card.
- When an investigator flips a Damage or Horror faceup, if it has the *Resolve Immediately* trait, he immediately resolves the effects of that card.

Related Topics: Damage & Horror, Double-sided Cards, Spell

Forfeit

Some effects—primarily evade checks—cause investigators to forfeit their actions.

- When an investigator forfeits his action, he loses his action without resolving its effects.
- If an investigator forfeits his action while moving, he loses any remaining movement and does not leave his space.

Related Topics: Action, Evade Check

Gain

- When an investigator gains a Common Item, Unique Item, or Condition, he claims that card, placing it faceup in his play area.
- When an investigator gains a Spell, he claims a random copy of that card, placing it faceup (art side up) in his play area.
- When an investigator gains a Clue, he claims that token, placing it in his play area.

Health & Sanity

An investigator's health and sanity are printed on his Investigator card.

- Health and sanity are fixed values. An investigator's health and sanity are not reduced when he suffers Damage or Horror.

Related Topics: Damage & Horror

Horror

See "Damage & Horror" on page 7.

Horror Check

During the horror step of the mythos phase, each investigator resolves a horror check against a monster within range. He does so by following these steps:

1. **Determine Monster:** The investigator must resolve a horror check against only the monster within range with the highest horror rating—the blue value in the bottom-right corner of the front of the monster's token.
   - If multiple monsters within range have the highest horror rating, he chooses one of them.
2. **Resolve Horror Check:** The investigator selects the monster from the monster drawer and resolves the effect as instructed by the app.
   - Any effects generated from this selection are part of the investigator's horror check.
   - A horror check typically causes an investigator to suffer Horror.

Related Topics: Horror Step, Monster

Horror Step

The horror step is the third and final step that is resolved during each mythos phase.

- During the horror step, each investigator resolves a horror check against a monster within range by selecting the monster from the monster drawer and resolving the effect generated by the app.
  - If multiple monsters are within range of an investigator, he resolves a horror check against only the monster with the highest horror rating.
  - If no monsters are within range of an investigator, he does not resolve a horror check.
  - If multiple investigators would resolve a horror check against the same monster, those investigators all resolve the same horror check.
- After all investigators have finished resolving horror checks, one of them presses the end phase button to end the mythos phase and begin the next round, starting with a new investigator phase.
  - If there are no monsters, the app will automatically end the mythos phase and proceed to the next round.

Related Topics: App, Event Step, Horror Check, Monster Drawer, Monster Step, Mythos Event, Mythos Phase

Impassable Border

Impassable borders are space edges represented by dashed white or yellow lines. Each impassable border separates two or more spaces.

- Investigators and monsters cannot move through impassable borders unless an effect specifically allows it.
- Two spaces that share an impassable border are adjacent.
- Yellow impassable borders separate adjacent rooms.

Related Topics: Adjacent, Border, Map Tile, Movement, Room, Space

In-game Menu

The in-game menu contains various options the players may wish to access during the game.

- An investigator can access the in-game menu by pressing the menu button in the bottom-left corner of the in-game screen.
  - The in-game menu can be accessed at any time.

Related Topics: App, Message Log, Objective, Save & Quit, Winning & Losing

Indoor

Each room is either indoor or outdoor and each space within a room shares this quality.

- Any room that would have a covered roof is an indoor room.
  - Examples include a lobby, a dining room, a hall, or a bedroom.
  - On second edition tiles, an indoor room's name tag is red with a gold trim.

Inventory

Possessions that investigators collect during a scenario are stored in the inventory in the app.

- An investigator can access the inventory by pressing the inventory button in the bottom-left corner of the in-game screen.
- The inventory contains only possessions that the investigators can use the app to inspect.

Related Topics: App, Possessions

Interact Action

An investigator can perform the interact action to interact with a person or object. He does so by selecting an option of a Person or Interact token in the app that has an action icon ( ).

- An investigator can perform an interact action of a Person or Interact token only if he occupies the same space as that token.
- An investigator must spend an action to select an option that has an .
  - Any effects generated from this selection are part of the investigator's interact action.
- Resolving an interact action typically includes resolving a test and gaining possessions or Clues.

Related Topics: Action, Action Icon, App, Interact Token, Person, Test

Interact Token

Interact tokens on the board correspond to Interact tokens in the app.

- An investigator can perform an interact action of an Interact token only if he occupies the same space as that token.
- Search tokens and Interact tokens are two sides of the same token.

Related Topics: Interact Action

Investigator

The word "investigator" is a collective term that refers to a character, that character's corresponding card, figure, and the player who controls that character.

- "Active investigator" refers to the investigator currently taking his turn or performing an action.
- Each investigator has an ability printed on his card that he can benefit from during the game.
- Each investigator's card lists his health and sanity and six skills—strength ( ), agility ( ), observation ( ), lore ( ), influence ( ), and will ( ).
- The back of each investigator's card contains the character's background story.

Related Topics: Health & Sanity, Skills

Investigator Phase

The investigator phase is the first of two phases that are resolved each round.

- During the investigator phase, the investigators each take one turn in the order of their choice.
- During an investigator's turn, that investigator performs up to two actions.
- After all investigators have taken a turn, one of them presses the end phase button in the bottom-right corner of the app to end the investigator phase and proceed to the mythos phase.

Related Topics: Action, App, Mythos Phase, Round, Turn

Items

The word "Items" is a collective term that refers to both Common Items and Unique Items.

Related Topics: Common Item, Unique Item

Lock Puzzle

A lock puzzle is a type of puzzle in which an investigator attempts to maneuver pieces in a grid to allow a goal piece to be removed.



- Each piece in a lock puzzle has two attributes—length, either two or three times its width; and orientation, vertical or horizontal.
  - The goal piece is visually distinct from the other pieces.
- As a puzzle step, an investigator can move any piece by dragging it.
  - A piece can be moved only in the direction of its orientation—vertically or horizontally (1).
  - No two pieces can occupy the same space of the grid, and a piece cannot be moved through other pieces.
- The puzzle is solved when the goal piece is moved to the far right side of the grid (2).

Lose the Game

See "Winning & Losing" on page 19.

Map Tile

Each map tile contains one or more rooms. During the game, investigators place map tiles as indicated by the app.

- A map tile remains in play until an effect discards it.
  - When a map tile is discarded, it is returned to the pool of available map tiles.

Related Topics: Room

Message Log

During the game, all messages displayed by the app and choices made by investigators are recorded in the message log. An investigator can access the message log by selecting "Message Log" from the in-game menu.

- The message log can be accessed at any time.
- The message log is split into multiple pages. All of the messages from each round are recorded on a separate page.

Related Topics: App, In-game Menu

Monster

"Monster" refers to a monster's token, figure, its corresponding ID token if it has one, and the digital representation in the app.

- When an effect spawns a monster, place a copy of that monster as indicated by the effect.
  - If another monster of the same type is already present on the board, the app will indicate an ID token. Place the indicated ID token on the monster's base.
- Monsters activate during the monster step of the mythos phase. During a monster's activation, it will move toward and attack investigators.
- Some monsters have abilities on the back of their tokens—such as aquatic or flying.
- During the horror step of the mythos phase, each investigator must resolve a horror check against one monster within range.
  - If an investigator is within range of multiple monsters, he resolves a horror check against only the monster with the highest horror rating—the blue value in the bottom-right corner of the front of the monster's token.
- An investigator can attack a monster using the attack action.
- If an investigator in a monster's space attempts to move out of the monster's space voluntarily or perform any action other than the attack action or move action, that investigator must resolve an evade check against the monster in his space.
  - If an investigator is in a space containing multiple monsters, he resolves an evade check against only the monster with the highest awareness—the green value in the top-right corner of the front of the monster's token.
- A monster's brawn—the red value in the bottom-right corner of the back of the monster's token is referenced by various effects.
- If a monster suffers damage equal to its health—the value shown in the top corner of the monster menu—that monster is defeated and discarded.
  - When a monster is discarded, it is set aside until it is used by another effect.

Related Topics: App, Attack Action, Evade Check, Horror Check, Horror Step, Monster Drawer, Monster Step, Movement

Monster Drawer

Monsters that have spawned during a scenario are stored in the monster drawer in the app.

- An investigator can access the monster drawer by pressing the monster drawer button in the bottom-left corner of the in-game screen.

Related Topics: App, Monster

Monster Step

The monster step is the second of three steps that are resolved during each mythos phase.

- During the monster step, the app will generate a set of instructions for activating each monster to be resolved by the investigators.
- When all monsters have been activated, the app will automatically progress to the horror step.

Related Topics: App, Event Step, Horror Step, Monster, Mythos Event, Mythos Phase

Movement

During the game, investigators, monsters, and tokens can move about the board.

- When an investigator or monster moves a set number of spaces, it moves one space at a time, moving from one space to an adjacent space.
  - An investigator or monster cannot move through walls or impassable borders unless an effect specifically allows it.
  - An investigator or monster cannot move through a door that is blocked by a Barricade unless an effect allows it to move through walls.
- When an investigator, monster, or token is moved to a specific space, it is removed from the board and placed in the specified space. It does not move through any spaces between its original space and its destination.
  - It moves to the specified space even if doing so would normally require moving through impassable borders, walls, or blocked doors.
- Voluntary movement is movement generated by an effect that uses the phrase "may" or "up to." For example, "you may move 1 space into the explored area."
  - An investigator who attempts to move out of a monster's space voluntarily must resolve an evade check against the monster in his space.
- Involuntary movement is movement generated by an effect that does not use the phrase "may" or "up to," For example, "move 2 spaces away from the Ghost."
  - An investigator who moves out of a monster's space involuntarily does not resolve an evade check.

Related Topics: Adjacent, Away From, Barricade, Border, Door, Evade Check, Impassable Border, Move Action, Push Action, Space, Toward

Move Action

An investigator can perform the move action to move up to two spaces.

- An investigator may interrupt his move action to perform another action. After he has finished performing that action, he may finish performing his move action.
- If an investigator attempts to move out of a space that contains a monster as part of a move action, he must first resolve an evade check against that monster.

Related Topics: Action, Evade Check, Movement

Mythos Event

During the event step of the mythos phase, the app will generate one or more mythos events to be resolved by the investigators.

- Each mythos event clearly states its effects which typically causes an investigator to resolve a test and suffer Damage or Horror.

Related Topics: App, Event Step

Mythos Phase

The mythos phase is the second of two phases that are resolved each round.

- The mythos phase is broken into three steps—the event step, the monster step, and the horror step.
- During each step of the mythos phase, the app will generate a number of instructions to be performed by the investigators.
- After all effects of the mythos phase have been resolved, an investigator presses the end phase button in the bottom-right corner of the app to end the mythos phase and begin the next round, starting with a new investigator phase.

Related Topics: App, Event Step, Horror Step, Investigator Phase, Monster Step, Round

Nearest

Nearest means "the fewest number of spaces away" including the space from which an effect originates.

Related Topics: Farthest, Space

Negates

A test declaration that includes the word "negates" following the skill icon indicates that the test prevents Damage or Horror.

- For each success result (✶) rolled, the investigator prevents one Damage or one Horror, his choice.

Related Topics: Damage & Horror, Test

Objective

During the game, investigators can view their objective by accessing the in-game menu in the app.

- The objective indicates what the investigator should be doing and/or how they can win the game.
- The app will track only the basic objectives that investigators must accomplish to finish the scenario. Players are advised to take notes about their in-game findings as needed.

Related Topics: App, In-game Menu

Outdoor

Each room is either indoor or outdoor and each space within a room shares this quality.

- Any room that does not have a covered roof is an outdoor room.
  - Examples include an alley, a street, a yard, or a dock.
  - On second edition tiles, an outdoor room's name tag is blue with a silver trim.

Person

Person tokens on the board correspond to Person tokens in the app.

- An investigator can perform an interact action of a Person only if he occupies the same space as that Person.
- Each Person token features different art to allow investigators to easily distinguish between them.
- There are two categories of Person tokens—common Person tokens and unique Person tokens.
  - A common Person token features a silhouette. These tokens are double-sided and represent unnamed characters.
  - A unique Person token features full-color art. Each such token represents a different named character whose name appears on the back of the token.

Related Topics: Interact Action

Pick Up

When an investigator picks up a possession, he claims that component, placing it faceup in his play area.

- An investigator can pick up possessions in his space as part of the trade action.

Related Topics: Drop, Possessions, Trade Action

Place

Some effects instruct players to place components on the board.

- When a map tile is placed, players set that tile in the central play area as indicated by the app.
- When any other component is placed, players set that component in the central play area as indicated by the effect that placed it.

Related Topics: Board

Possessions

Possessions are a category of components that can be dropped, picked up, or traded with the trade action and other effects.

- Common Items, Unique Items, and Spells are possessions.
- All other components are not possessions.

Related Topics: Common Item, Spell, Trade Action, Unique Item

Push Action

An investigator can perform the push action to push a monster or another investigator. He does so by following these steps:

1. **Choose Target & Destination:** The active investigator chooses an adjacent space and either a monster or another investigator in his space.
2. **Determine Willingness:** If pushing another investigator, that investigator chooses to move willingly or to resist the movement.
   - If the chosen investigator chooses to move willingly, proceed to step 5 "Resolve Movement."
3. **Determine Test Difficulty:** If pushing a monster, the test difficulty is equal to the monster's brawn. If pushing another investigator, that investigator tests strength (💪); the test difficulty is equal to the test result plus one.
4. **Resolve Test:** The active investigator tests his strength (💪).
   - If the test result equals or exceeds the test difficulty, proceed to step 5.
   - If test result is less than the test difficulty, the active investigator forfeits this action without finishing its resolution.
5. **Resolve Movement:** The monster or chosen investigator moves 1 space toward the chosen space. Then the active investigator may move 1 space toward the chosen space.

- An investigator can perform this action only if a monster or another investigator occupies his space.

Related Topics: Action, Movement, Test

Puzzle

Some effects in the app allow an investigator to attempt a puzzle; each such effect indicates the skill the investigator uses to attempt the puzzle. When an investigator attempts a puzzle, he performs the following steps:

1. **Determine Puzzle Steps:** The investigator determines the maximum number of puzzle steps he is allowed to perform, which is equal to the printed value of the indicated skill.
   - Some effects allow the investigator to perform additional puzzle actions.
2. **Perform Puzzle Steps:** The investigator performs a number of puzzle steps up to the maximum number of puzzle steps he is allowed.
   - He may spend any number of Clues to perform an equal number of additional puzzle steps.
3. **Determine Result:** The consequences of solving or not solving the puzzle are determined by the effect that prompted the puzzle.
   - The app will automatically detect when the puzzle is solved.
   - If the puzzle has not been solved, the investigator presses "Close," which ends his attempt.
   - All progress made will be saved by the app.

- Multiple types of puzzles exist each with their own rules, including what types of puzzle steps an investigator can perform.

Related Topics: App, Code Puzzle, Clue, Lock Puzzle, Puzzle Step, Skills, Slide Puzzle

Puzzle Step

A puzzle step is a single unit of progress toward solving a puzzle.

- The types of puzzle steps an investigator can perform are defined by the type of puzzle he is resolving.
- When an investigator attempts a puzzle, the number of puzzle steps he has performed are recorded by the app.

Random

Some effects have a random outcome. An effect that uses the word "random" has its outcome decided entirely by chance. All possible outcomes of an effect are given the same chance of occurring.

Some examples are given below:

- To determine a random investigator, a player could roll a die where each side corresponds to a different investigator. Alternately, all investigators could play rock-paper-scissors.
- If an effect causes an investigator to drop a random Item, he could roll a die where each side corresponds to a different Item. Alternately, he could shuffle the cards and have another player select one without looking.

Range

The range of effects that use the phrase "within range" is up to three spaces away.

- Range cannot be counted through walls or doors unless an effect specifically allows it.
- Range can be counted through impassable borders.

Related Topics: Border, Door, Impassable Border, Space, Wall

Remove From the Board

Some effects instruct players to remove components from the board.

- When a component is removed from the board, players set that component aside.
- A component that has been removed from the board does not occupy any space or room.

Related Topics: Board

Room

A room is a group of spaces separated from other rooms by walls, doors, yellow borders, yellow impassable borders, or the edges of map tiles.

- Each room has a single name that refers to the spaces in the room as a group.
- Each room is either indoor or outdoor and each space within a room shares this quality.

Related Topics: Border, Door, Impassable Border, Indoor, Map Tile, Outdoor, Space, Wall

Round

A game of *Mansions of Madness* is played over a series of rounds. Each round consists of two phases, the investigator phase and the mythos phase.

- After the mythos phase each round, investigators start a new round beginning with the investigator phase. Players continue resolving rounds until they have won or lost the game.

Related Topics: Investigator Phase, Mythos Phase, Winning & Losing

Sanity

See "Health & Sanity" on page 10.

Save & Quit

Players can save the progress of the current scenario and quit to the main menu. They can resume playing during another session.

- A player can save and quit by selecting the option from the in-game menu in the app.
- If players intend to resume the game at a later time, they should record their possessions, Damage and Horror, and the positions of their figures, monsters, and possessions on the board.
  - Map tiles and tokens on the board are recorded by the app.
- Players can resume a saved game by selecting "Continue" from the main menu during setup.
- The app will keep record of only a single saved game at a time.
  - Starting a new game will overwrite any previously saved game data.

Related Topics: App, In-game Menu

Search Action

An investigator can perform the search action to search his space. He does so by selecting an option of a Search token in the app that has an action icon ().

- An investigator can perform a search action of a Search token only if he occupies the same space as that token.
- An investigator must spend an action to select an option that has an .
  - Any effects generated from this selection are part of the investigator's search action.
- Resolving a search action typically includes resolving a test and gaining possessions or Clues.

Related Topics: Action, Action Icon, App, Search Token, Test

Search Token

Search tokens on the board correspond to Search tokens in the app.

- An investigator can perform a search action of a Search token only if he occupies the same space as that token.
- Search tokens and Interact tokens are two sides of the same token.

Related Topics: Search Action

Secret Passage

A Secret Passage is a feature that connects two or more spaces.

- Each space containing a Secret Passage is adjacent to each other space containing a Secret Passage.
- Range cannot be counted through a Secret Passage.
- Investigators and monster can move through a Secret Passage unless the Secret Passage is blocked by a Barricade.

Related Topics: Adjacent, Barricade, Features, Range, Space

Set Fire Action

An investigator can perform the set fire action to place Fire in his space or an adjacent space.

- An investigator can perform this action only if he has a *Light Source*.
- Fire cannot be placed in a space that contains Fire.
- When an investigator performs the set fire action, if there is not already Fire on the board, he should select the "Set Fire" option from the in-game menu.

Related Topics: Action, Fire, Traits

Sight Token

Sight tokens on the board correspond to Sight tokens in the app.

- Each Sight token is typically placed on a space edge.
- Investigators can inspect Sight tokens and resolve their effects as instructed by the app. Resolving the effects of a Sight token does not require an action.
- Explore tokens and Sight tokens are two sides of the same token.

Skills

Investigators have six unique skills that represent their strengths, weaknesses, and talents. The six skills are as follows:

- Strength () represents an investigator's physical prowess and endurance. An investigator with high is well suited to making attacks with a *Heavy Weapon* and is less likely to suffer Damage from physical trauma.
- Agility () represents an investigator's physical speed and coordination. An investigator with high is well suited to making attacks with a *Bladed Weapon* or *Firearm* and is more likely to evade monsters.
- Observation () represents an investigator's attention to detail and spacial awareness. An investigator with high is well suited to searching for information and picking locks.
- Lore () represents an investigator's academic and arcane knowledge. An investigator with high is well suited to casting Spells and collating large amounts of information.
- Influence () represents an investigator's charisma and social acumen. An investigator with high is well suited to interacting with people.
- Will () represents an investigator's discipline and moxie. An investigator with high is less likely to suffer Horror from mental and social trauma.
- A skill's value—a number ranging from two to five—indicates the number of dice the investigator rolls when testing that skill.

Related Topics: Investigator, Test

Slide Puzzle

A slide puzzle is a type of puzzle in which an investigator attempts to assemble an image that has been split into six or more pieces.



- The pieces of a slide puzzle are displayed in a grid and randomized.
- As a puzzle step, an investigator can swap any two adjacent pieces by dragging one of them over the other (1).
  - Two pieces are adjacent if they share an edge (2).
- The puzzle is solved when all pieces of the puzzle are in the correct position and the puzzle's image is properly displayed.

Space

A space is an area of a map tile separated from other spaces by borders, impassable borders, walls, or doors.

- Investigators, monsters, and tokens occupy spaces.

Related Topics: Adjacent, Border, Door, Impassable Border, Indoor, Map Tile, Outdoor, Room, Wall



Spell

Spells represent the tomes or scrolls containing the knowledge required to harness eldritch powers.

- When an investigator gains a Spell, he claims a random copy of that card faceup (art side up).
- Spells are possessions. As such, they can be dropped, picked up, or traded using the trade action.
- Spells are double-sided. Such cards have information on both the front and back of the card.
  - An investigator cannot look at the back of a Spell unless an effect causes him to flip that card.
  - When an investigator flips a Spell, he immediately resolves the effects on the back of that card. This usually includes discarding the card and gaining another copy of that Spell.
- Some Spells, called attack spells, have an attack icon and a damage value. Such Spells can be used to attack monsters.
- When an investigator discards a Spell, he returns it to the Spell deck.
- Investigators cannot look at the back of any card in the Spell deck.

Related Topics: Attack Action, Double-sided Cards, Possessions, Trade Action

Spend

Some effects allow investigators to spend Clues or other components as part of a cost to use that effect.

- When an investigator spends a component, he discards that component as a cost to resolve the effect.
- An investigator cannot spend a component he does not have.
- Any effect that allows an investigator to spend a component is optional.

Related Topics: Discard

Steal Action

An investigator can perform the steal action to take possessions from another investigator in his space. He does so by following these steps:

1. **Choose Target:** The active investigator chooses another investigator in his space.
2. **Opposed Test:** The active investigator chooses strength (), agility (), or observation (). Then both investigators test the chosen skill.
3. **Resolve Theft:** The active investigator may take one possession from the chosen investigator for each success result () he rolled in excess of the chosen investigator's test result.
   - If the chosen investigator's test result equals or exceeds the active investigator's test result, the active investigator forfeits this action without taking any possessions.

Related Topics: Action, Investigator, Possessions, Test

Test

Skill icons can appear embedded in parentheses following a short narrative. This is a test declaration; it indicates that the investigator must test the specified skill. When an investigator resolves a test, he performs the following steps:

1. **Determine Dice Pool:** The investigator determines the number of dice he will roll. This number is his dice pool.
   - He starts with the printed value of the skill being tested.
   - He adds or subtracts the test modifier. A test modifier is a number that follows the skill icon in the effect's text preceded by a plus sign (+) or a minus sign (–).
   - He adds or subtracts all dice as specified by other effects such as Items or Conditions.
2. **Roll Dice:** He rolls a number of dice equal to his dice pool.
   - If his dice pool is less than one, he rolls one die instead.
   - If his dice pool is greater than the number of dice available, he rolls as many dice as possible, records the results, and rolls the dice again until he has rolled dice equal to his dice pool.
3. **Reroll & Convert Dice:** He may use any effects that allow him to reroll dice or convert die results, including spending Clues to convert investigation results (🔍) to success results (✶).
4. **Determine Result:** The total number of ✶ rolled is his test result. The consequences of passing or failing the test are determined by the effect that declared the test.
   - A test declaration may include a number separated from the skill icon by a semicolon. This is the test difficulty. The test difficulty indicates the test result required to pass the test. If the test result is less than the test difficulty, the investigator fails the test.
   - A test declaration that includes the word "negates" following the skill icon indicates that the test prevents Damage or Horror. For each ✶ rolled, the investigator prevents one Damage or one Horror.

- Effects that are dependent on a test are preceded by "if you pass" or "if you fail." Any effect in that sentence occurs only if the investigator passes or fails the test, respectively. Any effect after the period or part of a new paragraph is independent from previous effects.

Related Topics: App, Clue, Dice, Skills

Toward

Whenever a component moves toward another component or space, each space it moves must reduce the distance to its destination.

Related Topics: Away From, Movement, Space

Trade Action

An investigator can perform the trade action to allow himself and each other investigator in his space to give any number of his possessions to another investigator in his space, pick up any number of possessions in his space, or drop any number of possessions in his space.

- These effects can be resolved any number of times and in any order.

Related Topics: Action, Drop, Pick Up, Possessions

Traits

Traits—such as *Firearm*, *Light Source*, and *Evidence*—appear on Items, Damage, Horror, and other cards.

- Traits appear in text in italics.
- Traits have no inherent effects of their own.
- Some effects refer to cards by their traits. For example, "You may explore only if you have a *Light Source*."

Turn

During the investigator phase, investigators take turns in the order of their choice.

