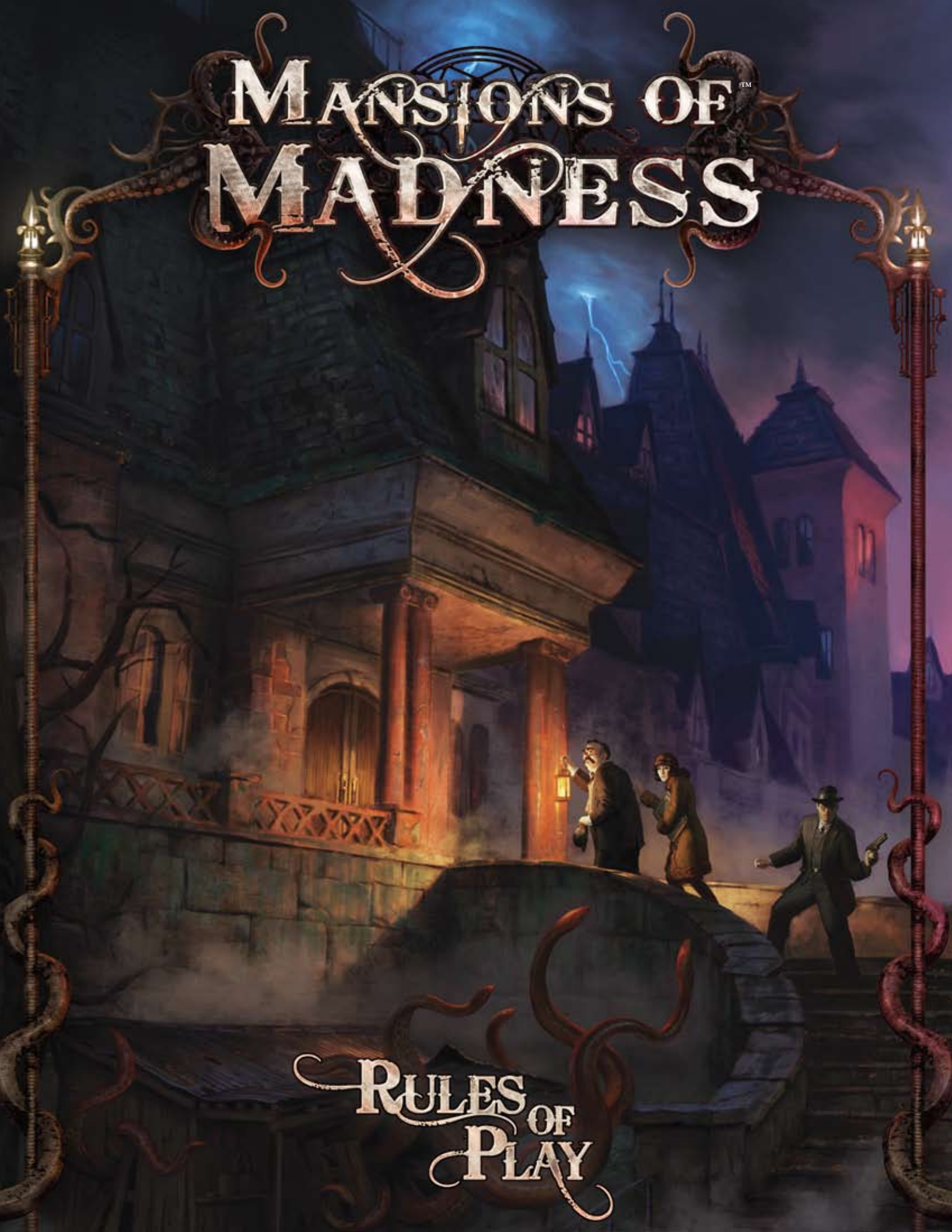
Mansions of Madness™



Rules of Play

Game Overview

Mansions of Madness is a board game for two to five players in which one player takes on the role of the keeper and all other players take on the roles of investigators. During each game, investigator players come to explore a location in order to unravel a mystery. Investigators win or lose as a team and need to use their brains and brawn to find artifacts, weapons, and clues to stop the keeper's diabolical plot.