- During an investigator's turn, he may perform up to two actions of his choice.

Related Topics: Action, Investigator Phase

Unique Item

Unique Items represent the various objects and tools the investigators encounter during their investigation.

- When an investigator gains a Unique Item, he claims the card faceup (art side up).
- Unique Items are possessions. As such, they can be dropped, picked up, or traded using the trade action.
- Some Unique Items, called weapons, have an attack icon and a damage value. Such cards can be used to attack monsters.
- Some Unique Items are double-sided. Such cards have information on both the front and back of the card.
  - An investigator can look at the back of a Unique Item at any time unless an effect states that he cannot.
  - While a Unique Item is flipped, the name, effects, attack icon, and damage value on the card's back replace those on its front.
- When an investigator discards a Unique Item, he returns it to the Unique Item deck.
- The Unique Item deck should be organized alphabetically for ease of use during the game.

Related Topics: Attack Action, Component Actions, Double-sided Cards, Possessions, Trade Action

Wall

Walls are space edges represented by solid brown lines. Each wall separates two or more spaces.

- Investigators and monsters cannot move through walls unless an effect specifically allows it.
- Two spaces that share a wall are adjacent.
- Walls separate adjacent rooms.
- Range cannot be counted through walls unless an effect specifically allows it.
- Effects that affect adjacent spaces cannot affect spaces through walls unless an effect specifically allows it.
- A door on a map tile covered by a Wall token is a wall.

Related Topics: Adjacent, Door, Map Tile, Movement, Room, Space

Winning & Losing

During setup, players select a scenario that determines what the investigators need to do to win the game. However, this objective is hidden information.

- During the game, the investigators must unravel the mystery and discover their ultimate goal. The investigators can do so by listening carefully to the scenario's prologue and carefully examining each hint they discover throughout their investigation.

  After the investigation has progressed enough, the objective will be revealed, giving the investigators one final task to complete the investigation. When the investigation is complete, **investigators win the game**.
- As the investigators progress through the scenario, the objective might change or become more difficult to accomplish. If the investigators take too long to complete an objective, the game ends without the investigators completing their investigation. One of the investigators reads aloud the scenario's epilogue. **Investigators lose the game.**
- When an investigator is eliminated, the game ends at the end of the next investigator phase. At the end of that investigator phase, if the investigation is not complete, one of the investigators selects "Investigator Eliminated" from the in-game menu and reads aloud the scenario's epilogue. **Investigators lose the game.**
- Some game effects—primarily Insane Conditions—can change how an investigator wins or loses the game. Such an effect will clearly state how that investigator wins or loses the game.
  - If the game ends due to a card effect, one of the investigators selects "End Game" from the in-game menu.

Related Topics: App, Eliminated, In-game Menu, Insane, Objective

App Screen Anatomy

In-game Interface

During the game, players will primarily interact with the in-game user interface.



1. **Map:** The majority of the screen is the map. As players explore the scenario location and reveal more of the map, those tiles and the tokens on them will be displayed in the central area of the screen. Only those tokens players use the app to interact with are displayed on the map.
2. **In-game Menu Button:** A player can press this button to open the in-game menu at any time. From the in-game menu, players can consult the message log or save their scenario progress to resume play at a later time.
3. **Monster Drawer Button:** A player can press this button to open or close the monster drawer during the game. Monsters can be selected from the monster drawer to open the monster menu.
4. **Inventory Button:** A player can press this button to open or close the inventory during the game. When investigators find items that can be interacted with using the app, those items appear in the inventory.
5. **Monster Drawer/Inventory:** The monster drawer and inventory appear along the bottom of the screen when opened.
6. **End Phase Button:** A player can press this button to end the current phase and begin the next phase or round.
7. **Settings Menu Button:** A player can press this button to open the settings menu at any time.

App Screen Anatomy Cont.

Monster Menu Interface

Selecting a monster from the monster drawer opens the monster menu for that monster. Players can use this menu to interact with monsters during the game.



1. **Name and Image:** The name and image indicate which monster is selected. All information in the monster menu pertains to the selected monster.
2. **Health:** The monster's maximum health is displayed in the top-left corner of the screen.
3. **ID Icon:** The monster's ID icon (if it has one) is displayed beside the monster's image. This ID icon corresponds to the ID token placed on the monster figure's base.
4. **Damage:** The amount of damage the monster has suffered is displayed below its name. A player can use the "+" and "–" buttons to add or remove damage.
5. **Attack Button:** A player can press the attack button to attack the monster.
6. **Evade Button:** A player presses this button to generate an evade check when attempting to evade a monster.
7. **Effect Panel:** Effects relating to the monster appear in the panel to the right. Game effects appear here whenever a player attacks a monster, evades a monster, or the monster activates.
8. **Monster Drawer:** A player can select a monster by pressing its image in the monster drawer. The monster menu can be closed by pressing the image of the currently selected monster.

Monster Figure Reference

Monster Figure Setup

To assemble the monster figures, insert each figure's pegs into the appropriate base. Attach the Star Spawns to the large bases, the Hunting Horrors and Riots to the medium bases, and all other figures to the small bases.



After attaching each figure to its base, insert each monster token into its matching figure's base. These bases have been designed to display all pertinent information of the monster token without the need to remove the token from the base.



Child of Dagon Figure



Cultist Figure



Deep One Figure



Deep One Hybrid Figure



Ghost Figure



Priest of Dagon Figure



Star Spawn Figure



Hunting Horror Figure



Riot Figure

Index

A
Action 4
Action Icon 4
Adjacent 4
App 4
App Screen Anatomy 20
Attack Action 4
Awareness – see "Monster" 12
Away From 5

B
Barricade 5
Board 5
Border 5
Brawn – see "Monster" 12

C
Cannot – see "The Golden Rules" 2
Can – see "Terminology" 2
Cardinal Directions 5
Clear the Board 5
Clue 5
Code Puzzle 6
Collection Manager 6
Common Item 6
Component Actions 6
Component Limitations 2
Condition 7
Conflicts 2

D
Damage & Horror 7
Darkness 7
Dazed – see "Condition" 7
Dice 8
Dice Pool – see "Test" 18
Discard 8
Disputes – see "Conflicts" 2
Door 8
Double-sided Cards 8
Drop 8

E
East – see "Cardinal Directions" 5
Eliminated 8
Evade Check 8
Event Step 8
Evidence – see "Traits" 18
Explore Action 9
Explore Token 9

F
Farthest 9
Features 9
Fire 9
Flip 9
Focused – see "Condition" 7
Forfeit 10

G
Gain 10
Golden Rules 2

H
Health & Sanity 10
Horror Check 10
Horror Rating – see "Monster" 12
Horror – see "Damage & Horror" 7
Horror Step 10

I
Impassable Border 10
Indoor 11
In-game Interface 20
In-game Menu 10
Insane – see "Damage & Horror" 7
Interact Action 11
Interact Token 11
Inventory 11
Investigator 11
Investigator Phase 11
Involuntary Movement – see "Movement" .. 13
Items 11

L
Light Source – see "Traits" 18
Lock Puzzle 12
Losing – see "Winning & Losing" 19

M
Map Tile 12
May – see "Terminology" 2
Message Log 12
Monster 12
Monster Drawer 13
Monster Figure Reference 22
Monster Menu Interface 21
Monster Step 13
Move Action 13
Movement 13
Mythos Event 13
Mythos Phase 13

N
Nearest 13
Negates 13
North – see "Cardinal Directions" 5

O
Objective 14
Outdoor 14

P
Person 14
Pick Up 14
Place 14
Possessions 14

P cont.
Push Action 14
Puzzle 15
Puzzle Step 15

Q
Quit – see "Save & Quit" 16

R
Random 15
Range 15
Remove From the Board 15
Restrained – "Condition" 7
Room 15
Round 15

S
Sanity – see "Health & Sanity" 10
Save & Quit 16
Search Action 16
Search Token 16
Secret Passage 16
Set Fire Action 16
Setup 3
Sight Token 16
Skills 16
Slide Puzzle 17
South – see "Cardinal Directions" 5
Space 17
Spell 17
Spend 17
Steal Action 17
Stunned – see "Condition" 7

T
Test 18
Test Result – see "Test" 18
Toward 18
Trade Action 18
Traits 18
Turn 18

U
Unique Item 19
User Interface – see "App" 4
Using This Reference 2

V
Voluntary Movement – see "Movement" . 13

W
Wall 19
Weapon – see "Common Item" 6
West – see "Cardinal Directions" 5
Winning & Losing 19
Wounded – see "Damage & Horror" 7

Quick Reference

A game of *Mansions of Madness* is played over a series of rounds. Each round consists of two phases, the investigator phase and the mythos phase.

Investigator Phase

During the investigator phase, the investigators each take one turn in the order of their choice. During an investigator's turn, that investigator performs up to two actions.

Commonly Used Actions

- **Move Action:** Move up to two spaces. Movement can be interrupted to perform other actions.
- **Search Action:** Investigate a Search token in your space by using the app.
- **Explore Action:** Investigate an Explore token in your space by using the app.
- **Interact Action:** Interact with a Person or Interact token in your space by using the app.
- **Attack Action:** Attack a monster in your space with a melee weapon or a monster within range with a ranged weapon by using the app.
- **Trade Action:** Trade possessions with other investigators in your space. Pick up and drop possessions in your space.

Rarely Used Actions

- **Push Action:** Push a monster or carry another investigator.

  See "Push Action" on page 14.
- **Set Fire Action:** Set fire to your space or an adjacent space.

  See "Set Fire Action" on page 16.
- **Steal Action:** Steal possessions from another investigator.

  See "Steal Action" on page 17.

Component Actions

Some components or effects allow investigators to perform component actions. Component actions are described by the component or effect that allows the investigator to perform that action.

- **Barricade a Door:** Block a door to prevent monsters or investigators from moving through it.

  See "Barricade" on page 5.
- **Extinguish Fire:** Discard fire in your space and spaces you move into during your turn.

  See "Fire" on page 9.

Mythos Phase

The mythos phase is broken into three steps—the event step, the monster step, and the horror step. During each step of the mythos phase, the app will generate instructions to be performed by the investigators.

Event Step

During the event step, the app will generate one or more mythos events to be resolved by the investigators.

Monster Step

During the monster step, the app will generate a set of instructions for activating each monster to be resolved by the investigators.

- A monster's activation can cause it to move or attack in specific ways using the following terminology:
  - **Toward:** Each space the monster moves must reduce the distance to its destination.
  - **Away From:** Each space the monster moves must increase the distance between itself and the specified component or space.
  - **Nearest:** The fewest number of spaces away.
  - **Farthest:** The greatest number of spaces away.

Horror Step

During the horror step, each investigator resolves a horror check against a monster within range.

- Each investigator resolves a horror check against only the monster with the highest horror rating.
- If no monsters are within range of an investigator, he does not resolve a horror check.

After the mythos phase each round, investigators start a new round beginning with the investigator phase. Players continue resolving rounds until they have won or lost the game.

Icon Reference

- Strength
- Agility
- Observation
- Lore
- Influence
- Will
- Success Result
- Investigation Result
- Action Icon
- Product Icon

ARKHAM HORROR®

MANSIONS OF MADNESS®

SECOND EDITION



Learn to Play

The House on the Hill

The moon loomed huge and awful in the sky. Rita was having second thoughts about the whole business, standing there alone under the eyes of the stars. The longer she stood there, looking up at the heavens, the further she saw, and the limitless gulf of infinity widened above her. She looked away, looked at the house sprawling on top of the hill, anything to avoid that awful moon, that impossible sky.

The house was not an improvement. Dark and monolithic, a silent sentinel looking down over the Miskatonic River valley below, over the sleeping city of Arkham, Massachusetts. Its silence was malevolent, and Rita could not believe she had thought she would go inside, missing students or no.

"Art thou not, fatal vision, sensible to feeling as to sight?" The voice came from down the hill, pitched to carry, and Rita could see Yorick approaching, a lantern glowing in one hand. "Or art thou but a dagger of the mind, a false creation, proceeding from the heat-oppressed brain?" She stepped out from where she lurked under an apple tree, waving. She had never been so happy to see the loony old man in her life.

"What," she said, "is Horatio there?"

"A piece of him," Yorick answered. He flourished a bow. "Enter the gravedigger, stage right. Is our company assembled?"

"Jes' you and me so far, Yorick." She looked back up the hill at the evil house. "I guess no one else is comin'. Might as well head home and get some sleep."

"Screw your courage to the sticking place, my friend." The gravedigger clapped her on the shoulder. He smelled of earth, of normal things she could touch and taste. Infinity did not seem so bad. "The others will be along directly." He nodded along the lane, and Rita turned. Light stabbed through the darkness, and soon became a pair of headlights, careening and caroming up the street ahead of a growling and, to Rita's eyes, quite expensive automobile.

The car came to a stop and quieted, the lights flickering out. Preston Fairmont stepped out of the driver's side door, followed by an odd-looking old white lady Rita had never seen before; Agatha Crane, she presumed.

"Now, listen," said Fairmont, first to speak as always. "I have been having some second thoughts about all this. First of all, it is not at all proper to be bringing a young girl and a … uh …"

"Old lady?" suggested Agatha with a grin that Rita decided looked dangerous.

"Yes. Quite. Well. Anyway, it is only natural that you would be frightened by such a–"

"If your driving did not frighten me, I do not see how anything inside that house can." Agatha stepped toward Rita and extended one hand. "Agatha Crane, Parapsychologist. You must be Rita."

"Yes'm," said Rita.

"And unless I miss my guess, this is William Yorick, our resident thespian." Yorick gave his little bow again.

"The lady is too kind. The dead are my only audience these days, although I could not ask for any more attentive than they."

"Then we are all here. Let us be about our business." The old lady pulled open the leather satchel in her hand and settled the oddest piece of headgear Rita had ever seen over her soft, white curls. It was like a jeweler's eyepiece, with extra lenses on delicate, wire arms.

They pushed through the gate, Fairmont bringing up the rear and complaining. "Technically, this is breaking and entering," he said. "We have no legal right to be here! If I am caught, it could be incredibly embarrassing for my business associates."

"I thought you bought the house," murmured Rita. The closer the awful thing grew, the stronger the urge to whisper, as if not to wake it.

"I tried to buy the house, which is how we found out who owns it now, yes. But the sale was never completed, because the—look, really, oughtn't we come back in the morning?"

A scream cut through the night air from somewhere inside the mansion, and Agatha stomped up the steps to reach for the door handle.

"No," said Fairmont, tugging at his tie. "No, I suppose not."

Using this Booklet

This Learn to Play booklet is designed to teach new players how to play *Mansions of Madness*. Players should read this booklet in its entirety before playing their first game.

In an effort to teach the game quickly and simply, this booklet omits many rules and game interactions. Questions that arise during gameplay are best answered by the Rules Reference.

Game Overview

Mansions of Madness is a cooperative game of investigation and horror inspired by the writings of H. P. Lovecraft. During each game, one to five players explore a location to unravel a mystery. Players must work together to overcome the challenges presented to them by a fully integrated companion app.

Mansions of Madness is a cooperative game. All players are on the same team and win or lose the game together. The investigators' ultimate goal is to explore the scenario's map and piece together the evidence and clues required to solve the mystery.

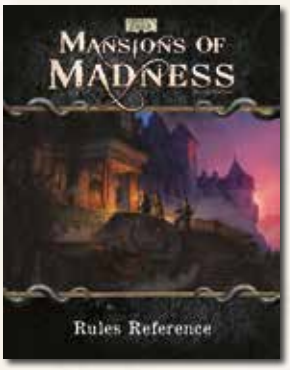
In addition, investigators need to overcome various challenges, including fending off terrible creatures, befriending non-player characters, and solving puzzles.

Download the App



To download the *Mansions of Madness* app, search for *Mansions of Madness* on the Apple iOS AppStore™, Google Play™ store, or Amazon Appstore. Alternately, you can download the app for Mac or Windows from our website at FantasyFlightGames.com.

Components



Rules Reference



24 Map Tiles





8 Investigator Cards & Matching Figures



40 Common Item Cards



24 Unique Item Cards



16 Search / Interact Tokens



16 Explore / Sight Tokens



22 Person Tokens



30 Spell Cards



37 Condition Cards



4 Barricade Tokens



4 Secret Passage Tokens



18 Fire / Darkness Tokens



40 Damage Cards



40 Horror Cards



8 Wall Tokens



4 Door Tokens



6 ID Tokens



26 Clue Tokens





24 Monster Tokens & Matching Figures



5 Dice



First Edition Conversion Kit

Setup

Before playing each game, perform the following steps in order. The setup diagram on page 5 shows an example of these steps.

1. Create Card Decks

Separate the Investigator cards from all other cards. They will be used later during setup. Then separate all other cards into decks by card type.

- Shuffle the Damage and Horror decks individually and place them facedown within reach of all players.
- Organize the cards in the Common Item, Unique Item, Spell, and Condition decks alphabetically and place them faceup within reach of all players. This will make it easier to find cards when they are needed during the game.

2. Organize Map Tiles

Gather all map tiles and organize them by tile size. This will make it easier to find tiles when they are needed during the game.

3. Organize Monsters

Make sure that each monster figure has a matching token slotted into its base. See "Monster Figure Reference" on page 22 of the Rules Reference.

4. Create Token Pools

Separate all tokens into pools by token type.

5. Choose Scenario

Run the *Mansions of Madness* app and press "New Game." Players, as a group, decide which story to play and input their selection in the app.

First Game

For their first game, players are recommended to play the "Cycle of Eternity" scenario. This scenario is shorter and less complex than the other scenarios, making it well suited for learning the game.

Before choosing a scenario, if you own the first edition *Mansions of Madness* base game and/or any of its expansions, you can integrate the components of those products as described by the *Conversion Kit* rules insert.

Players can play any investigators from the integrated first edition products, and the app can use any of the monsters or map tiles from those products during the game.

6. Choose Investigators

Each player chooses an investigator, taking the Investigator card and figure for that investigator. Then input the selected investigators in the app. Hereafter, players will be referred to as "investigators."

If playing with only a single player, that player chooses two investigators and controls both of them.

Unused Investigator cards and figures are returned to the game box.

7. Gain Starting Possessions

Investigators, as a group, gain the specific Common Items, Spells, or other possessions as instructed by the app. These possessions may be distributed among the investigators however they decide.

8. Read Prologue and Reveal Entrance

Perform the remaining steps of setup as instructed by the app.

A. Read aloud the scenario's prologue as shown by the app. The story's prologue might provide hints about what is to come.

B. Place the starting map tile and Investigator figures as instructed by the app.

C. Place Search tokens, Explore tokens, and other tokens as instructed by the app.

D. Perform any other steps as instructed by the app.

When setup is complete, the app will automatically progress to the first round's investigator phase. See "Playing the Game" on page 4.

Playing the Game

Mansions of Madness is played over a series of game rounds. Each round consists of two phases that are resolved in the following order:

1. **Investigator Phase:** Investigators perform actions to move about the game board, explore their surroundings, and attack monsters.
2. **Mythos Phase:** The app indicates monster actions and generates mythos effects. These effects might spawn monsters or raise other challenges that investigators will need to overcome.

After the mythos phase each round, investigators start a new round beginning with the investigator phase. Players continue resolving game rounds until they have won or lost the game.

These phases are described in detail on the following pages and summarized on the last page of the Rules Reference.

Setup Diagram For Two Players



1

4



2





8



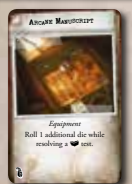
3

6









7





5



Investigator Phase

During the investigator phase, each investigator performs up to two actions. Performing actions is the primary way in which investigators move about the game board and interact with their surroundings.

The investigators take turns in the order of their choice. On an investigator's turn, he performs up to two actions of his choice. Then the next investigator takes his turn, and so on, until each investigator has taken a turn.

During the investigator phase, investigators can perform the following actions. The detailed rules for these actions are explained in the following sections.

Move Action

The investigator moves his investigator figure up to two spaces, moving one space at a time, from one space to an adjacent space. He cannot move through walls or impassable borders unless an effect specifically allows it.

If an investigator attempts to move out of a space that contains a monster, he must first resolve an evade check. See "Evading Monsters" on page 14.

Explore Action

The investigator uses the app to explore an adjacent room. To do so, he taps the Explore token that corresponds to the area he wants to explore. Then he confirms his action by selecting the "Explore" option.



The investigator resolves the effects as instructed by the app. The effect indicates which map tile or tiles to place as well as any Search, Interact, Person, or other tokens.

After all tiles and tokens have been placed, the investigator may move into the explored area as instructed by the app.

Map Tile Breakdown



1. **Space:** An area of a map tile separated from other spaces by borders, impassable borders, walls, or doors.
2. **Border:** Represented by a solid white or yellow line. Borders divide large areas into multiple spaces. Investigators and monsters can move through borders.
3. **Impassable Border:** Represented by a white or yellow dashed border. Investigators and monsters cannot move through impassable borders unless an effect specifically allows it.
4. **Wall:** Represented by a brown border. Investigators and monsters cannot move through walls unless an effect specifically allows it.
5. **Door:** Represented by a rectangular gap in a wall. Investigators and monsters can move through doors.
6. **Room:** A group of spaces separated from other rooms by walls, doors, yellow borders, yellow impassable borders, or the edges of map tiles. Each room has a single name that refers to all spaces in the room as a group.

Search Action

The investigator uses the app to search something of interest in his space. To do so, he taps a Search token in his space. Then he confirms his action by selecting the "Search" option.



The investigator resolves the effect as instructed by the app which might include a skill test, declared as a skill icon embedded in parentheses following a short narrative.

For example, "You dig through the dense paperwork cluttering the desk, looking for anything of interest ( )" instructs the investigator to test his observation ( ).

See "Skill Tests" on page 13.

Trade Action

The investigator may give any number of Common Items, Unique Items, or Spells to each other investigator in his space and allow those investigators to give him any number of their possessions. Additionally, he may pick up or drop any number of the Common Items, Unique Items, or Spells in his space.

Using the App to Perform Actions

Performing the explore action, search action, interact action, and some component actions requires using the app. An investigator may tap any token in the app to inspect it. Doing so does not require an action, and an investigator can inspect a token even if the token is not in his space.

- An investigator cannot select an option that is preceded by the action icon ( ) unless he spends an action to do so. Performing the explore, search, or interact action allows the investigator to select such an option.

Interact Action

The investigator uses the app to interact with a person or object in his space. To do so, he taps a Person or Interact token in his space. Then he confirms his action by selecting an option preceded by the action icon ( ).



The investigator resolves the effect as instructed by the app which might include additional decisions or a skill test.

Component Actions

Some components or effects allow investigators to perform component actions. Component actions are described by the component or effect that allows the investigator to perform that action.



Component actions on cards are preceded by the word "Action" in bold and can be performed by the investigator who has that card.

Some items allow investigators to perform a component action by using the app. To do this, the investigator opens the inventory by pressing the inventory button in the bottom-left corner of the screen and selects the Item.



Inventory Button

Then he confirms his action by selecting an option preceded by the action icon ( ). The investigator resolves the effect as instructed by the app.

Attack Action

The investigator uses the app to attack a monster. To do this, he selects the monster that he wants to attack from the monster drawer (1). Then he presses the "Attack" button (2).



The investigator must choose how he wants to attack and confirm his action by selecting one of the following options (3)—"Attack with a *Heavy Weapon*", "Attack with a *Bladed Weapon*", "Attack with a *Firearm*", "Attack with a Spell", or "Attack Unarmed."

After selecting his attack type, he resolves the effect—which often includes a skill test—as instructed by the app. The investigator uses the "+" and "–" buttons in the monster menu to record the damage the monster has suffered (4).



Selecting a Monster

To select a monster, an investigator opens the monster drawer by pressing the monster drawer button. Then he presses a monster's icon in the drawer to select it.



Monster Drawer Button

This will open the monster menu from which an investigator can attack or evade the monster or alter the amount of damage the monster has suffered.

An investigator using a weapon or spell with the melee icon can attack only a monster in his space. An investigator using a weapon or spell with the ranged icon can attack any monster within range.



Melee Icon



Ranged Icon

Range

Some effects, such as ranged attacks, horror checks, and monster effects, rely on range. The maximum range of these effects is three spaces. Range cannot be counted through walls or doors unless an effect specifically allows it.

End of Investigator Phase

After all investigators have taken a turn, one of them presses the end phase button in the bottom-right corner of the screen to end the investigator phase and proceed to the mythos phase.



End Phase Button

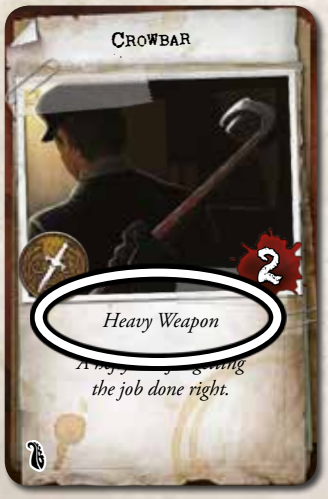
Attack Action Example

Carson Sinclair uses the attack action to attack a Deep One in his space.

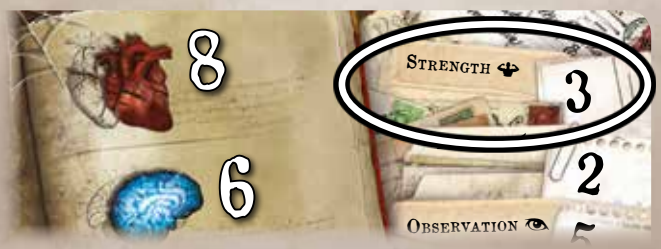




1. He opens the monster drawer by pressing the monster drawer button in the bottom-left corner of the screen and selects the Deep One.
2. He presses the "Attack" button.
3. Carson decides to attack with his Crowbar, a *Heavy Weapon*. He selects the "Attack with a *Heavy Weapon*" option.



4. The app instructs him to test his strength. He does so by rolling dice equal to the value printed on his card.



5. He rolls two success results and one blank result. The test declaration in the app indicates a test difficulty of two, meaning he needs two success results to pass.



6. Having passed the test, Carson causes the Deep One to suffer damage equal to his weapon's damage (2) plus his test result (2) as instructed by the app.



7. Finally, Carson records the damage that the Deep One has suffered by using the app.

Mythos Phase

During the mythos phase, the app generates a number of effects to be resolved by the investigators. There are three types of effects that the app can generate—mythos events, monster activations, and horror checks. These effects are described in the following sections.

Mythos Events

Mythos events are effects generated by the app during the mythos phase. Mythos events might be related to the specific scenario investigators have chosen or the actions the investigators have performed during the round.

The investigators resolve the effects as instructed by the app.



A Mythos Event

After all mythos events for the round have been resolved, the app will generate instructions for activating monsters. If there are no monsters on the board, the mythos phase will end automatically instead.

Monster Activations

The app generates instructions for activating each monster, one at a time. These instructions will describe how to move each monster and how each monster attacks. Investigators resolve the effects as instructed by the app.

See the "Monster Activation Example" diagram on page 11.

After all monsters have activated for the round, the app will instruct investigators to resolve horror checks.

Horror Checks

The app instructs each investigator to resolve a horror check against a single monster within range.

Each investigator resolves a horror check against the monster within range with the highest horror rating. If an investigator is not within range of any monsters, he does not resolve a horror check.

To resolve a horror check against a monster, the investigator selects the monster from the monster drawer and resolves the effect as instructed by the app.



A Horror Check Effect

After all investigators have finished resolving horror checks, one of them presses the end phase button in the bottom-right corner of the screen to end the mythos phase and begin the next round, starting with a new investigator phase.

Winning the Game

During setup, players select a scenario that determines what the investigators need to do to win the game. However, this objective is hidden from the investigators.

During the game, the investigators must unravel the mystery and discover their ultimate goal. The investigators can do so by listening carefully to the scenario's prologue and carefully examining each hint they discover throughout their investigation.

After the investigation has progressed enough, the objective will be revealed, giving the investigators one final task to complete the investigation. Investigators **win the game** when the investigation is complete.

If the investigators take too long to complete the investigation, the scenario's objective might change or become more difficult to accomplish. If the investigators continue to take too long, investigators will **lose the game**.

Monster Activation Example

During the mythos phase, the app opens the monster menu and generates the effects of each monster's activation.



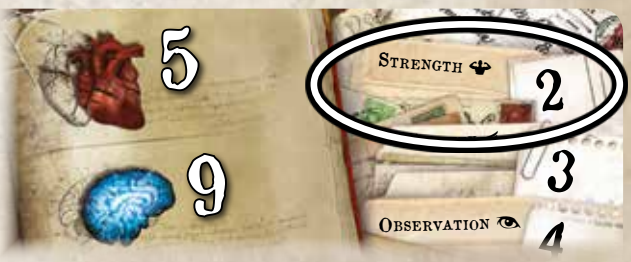
1. The app generates movement instructions for the Deep One and specifies which investigator the Deep One attacks.
2. The investigators follow the app instructions by moving the Deep One toward the nearest investigator.



3. The Deep One attacks the investigator in its space who has suffered the most Damage. Agatha selects the "The monster attacks." option, and the app generates the effects of the Deep One's attack.



4. The effect instructs Agatha to test her strength (). She does so by rolling dice equal to the value printed on her card.



5. She rolls one success result () and one blank result. Unable to reroll dice or convert any other results to , she continues to resolve the effect.



6. The effect generated by the app instructs Agatha to suffer two facedown Damage negated by the result of her test. Agatha's single negates one facedown Damage, but she suffers the remaining one facedown Damage.

   Having completely resolved the effect, Agatha presses the "Continue" button. The Deep One's activation is complete.

Additional Rules

This section includes additional rules not previously discussed, including skill tests, cards, features, monsters, and puzzles.

Damage & Horror

Many game effects cause investigators to suffer Damage or Horror. When an effect causes an investigator to suffer Damage or Horror, he draws the top card of the Damage or Horror deck, respectively. He claims the card faceup unless the effect specifies otherwise.

Each Damage or Horror card has one of two traits—*Resolve Immediately* or *Keep Faceup*. When an investigator claims a faceup Damage or Horror with the *Resolve Immediately* trait, he immediately resolves its effect which usually includes flipping the card facedown. A Damage or Horror with the *Keep Faceup* trait, will have a lasting effect for as long as the card remains faceup.



Wounded

When an investigator has suffered Damage (whether faceup or facedown) equal to his health, that investigator becomes Wounded.

When an investigator becomes Wounded, he gains a Wounded Condition and discards all of his facedown Damage. While Wounded, an investigator cannot perform the move action more than once each round.

When a Wounded investigator has suffered Damage equal to his health, that investigator is eliminated.

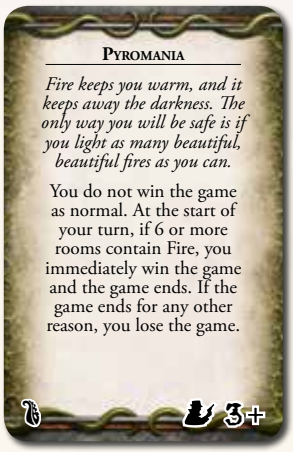
Insane

When an investigator has suffered Horror (whether faceup or facedown) equal to his sanity, that investigator becomes Insane.

When an investigator becomes Insane, he gains an Insane Condition and discards all of his facedown Horror cards. He reads the back of his Insane Condition, but he cannot reveal the back of the card to the other investigators.

An investigator's Insane Condition might alter how that investigator wins and loses the game. In such a case, he may want to perform one or more actions that he would not otherwise want to perform. See "Rarely Used Actions" on the last page of the Rules Reference.





Each Insane Condition has a required number of investigators which is indicated on the bottom-right corner on the back of the card. When an investigator gains an Insane Condition, if the number of investigators is less than the required number of investigators, he discards that card and gains a different copy of the Insane Condition.

If an Insane investigator has suffered Horror equal to his sanity, that investigator is eliminated.

Eliminated

When an investigator is eliminated, he drops all of his possessions in his space and removes his investigator figure from the board. The remaining investigators have a single additional investigator phase to attempt to complete their investigation. At the end of that investigator phase, if the investigators did not complete the investigation, they **lose the game**. One of them selects the "Investigator Eliminated" option from the in-game menu to end the game.

Skill Tests

A skill test represents a physical, mental, or social challenge an investigator must overcome. Skill tests are declared using their skill icon embedded in parentheses following a short narrative. When an investigator is resolving an effect that includes a skill icon in the text, he must immediately test that skill.

To resolve a test, the investigator rolls a number of dice equal to his value in the indicated skill. The number of success results ( ) rolled is called the test result. The test declaration might also indicate a modifier, such as "–1," which causes the investigator to roll more or fewer dice for the skill test. Investigators roll a minimum of one die for each test.

For example, "You uncover a series of strange cryptic runes carved into the wall (–1)" instructs the investigator to test his lore ( ) rolling one fewer die than normal.

After rolling dice during a test, an investigator may spend a Clue to convert a single investigation result ( ) to a success result ( ). He may do so multiple times as long as he spends a Clue for each he converts. He determines his test result after resolving all conversions.

Negating Damage & Horror

Some effects cause an investigator to suffer multiple Damage or Horror at the same time but allow him to resolve a skill test to negate some or all of the Damage or Horror. To do so, the investigator tests the indicated skill. He prevents one Damage or one Horror for each success result ( ) rolled.

Skill Test Difficulty

Some skill test declarations include a test difficulty embedded in the parentheses separated from the skill icon by a semicolon. This number indicates the number of success results ( ) required to pass the test. If the investigator does not roll enough , he fails the test.

For example, "The beast charges at you (; 2)" instructs the investigator to test his agility ( ) with a difficulty of two. If the investigator rolls two or more , he passes the test.

Skill Tests in the App

Some skill test declarations included in app instructions require the investigator to input his test result. In such a case, the investigator uses the "+" and "–" buttons to input his test result.



An investigator inputs his test result using the app

The number of success results ( ) required to pass is unknown. However, even if the investigator fails the test, the app remembers how many were previously rolled. Future attempts to pass the test will require fewer .

Message Log

During the game, all messages displayed by the app are recorded in the message log. Players may access the message log at any time by selecting "Message Log" from the in-game menu.



In-game Menu Button

The message log is organized by round and allows the players to reread any messages shown by the app throughout the course of the game.

Monsters

Monsters represent aberrant and eldritch creatures and the cultists and other worshipers of those creatures.

Monster Token

Each monster token includes a number of pieces of game information as described below.



1. **Awareness:** A monster's awareness is referenced when an investigator resolves an evade check in a space that contains multiple monsters.
2. **Horror Rating:** A monster's horror rating is referenced when an investigator resolves a horror check within range of multiple monsters.
3. **Brawn:** A monster's brawn represents its physical prowess and is referenced by various effects. See "Barricades" on page 16.
4. **Abilities & Flavor Text:** A monster's abilities, if it has any, are defined on the token's back. A monster's flavor text gives a brief thematic description of the creature's appearance and behavior.

ID Tokens

ID tokens are used to mark unique monsters and to differentiate monsters from others of the same type.

When a monster is spawned, the app might indicate one of the six ID tokens to be assigned to that monster. An investigator places the specified ID token in the monster figure's base.



A monster retains its ID token for as long as it remains in play.

Evading Monsters

If an investigator in a space containing a monster attempts to leave his space or perform an action other than the attack action or move action, that investigator must first evade the monster. If there are multiple monsters in the investigator's space, he must evade only the monster with the highest awareness.

To evade a monster, an investigator selects the monster in his space from the monster drawer. Then the investigator presses the "Evade" button and resolves the effect as instructed by the app.

After evading a monster, the investigator performs his action as normal unless the effect states that his action is forfeit.

- If the investigator forfeits his action, he loses his action without resolving any part of its effect. If an investigator forfeits his action while moving, he loses any remaining movement and does not leave his space.

See the "Evade Check Example" diagram on page 15.

Items

Common Items and Unique Items represent the various objects the investigators encounter during their investigations. When an investigator gains an item, he claims the card faceup (art side faceup).

Some Items have a unique back. An investigator may read the back of an item at any time.

Spells

Spells represent the tomes or scrolls containing the knowledge required to harness eldritch powers. When an investigator gains a Spell, he claims a random copy of that Spell faceup (art side faceup). An investigator cannot look at the back of a Spell until an effect causes the Spell to flip.

Whenever an investigator casts a Spell, the Spell's effect instructs the investigator to flip the card. When he flips the card, he immediately resolves the effect on its back. This effect typically includes discarding the card and gaining a new copy of that Spell.

Conditions

Conditions represent intangible status effects that alter how an investigator can act. Occasionally, an effect will cause an investigator to gain a Condition. For example, "become Stunned" causes the investigator to gain the Stunned Condition.

Evade Check Example

Agatha Crane wants to move to the Search token in the office, but she will need to move away from the Deep One to do so.

1. She attempts to move out of the Deep One's space, but she must resolve an evade check.



2. She selects the Deep One from the monster drawer and presses the "Evade" button.
3. The app generates an effect for her evade check.



4. The effect instructs Agatha to test her agility (). She does so by rolling dice equal to the value printed on her card.

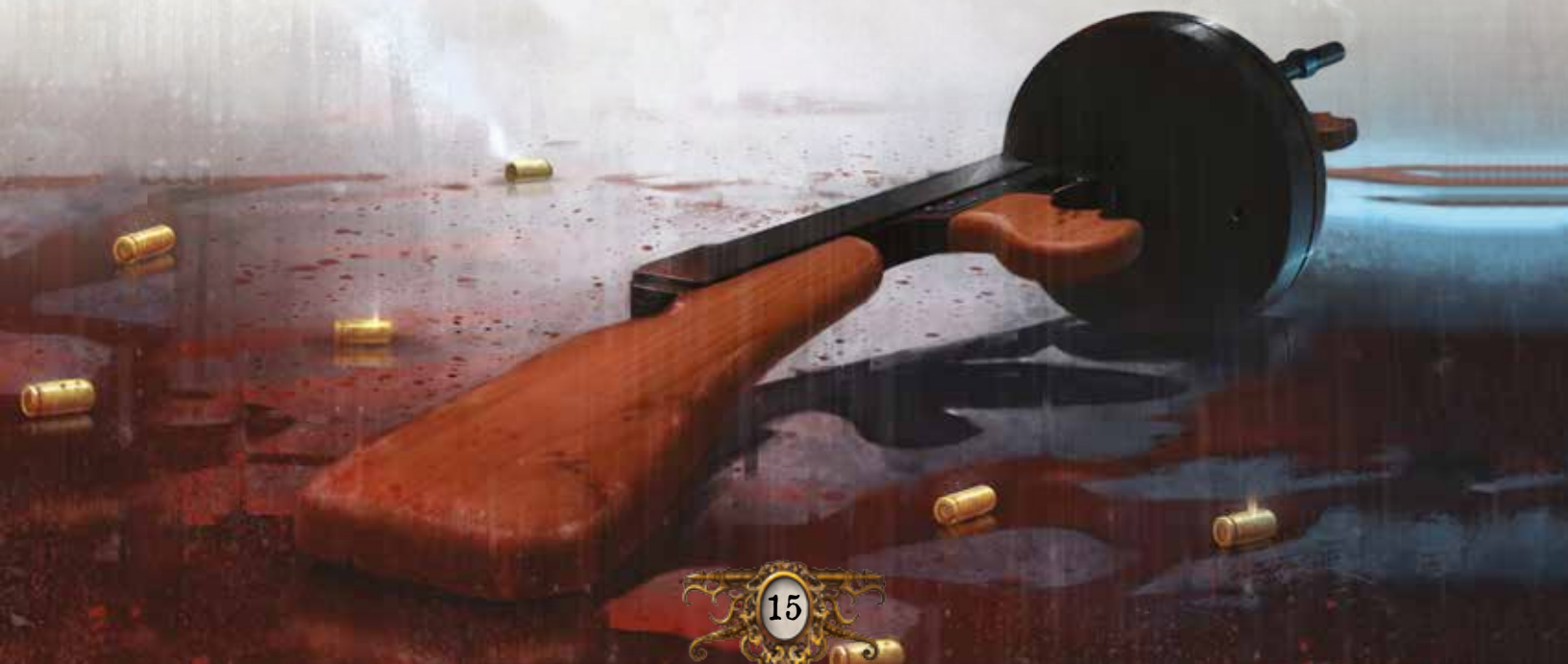


5. She rolls two investigation results () and one blank result. Agatha needs two success results to pass, so she spends two Clues to convert both to .



6. Agatha resolves the pass effect as instructed by the app. The Deep One suffers one damage. Agatha was not instructed to forfeit her action, so she resolves her action as normal; she moves into the other space of the office.

   Agatha can now perform the second action of her turn. Because she is no longer in the same space as a monster, she does not need to resolve an evade check.



Features

Features represent noteworthy furnishings or environmental effects that investigators can interact with or that affect how an investigator can interact with his surroundings. All features are square tokens. Interacting with a feature does not require the app.

Barricades



A Barricade allows an investigator to block a door to prevent monsters from getting through. As an action, an investigator in a space containing a Barricade may move the Barricade against a door or move the Barricade away from the door it blocks.

Investigators and monsters cannot move through blocked doors. However, a monster can destroy a Barricade that blocks its path.

If a monster attempts to move through a blocked door, it rolls a number of dice equal to its brawn. If it rolls two or more success results (✶), the Barricade is discarded and the monster moves as normal. Otherwise, the monster does not move.

Darkness



Darkness hinders an investigator's ability to resolve skill tests and puzzles. An investigator in a space containing Darkness cannot spend Clues to convert dice results or perform additional puzzle steps.

Each investigator in or adjacent to a space containing a *Light Source* or Fire ignores the effects of Darkness.

Fire



Fire spreads and can damage investigators and monsters. Whenever an investigator moves into a space containing Fire or performs an action in a space containing Fire, he suffers one facedown Damage.

Whenever a monster starts its activation in a space containing Fire or moves into a space containing Fire, it suffers one damage.

As an action, an investigator may attempt to extinguish the flames by testing his agility (⛸). For each success result (✶) he rolls, he may discard one Fire token from his space or a space he moves into if he moves as part of his second action or later in the round.

At the beginning of each mythos phase, fire spreads. If one or more spaces contain Fire, place one Fire token in a space adjacent to a space that contains Fire.

Secret Passages



An investigator or monster in a space containing a Secret Passage can move to any other space containing a Secret Passage as if those spaces were adjacent.



Puzzles

Occasionally, an investigator will encounter an effect that requires him to solve a puzzle. Puzzles represent complex logical, magical, or physical challenges the investigators must overcome to complete their investigation. Puzzles are resolved in their entirety using the app.

The types of puzzles—slide puzzle, lock puzzle, and code puzzle—are described on the right and on page 18.

Puzzle Steps

A puzzle step is a single unit of progress toward solving a puzzle, and the types of puzzle steps the investigator can perform are defined by the type of puzzle he is resolving as indicated by the app.

Whenever an effect instructs an investigator to attempt a puzzle, that investigator performs a number of puzzle steps equal to his value in the skill indicated by that effect.

While attempting a puzzle, an investigator may spend any number of his Clues to perform one additional puzzle step for each Clue spent.

After an investigator has performed all of his allotted puzzle steps, if the puzzle is not solved, he presses the "Close" button. The investigator's progress will be saved so that he or another investigator can continue solving the puzzle at a later time.

Solving a Puzzle

The app will automatically detect when a puzzle is solved. At which point, the investigator who solved the puzzle will continue resolving his action as instructed by the app.

Slide Puzzle

A slide puzzle is a type of puzzle in which an investigator attempts to assemble an image that has been split into six or more pieces. The pieces of a slide puzzle are displayed in a grid and randomized.

As a puzzle step, an investigator can swap any two adjacent pieces by dragging one of them over the other.



The puzzle is solved when all pieces of the puzzle are in the correct position and the puzzle's image is properly displayed.



Code Puzzle

A code puzzle is a type of puzzle in which an investigator attempts to determine a code made of three or more pieces—numbers or runes. The unique pieces that can make up the code are displayed at the top of the screen, and each piece can be used any number of times.



As a puzzle step, an investigator can guess the code. He does so by dragging one piece into each of the current guess brackets (1) and selecting "Guess" (2).

After submitting a guess, the investigator will receive information about his guess (3). The app will mark each incorrect guess with a number of success results (✶) and investigation results (🔑).



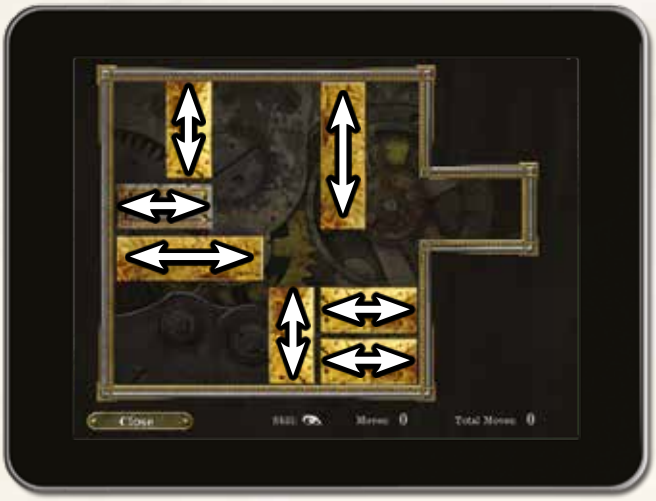
Each ✶ indicates that a single piece of the guess is the correct piece and is correctly positioned within the code. Each 🔑 indicates that the guess contains a single correct piece, but that piece is not in the correct position.

The puzzle is solved when the investigator guesses the correct code.

Lock Puzzle

A lock puzzle is a type of puzzle in which an investigator attempts to maneuver pieces in a grid to allow the visually unique goal piece to be removed from the grid.

As a puzzle step, an investigator can move any piece by dragging it. A piece can be moved only in the direction of its orientation—vertically or horizontally. However, no two pieces can occupy the same space of the grid, and a piece cannot be moved through other pieces.



The puzzle is solved when the goal piece is moved to the far right side of the grid.



What Now?

Now that you have read this Learn to Play booklet, you are ready to play your first game! As questions arise during play, consult the Rules Reference.

Code Puzzle Example

Agatha Crane is attempting a code puzzle using her lore ( ). Her is five, so she can make five guesses.

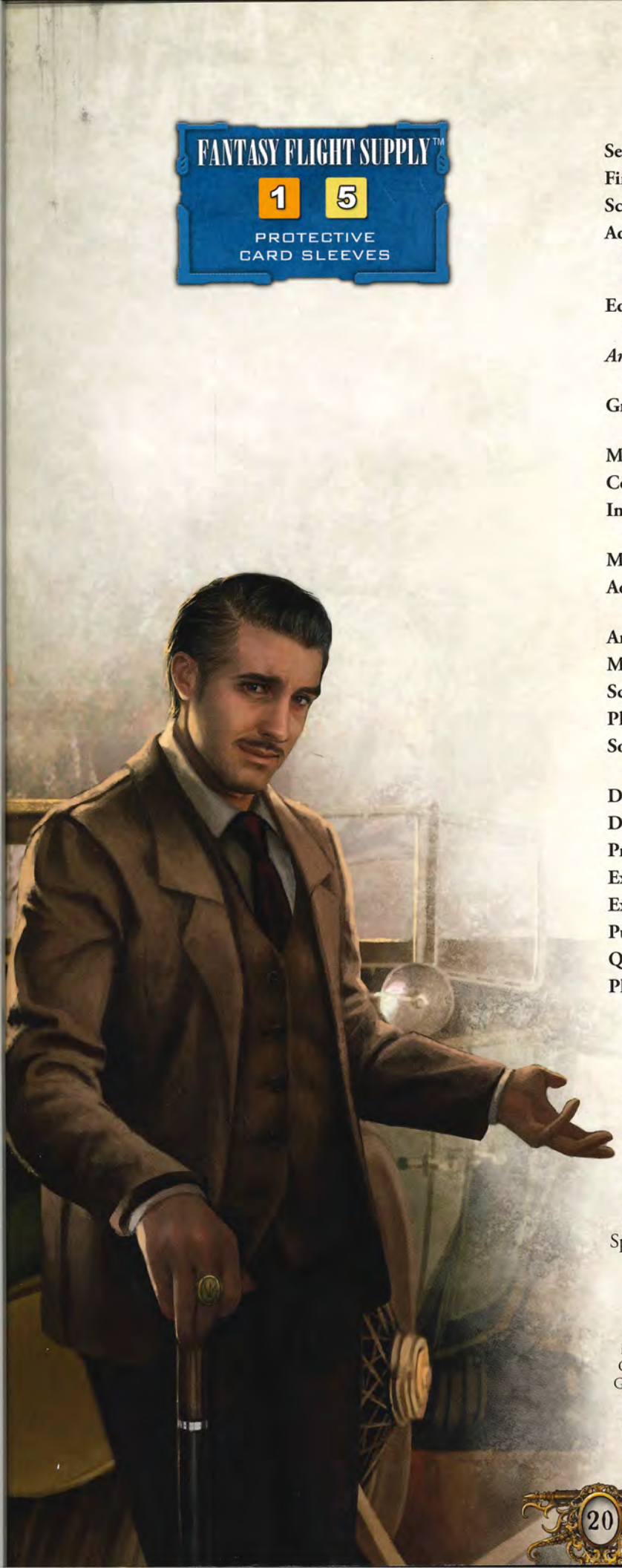


1. She inputs an initial guess of "123" which yields one success result ( ) and one investigation result ( ). From this she learns two of the guessed numbers exist in the code but only one is correctly positioned.
2. Agatha needs more information, so she inputs a second guess of "234." A single indicates one of the guessed numbers exists in the code but is not correctly positioned. From this, she learns that there is a "1" in the code but not a "4." She also knows the code contains a "2" or a "3" but not both.
3. She wants to know if the code contains a "2" or a "3" so she inputs a third guess of "222" which yields zero results. She now knows the code contains a "3" and not a "2."
4. Knowing there is a "1" and a "3," Agatha guesses "135." At last! Three indicate that all three numbers exist in the code though none of them are correctly positioned.
5. Agatha reviews what she has learned so far. She notices the "1" in her first guess is in the same position as the "1" in her most recent guess. This means the "1" must account for the from the first set of results, and the "3" must have been correctly positioned. With the "3" in the third position, the "1" must belong in the second position since it does not belong in the first position. This leaves only the first position for the "5."