The keeper's goal is to fulfill an evil scheme, which can range from driving the investigators insane to bringing about the end of the world. The keeper's weapons are fear, paranoia, and occasionally hordes of monsters.

The game creates an immersive story that, given players' decisions, can unravel in many different and exciting ways.

Object of the Game

Before each game, players select one of the pre-generated stories listed in the Investigator Guide (located in the back of this rulebook) and the Keeper Guide. During setup, the keeper receives an Objective card that describes how he can win the game. This winning condition can range from summoning a horrifying creature to capturing or killing investigators.

Each Objective card also lists how the investigators can stop the keeper's plot and claim victory for themselves. However, because this card is hidden from them at the start of the game, investigators must first search for the clue cards that were hidden during setup. Once investigators have found the last clue card, the Objective card is revealed and the players' victory conditions are made known to all. The first side to complete their objective wins the game.

Each story has three different Objective cards, and players replaying the same story may discover a completely different set of objectives!

Component List

- This Rulebook (including the Investigator Guide)
- 1 Keeper Guide
- 8 Investigator Figures
- 24 Monster Figures, consisting of:
  - 2 Chthonians
  - 2 Cult Leaders
  - 6 Cultists
  - 2 Hounds of Tindalos
  - 2 Maniacs
  - 2 Mi-Gos
  - 2 Shoggoths
  - 2 Witches
  - 4 Zombies
- 1 Ten-sided Die
- 224 Small Cards, consisting of:
  - 83 Exploration Cards
  - 20 Spell Cards
  - 14 Starting Item Cards
  - 32 Trait Cards
  - 12 Lock Cards
  - 7 Obstacle Cards
  - 35 Mythos Cards
  - 21 Trauma Cards
- 126 Bridge-sized Cards, consisting of:
  - 65 Combat Cards
  - 8 Investigator Character Cards
  - 25 Event Cards
  - 13 Keeper Action Cards
  - 15 Objective Cards
- 9 Sheets of Punchboard, consisting of:
  - 15 Map Tiles (1 large, 7 medium, 7 small)
  - 72 Damage Tokens
  - 24 Horror Tokens
  - 24 Monster Tokens
  - 18 Room Feature Markers
  - 4 Sample Tokens
  - 12 Sealed Door Markers
  - 24 Skill Point Tokens
  - 24 Status Effect Tokens
  - 13 Story Choice Markers
  - 12 Threat Tokens
  - 6 Time Tokens
  - 3 Lock Puzzle Setup Tiles
  - 15 Lock Puzzle Pieces
  - 23 Rune Puzzle Pieces
  - 3 Wiring Puzzle Setup Tiles
  - 15 Wiring Puzzle Pieces

Component Breakdown

This section describes all of the various components in detail.

Keeper Guide

This separate guide book contains the information required for the keeper to set up the five stories including the clues, keeper actions, monsters, and objectives used each time the game is played.

Investigator Figures

Each of these figures corresponds to one of the characters available for investigator players to choose. The figure is placed on the map tiles to indicate the current space occupied by the character.

Monster Figures

These figures represent the nightmarish creatures the keeper may be able to place on the map during the game. Each figure has a corresponding monster token that must be placed in the base before playing the game (see diagram on page 5). Monster figures are placed on the map tiles to indicate the current space occupied by the monster.

Exploration Cards

These cards represent weapons, tomes, clues, and more that may be found while searching rooms. Some exploration cards represent empty rooms and have no effect besides wasting the investigators' time.

Spell Cards

These cards represent magical abilities investigators can learn and use to fight monsters or recover their health and sanity.

Starting Item Cards

These cards represent items that an investigator begins the game with. An investigator's starting item is an object or an ally that is fundamental to his character.

Trait Cards

At the start of the game, each investigator chooses two of the four trait cards unique to his character. These cards list the investigator's starting equipment, once per game abilities, and attributes.