   Agatha inputs her final guess of "513" and solves the puzzle.







Credits

Second Edition Game Design: Nikki Valens

First Edition Game Design: Corey Konieczka

Scenario Design: Kara Centell-Dunk and Andrew Fischer

Additional Content Development: Glen Aro, Daniel Lovat Clark, Nathan I. Hajek, Grace Holdinghaus, Robert Martens, Becca Olene, Alexandar Ortloff, and Jonathan Ying

Editing and Proofreading: Adam Baker, Molly Glover, and Allan Kennedy

***Arkham Horror* Story Team:** Andy Christensen, Matthew Newman, Katrina Ostrander, and Nikki Valens

Graphic Design: WiL Springer with Evan Simonet, Shaun Boyke, Christopher Hosch, and Ryan Thompson

Managing Graphic Designer: Brian Schomburg

Cover Art: Jacob Murray

Investigator Art: Cristi Balanescu, Tony Foti, Jacob Murray, and Magali Villeneuve

Map Tile Art: Yoann Boissonnet

Additional Interior Art: The artists of *Call of Cthulhu* LCG and *Arkham Horror Files* products

Art Director: Zoë Robinson

Managing Art Director: Andy Christensen

Sculptor: Cory DeVore

Plastics Design Coordinator: Niklas Norman

Software Development: Mark Jones, Paul Klecker, Francesco Moggia, and Gary Storkamp

Digital Creative Director: Andrew Navaro

Digital Executive Producer: Keith Hurley

Production Management: Jason Beaudoin and Megan Duehn

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Quality Assurance Coordinator: Zach Tewalthomas

Playtesting: Brad Andres, Audrey Bailey, Samuel W. Bailey, Dane Beltrami, Chiara Bertulessi, Simone Biga, Ian Birdsall, Forrest Bower, Joseph Bozarth, Nayt Brookes, Frank Brooks, Chris Brown, John D. Curtis, John W. Curtis III, Kathleen Curtis, Caterina D'Agostini, Andrea Dell'Agnese, Julia Faeta, Jason Glawe, Branden Haines, Matt Holland, Alene Horner, Jason Horner, Julien Horner, Evan Johnson, Justin Kemppainen, James Kniffen, Matthew Landis, Mark Larson, Lukas Litzsinger, Andrea Marmiroli, James Meier, Kathleen Miller, Heather Minke, Maegan Mohr, Michelle McCarthy, Anton Torres, Janie True, Quentin True, Jason Walden, Paul Winchester

Special thanks to all of our beta testers.

© 2016 Fantasy Flight Games. No part of this product may be reproduced without specific permission. Apple and the Apple logo are trademarks of Apple Inc., registered in the United States and/or foreign countries. App Store is a service mark of Apple Inc. Google Play is a trademark of Google Inc. Fantasy Flight Supply is a ™ of Fantasy Flight Games. Fantasy Flight Games, Mansions of Madness, Arkham Horror, and the FFG logo are ® of Fantasy Flight Games. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, Minnesota, 55113, USA, 651-639-1905. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 13 YEARS OF AGE OR YOUNGER.

www.FantasyFlightGames.com

Mansions of Madness®

Second Edition

The following are frequently asked questions, errata, and clarifications for *Mansions of Madness Second Edition*.

Errata

This section describes official changes to rule text and cards.

Punchboard

- Flea Market : This tile should use an outdoor room name tag.



Conversion Kit

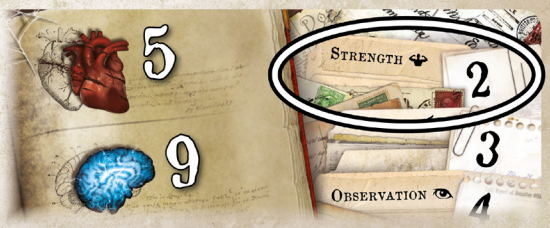
- Rulesheet, Indoor & Outdoor Rooms: The "Rooftop" and "Spruce Grove" tiles should be removed from the Indoor Rooms list and added to the Outdoor Rooms list.



Learn to Play

- Page 11, Monster Activation Example, Step 3, first sentence should read: "The Deep One attacks the investigator in its space who has suffered the least Damage."
- Page 11, Monster Activation Example, Steps 4 and 5 should appear as follows:

4. The effect instructs Agatha to test her strength ( ) plus one. She does so by rolling dice equal to the value printed on her card plus one, three in total.



5. She rolls one success result ( ) and two blank results. Unable to reroll dice or convert any other results to , she continues to resolve the effect.



- Page 11, Monster Activation Example, Step 6, first paragraph should read: "The effect generated by the app instructs Agatha to suffer two Damage negated by the result of her test. Agatha's single negates one Damage, but she suffers the remaining one Damage."

Rules Reference

- Page 8, Eliminated, second bullet should read: "At the end of the game, each eliminated investigator loses the game unless an effect specifically states that he wins the game if he is eliminated."
- Page 14, Outdoor, last bullet should read: "On second edition tiles, an outdoor room's name tag is silver with red tentacles."

FAQ

This section answers frequently asked questions about *Mansions of Madness Second Edition*.

Q. "Do investigators decide the complete turn order before any investigator takes a turn?"

A. No. Investigators are not required to decide on a complete turn order. Which investigator takes the next turn can be decided at that time.

Q. "Can an investigator interrupt a move action to take another action?"

A. Yes. For example, an investigator can move one space, perform a another action, such as a Search action or Explore action, then move a second space.

Q. "If an effect could affect two or more investigators, what happens?"

A. The investigators as a group decide which investigator is affected. If the investigators cannot reach a unanimous decision, an investigator is chosen at random who will make the decision.

Q. "Can investigators cooperate when attempting a puzzle?"

A. Yes. Investigators are allowed to discuss puzzles and other challenges and offer advice.

Q. "If an investigator who has a Light Source is in a space containing a Darkness token, is that investigator in Darkness?"

A. No. Investigators ignore Darkness in a space containing a *Light Source* or Fire or a space adjacent to a space containing a *Light Source* or Fire.

Q. "What happens if a game effect would affect an eliminated investigator?"

A. Resolve as much of the effect as possible. An eliminated investigator is unaffected unless the effect specifically allows it.

Q. "If multiple investigators would resolve a horror check against the same monster, should they each resolve a different horror check?"

A. No, if multiple investigators would resolve a horror check against the same monster, those investigators all resolve the same horror check. Each investigator resolves the effects of that horror check independently.

Q. "Can Fire spread through walls?"

A. No, Fire cannot spread through walls. Effects that affect adjacent spaces cannot affect spaces through walls unless an effect specifically allows it.

Q. "Does using Duke at the start of the turn take one of an investigator's two actions?"

A. No. Using Duke does not take one of an investigator's two actions.



Mansions of Madness®

Second Edition

Stop!

Mansions of Madness is a fully cooperative game in which players explore a location to unravel a mystery. Players must work together to overcome the challenges presented to them by a **fully integrated companion app**.

This game cannot be played without the companion app.

Before playing, download and install the free *Mansions of Madness* app to your iOS or Android device. **Only one player is required to run the companion app for the group.**



To download the *Mansions of Madness* app, search for *Mansions of Madness* on the Apple iOS AppStore™, Google Play™ store, or Amazon Appstore. Alternately, you can download the app for Mac or Windows from our website at FantasyFlightGames.com.

After installing the companion app, turn to the back of this sheet.



REQUIRES FREE
DIGITAL COMPANION APP
AVAILABLE FOR iOS, ANDROID, MAC AND WINDOWS

Download on the App Store | ANDROID APP ON Google play | amazon Available at amazon

Now that you have downloaded and installed the *Mansions of Madness* app, you have everything you need to play *Mansions of Madness*.

In-Game Interface

During the game, players will primarily interact with the in-game user interface.

1. **Map:** The majority of the screen is the map. As players explore the scenario location and reveal more of the map, those tiles and the tokens on them will be displayed in the central area of the screen. Only those tokens players use the app to interact with are displayed on the map.
2. **In-game Menu Button:** A player can press this button to open the in-game menu at any time. From the in-game menu, players can consult the message log or save their scenario progress to resume play at a later time.
3. **Monster Drawer Button:** A player can press this button to open or close the monster drawer during the game. Monsters can be selected from the monster drawer to open the monster menu.
4. **Inventory Button:** A player can press this button to open or close the Inventory during the game. When investigators find items that can be interacted with using the app, those items appear in the Inventory.
5. **Monster Drawer/Inventory:** The monster drawer and inventory appear along the bottom of the screen when opened.
6. **End Phase Button:** A player can press this button to end the current phase and begin the next phase or round.
7. **Settings Menu Button:** A player can press this button to open the settings menu at any time.



In-Game User Interface

Monster Menu Interface

Selecting a monster from the monster drawer opens the monster menu for that monster. Players can use this menu to interact with monster during the game.

1. **Name and Image:** The name and image indicate which monster is selected. All information in the monster menu pertains to the selected monster.
2. **Health:** The monster's health is displayed in the top-left corner of the screen.
3. **ID Icon:** The monster's ID icon (if it has one) is displayed beside the monster's image.
4. **Damage:** The amount of damage the monster has suffered is displayed below its name. A player can use the "+" and "–" buttons to add or remove damage.
5. **Attack Button:** A player can press the attack button to attack the monster.
6. **Evade Button:** A player presses this button to generate an evade check when attempting to evade a monster.
7. **Effect Panel:** Effects relating to the monster appear in the panel to the right. Game effects appear here whenever a player attacks a monster, evades a monster, or the monster activates.
8. **Monster Drawer:** A player can select a monster by pressing its image in the monster drawer. The monster menu can be closed by pressing the image of the currently selected monster.



Monster Menu User Interface

Ballroom

Bedroom 2

Bell Tower

MAD20
A 2/9

Alley 2

Warehouse

Street Corner 1

MAD20
B 2/9

Basement

Billiards Room

Basement Stairs

Entry Hall

Alley End

Flea Market

Street Corner 2

MAD20
B 3/9

Conservatory

Yard 2

Garden Path

Hall 1

MAD20
A 4/9

Storefront

Front Street

Dock 2

Beach

Moldy Shack

MAD20
B 4/9

Dining Room

Kitchen

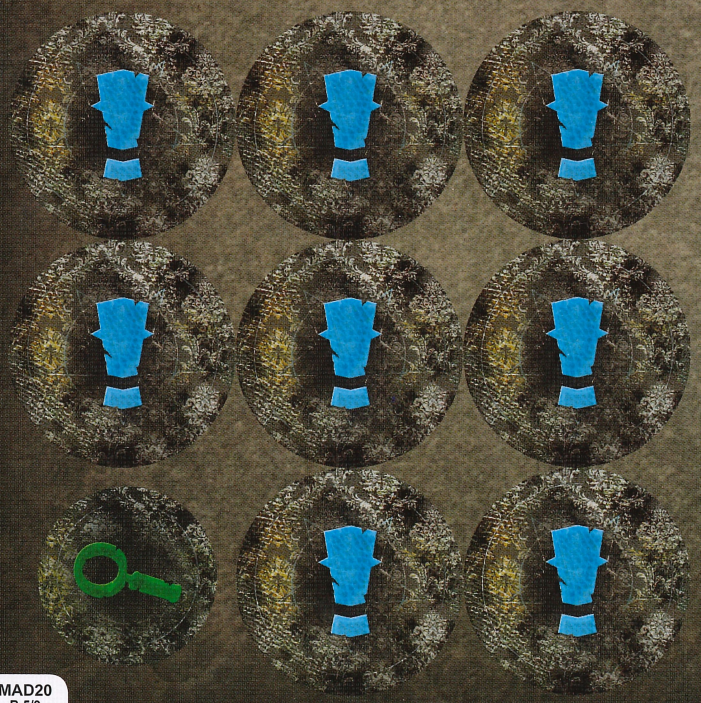
Hall 2

Hall Corner 1

MAD20
A 5/9

Dock 1

Town Square



Alley Corner 1

Interior Hall

Small Bedroom 1

Small Bedroom 2

Hall Corner 2

Hall End

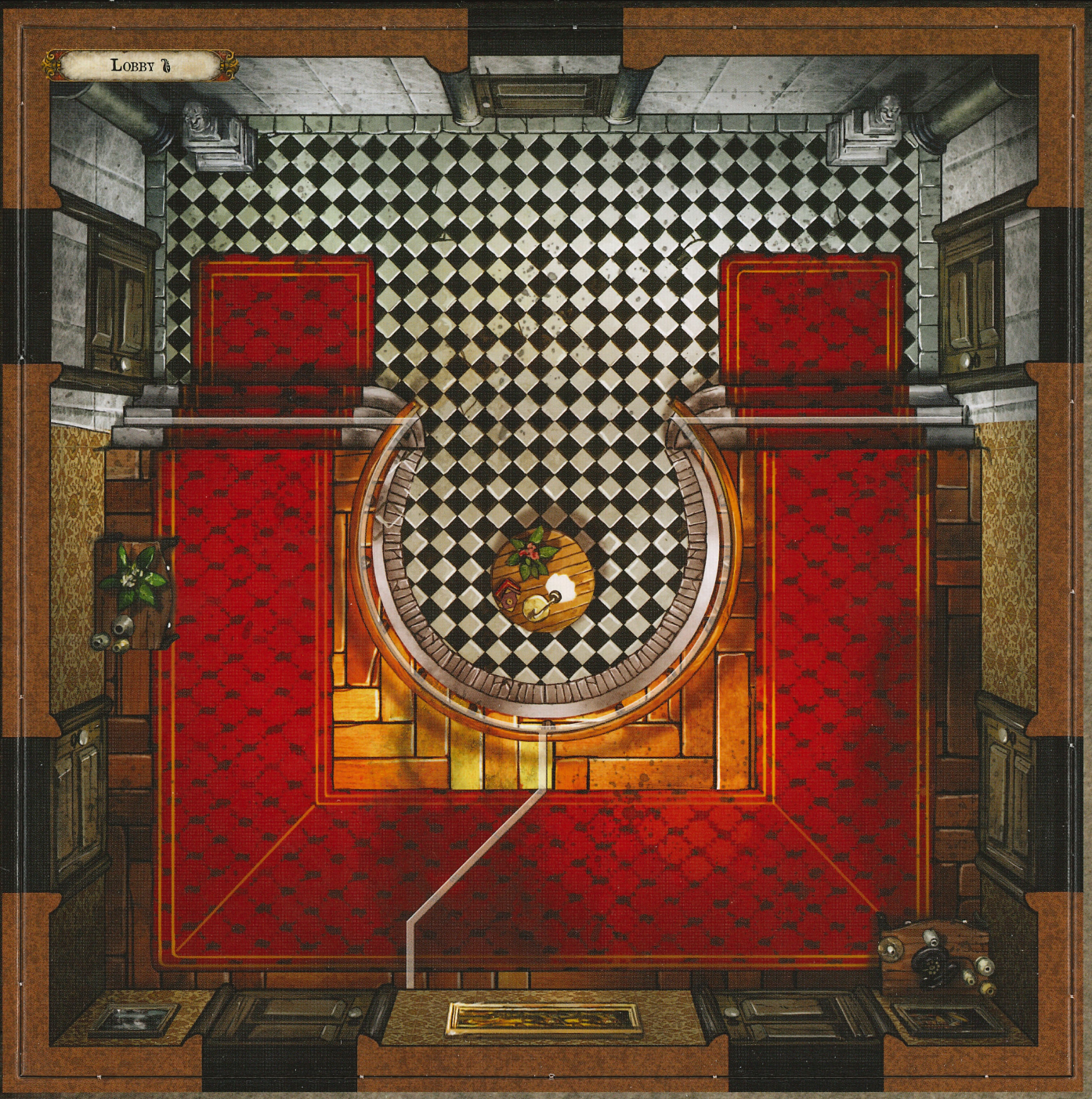
MAD20
A.6/9

Root Cellar

Alley Corner 2

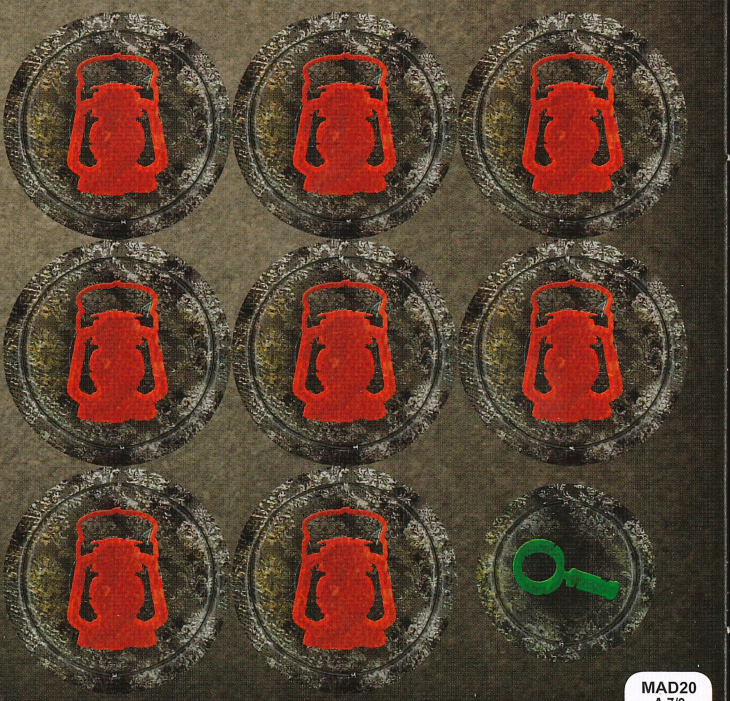
Yard 3

Street Corner 3









MAD20
A 7/9

Yard 1

Yard 4

Tool Shed

Houseboat

Cabin

MAD20
B 7/9

Lounge

Hall Stairs

Study



Street 2

Pier 7

Snack Shack 7

Snack Shack



Rental Shack 7

Rental Dock 7

MAD20
B 8/9

Attic

Attic Stairs

Hall Corner 3

Bathroom

Bedroom 1

MAD20
A 1/9

Street 1

Park Pond

Alley 1

MAD20
B 1/9

Cultist 3 — 1
Cultist 3 — 1
Cultist 3 — 1
Cultist 3 — 1
Cultist 3 — 1
Cultist 3 — 1

Deep One 3 — 4
Deep One 3 — 4
Deep One 3 — 4
Deep One 3 — 4
Hunting Horror 5 — 6
Hunting Horror 5 — 6

Deep One Hybrid 3 — 1
Deep One Hybrid 3 — 1
Deep One Hybrid 3 — 1
Deep One Hybrid 3 — 1
Ghost 2 — 5
Ghost 2 — 5

Child of Dagon 4 — 3
Priest of Dagon 4 — 3
Riot 7 — 4
Riot 7 — 4
Star Spawn 5 — 8
Star Spawn 5 — 8

PROOF OF PURCHASE

Mansions of Madness Second Edition
MAD20

MAD20
A 9/9

Some ordinary people devote themselves to extraordinary causes. Some for good, and others … not.

2

Some ordinary people devote themselves to extraordinary causes. Some for good, and others … not.

2

Some ordinary people devote themselves to extraordinary causes. Some for good, and others … not.

2

Some ordinary people devote themselves to extraordinary causes. Some for good, and others … not.

2

Some ordinary people devote themselves to extraordinary causes. Some for good, and others … not.

2

Some ordinary people devote themselves to extraordinary causes. Some for good, and others … not.

2

Flying — This monster can move through impassable borders.

Black, and ropy, and relentless, the creature flies swiftly, always seeking its quarry. Its ever-changing form is hard to see for mortal eyes.

3

Flying — This monster can move through impassable borders.

Black, and ropy, and relentless, the creature flies swiftly, always seeking its quarry. Its ever-changing form is hard to see for mortal eyes.

3

Aquatic — This monster can move through impassable borders that represent water.

It is some terrible and powerful fusion of fish and human being. Croaking, hopping, with deadly teeth and claws.

2

Aquatic — This monster can move through impassable borders that represent water.

It is some terrible and powerful fusion of fish and human being. Croaking, hopping, with deadly teeth and claws.

2

Aquatic — This monster can move through impassable borders that represent water.

It is some terrible and powerful fusion of fish and human being. Croaking, hopping, with deadly teeth and claws.

2

Aquatic — This monster can move through impassable borders that represent water.

It is some terrible and powerful fusion of fish and human being. Croaking, hopping, with deadly teeth and claws.

2

Phasing — This monster can move through impassable borders and walls.

Flickering and unreal, ghosts are spirits of the departed, drifting through the world of the living.

1

Phasing — This monster can move through impassable borders and walls.

Flickering and unreal, ghosts are spirits of the departed, drifting through the world of the living.

1

At first glance, he seems to be a human being, but the creature conceals a corrupt secret within its blood.

2

At first glance, he seems to be a human being, but the creature conceals a corrupt secret within its blood.

2

At first glance, he seems to be a human being, but the creature conceals a corrupt secret within its blood.

2

At first glance, he seems to be a human being, but the creature conceals a corrupt secret within its blood.

2

Flying — This monster can move through impassable borders.

Huge and alien, this creature's rubbery skin and tentacled mouth hint at an undersea ancestry, but its wings and claws suggest something much worse.

5

Flying — This monster can move through impassable borders.

Huge and alien, this creature's rubbery skin and tentacled mouth hint at an undersea ancestry, but its wings and claws suggest something much worse.

5

Ordinary people in large numbers can be extremely dangerous. Unfortunately, they are usually dangerous to one another.

4

Ordinary people in large numbers can be extremely dangerous. Unfortunately, they are usually dangerous to one another.

4

Dedicated to a monstrous divinity, the Priest of Dagon celebrates the union of man and undersea monster.

2

Even less human than its fellows, this creature's fish-like stare and clammy skin hint at its ancestry.

2



Richard Bechman

Howard Bechman

Edna Hughes

Mildred Bechman

Grace Bechman

Agent Craven

Eugene Clemens

Zadok Allen

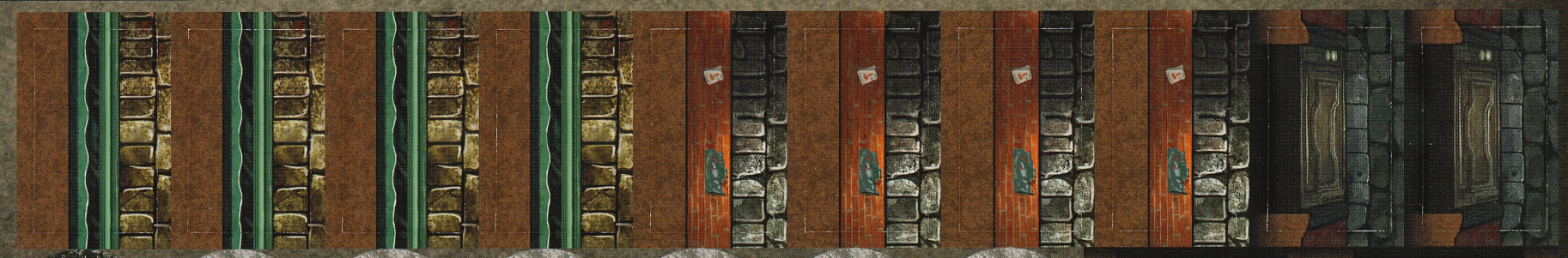
Victor Blake

Joyce Little

Sylvia Marsh

Bobby Foster

Othera Gilman

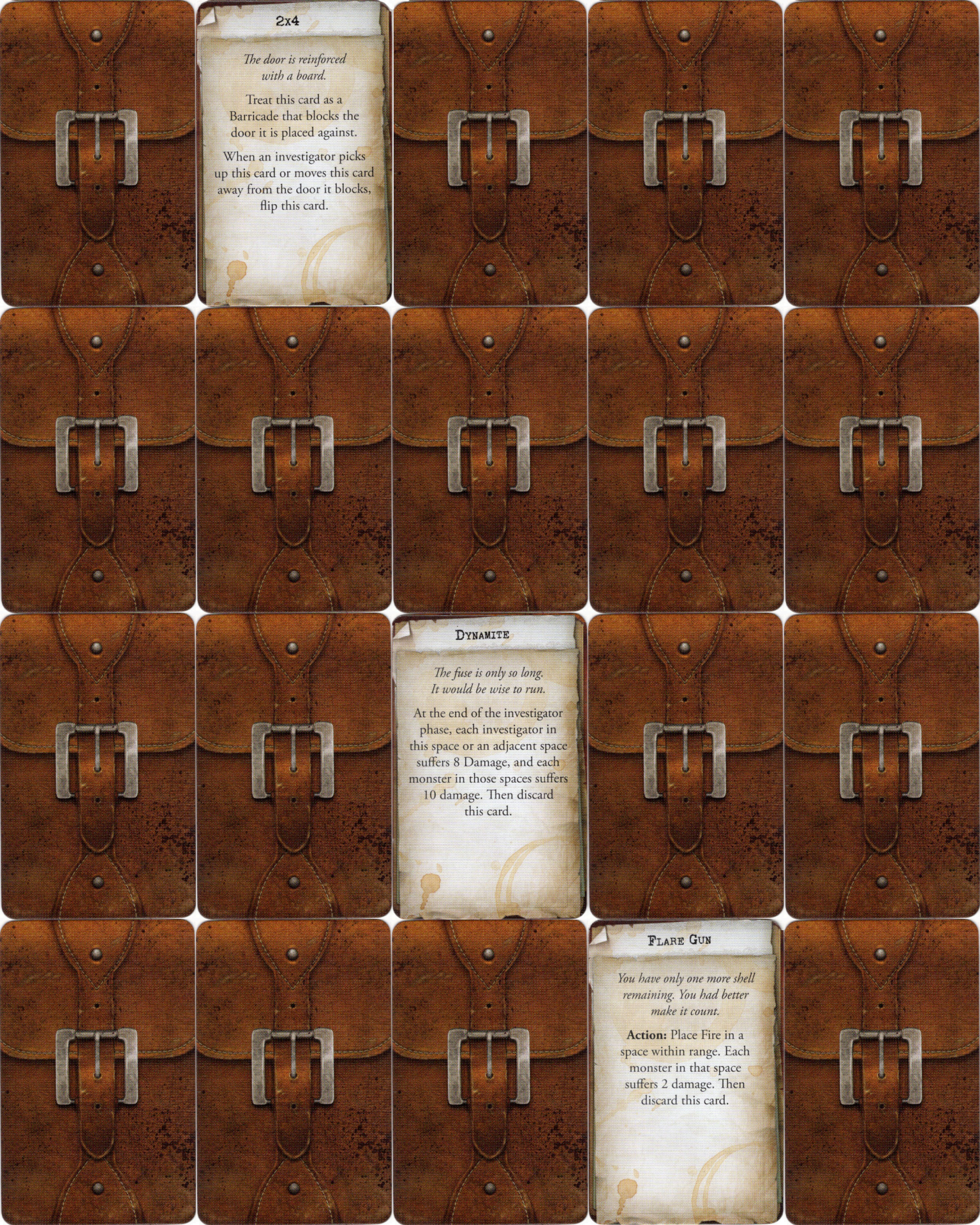




PROOF OF PURCHASE

Mansions of Madness Second Edition
MAD20

MAD20
B 9/9


2x4
The door is reinforced with a board.
Treat this card as a Barricade that blocks the door it is placed against.
When an investigator picks up this card or moves this card away from the door it blocks, flip this card.
Dynamite
The fuse is only so long. It would be wise to run.
At the end of the investigator phase, each investigator in this space or an adjacent space suffers 8 Damage, and each monster in those spaces suffers 10 damage. Then discard this card.
Flare Gun
You have only one more shell remaining. You had better make it count.
Action: Place Fire in a space within range. Each monster in that space suffers 2 damage. Then discard this card.

.18 Derringer



Firearm

No gal should be out on the town without a bit of protection.

.38 Revolver



Firearm

A trusty service piece for any member of the armed forces.

.45 Automatic



Firearm

Being a detective can be a dangerous career, but these babies will see you through.

2x4



Heavy Weapon

Action: You brace the door with the board. Flip this card and place it against a door to your space.

Arcane Manuscript



Tome

Roll 1 additional die while resolving a test.

Axe



Heavy Weapon

You may suffer 2 facedown Horror to convert all to while attacking with this card.

Bandages



Equipment

Action: Discard up to 2 facedown Damage. Then discard this card.

Brass Knuckles



Equipment

Roll 2 additional dice while attacking unarmed.

Bullseye Lantern



Light Source

Action: Another investigator within range becomes Dazed.

Candles



Light Source

You may discard this card to convert all to while casting a Spell.

Carbine Rifle



Firearm

You cannot attack a monster in your space with this card.

Crowbar



Heavy Weapon

A hefty tool for getting the job done right.

Dynamite



Equipment

Action: You light the fuse and toss the explosive. Flip this card and place it in a space within range.

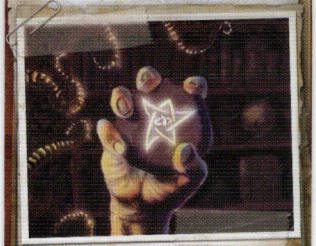
Elder Sign Pendant



Equipment

Roll 1 additional die while evading a monster.

Elder Ward



Equipment

Roll 1 additional die while a monster is attacking you.

Fire Extinguisher



Heavy Weapon

Action: Discard all Fire in your space and adjacent spaces.

Flare Gun



Equipment

Action: Place Fire in a space within range. Each monster in that space suffers 2 damage. Then flip this card.

Holy Cross



Equipment

Roll 1 additional die while resolving a test.

Holy Water



Equipment

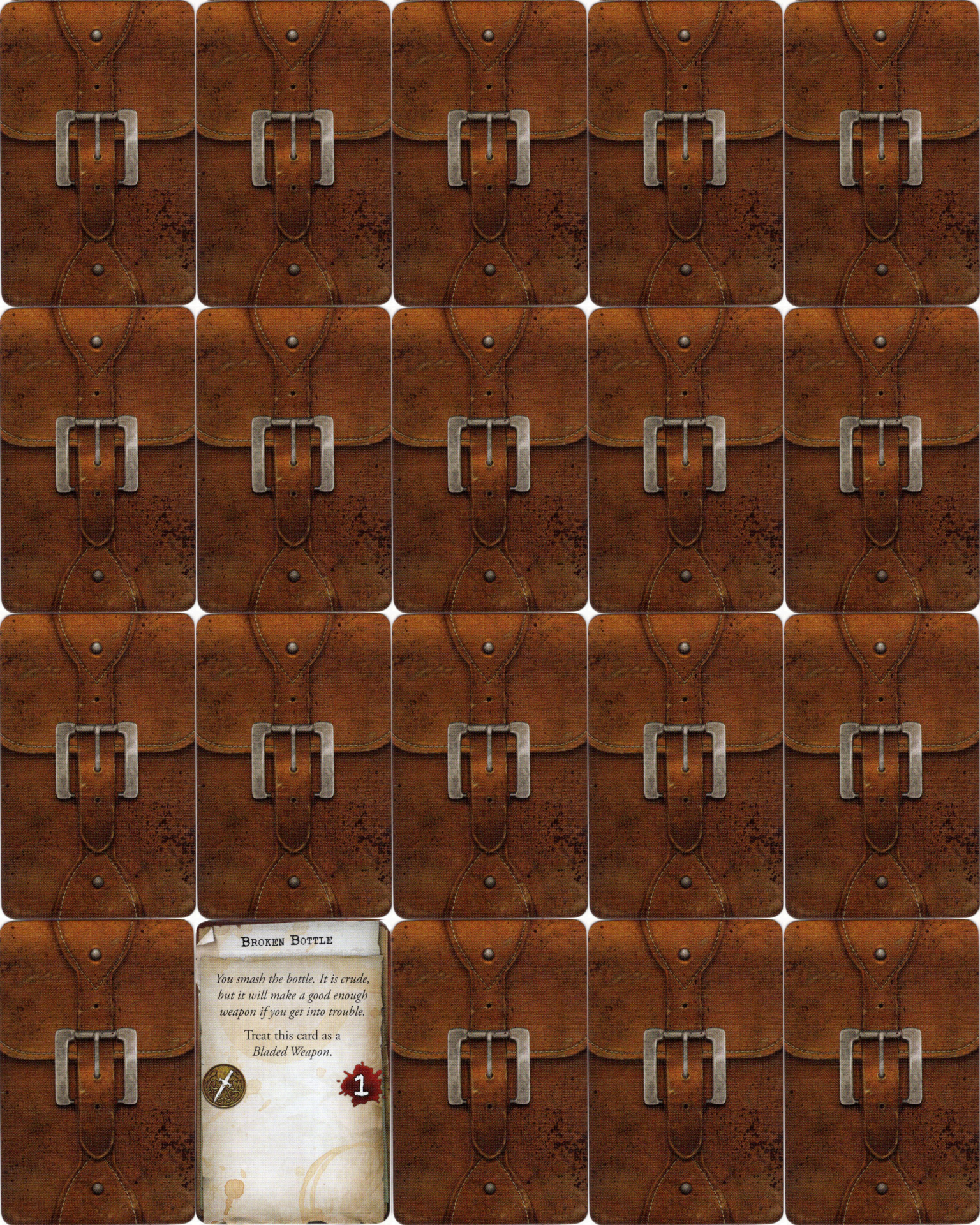
Action: Discard 1 Horror and become Focused. Then discard this card.

Kerosene Lantern



Light Source

You may discard this card to convert all to while attacking unarmed.


Broken Bottle
You smash the bottle. It is crude, but it will make a good enough weapon if you get into trouble.
Treat this card as a Bladed Weapon.
1

King James Bible



Tome

Action: You or another investigator within range may discard 1 facedown Horror.

Knife



Bladed Weapon

It can cut many things, including monsters.

Lead Pipe



Heavy Weapon

"A bloodied pipe was found at the scene of the crime. The cause of death is still unknown."
—Deputy Dingby

Lucky Cigarette Case



Equipment

Once per round, you may convert an key to a star.

Lucky Rabbit's Foot



Equipment

Once per round, you may reroll 1 die.

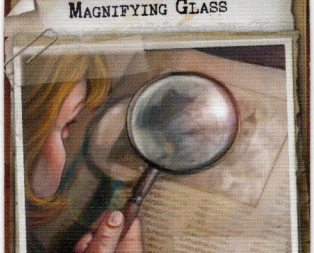
Machete



Bladed Weapon

Although more commonly used as a tool for cutting vegetation, it will do well against the horrors you now face.

Magnifying Glass



Equipment

Roll 1 additional die while resolving an eye test.

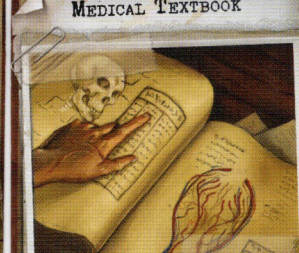
Meat Cleaver



Bladed Weapon

You may suffer 2 facedown Horror to convert all key to star while attacking with this card.

Medical Textbook



Equipment

Action: You or another investigator within range may discard 1 facedown Damage.

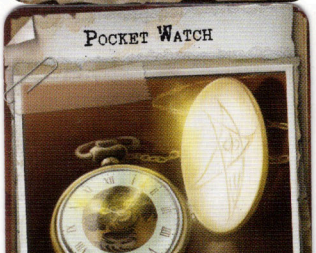
Pickaxe



Heavy Weapon

With a single hard swing, the tool's head pierces deeply into even the hardest materials.

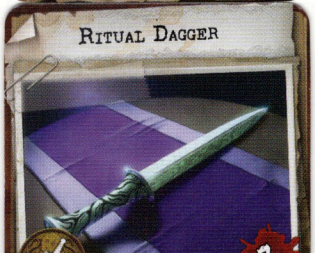
Pocket Watch



Equipment

You may perform 1 additional puzzle step while attempting a puzzle.

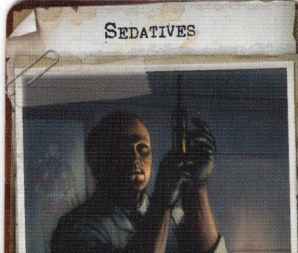
Ritual Dagger



Bladed Weapon

Roll 1 additional die while casting a Spell.

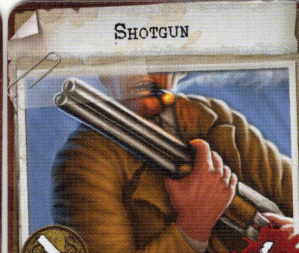
Sedatives



Equipment

At the start of your turn, you may discard 3 Damage and 3 Horror. If you do, discard this card and end your turn.

Shotgun



Firearm

You cannot attack a monster that is more than 1 space away with this card.

Shovel



Heavy Weapon

Digging holes is just one of its many uses.

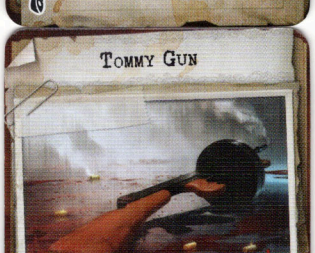
Sledgehammer



Heavy Weapon

You may suffer 2 facedown Damage to convert all key to star while attacking with this card.

Tommy Gun



Firearm

Once per round, you may reroll all of your dice while attacking with this card.

Torch



Heavy Weapon, Light Source

When an investigator drops this card, place Fire in this space.

Whiskey



Equipment

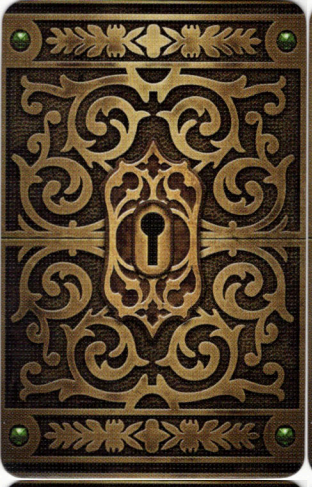
Action: Discard up to 2 facedown Horror. Then flip this card.

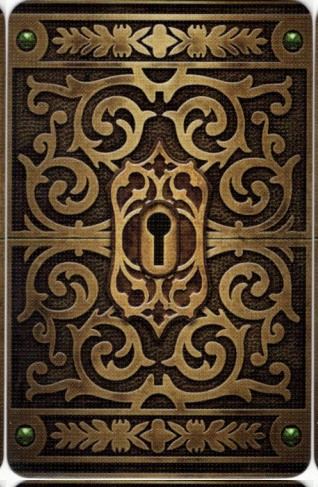
Wrench

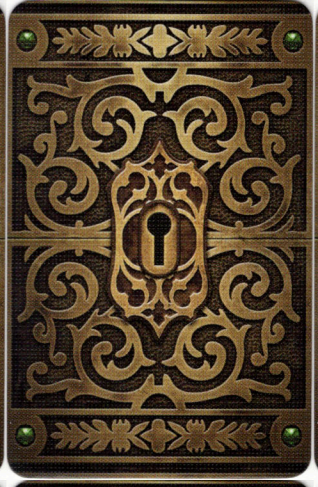


Heavy Weapon

"Arkham's got a lot o' problems. I'm here ta fix 'um."
—Wilson Richards

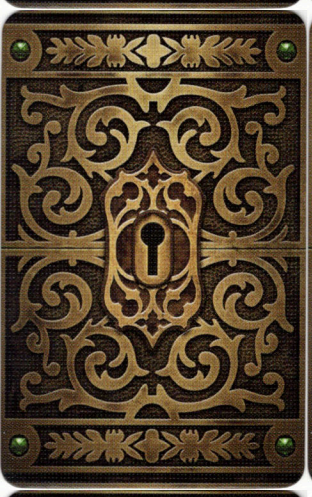








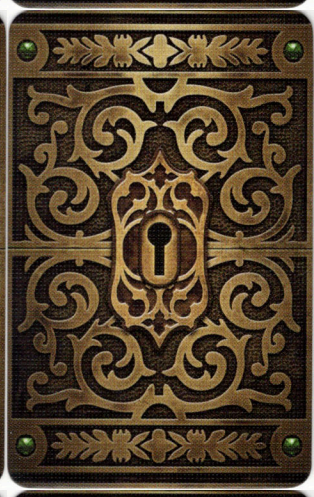


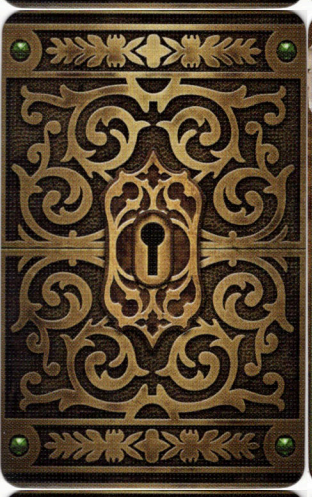


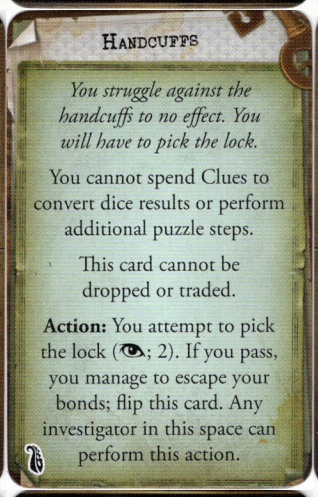






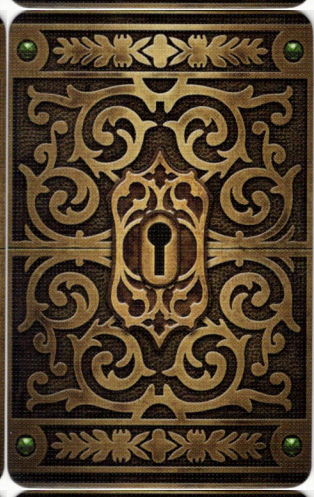


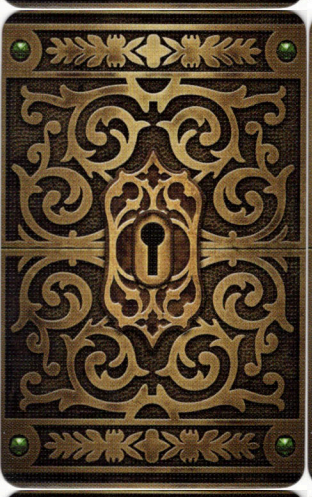








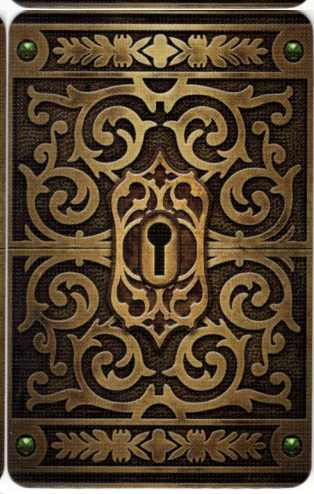


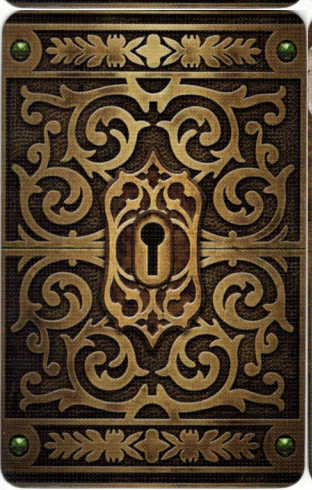


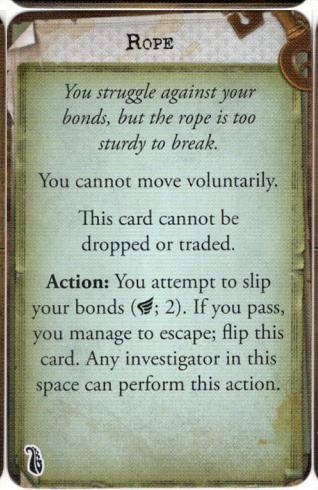




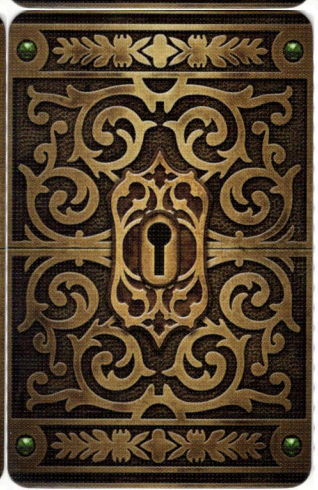












Handcuffs

You struggle against the handcuffs to no effect. You will have to pick the lock.

You cannot spend Clues to convert dice results or perform additional puzzle steps.

This card cannot be dropped or traded.

Action: You attempt to pick the lock (👁; 2). If you pass, you manage to escape your bonds; flip this card. Any investigator in this space can perform this action.

Rope

You struggle against your bonds, but the rope is too sturdy to break.

You cannot move voluntarily.

This card cannot be dropped or traded.

Action: You attempt to slip your bonds (✋; 2). If you pass, you manage to escape; flip this card. Any investigator in this space can perform this action.

Brass Key



Key

As you hold the key, you look around for a matching doorknob or padlock.

Circumstantial Evidence



Evidence

Just a bit more and this case is closed.

Conclusive Evidence



Evidence

Irrefutable proof of the culprit's involvement.

Cult Sigil



Evidence, Key

This token serves as proof of membership for a cult.

Duke



Ally

At the start of your turn, you may perform a trade action as if you are in any space within range.

Flux Stabilizer



Equipment

At the start of your turn, move a monster within range up to 1 space.

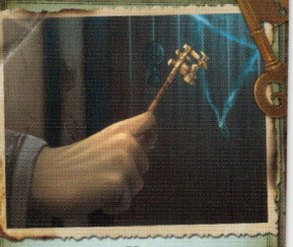
Forensic Evidence



Evidence

Proof of the victim's identification.

Gold Key



Key

The intricate etched pattern on the key's neck indicates it belongs to an equally fancy lock.

Grotesque Stone



Evidence

Thousands of years seem to be recorded in this statue's dim and greenish surface of unrecognizable stone.

Grotesque Stone



Evidence

Thousands of years seem to be recorded in this statue's dim and greenish surface of unrecognizable stone.

Grotesque Stone



Evidence

Thousands of years seem to be recorded in this statue's dim and greenish surface of unrecognizable stone.

Grotesque Stone



Evidence

Thousands of years seem to be recorded in this statue's dim and greenish surface of unrecognizable stone.

Grotesque Stone



Evidence

Thousands of years seem to be recorded in this statue's dim and greenish surface of unrecognizable stone.

Handcuffs



Equipment

Action: You attempt to handcuff the suspect (; 2). If you pass, flip this card and give it to another investigator in your space.

Incriminating Evidence



Evidence

You thought the man seemed suspicious, but here is the proof.

Missing Link



Evidence

With this, everything falls into place.

Oil Lamp



Light Source

The flame produced by the lamp is so beautiful that you begin to wish you could see it everywhere you look.

Old Keys



Key

The clinking of the keys echoes through the quiet night. You fear the sound might draw unwanted attention.

Old Journal



Evidence

This journal entry in the culprit's own handwriting is practically a confession.

Photographic Evidence



Evidence

The proof can be seen clear as day.

Puzzle Box



Equipment

The intricate patterns seem to shift and change as you move the panels. You cannot imagine what prize awaits you.

Ritual Components



Evidence

A collection of eerie objects to be used for some heinous ritual.

Rope



Equipment

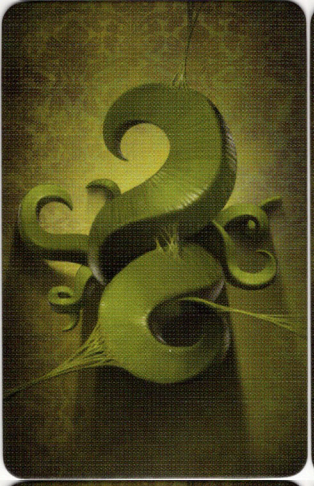
Action: You attempt to restrain the suspect (; 2). If you pass, flip this card and give it to another investigator in your space.