Lock and Obstacle Cards

Lock cards represent physical locks on doors or other impediments that prevent investigators from *entering* a room until they fulfill specific criteria. Obstacle cards, on the other hand, represent challenges or distractions within a room that prevent investigators from *exploring* that room until they fulfill specific criteria.

Mythos Cards

These cards represent supernatural or unexpected events that the keeper can play on investigators during their turns.

Trauma Cards

These cards represent injuries and insanities that the keeper can inflict on investigators.

Combat Cards

These cards are used to determine the outcome of combat, both for investigator attacks and monster attacks. Combat cards come in three types matching the three classes of monsters: humanoid, beast, and eldritch. All monsters are categorized into a class of monsters based upon their physical appearance and abilities. Each card lists the mechanical outcome of the fight as well as a short narrative explaining the thematic outcome.

Character Cards

Each investigator has a single character card which lists his health, sanity, and starting skill points. These cards are used to mark which investigator each player controls, and the back of the card provides a brief backstory for the investigator.

Event Cards

Each story has a unique deck of five Event cards. These cards represent the occurrences that unfold as the story proceeds, regardless of the actions taken by the investigators or the keeper. Each Event card is drawn after a set number of turns and lists up to three different effects, based on choices made by the keeper

Keeper Action Cards

The Keeper Guide lists which Keeper Action cards are available to the keeper for each story. Keeper Action cards provide the basic actions the keeper can perform on his turn by spending threat (see page 10).

Objective Cards

Each story has three unique Objective cards which lists the winning conditions for the keeper and investigators. The keeper receives one of these cards at the start of the game, based upon the choices he made during setup.

Map Tiles

These large tiles are used to create the game board during setup. Investigator and monster figures are placed on the map tiles to mark which room they are in.

Damage and Horror Tokens

These tokens are placed on an investigator's Character card to mark how much damage or horror has been dealt to him. Damage tokens are also used to mark how much damage has been dealt to a monster (by inserting it into the hook on the figure's base).

Monster Tokens

The front of these tokens lists the monster's awareness and horror rating. The back of each token lists the monster's unique special attack, health, and damage value. Before playing the game, each monster token is inserted into its figure's base (see diagram on page 5).

Room Feature Markers

These markers represent specific furniture and objects on the map that investigators and/or monsters may interact with. These markers include barriers, hiding spaces, altars, corpses, and more.

Sample Tokens

These tokens are used as described on the "Take Sample" Keeper Action card. Sample tokens represent biological samples that can be used for a ritual.

Sealed Door Markers

These markers represent doors that have been boarded up, bricked over, or otherwise made completely impassable. They are placed on the game board during setup as instructed by the story guide. Monsters and investigators may *never* move through a door covered by a sealed door marker.

Skill Point Tokens

Each investigator starts the game with a number of skill point tokens. These tokens are usually not replenished and can be used to modify an attribute test *before* rolling the die.

Status Effect Tokens

These tokens are used to mark a special status of a room, investigator, or monster. These tokens come in three types: stun, fire, and darkness.

Story Choice Markers

These markers are used to record the keeper's answers to a series of questions asked during setup. On one side is a number corresponding to the question and on the other side is a letter corresponding to the answer. These tokens are placed facedown in front of the keeper so that he can remember his answers for future reference.

Threat Tokens

These tokens represent the growing strength of the keeper. He spends these tokens to perform keeper actions and to play some Mythos cards.

Time Tokens

These tokens are used to track how long until the next Event card is resolved. The keeper places one of these tokens on top of the Event deck during each Event Step.

Puzzle Pieces and Setup Tiles

Investigators occasionally encounter Obstacle or Lock cards that require them to solve a specific puzzle in order to proceed. There are three main types of puzzles, each solved by using a number of random puzzle pieces to complete the puzzle's objective (see pages 17–20).

Ten-sided Die

This die is used primarily for attribute tests. The result of the die roll determines whether or not an investigator passes or fails at a given task (see "Attribute Tests" on page 13).

Monster Figure Setup

To prevent damage during shipping, the monster figures in this game are **not** pre-attached to their bases.