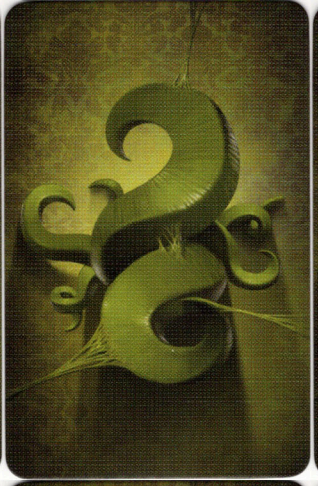
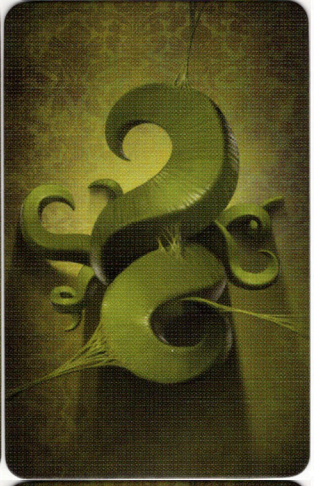
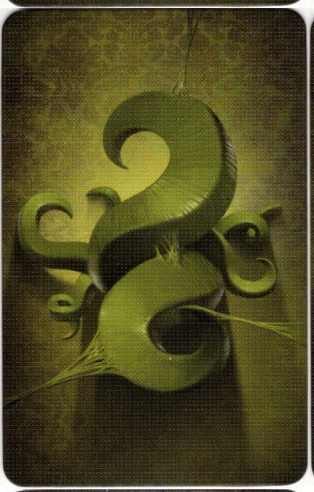
Silver Key

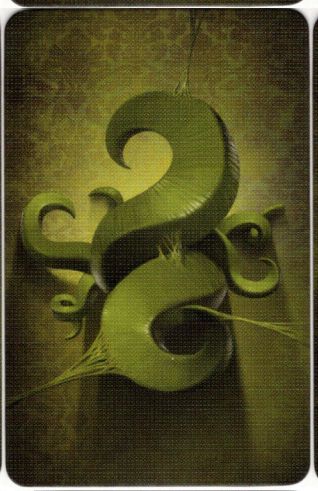


Key

Yog-Sothoth is the gate. Yog-Sothoth is the key and the guardian of the gate.




Crisis of Conscience

It is clear that you and your companions are here meddling in things you do not understand. There is a natural order to the universe, and who are you to determine its course?

You do not win the game as normal. Instead, at the end of the game, you win if the investigation is not complete. Otherwise, you lose the game.

3+

For the Greater Good

You have gazed too far into the abyss and fought too long with monsters. There is no room for you in the better world you fight to preserve. Best if you not live to see it.

You do not win the game as normal. Instead, you win only if the investigation is complete and you have been eliminated. Otherwise, you lose the game.

2+

Forbidden Words

You fear words will be your downfall, and you think to yourself that you shall never speak again.

You cannot speak. You win or lose the game as normal.

2+

Misery Loves Company

They are laughing at your misfortune. You can tell. But they will not laugh for very much longer…

You do not win the game as normal. Instead, you win only if the investigation is complete and one or more other investigators are Wounded or Insane. Otherwise, you lose the game.

2+

Narcissism

It seems self-evident that you deserve to have all those lovely things, certainly more than anyone else deserves them. And why not? You worked hard to get where you are!

You do not win the game as normal. Instead, at the end of the game, you win if you have 6 or more Items. Otherwise, you lose the game.

3+

Obsessive

You must find it. You do not know what it is, but when you see it, you will know and finally have some peace.

You do not win the game as normal. Instead, you win only if the investigation is complete and there are no Search tokens on the board. Otherwise, you lose the game.

1+

One of the Thousand

You must make a sacrifice to the Black Goat of the Woods! Iä! Iä! Shub-Niggurath fhtagn!

You do not win the game as normal. At the start of your turn, if you have a *Bladed Weapon* and you are in a space with exactly one other investigator, you immediately win the game and the game ends. If the game ends for any other reason, you lose the game.

3+

Pyromania

Fire keeps you warm, and it keeps away the darkness. The only way you will be safe is if you light as many beautiful, beautiful fires as you can.

You do not win the game as normal. At the start of your turn, if 6 or more rooms contain Fire, you immediately win the game and the game ends. If the game ends for any other reason, you lose the game.

3+

Restless Anxiety

You are suddenly stricken with the sense that your life up to this point has been not only boring but pointless. Life is too short to not experience as much of the world as possible. Variety is the spice of life after all!

You cannot perform any single action more than once each round. You win or lose the game as normal.

1+

Selfish Motives

You do not trust your "friends," and you sure as hell will not sacrifice yourself for them.

You do not win the game as normal. Instead, you win only if the investigation is complete and you are not Wounded. Otherwise, you lose the game.

When you gain this card, if you are Wounded, discard this card and gain a different Insane Condition.

2+

Dazed



You cannot spend Clues to convert dice results or perform additional puzzle steps.

At the end of your turn, discard this card.

Dazed



You cannot spend Clues to convert dice results or perform additional puzzle steps.

At the end of your turn, discard this card.

Dazed



You cannot spend Clues to convert dice results or perform additional puzzle steps.

At the end of your turn, discard this card.

Dazed



You cannot spend Clues to convert dice results or perform additional puzzle steps.

At the end of your turn, discard this card.

Dazed



You cannot spend Clues to convert dice results or perform additional puzzle steps.

At the end of your turn, discard this card.

Focused



You may discard this card to convert all key to star while resolving a test.

Focused



You may discard this card to convert all key to star while resolving a test.

Focused



You may discard this card to convert all key to star while resolving a test.

Focused



You may discard this card to convert all key to star while resolving a test.

Focused



You may discard this card to convert all key to star while resolving a test.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Spread the Truth

No one believes you, but you have seen it. The truth is out there.

You do not win the game as normal. Instead, you win only if the investigation is complete and you have two or more *Evidence* Unique Items. Otherwise, you lose the game.

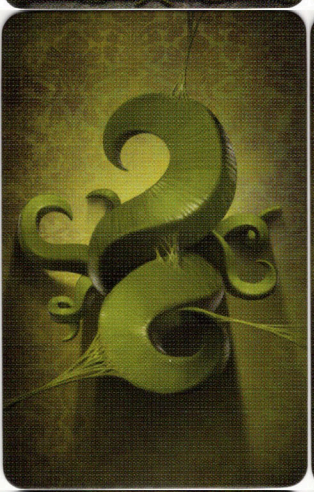
1+

Suspicious

Your friends glance at you, distrust in their eyes.

No effect. You win or lose the game as normal.

1+

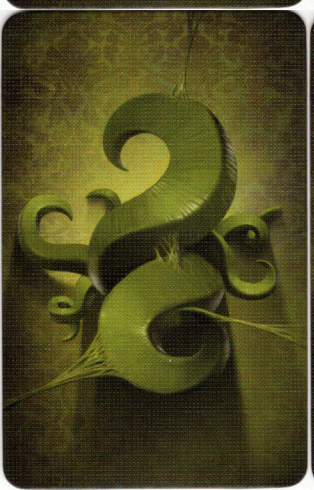


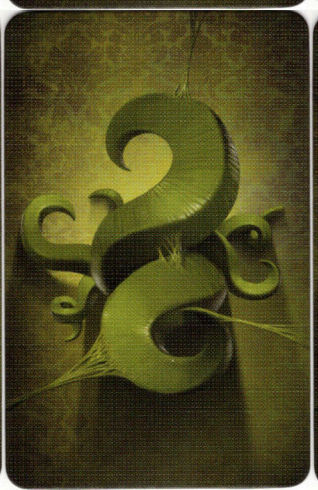











Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Insane



Look at the back of this card but do not reveal it to the other investigators.

When you have suffered Horror equal to your sanity, you are eliminated.

Restrained



You cannot move voluntarily.

At the end of your turn, discard this card.

Restrained



You cannot move voluntarily.

At the end of your turn, discard this card.

Restrained



You cannot move voluntarily.

At the end of your turn, discard this card.

Restrained



You cannot move voluntarily.

At the end of your turn, discard this card.

Restrained



You cannot move voluntarily.

At the end of your turn, discard this card.

Stunned



You cannot perform more than a single action during your turn.

At the end of your turn, discard this card.

Stunned



You cannot perform more than a single action during your turn.

At the end of your turn, discard this card.

Stunned



You cannot perform more than a single action during your turn.

At the end of your turn, discard this card.

Stunned



You cannot perform more than a single action during your turn.

At the end of your turn, discard this card.

Stunned



You cannot perform more than a single action during your turn.

At the end of your turn, discard this card.

Wounded



You cannot perform the move action more than once each round.

When you have suffered Damage equal to your health, you are eliminated.

Wounded



You cannot perform the move action more than once each round.

When you have suffered Damage equal to your health, you are eliminated.

Wounded



You cannot perform the move action more than once each round.

When you have suffered Damage equal to your health, you are eliminated.

Wounded



You cannot perform the move action more than once each round.

When you have suffered Damage equal to your health, you are eliminated.

Wounded



You cannot perform the move action more than once each round.

When you have suffered Damage equal to your health, you are eliminated.

Feed the Mind



Action: You or another investigator within range become Focused. Then flip this card.

Feed the Mind



Action: You or another investigator within range become Focused. Then flip this card.

Feed the Mind



Action: You or another investigator within range become Focused. Then flip this card.

Feed the Mind



Action: You or another investigator within range become Focused. Then flip this card.

Feed the Mind



Action: You or another investigator within range become Focused. Then flip this card.

Flesh Ward



Action: You or another investigator within range discard 1 Damage. Then flip this card.

Flesh Ward



Action: You or another investigator within range discard 1 Damage. Then flip this card.

Flesh Ward



Action: You or another investigator within range discard 1 Damage. Then flip this card.

Flesh Ward



Action: You or another investigator within range discard 1 Damage. Then flip this card.

Flesh Ward



Action: You or another investigator within range discard 1 Damage. Then flip this card.

Instill Bravery



Action: You or another investigator within range discard 1 Horror. Then flip this card.

Instill Bravery



Action: You or another investigator within range discard 1 Horror. Then flip this card.

Instill Bravery



Action: You or another investigator within range discard 1 Horror. Then flip this card.

Instill Bravery



Action: You or another investigator within range discard 1 Horror. Then flip this card.

Instill Bravery



Action: You or another investigator within range discard 1 Horror. Then flip this card.

Feed the Mind

You feel your mind expanding as the universe spins around you (; 2).

If you pass, you are able to reconcile your new sense of the cosmos with your existing paradigm; no additional effect.

If you fail, you realize that everything you have known is wrong; suffer 1 facedown Horror.

Then discard this card and gain another Feed the Mind Spell.

1

Feed the Mind

A rush of words, sensations, and thoughts fills you (; 3).

If you pass, you are able to block out the alien influence and remember yourself; no additional effect.

If you fail, you struggle to tell your own thoughts from the thoughts of those around you; flip 1 Horror faceup.

Then discard this card and gain another Feed the Mind Spell.

2

Feed the Mind

For an instant you feel your mind touch the minds of your companions (; 3).

If you pass, you focus on the connection; you or another investigator within range become Focused.

If you fail, you recoil in revulsion; suffer 1 facedown Horror.

Then discard this card and gain another Feed the Mind Spell.

3

Feed the Mind

Your own memories flash before your eyes (; 2).

If you pass, you realize that one of your memories is relevant to the case; gain 1 Clue.

If you fail, you linger on the worst events of your life; suffer 1 facedown Horror.

Then discard this card and gain another Feed the Mind Spell.

4

Feed the Mind

Your mind sharpens to a single crystalline moment (; 3).

If you pass, you see your surroundings with perfect clarity; gain 1 Clue.

If you fail, the moment shatters; flip 1 Horror faceup.

Then discard this card and gain another Feed the Mind Spell.

5

Flesh Ward

You feel an unsettling presence pass into your body (; 2).

If you pass, you drive out the magic; no additional effect.

If you fail, your flesh ripples and twitches of its own accord; the affected investigator suffers 1 facedown Horror.

Then discard this card and gain another Flesh Ward Spell.

1

Flesh Ward

Every hair on your body stands on end (; 3).

If you pass, the moment passes and you are yourself again; no additional effect.

If you fail, shouting and flailing, you abruptly lash out; flip 1 Damage faceup.

Then discard this card and gain another Flesh Ward Spell.

2

Flesh Ward

An echo of the spell passes through you (; 3).

If you pass, you latch onto the echo and cast it again; discard 1 Damage.

If you fail, you lose your concentration; suffer 1 facedown Horror.

Then discard this card and gain another Flesh Ward Spell.

3

Flesh Ward

You become aware of every facet of your body and those of your companions (; 2).

If you pass, you see a solution for a malady; you or another investigator within range flip 1 Damage facedown.

If you fail, you scream in revulsion; suffer 1 facedown Horror.

Then discard this card and gain another Flesh Ward Spell.

4

Flesh Ward

A strange energy lingers as the spell resolves (; 3).

If you pass, you channel the energy; the affected investigator flips 1 Damage facedown.

If you fail, the energy dissipates; flip 1 Horror faceup.

Then discard this card and gain another Flesh Ward Spell.

5

Instill Bravery

As you finish the spell, your body is wracked with painful coughing (; 2).

If you pass, you finish the incantation; no additional effect.

If you fail, the coughing echoes through the spell; suffer 1 facedown Damage.

Then discard this card and gain another Instill Bravery Spell.

1

Instill Bravery

A strange darkness enters the edge of your vision (; 3).

If you pass, the darkness fades; no additional effect.

If you fail, the darkness whispers; flip 1 Horror faceup.

Then discard this card and gain another Instill Bravery Spell.

2

Instill Bravery

You glimpse a white ship on a sea of stars (; 3).

If you pass, a strange sense of peace settles upon you; discard 1 Horror.

If you fail, the vision vanishes as quickly as it appeared; flip 1 Horror faceup.

Then discard this card and gain another Instill Bravery Spell.

3

Instill Bravery

You feel as if your mind is twisting and stretching (; 2).

If you pass, you gain perspective; flip 1 Horror facedown.

If you fail, you stagger blindly; suffer 1 facedown Damage.

Then discard this card and gain another Instill Bravery Spell.

4

Instill Bravery

The sound of bells rings in your ears (; 3).

If you pass, you draw comfort from the music of the cosmos; flip 1 Horror facedown.

If you fail, the sound fades leaving you none the wiser; no additional effect.

Then discard this card and gain another Instill Bravery Spell.

5

Shriveling



3

Speaking the arcane words causes boils and burns to appear on your enemy's flesh.

Shriveling



3

Speaking the arcane words causes boils and burns to appear on your enemy's flesh.

Shriveling



3

Speaking the arcane words causes boils and burns to appear on your enemy's flesh.

Shriveling



3

Speaking the arcane words causes boils and burns to appear on your enemy's flesh.

Shriveling



3

Speaking the arcane words causes boils and burns to appear on your enemy's flesh.

Wither



2

As the spell takes effect, the victim's body withers and mummifies.

Wither



2

As the spell takes effect, the victim's body withers and mummifies.

Wither



2

As the spell takes effect, the victim's body withers and mummifies.

Wither



2

As the spell takes effect, the victim's body withers and mummifies.

Wither



2

As the spell takes effect, the victim's body withers and mummifies.

Wrack



5

The words of the incantation cause intense, wracking pain to tear at your enemy's body.

Wrack



5

The words of the incantation cause intense, wracking pain to tear at your enemy's body.

Wrack



5

The words of the incantation cause intense, wracking pain to tear at your enemy's body.

Wrack



5

The words of the incantation cause intense, wracking pain to tear at your enemy's body.

Wrack



5

The words of the incantation cause intense, wracking pain to tear at your enemy's body.

Shriveling

You feel for a moment as if the strange boils and lesions have taken hold within your brain. Suffer 1 facedown Horror.

Then discard this card and gain another Shriveling Spell.

1

Shriveling

As you lower your hand, you see a putrid sore on your palm. Suffer 1 facedown Damage.

Then discard this card and gain another Shriveling Spell.

2

Shriveling

Your enemy's flesh ripples and peels open. The monster suffers 1 additional damage. Then suffer 1 facedown Horror.

Then discard this card and gain another Shriveling Spell.

3

Shriveling

The spell seems to resonate and echo within your mind. You direct the resonance at another foe. Suffer 1 facedown Horror. Then another monster within range suffers 3 damage.

Then discard this card and gain another Shriveling Spell.

4

Shriveling

The spell works exactly as you expect, aside from all the blood. No additional effect.

Then discard this card and gain another Shriveling Spell.

5

Wither

For a moment you see yourself in the face of your victim. Suffer 1 facedown Horror.

Then discard this card and gain another Wither Spell.

1

Wither

The spell writhes in your mind like a living thing, lashing out at random around you. Suffer 1 facedown Damage.

Then discard this card and gain another Wither Spell.

2

Wither

You see the spell ripple and spread from where it hit your target. You suffer 1 facedown Damage and the monster suffers 1 additional damage.

Then discard this card and gain another Wither Spell.

3

Wither

You shout as the spell leaves your body, barely managing to direct its wild power at another foe. Another monster within range suffers 2 damage. If no other monsters are within range, another investigator within range suffers 1 facedown Damage.

Then discard this card and gain another Wither Spell.

4

Wither

For once, the spell seems to go exactly as written in that old book. No additional effect.

Then discard this card and gain another Wither Spell.

5

Wrack

Your enemy's tormented screams sound almost human. You and each other investigator within range suffer 1 facedown Horror.

Then discard this card and gain another Wrack Spell.

1

Wrack

A tremor of searing white pain passes through you. You and each other investigator in your space suffer 1 facedown Damage.

Then discard this card and gain another Wrack Spell.

2

Wrack

You hear laughter and gradually realize it is your own. Suffer 2 Horror. Then the monster suffers 2 additional damage.

Then discard this card and gain another Wrack Spell.

3

Wrack

As your enemy suffers, it lashes out, injuring itself and anyone nearby. You and each other investigator in your space suffer 1 facedown Damage, and the monster suffers 1 additional damage.

Then discard this card and gain another Wrack Spell.

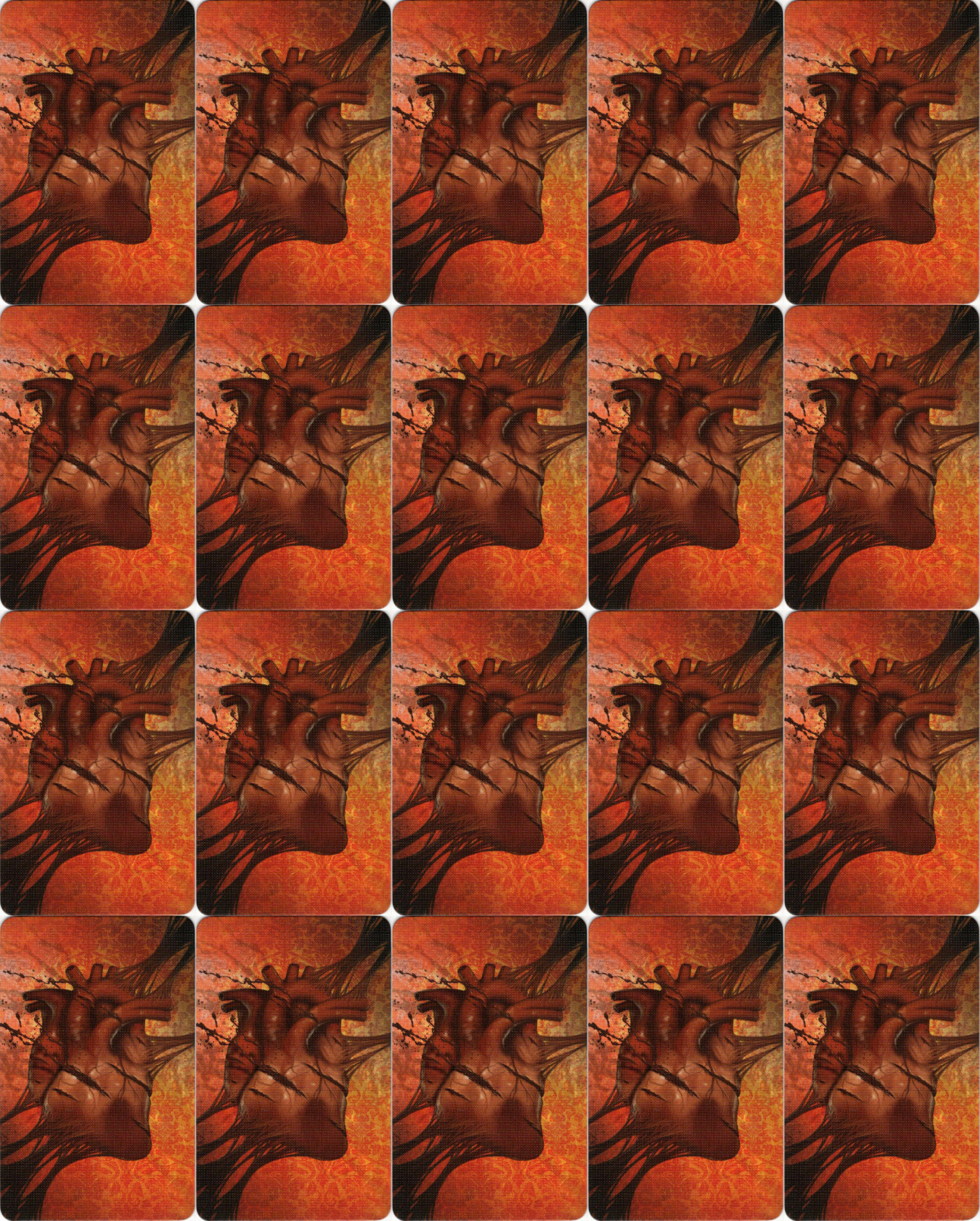
4

Wrack

You feel the pieces of the spell fall effortlessly into place in your mind. You are frightened by how easy it is to bring pain to another being. Suffer 2 facedown Horror. Then flip 1 Horror faceup.

Then discard this card and gain another Wrack Spell.

5



Back Spasm

Pain flares up and down your back and suddenly you cannot stand up straight.

Resolve Immediately

Drop 1 random Item.

Then flip this card facedown.

Back Spasm

Pain flares up and down your back and suddenly you cannot stand up straight.

Resolve Immediately

Drop 1 random Item.

Then flip this card facedown.

Blow to the Head

Your vision swims with pulsing, painful light.

Resolve Immediately

Become Dazed.

Then flip this card facedown.

Broken Arm

You cannot feel your arm at all. You think that this might be a bad sign.

Keep Faceup

If you ever have more than 2 Items, drop all but 2 of your Items.

Broken Arm

You cannot feel your arm at all. You think that this might be a bad sign.

Keep Faceup

If you ever have more than 2 Items, drop all but 2 of your Items.

Broken Leg

You fall as pain lances up your leg. When you try to stand, you fall all over again.

Keep Faceup

If you move more than a single space as part of a move action, flip 1 Damage faceup.

Broken Leg

You fall as pain lances up your leg. When you try to stand, you fall all over again.

Keep Faceup

If you move more than a single space as part of a move action, flip 1 Damage faceup.

Concussion

Your head feels clouded, as if your thoughts swim through a fog.

Resolve Immediately

Discard 1 Clue.

Then flip this card facedown.

Demoralizing Injury

You gag at the scent of your own blood.

Resolve Immediately

Suffer 1 additional facedown Horror.

Then flip this card facedown.

Demoralizing Injury

You gag at the scent of your own blood.

Resolve Immediately

Suffer 1 additional facedown Horror.

Then flip this card facedown.

Disfigured

You cannot bring yourself to look in a mirror. The look on people's faces tells you all you need to know.

Keep Faceup

Roll 1 fewer die while resolving an test.

Grievous Injury

The pain clouds your vision and sends you staggering.

Resolve Immediately

Suffer 1 additional facedown Damage.

Then flip this card facedown.

Grievous Injury

The pain clouds your vision and sends you staggering.

Resolve Immediately

Suffer 1 additional facedown Damage.

Then flip this card facedown.

Grim Resolve

The injury is serious, but you will not allow it to slow you down. The stakes are too high for that.

Resolve Immediately

Become Focused.

Then flip this card facedown.

Gut Shot

All the breath leaves your body in a whoosh as the blow catches you in the stomach. You wheeze and gasp for air.

Resolve Immediately

Become Stunned.

Then discard this card.

Just a Scratch

You thought the wound was much deeper than it is.

Resolve Immediately

No effect. Discard this card.

Lasting Injury

Blood oozes from the wound and trickles down your arm, no matter what you do.

Keep Faceup

No effect. Keep this card faceup.

Light-headed

The sight of your own blood makes your stomach turn over. Your breath becomes ragged for a moment.

Resolve Immediately

Flip 1 Horror faceup.

Then flip this card facedown.

Light-headed

The sight of your own blood makes your stomach turn over. Your breath becomes ragged for a moment.

Resolve Immediately

Flip 1 Horror faceup.

Then flip this card facedown.