To assemble them, insert each figure's peg into the appropriate base (see image below). If you wish to permanently attach them, add a small amount of super glue to the peg before inserting (do this **before** inserting the monster token).

The two Shoggoths should be attached to the largest bases, the two Cthonians to the medium sized bases, and all other figures attached to small bases.

After attaching the figures to their bases, insert each monster token into the 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.

Setup

Setting up a game of *Mansions of Madness* is different from many other games. Although all players participate during "General Setup," the keeper and investigator players have different steps to perform. The investigators' setup instructions for each story are listed in the Investigator Guide at the back of this rulebook. The keeper's setup instructions are listed in the separate Keeper Guide. Those setup instructions may *not* be examined by the investigators.

General Setup

Before playing the game, players must perform the following steps:

1. **Choose Story:** *Mansions of Madness* includes five unique stories, each with many possible card setups and three different endings.

   Before playing, players decide which of the five stories they wish to play during this game session. They will later need to refer to this story's guide sections listed in the Investigator Guide at the back of this rulebook and in the Keeper Guide. If all players do not agree on which story to play, this decision is made randomly (such as by rolling a die).

2. **Choose Player Roles:** Players decide who will take on the role of the keeper (the antagonist of the story). We recommend that the most experienced player take on this role.

   All other players take on the roles of investigators. If all players do not agree, then this decision is made randomly (such as by rolling a die).

3. **Set Up Monsters:** Make sure that each monster figure has a matching monster token slotted into its base (see diagram to the left). All monster figures are then placed on the table within easy reach of the keeper.

4. **Set Up Markers and Tokens:** Take all other markers and tokens and sort them into piles by their type. Place each pile within easy reach of all players. Puzzle pieces are placed in five facedown piles, separated by their common backs.

5. **Investigators Claim Setup Cards:** The investigator players take all Trait, Starting Item, and Investigator Character cards. They will need these during "Investigator Setup."

6. **Keeper Claims Setup Cards:** The keeper player takes all Mythos, Exploration, Lock, Obstacle, Objective, and Keeper Action cards. He will need these during "Keeper Setup."

7. **Build Event Deck:** The keeper takes the five Event cards for the story the players have chosen and builds the story's Event deck in order, starting with the stage "V" Event card on the bottom and ending with the stage "I" Event card on top. No player may look at the face of these cards during this process.

8. **Set Up Draw Decks:** Separate all other cards by their card backs. Place the three Combat decks and the Trauma deck within easy reach of the keeper. Place the four Spell decks within easy reach of the investigators.

After these steps are complete, investigator players perform the steps for "Investigator Setup" (see page III in the Investigator Guide at the back of this rulebook), while the keeper simultaneously performs the steps for "Keeper Setup" (see pages 2–3 of the Keeper Guide).

Investigator Setup

After finishing General Setup, the investigator players perform the steps listed in the chosen story in the Investigator Guide (at the end of this rulebook).

These steps include setting up the game map, reading the introductory story, and choosing investigators. Once a player has chosen his investigator, he receives the corresponding investigator Character card, Trait cards, and listed number of skill point tokens.

During investigator setup, each player chooses two of his investigator's Trait cards to represent his investigator's abilities during this game. He then receives the Starting Item or Spell card listed on his chosen Trait cards and returns his investigator's other Trait cards to the box.

Finally, each player places his investigator figure on the *Start* space (listed in the "Map Setup" of the story guide).

Keeper Setup

After finishing General Setup, the keeper performs the steps listed in the chosen story's keeper story guide (listed in the Keeper Guide book).

These steps include choosing his objective, setting up the Keeper Action cards and Mythos deck, and seeding the game board with Exploration, Obstacle, and Lock cards.

Keeper and investigator setup must be performed simultaneously. A player may not make his setup decisions based upon what the other side is doing. If this becomes an issue, investigators may perform their setup out of sight of the keeper after setting up the game board.

Playing the Game

Mansions of Madness is played over a number of game rounds. During each round, each player resolves his turn (starting with the investigators).

Each investigator completes his entire turn before another player may begin his turn. Investigator players decide as a group the order in which they wish to act. If they cannot all agree on an order, they proceed clockwise, starting with the player sitting to the left of the keeper.

Investigator Turn Summary

During each investigator's turn, he receives two Movement Steps and one Action Step. He may resolve these steps in any order he chooses and does not need to resolve all three. For example, an investigator could move one space, take his action, and then move another space.

- **Movement Step:** The player may move his investigator figure to an adjacent space. The player may perform this step up to *two times* during each of his turns.
- **Action Step:** The player may perform *one* action. Here is a list of available actions:
  - Run: Move to an adjacent space.
  - Card Ability: Use an "Action" ability from a card he controls.
  - Drop Items: Leave Exploration and/or Starting Item cards in his room.
  - Attack a Monster: Choose a monster in his space to attack.
  - Explore: Reveal Obstacle and Exploration cards in his room.

After the player has resolved up to two Movement Steps and one Action Step, another investigator may begin his turn. If each investigator has already resolved a turn this round, proceed to the keeper turn (see below).

Keeper Turn Summary

During each keeper turn, players perform the following steps in order.

1. **Investigator Trading Step:** During this step, investigators who are in the same space may trade Exploration and/or Starting Item cards (see "Investigator Trading Step" on page 10). Each stunned investigator may then discard one stun status effect token (see "Status Effects" on page 15).
2. **Gain Threat Step:** The keeper gains a number of threat tokens equal to the number of investigator players. He adds them to his pile of unspent threat tokens from previous turns.
3. **Keeper Action Step:** The keeper spends (discards) threat tokens to perform actions from his Keeper Action cards.
4. **Monster Attack Step:** The keeper *may* perform one attack with each monster that is in an investigator's space.
5. **Event Step:** The keeper places one time token on the top of the Event deck. If this causes the number of tokens on the deck to equal the time number printed on the back of the card, all tokens are removed and the Event card is resolved.

At the end of the keeper's turn, the investigators may once again each take one turn. This process continues until one side wins the game (as printed on the chosen Objective card) or the last card of the Event deck has been resolved.

Winning the Game

At the start of the game, the keeper receives one of the selected story's three Objective cards. This card details what he needs to do to win the game, as well as how the investigators can stop him. It is important that he keep this card *secret* and not show it to the investigators until instructed to reveal it by another card or ability. In addition to completing his story objective, the keeper also wins if all of the investigators are eliminated.

The investigators' goal is to find all clue Exploration cards, which are hidden somewhere on the game board. In order to find these cards, the investigators need to *listen closely* to the story at the start of the game and be careful to examine each clue card they discover. The story and clues give hints as to where the investigators should look in order to find the next clue. Once investigators discover the final clue (always labeled "Clue 1"), the keeper reveals his Objective card, giving the investigators one final task to complete in order to win the game.

Should the investigators and keeper both fail to complete their objective before the last Event card is resolved, *all players lose the game* (investigators and keeper alike)!

Setup Diagram

1. Sample Tokens
2. Objective Card
3. Keeper Action Cards
4. Story Choice Markers
5. Mythos Cards
6. Trauma Cards
7. Combat Decks
8. Threat Tokens
9. Spell Decks
10. Time Tokens
11. Event Deck
12. Game Board
13. Feature Markers
14. Sealed Door Markers
15. Status Effect Tokens
16. Damage Tokens
17. Skill Point Tokens
18. Horror Tokens
19. Investigator Figures
20. Character Cards
21. Starting Item/Spell Cards
22. Starting Skill Points
23. Trait Cards
24. Puzzle Pieces
25. Puzzle Setup Tiles

Map Tile Breakdown

1. **Tile:** A single large piece of punchboard, which contains between one and three rooms.
2. **Room:** An area of a map tile that has a *name* and is separated from other rooms by solid brown walls, doors, or the edge of the map tile. All Lock, Obstacle, and Exploration cards in the room are placed next to the room's name.
3. **Space:** The smallest division of a room, separated from other spaces by white lines, solid brown walls, and/or doors.
4. **Door:** A rectangular hole in a wall through which investigators and monsters can freely move.