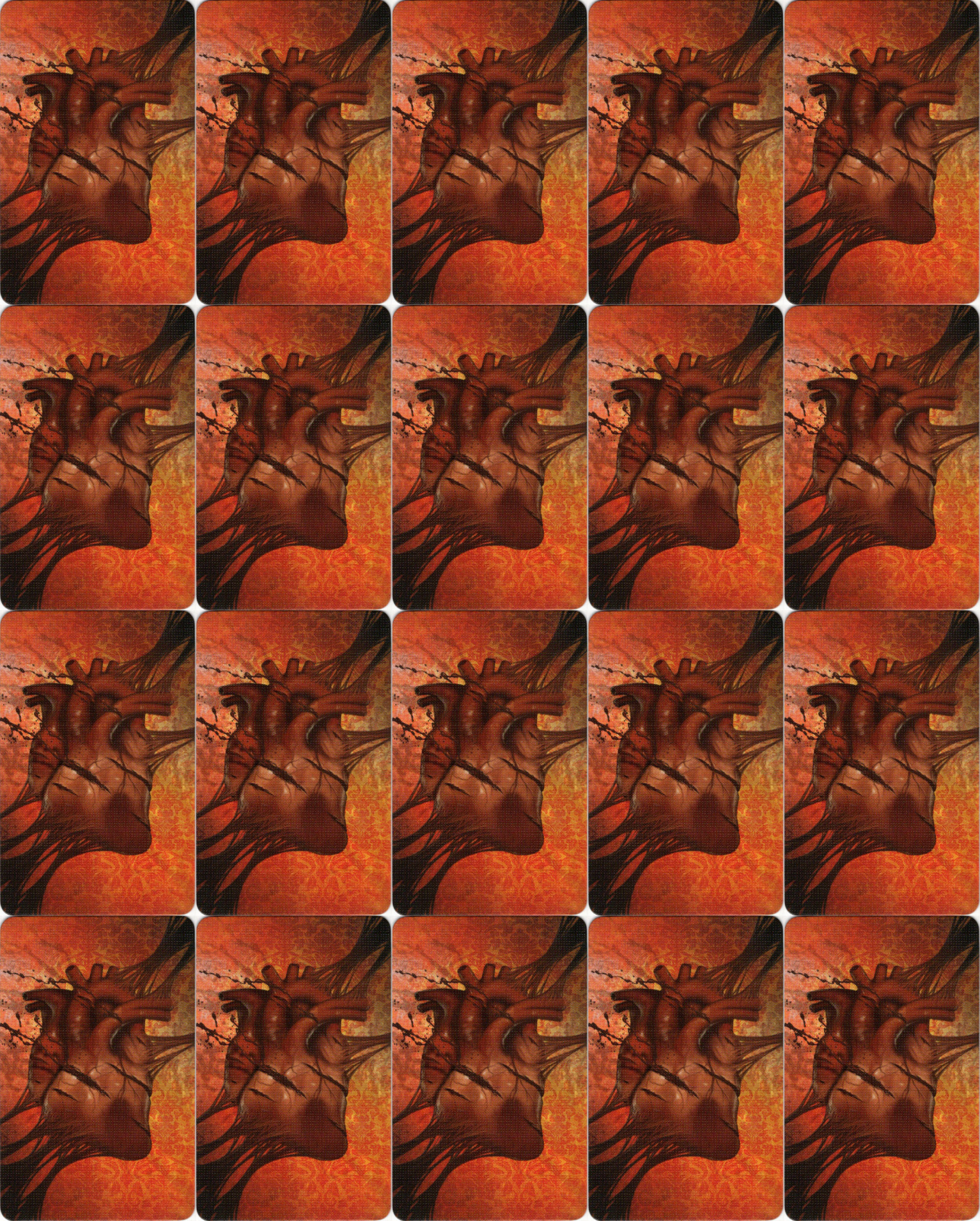
Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.



Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Injury

Only a flesh wound.

Resolve Immediately

No additional effect.

Flip this card facedown.

Muscle Tear

When you stand still, the pain is a dull throb. When you move, it is sharp agony.

Keep Faceup

Roll 1 fewer die while resolving a test.

Old Injuries

You avoid the worst of it, but you aggravate an older injury.

Resolve Immediately

Flip 1 other Damage faceup.

Then discard this card.

Ruptured Eardrum

After the splitting pain and partial deafness, you find that your balance is off.

Keep Faceup

Roll 1 fewer die while resolving an test.

Stinging Pain

You pull your hand back from the pain, shaking and clenching your teeth. You drop whatever you were holding.

Resolve Immediately

Drop 2 random Items.

Then flip this card facedown.

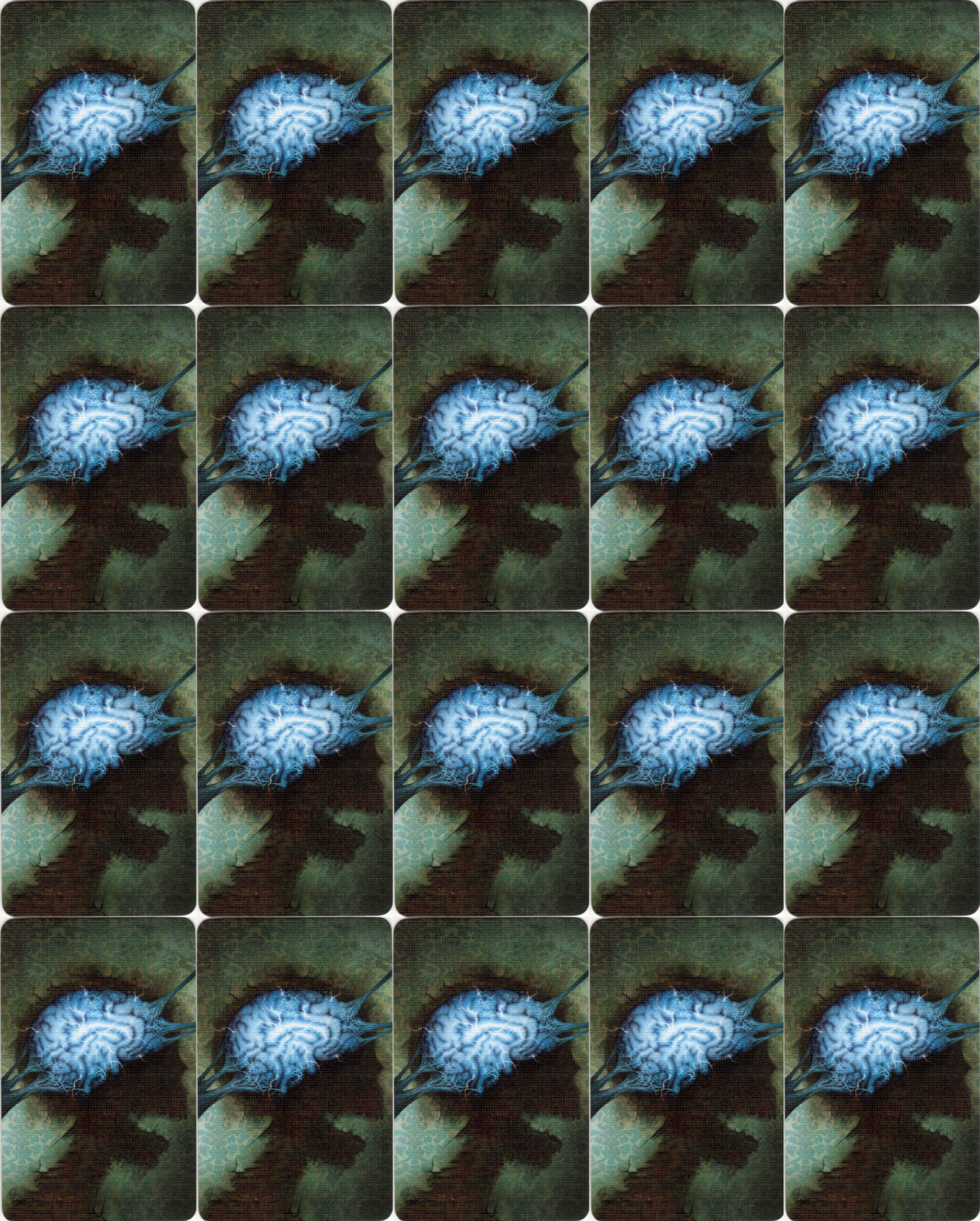
Twisted Ankle

You fall, clutching your ankle and hissing in pain. You are not certain you can stand.

Resolve Immediately

Become Restrained.

Then discard this card.



Absolute Terror

You make a very small noise somewhere in the back of your throat. You find that you are weeping, silently.

Resolve Immediately

Suffer 1 additional facedown Horror.

Then flip this card facedown.

Absolute Terror

You make a very small noise somewhere in the back of your throat. You find that you are weeping, silently.

Resolve Immediately

Suffer 1 additional facedown Horror.

Then flip this card facedown.

Acalculia

You cannot seem to put the letters or numbers in their proper order. You know you had this skill once, but it has deserted you.

Keep Faceup

Roll 1 fewer die while resolving a test.

Claustrophobia

It is too close in here, too tight. You cannot breathe. You must get to open air.

Keep Faceup

Whenever you end your turn within range of 2 or fewer spaces, suffer 1 facedown Horror.

Cower in Fear

You scramble into a corner and hide there, just for a little while.

Resolve Immediately

Become Stunned.

Then discard this card.

Dementia

You turn away, already feeling the fog of memory clouding your mind. It is a mercy, truly.

Resolve Immediately

Discard 1 Clue.

Then flip this card facedown.

Disoriented

Your wits desert you, leaving you mumbling and uncertain. How could what you have just seen be real?

Resolve Immediately

Become Dazed.

Then flip this card facedown.

Flashback

Recent memories claw their way to the surface, despite your best efforts.

Resolve Immediately

Flip 1 other Horror faceup.

Then discard this card.

Frayed Nerves

You breathe deeply, but it fails to restore your calm. You feel as if the slightest thing will push you over the edge.

Keep Faceup

Roll 1 fewer die while resolving a test.

Hallucinations

Everywhere you look you see horrible shadows or ghosts from your past. You cannot bear to look any longer.

Keep Faceup

Roll 1 fewer die while resolving an test.

Horrific Arcana

You whimper as your mind rejects the impossible.

Resolve Immediately

Suffer 1 additional facedown Horror for each Spell you have.

Then flip this card facedown.

Hysteria

You scream, and scream, and scream. You slap yourself as hard as you can, hoping to break the cycle.

Resolve Immediately

Flip 1 Damage faceup.

Then flip this card facedown.

Hysteria

You scream, and scream, and scream. You slap yourself as hard as you can, hoping to break the cycle.

Resolve Immediately

Flip 1 Damage faceup.

Then flip this card facedown.

Kleptomania

You do not understand why you need to keep stealing things, but you cannot help yourself.

Keep Faceup

Whenever you end your turn in a space with another investigator, take 1 Item at random from another investigator in your space.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

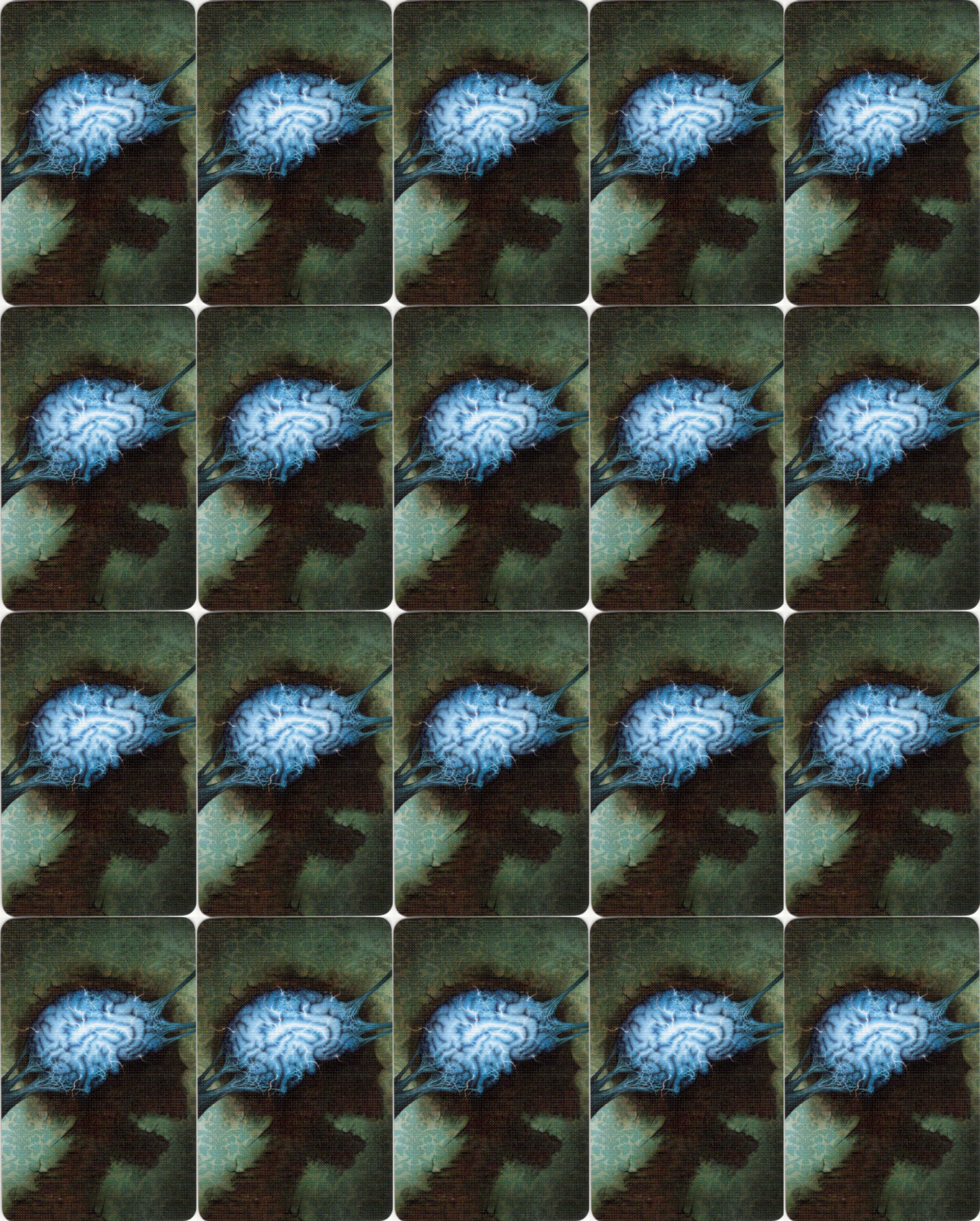
Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.



Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Minor Shock

Ah! Your heart races, and your breath catches in your throat.

Resolve Immediately

No additional effect.

Flip this card facedown.

Nyctophobia

You are not afraid of the darkness, exactly. But you are afraid of what the darkness might be concealing.

Keep Faceup

Whenever you end your turn in a space with Darkness, suffer 1 facedown Horror.

Panic

Scrambling backward, you fall over and hurt yourself. The pain brings you back into focus.

Resolve Immediately

Suffer 1 additional facedown Damage.

Then flip this card facedown.

Panic

Scrambling backward, you fall over and hurt yourself. The pain brings you back into focus.

Resolve Immediately

Suffer 1 additional facedown Damage.

Then flip this card facedown.

Paranoia

Every noise makes you startle and jump. Even your companions unnerve you.

Keep Faceup

Whenever you end your turn within range of another investigator, flip 1 Horror faceup.

Paranoia

Every noise makes you startle and jump. Even your companions unnerve you.

Keep Faceup

Whenever you end your turn within range of another investigator, flip 1 Horror faceup.

Shrieking Fit

You scream and scream and scream, and then you cry and cry, and then giggle, and then hiccough.

Resolve Immediately

Become Restrained.

Then discard this card.

Startled

You stagger backward in alarm.

Resolve Immediately

No effect. Discard this card.

Steely Resolve

You swallow your fear and take a deep breath.

Resolve Immediately

Become Focused.

Then flip this card facedown.

Sudden Shock

Gasping in surprise and fear, you clutch at your face, forgetting for a moment what you had been holding only seconds before.

Resolve Immediately

Drop 2 random Items.

Then flip this card facedown.

Sudden Shock

Gasping in surprise and fear, you clutch at your face, forgetting for a moment what you had been holding only seconds before.

Resolve Immediately

Drop 2 random Items.

Then flip this card facedown.


7
7
Minh Thi Phan
The Secretary
Once per round, you or another investigator within range may reroll 1 die while resolving a test.
Strength 3
Agility 4
Observation 4
Lore 3
Influence 4
Will 3


7
7
William Yorick
The Gravedigger
Whenever a monster is defeated, gain 1 Clue.
Strength 4
Agility 3
Observation 4
Lore 3
Influence 3
Will 4


6
8
Father Mateo
The Priest
Action: Another investigator within range becomes Focused. Activate this ability only once per round.
Strength 3
Agility 3
Observation 2
Lore 4
Influence 4
Will 5


6
8
Wendy Adams
The Urchin
You cannot become Stunned or Restrained.
Strength 3
Agility 5
Observation 4
Lore 3
Influence 3
Will 3


8
6
Carson Sinclair
The Butler
Action: Another investigator within range may perform 1 action. Activate this ability only once per round.
Strength 3
Agility 2
Observation 5
Lore 4
Influence 4
Will 3


9
5
Rita Young
The Athlete
You may move 1 additional space as part of a move action.
Strength 5
Agility 4
Observation 3
Lore 3
Influence 2
Will 4


5
9
Agatha Crane
The Parapsychologist
After you resolve a horror check, gain 1 Clue.
Strength 2
Agility 3
Observation 4
Lore 5
Influence 3
Will 4


8
6
Preston Fairmont
The Millionaire
Once per round, when you gain an Item, you may flip 1 Horror facedown or discard 1 facedown Horror.
Strength 4
Agility 4
Observation 3
Lore 2
Influence 5
Will 3

The Story So Far

Minh Thi Phan landed a good job directly out of school, perhaps due to her unique upbringing and her fluency in English, French, Vietnamese, Korean, and Japanese. She worked for Mr. Thomas as his secretary for a number of years and considered him to be not just her employer but her friend. But after coming across a strange book in the course of his work importing and exporting antiquities, Mr. Thomas became odd, moody, and ultimately took his own life.

Suddenly, Minh was on her own for the first time in her life. Uncertain what to do, Minh set about putting Mr. Thomas's affairs in order and soon discovered that his import and export business had exposed him to a dark and hidden world of the unknowable and unthinkable. Now Minh has a new task, one chosen for herself for the first time: discover what awful truth made Mr. Thomas commit suicide.

The Story So Far

William Yorick never wanted to be a gravedigger. He had wanted to be an actor and had worked for years in Boston, taking whatever parts were available. Shakespeare was the best stuff, of course, and William's focus was in Shakespearean acting, but after many years and hardly any roles he was forced to admit that the stage was not his destiny.

Gravedigging was tedious work, but the dead made for an excellent audience and William always did love a soliloquy. But the job took a turn for the strange when odd and inhuman corpses started turning up—and then vanishing. When William asked around at the University, all he got was shrugs and strange people following him home at night. Ever since, he has been looking into all manner of bizarre occurrence, disappearance, or strange sighting. It seems as if a new act is beginning.

The Story So Far

Mateo Castile's life has not been easy, even—or perhaps especially—since finding his calling and becoming a priest. The past few decades in Mexico have been wracked with instability and conflict between a secular government and a traditional and religious populace. Father Mateo struggled to balance his faith with the pragmatic concerns of preaching when the law told him he must not.

But as difficult as the political situation in Mexico has been, that is not what has assaulted Mateo's faith at its core. An investigation into a rash of murders and kidnappings in his home state led not to political violence as Mateo had suspected but to a gruesome and horrid cult thriving at the heart of the brewing war. How, Mateo wondered, could a kind and loving God allow what he saw that night to exist? His prayers are still unanswered, but Mateo now seeks answers on his own.

The Story So Far

Wendy's Mama gave her that necklace when she was small. She would tell her stories while Wendy watched its strange eye-and-star design spinning in the air. Then Papa went missing, lost at sea, and Mama got strange. She drew arcane symbols in chalk all over the house, read bizarre books, and spoke in dead languages. Eventually, they came and took Mama to an Asylum and Wendy to an orphanage. But Wendy was not an orphan, she would point out to anyone who would listen—her Mama was crazy, not dead, and no one ever found Papa's body so he might not be dead either.

The orphanage could not hold Wendy for long, not after the picture of her father came in the mail. So she left, and now she is looking. Looking for her Papa, looking for her Mama, looking for some sense from the eye-and-star symbol that she still wears around her neck.

The Story So Far

Carson Sinclair has served three generations of the Webb family in Arkham, first as a footman and later as a butler. Always proper, Carson watched with disapproval as his most recent employer, Hercule Webb, began bringing bizarre artifacts and profane tomes into his house, engaging in occult studies. He was aided in these endeavors by his business manager, the disagreeable Dupuis.

Disaster struck when Mr. Webb was drawn through an impossible hole in the sky while Carson brought him evening tea. No one believed Carson's description of the events, and with no proof of Mr. Webb's death, control of his estate has passed to Dupuis, who has quietly siphoned funds from the Webb trust and effectively frozen out the Webb children. Carson has resolved to get to the bottom of the matter, for the children's sake.

The Story So Far

Rita has always been good at running. Growing up in the South, she was well acquainted with discrimination and knowing when to make herself scarce. When she came up to Arkham to attend Miskatonic University on a track and field scholarship, she found things had not changed as much as she had hoped. The creepy people chasing after her wore black robes, not white, but Rita ran all the same.

When her roommate was attacked in the night while wearing Rita's jacket, Rita decided to do something about it. She started looking into the matter and found that the mysterious assailants were not part of the Klu Klux Klan, as she had assumed. Now Rita eagerly pursues any chance to investigate the unknown and hidden cults that flourish right under the noses of the authorities. She is done running.

The Story So Far

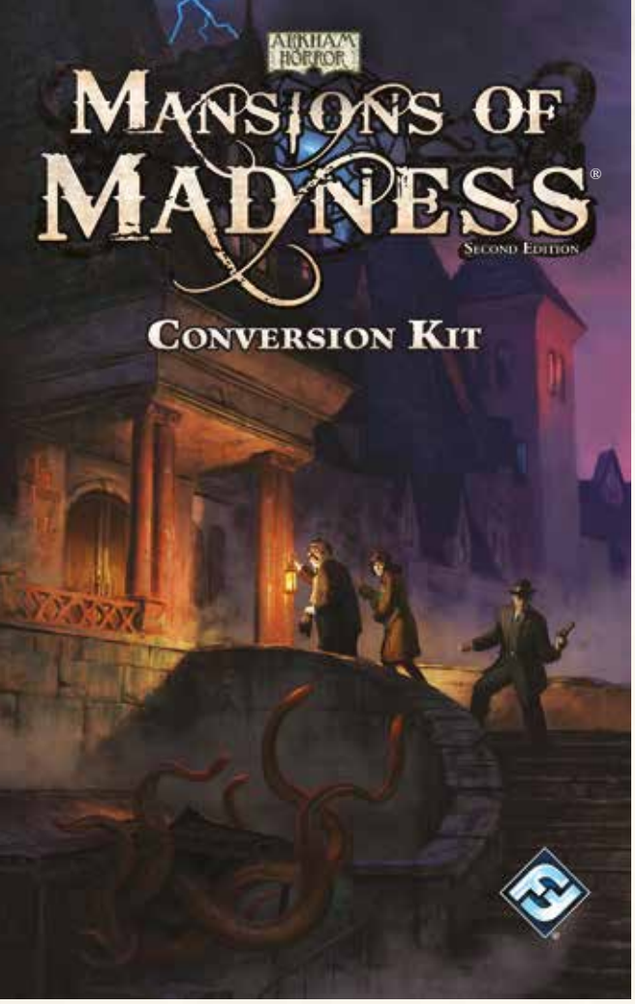
Agatha Crane has degrees in Mathematics and Psychology. She is a rational, intelligent woman who believes that reason is the antidote to superstition, that evidence is required for argument, and that even the most complex mysteries of the natural world and human mind can be understood rationally. Why, then, she dedicates so much of her research to so-called "extra-sensory perception" and the existence of ghosts is a baffling mystery to almost everyone who knows her.

Agatha calls her field of study "parapsychology," in an attempt to remove the stigma associated with the occult in respectable academic circles. Her search for test subjects and data continually leads her to dangerous places and disreputable people, much to the despair of her long-suffering husband, Wilbur. But she is committed to her task, for reasons that only she seems to know.

The Story So Far

Preston Fairmont never thought much about where his family's money came from. All he knew was that he had plenty, and he took great advantage of it wherever possible. His father seemed troubled, at times, and tried to explain about his grandfather's business and the demands of something called the Order of the Silver Twilight, but Preston never paid any mind. At best it was boring and at worst, when his father seemed the most distraught, it was insane. Then his father died.

Recently, Preston attended a seance hosted by a fashionable young lady of his acquaintance. She promised him a night to remember, and she certainly delivered. His father appeared, right there above the table, and Preston was not the only one who saw it. Since then, he has pulled out the trunk of his father's old things and started thinking a lot about where his family got their money.



Credits

Second Edition Game Design: Nikki Valens

First Edition Game Design: Corey Konieczka

Conversion Kit Design: Nikki Valens with Daniel Lovat Clark and Nathan I. Hajek

Graphic Design: WiL Springer with Evan Simonet

Managing Graphic Designer: Brian Schomburg

Production Management: Megan Duehn and Simone Elliott

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Quality Assurance Coordinator: Zach Tewalthomas

Playtesting: Brad Andres, Audrey Bailey, Samuel W. Bailey, Dane Beltrami, Chiara Bertulessi, Simone Biga, Ian Birdsall, Forrest Bower, Joseph Bozarth, Nayt Brookes, Frank Brooks, Chris Brown, John D. Curtis, John W. Curtis III, Kathleen Curtis, Caterina D'Agostini, Andrea Dell'Agnese, Julia Faeta, Jason Glawe, Branden Haines, Matt Holland, Alene Horner, Jason Horner, Julien Horner, Evan Johnson, Justin Kemppainen, James Kniffen, Matthew Landis, Mark Larson, Lukas Litzsinger, Andrea Marmiroli, James Meier, Kathleen Miller, Heather Minke, Maegan Mohr, Michelle McCarthy, Anton Torres, Janie True, Quentin True, Jason Walden, Paul Winchester

"Our means of receiving impressions are absurdly few, and our notions of surrounding objects infinitely narrow. We see things only as we are constructed to see them, and can gain no idea of their absolute nature. With five feeble senses we pretend to comprehend the boundlessly complex cosmos"

—H. P. Lovecraft, From Beyond

The contents of this *Conversion Kit* are designed to integrate the investigator figures, monster figures, and map tiles from first edition products into the second edition of *Mansions of Madness*.

If you own any first edition products, players can play the investigators from those products and the monsters and map tiles from those products can be used by the app when generating maps or spawning monsters.

Before playing your first game, input which products you own in the collection manager in the app. You can access the collection manager from the main menu by selecting "More" and then selecting "My Collection."

To enable a product or expansion, select the specific product and press "Disabled."

Components

- 16 Investigator Cards
- 33 Monster Tokens
- 4 Person Tokens

Each of these components functions identically to the corresponding components in second edition. This *Conversion Kit* does not include any plastic figures; you will need to own the corresponding first edition products to use these Investigator cards and Monster tokens with the second edition of *Mansions of Madness*.

To integrate these components into your second edition game, add all investigator figures, monster figures, and map tiles from your first edition products and the corresponding Investigator cards and Monster tokens from this *Conversion Kit* to your existing pool of second edition components. If you own the *Call of the Wild Expansion*, also add the four Person tokens.

Product Icons

Each of the components in this *Conversion Kit* is marked with one of three product icons which corresponds to the product in which it originally appeared.

- *Mansions of Madness First Edition*
- *Forbidden Alchemy Expansion*
- *Call of the Wild Expansion*

Indoor & Outdoor Rooms

Each room is either indoor or outdoor and each space within a room shares this quality. On second edition tiles, a room's name tag indicates if it is indoor or outdoor.



Indoor Name Tag



Outdoor Name Tag

The distinction between indoor and outdoor rooms is not indicated on first edition tiles. Instead, refer to the alphabetical lists of indoor and outdoor rooms below:

Indoor Rooms: Abandoned Shack, Attic Loft, Attic Stairs, Attic Storage, Barn, Basement Landing, Basement Stairs, Basement Storage, Bathroom 1, Bathroom 2, Cave 1, Cave 2, Cave 3, Cave Bend, Ceremony Room, Chapel, Chasm, Coat Room, Control Room, Corner Hallway 1, Corner Hallway 2, Covered Bridge, Crypt, Dining Room, Dungeon Cave, Dungeon Cell, Entryway, Foyer, Freezer, Front Porch, Furnace Room, Gallery, Generator Room, Greenhouse, Guest Bedroom, Hallway 1, Hallway 2, Hallway 3, Hallway 4, Hallway 5, Hidden Laboratory, Holding Cell, Kitchen, Kitchen Storage, Laboratory, Library, Master Bedroom, Medical Storage, Morgue, Mud Room, Nursery, Observation Room, Office, Operating Room, Operating Theater, Outhouse, Quarantine Room, Rooftop, Root Cellar, Rotted Porch, Saw Mill, Secret Passage, Spruce Grove, Storage Closet, Storage Shed, Study, Torture Chamber, Tower Room, Tower Stairs

Outdoor Rooms: Back Path, Backyard, Barnyard, Campsite, Cave Entrance, Dark Path, Forest Edge, Front Path, Front Yard, Garden, Graveyard, Graveyard 2, Hilltop, Marshland, Mill Yard, Old Forest, Old Oak, Old Orchard, Old Well, Patio, Pigpen, Pond, Ritual Site, River Bend 1, River Bend 2, River Crossing 1, River Crossing 2, River Rapids 1, River Rapids 2, Rotted Path, Scarecrow, Waterwheel

© 2016 Fantasy Flight Publishing, Inc. No part of this product may be reproduced without specific permission. Apple and the Apple logo are trademarks of Apple Inc., registered in the United States and/or foreign countries. App Store is a service mark of Apple Inc. Google Play is a trademark of Google Inc. Fantasy Flight Supply is a TM of Fantasy Flight Publishing, Inc. Fantasy Flight Games, Mansions of Madness, Arkham Horror, and the FFG logo are ® of Fantasy Flight Publishing, Inc. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, Minnesota, 55113, USA, 651-639-1905. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 13 YEARS OF AGE OR YOUNGER.

www.FantasyFlightGames.com

ELDRITCH HORROR

A Board Game of Global Mystery and Horror!



Eldritch Horror is a new board game of global terror and adventure in which players take the roles of globetrotting investigators working to gather clues, solve mysteries, and protect the world from otherworldly threats.

With twelve unique investigators, 250 tokens, and over 300 cards, *Eldritch Horror* presents an epic, world-spanning adventure with each and every game. Do you have the courage to keep evil at bay?

WWW.FANTASYFLIGHTGAMES.COM

© 2015 Fantasy Flight Publishing, Inc. *Eldritch Horror* and *Arkham Horror* are ® of Fantasy Flight Publishing, Inc.



MAD20CK
A 1/6



MAD20CK
A 2/6



MAD20CK
A 3/6



MAD20CK
A 4/6



MAD20CK
A 5/6



MAD20CK
A 6/6

The movement of these great worms beneath the earth causes the ground to shake and buildings to collapse.

5

The movement of these great worms beneath the earth causes the ground to shake and buildings to collapse.

5

As fanatical devotion to unnatural beings grows, so too does mystic power.

2

As fanatical devotion to unnatural beings grows, so too does mystic power.

2

Phasing — This monster can move through impassable borders and walls.

This creature flickers and is gone so quickly that it is impossible to say what it looks like. It seems to move outside of time and space.

3

Phasing — This monster can move through impassable borders and walls.

This creature flickers and is gone so quickly that it is impossible to say what it looks like. It seems to move outside of time and space.

3

Unstoppable — This monster converts all to while attempting to destroy a Barricade.

Not everyone can witness the horrors of the true world and retain their sanity.

2

Unstoppable — This monster converts all to while attempting to destroy a Barricade.

Not everyone can witness the horrors of the true world and retain their sanity.

2

Flying — This monster can move through impassable borders.

The thing's crustacean-like body has sets of paired appendages and thin, fluttering wings, and it is topped with a mass of antenna in place of a head.

3

Flying — This monster can move through impassable borders.

The thing's crustacean-like body has sets of paired appendages and thin, fluttering wings, and it is topped with a mass of antenna in place of a head.

3

A mass of protoplasmic flesh, self-luminous, covered with an ever-shifting array of eyes, appendages, and organs. It flows forward as slowly and inevitably as a glacier.

4

A mass of protoplasmic flesh, self-luminous, covered with an ever-shifting array of eyes, appendages, and organs. It flows forward as slowly and inevitably as a glacier.

4

From the outside, there is no trace of evidence that this being has made a pact with infernal powers. True corruption must lie within.

2

From the outside, there is no trace of evidence that this being has made a pact with infernal powers. True corruption must lie within.

2

A shambling corpse that was once a human being, the zombie possesses impossible strength but only a shred of its former speed and grace.

2

A shambling corpse that was once a human being, the zombie possesses impossible strength but only a shred of its former speed and grace.

2

A shambling corpse that was once a human being, the zombie possesses impossible strength but only a shred of its former speed and grace.

2

A shambling corpse that was once a human being, the zombie possesses impossible strength but only a shred of its former speed and grace.

2

Flying — This monster can move through impassable borders.

With membranous wings and flat webbed feet, this creature flaps and flops along awkwardly on the ground, but with sinister grace in the air.

2

Flying — This monster can move through impassable borders.

With membranous wings and flat webbed feet, this creature flaps and flops along awkwardly on the ground, but with sinister grace in the air.

2

Huge and hulking, this worm-like creature writhes slowly forward, eating everything in its path.

4

Huge and hulking, this worm-like creature writhes slowly forward, eating everything in its path.

4

To all appearances, the Children of the Goat are ordinary people. It is in their appetites and devotion that the aberration lies.

2

To all appearances, the Children of the Goat are ordinary people. It is in their appetites and devotion that the aberration lies.

2

Clad in dark robes, these pagan priests are mortal men driven to unnatural practices.

2

Clad in dark robes, these pagan priests are mortal men driven to unnatural practices.

2

This creature is an unholy fusion of human and monster, with horns and other bestial features. It possesses an animal's strength, as well.

2

This creature is an unholy fusion of human and monster, with horns and other bestial features. It possesses an animal's strength, as well.

2

Flying — This monster can move through impassable borders.

This faceless, winged creature has rubbery skin and a barbed tail. Its strange, keening cry is unsettling.

3

Flying — This monster can move through impassable borders.

This faceless, winged creature has rubbery skin and a barbed tail. Its strange, keening cry is unsettling.

3

Corrina Jones

Zebulon Whateley

Eric Colt

Ammi Pierce

It seems as a tree, an enormous bulk with branches of writhing tentacles, all drawing prey into its hungry mouths.

5

There have always been stories of ordinary men and women who, through study or eldritch pacts with demons, wield great mystical power. Tragically, these stories are true.

2

The most horrifying thing about this massive, amorphous, many-limbed monstrosity is the half-human face that moans atop it.

5

MAD20CK
A 6/6
Dark Young
Wizard
Dunwich Horror
MAD20CK
A 5/6
Dark Druid
Goat Spawn
Nightgaunt
Dark Druid
Goat Spawn
Nightgaunt

7
7
Bob Jenkins
The Salesman
Once per round, when you spend an action to interact with a Person, you may flip 1 Horror facedown or discard 1 facedown Horror.
Strength 3
Agility 3
Observation 4
Lore 2
Influence 5
Will 4

7
7
Amanda Sharpe
The Student
You may perform two additional puzzle steps while attempting a puzzle.
Strength 3
Agility 3
Observation 4
Lore 4
Influence 3
Will 4

7
7
"Ashcan" Pete
The Drifter
You begin the game with the Duke Unique Item.
Strength 4
Agility 4
Observation 4
Lore 3
Influence 2
Will 4

The Story So Far

Someday, Bob Jenkins plans to cash in big. He may not be the biggest expert on forgotten cultures and secret societies, but he does know that rare books and antique weaponry can be sold for top dollar. More than once, he has discovered that an occult organization has been funded by gold coins of unknown origin, and Bob likes gold coins. He freely admits that he does not investigate arcane mysteries for noble reasons, but not many people are willing to face the horrors of the unknown. Nobility costs extra.

The Story So Far

The halls of Miskatonic University have been home to many accomplished scholars, and Amanda Sharpe was on track to be one of the institution's most talented graduates. However, after seeing a strange painting of an enormous creature emerging from the ocean, her classwork has suffered. Her dreams are overwhelmed by images of a vast submerged city and the sounds of whispers in a language she does not understand. While her studies may have been set aside, she remains bright and dedicated to her work. The difference now is that the work she focuses on is the resolution of occult mysteries.

The Story So Far

At night, "Ashcan" Pete sleeps wherever his travels take him: in a field, on a train, or maybe, if he is lucky, in a barn. He bunks with his loyal hound dog, Duke, on one side and his beat-up guitar on the other. And sometimes when "Ashcan" Pete sleeps, he dreams. He dreams of haunted, tortured places and of horrible creatures. When he wakes up, he knows that someone needs his help, because his dreams are true. He could not say how long he has been on the road, living by his wits, but he can say for certain no place is too far to go to help someone in need. And as long as Pete can help people, he is not likely to stop wandering any time soon.


6
8
Once per round, when you gain a Spell, become Focused.
Dexter Drake
The Magician
Strength 3
Agility 3
Observation 3
Lore 5
Influence 4
Will 3


8
6
Action: If you have no Clues, gain 2 Clues and discard 1 Horror.
Jenny Barnes
The Dilettante
Strength 3
Agility 4
Observation 3
Lore 3
Influence 5
Will 3


8
6
Once per round, if you would gain a Clue, you may become Focused instead.
Darrell Simmons
The Photographer
Strength 3
Agility 4
Observation 5
Lore 3
Influence 3
Will 3


5
9
Action: Another investigator within range gains 1 Clue. Activate this ability only once per round.
Harvey Walters
The Professor
Strength 3
Agility 2
Observation 4
Lore 4
Influence 4
Will 4


6
8
Action: You or another investigator within range flip 1 Horror facedown or discard 1 facedown Horror.
Carolyn Fern
The Psychologist
Strength 3
Agility 2
Observation 4
Lore 3
Influence 4
Will 5


7
7
At the start of your turn, if you have no Clues, gain 1 Clue.
Gloria Goldberg
The Author
Strength 2
Agility 3
Observation 4
Lore 4
Influence 4
Will 4

The Story So Far

Dexter Drake returned from the Great War to become a successful magician, enthralling audiences with his elaborate illusions and cunning stage tricks. Despite his meteoric success, Dexter always longed to discover true magic. This desire soon led him into the reserved section of a dust-filled shop dedicated to obscure books. There, he found a burnt and torn fragment of the Necronomicon itself. Intrigued by this ancient piece of occult knowledge, Dexter began to use his wealth in search of the truth about ancient lore, and what he found horrified him. His delving into the arcane eventually led him to a variety of investigations, where he has discovered a great evil that will soon rise. He knows that he may well be the only person with the ability to stop this evil from swallowing the entire world.

The Story So Far

Jenny Barnes has spent the majority of her young life in pursuit of creature comforts, fine dining, and the latest fashions. But during her most recent summer in Paris, she received a letter from her sister, Isabelle. In this letter, Isabelle confessed that mysterious forces were aligning against her and that she feared she may fall victim to some paranormal threat. It was the last letter Jenny received from her beloved sister. Jenny has since returned to the States to track down and investigate all occult occurrences she can find. Hardly a wilting flower, she has proven herself a crack shot as well as a fearless and clever investigator of the unknown. Until Isabelle's disappearance is explained, Jenny will never relent in her search. And she will do so impeccably dressed.

The Story So Far

His editor says he is just seeing things, but Darrell Simmons knows what he saw. He grew up in Arkham, and he is no stranger to the peculiar things that are known to happen here. However, this is different. He had never seen something so terrible in his entire life, and he has cursed himself every day since for not having his camera on him to prove to everyone that he is not making this up. If they will not believe his words, maybe they will believe his pictures when they are published in the Arkham Advertiser. *Now he is seeking out the terror that has been haunting his dreams since that night, and he knows he is getting closer. This time he will be careful. This time he will come prepared. And, most importantly, this time he will take pictures.*

The Story So Far

Professor Walters began as a devotee of the archaic and obscure, but over the years he has discovered that his knowledge of ancient languages, profane relics, and strange rituals is vital to addressing dangers in the modern day. He is both an avid collector of prehistoric ephemera and a fount of knowledge regarding bizarre primordial religions that worshiped nightmarish gods eons ago. When a supernatural event occurs, Professor Walters is often asked to bring his considerable resources and experience to bear on the problem.

The Story So Far

Carolyn Fern dwells in the minds of others. Using a complex form of hypnosis, she studies the psychology of her patients through their dreams. Through this practice, she has seen and heard many disturbing things, but nothing prepared her for her most recent patient, Malachi. Following one of their more vivid and troublesome discussions of his dreams, Malachi was brutally murdered. As if that were not terrible enough, he was murdered with an ornate knife that he had described in one of his dreams. After hearing this news, Carolyn began reviewing her old notes concerning Malachi, anxious to find some kind of clue as to who he really was. Her research has led her from one bizarre case to another, and yet she seems no closer to understanding why Malachi was murdered.

The Story So Far

Ever since she was a young girl, Gloria has been plagued by visions of monsters dwelling in strange, nightmarish places. She eventually learned to overcome the terror that accompanied these visions by writing them into stories. As the years went by, her stories launched her into a successful career as an author, but the more she wrote, the more extreme the visions became. She has come to believe that the images she sees are not her imagination, but rather clairvoyant insight into the world of the supernatural. She has resolved to use this insight to investigate the realm of the supernatural and exorcise these nightmares from the world as well as her subconscious.


6
8
Once per round, when you gain a Clue, gain 1 additional Clue.
Mandy Thompson
The Researcher
Strength 2
Agility 3
Observation 5
Lore 4
Influence 4
Will 3


6
8
Once per round, another investigator within range may convert an key to a star while resolving a test.
Sister Mary
The Nun
Strength 3
Agility 3
Observation 3
Lore 4
Influence 3
Will 5


6
8
You begin the game with the Flux Stabilizer Unique Item.
Kate Winthrop
The Scientist
Strength 3
Agility 3
Observation 5
Lore 4
Influence 3
Will 3


9
5
Whenever a monster is defeated, become Focused.
Michael McGlen
The Gangster
Strength 5
Agility 3
Observation 4
Lore 2
Influence 3
Will 4


8
6
If you spend a Clue to convert an key to a star, you may convert up to two key to star instead.
Joe Diamond
The Private Eye
Strength 4
Agility 5
Observation 3
Lore 3
Influence 3
Will 3


8
6
Other investigators in your space do not need to evade monsters.
Monterey Jack
The Archaeologist
Strength 5
Agility 3
Observation 4
Lore 3
Influence 3
Will 3

The Story So Far

Since beginning her employment as a researcher for Miskatonic University, Mandy has spent hours pouring over the profane pages of ancient, forbidden texts. Others who have been exposed to these tomes have been immediately repulsed by the horrific images and ideas they find within. Mandy, however, objectively recorded her findings and was seemingly able to shake off the damaging effects of the books. She believes she has seen a pattern emerging from the various texts which indicates an impending cataclysm. She recognizes that it may simply be an imagined paranoia resulting from her reading, but she truly believes that a disaster of epic proportions is on the horizon and that she must do everything she can to prevent it from coming to pass.

The Story So Far

The more Sister Mary learns of the strange and arcane forces that sometimes manifest in this world, the more certain she is that she has been set upon a path to protect the innocents and to ward off these forces when possible. Armed only with the trappings of her church and an unshakable faith, Sister Mary has sought out every supernatural threat she hears of through her fellow priests and nuns. The other members of her church may dismiss such things as medieval nonsense, but Sister Mary knows all too well that evil exists in a very literal form. She also knows that if evil is left unchecked, it will bring ruin and horror to all of creation.

The Story So Far

Very few of Kate Winthrop's scientific colleagues even know her name. She is painfully shy, but nonetheless possessed of a powerfully focused scientific mind. Several years ago, she watched as her mentor was devoured by an unthinkable creature from another world. A weaker mind might have gone mad or dismissed the sight as a hallucination. But Kate knew with full clarity what she saw and has spent her time ever since studying the phenomena that caused the tragedy. The result of these studies is the flux stabilizer. The device is still a work in progress, but she hopes to perfect a device that can permanently protect this world from the monstrosities that dwell in the worlds beyond. Kate is always eager to test the device or do more research at any place evidence of the supernatural may be found.

The Story So Far

Michael McGlen considers himself a problem solver. The federal authorities consider Michael McGlen a dangerous criminal and a member of organized crime. McGlen does not really care what other people think. After his good friend and business associate Louie was dragged into the water by some horrible creature, McGlen took it upon himself to deliver a healthy amount of payback to things that go bump in the night. He seeks out strange places haunted by the supernatural and by terrible beasts. Once there, he proceeds to solve the problem. Typically, McGlen finds that dynamite or a tommy gun are the best ways to get results.

The Story So Far

Joe Diamond is a private investigator with a reputation for handling cases that everyone else regards as supernatural nonsense. He is thorough in his investigations, and he is not one to be trifled with. His services have been employed by the wealthy as well as those down on their luck. No case is too large, too small, too strange, or too dangerous. In his experience, things start getting nasty right when you start reaching the truth, and that is exactly where he likes to be.

The Story So Far

Jack has always ascribed his success in archaeology to his father's advice. "History whispers, Monterey. All you have to do is listen." His father always called him Monterey as a joke. Jack never found the nickname to be as funny as his father did. For years, Jack wandered the globe in search of forgotten treasures, but the time eventually came when his life of adventure took a tragic turn. Jack's father had been murdered and an unrecognizable sigil had been carved into his forehead. Jack was devastated. He had no idea who would do this or why. But he intended to find answers. History whispers and Monterey Jack listens.



The Story So Far

Vincent Lee knows why people die. As a Yale graduate of Medicine, he has become accustomed to knowing the conditions that inevitably lead to fatalities. However, since becoming a resident physician at St. Mary's Hospital in Arkham, he has seen far too many horrible and unexplained deaths—an elderly victim torn apart by unknown wild animals, a healthy young man whose heart exploded without identifiable cause. Their twisted faces haunt his dreams. As a man who finds comfort in having all the answers, Vincent begins to wonder if something sinister is afoot in this otherwise quiet Massachusetts town. Unable to continue his practice with the horror that he takes home every night, Vincent decides to take a sabbatical in order to investigate these strange deaths, even if it kills him.

Mansions of Madness®

Second Edition



The Door Is Open

The grimy alleys and looming mansions of Arkham harbor eldritch forces, terrifying secrets, and unspeakable monsters. Within these ancient buildings, gibbering madmen and cultists call upon the Ancient Ones, and beasts unknown by mortal scholars stir beneath the gibbous moon. Tonight, a few brave investigators venture behind Arkham's closed doors to make their stand against the madness within...

Mansions of Madness is a fully cooperative board game of horror and discovery for one to five players. Players take the part of investigators, entering the darkened rooms of haunted Arkham mansions and other sinister locales to discover strange secrets, solve cunning puzzles, and battle otherworldly dangers. *Mansions of Madness* also includes a bonus conversion kit that allows fans of the first edition to use their investigators, monsters, and map tiles in this new edition.

Requires Free Digital Companion App

A free digital app is required to play your copy of *Mansions of Madness*. To download, search for *Mansions of Madness* on the Apple iOS AppStore™, Google Play™ store, or Amazon Appstore or download the app for Mac or Windows from our website.



Download on the App Store

ANDROID APP ON Google play

amazon Available at amazon



Includes 32 Plastic Figures

Game Contents

2 Rulebooks • 24 Map Tiles • 8 Investigator Cards and Plastic Figures
40 Common Item Cards • 24 Unique Item Cards • 30 Spell Cards
37 Condition Cards • 40 Damage Cards • 40 Horror Cards
24 Monster Tokens and Plastic Figures • 16 Search/Interact Tokens
16 Explore/Sight Tokens • 22 Person Tokens • 4 Barricade Tokens
4 Secret Passage Tokens • 18 Fire/Darkness Tokens • 8 Wall Tokens
4 Door Tokens • 26 Clue Tokens • 6 ID Tokens • 5 Dice

Conversion Kit Contents
16 Investigator Cards • 33 Monster Tokens • 4 Person Tokens

14+ 1-5 2-3 HOURS

FANTASY FLIGHT GAMES

Mansions of Madness 2nd Edition MAD20

UPC-A 8 41333 10121 3

170554R

www.FantasyFlightGames.com

© 2016 Fantasy Flight Games. No part of this product may be reproduced without specific permission. Apple and the Apple logo are trademarks of Apple Inc., registered in the United States and/or foreign countries. App Store is a service mark of Apple Inc. Google Play is a trademark of Google Inc. Fantasy Flight Supply is a TM of Fantasy Flight Games. Fantasy Flight Games, Mansions of Madness, Arkham Horror, and the FFG logo are ® of Fantasy Flight Games. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, Minnesota, 55113, USA, 651-639-1905. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 13 YEARS OF AGE OR YOUNGER.