Investigator Turn in Detail

During each investigator turn, the player may move his investigator twice and perform one action. He may perform these steps in any order, and even move once, perform an action, and then move again.

This section covers detailed rules for the investigator Movement Step and Action Step.

Movement Step

During an investigator's Movement Step, he may move his figure to *one adjacent space*. Since an investigator may perform two Movement Steps during his turn, he may move up to two spaces and perform an action (which could be to possibly move to a third space).

Spaces are considered **ADJACENT** if they are separated by a white line or a door. If two spaces are separated by a solid brown wall without a door (or if the door is a sealed door), the spaces are *not* adjacent.

Investigators *may* move between two spaces that are diagonally adjacent. Due to imperfections in die cutting, if spaces between two tiles appear that they should be diagonally adjacent, then they are. All non-adjacent spaces very clearly do not share a white border by at least 1/8 of an inch.

Moving through doors does not require spending an action or any sort of special movement (although the movement may be impeded by a lock – see below).

Any doors that are blocked by sealed door markers (usually placed during setup) can *never* be traveled through.

Lock Cards

During setup, the keeper places a number of Lock cards on various rooms (as instructed in the Keeper Guide). Locked rooms can easily be identified by the Lock card on *top* of any Exploration and Obstacle cards in the room.

Unlike other cards in a room, Lock cards are revealed when an investigator *attempts to move into* the room. Before a player physically moves his investigator figure into the room, the keeper turns the Lock card faceup and reads it aloud to all players.

Lock cards often require the investigator to discard a specific Exploration card or solve a puzzle in order to enter the room. If the player is unable to discard the proper card or solve the puzzle, then he cannot enter the room this turn (and wasted this Movement Step). When a moving investigator encounters an ability saying "this door is locked," his figure remains in its current room and *cannot move for this Movement Step*.

Once a Lock or Obstacle card has been revealed, it is placed faceup on top of the room's pile of Exploration cards (until its criteria have been met). Lock cards are always resolved when an investigator attempts to enter the room, regardless of which door he uses to enter the room.

Monsters may freely move into and out of rooms that contain Lock cards.

See "Example of Investigator Turn" on page 10 for an example of resolving a Lock card.

Action Step

During an investigator's turn, he may perform a single action. Since he only receives one Action Step, choosing what action to take is often the most important decision he needs to make on his turn. This section lists the possible investigator actions.

Run Action

Sometimes an investigator will want to travel more quickly around the game board. In such cases, the investigator may spend his action to move to an adjacent space.

This special movement follows all standard rules for movement, including adjacency rules and evade tests (see page 14).

Card Ability Action

Throughout the game, players can acquire a number of cards that provide new types of actions. These abilities require the player to spend his entire Action Step to use them and are preceded on the card by the bold word "**Action:**." The effects of performing these actions are specified on the cards.

Drop Action

Sometimes an investigator will want to drop Starting Item or Exploration cards in his room. When performing this action, the player takes any of his Starting Item and/or Exploration cards he wishes and places them faceup (in any order) on top of his room's Obstacle and/or Exploration cards.

A player who later explores this room can pick up any dropped cards (following all normal rules for exploring).

Attack Action

Attacking a monster is a common action investigators perform. The player selects one of his weapon or attack Spell cards and chooses a monster as dictated on the card. Alternatively, an investigator may attack a monster in his space using his bare hands.

When attacking a monster with a spell, the player follows the rules for "Casting Spells" (see page 16). If the investigator is not attacking with a spell, the keeper determines which class a monster is based upon the color of its monster token. (Monsters are divided into classes to indicate their physical appearance and abilities.) The keeper then draws the top card of the Combat deck matching the monster's class and resolves it. The full combat rules are found on pages 21–23.

Attacking a monster is the only action that an investigator can perform while a monster is in his space (unless he evades the monster, see "Evade Tests" on page 14).

Explore Action

The most common action that investigators perform on their turn is EXPLORING a room.

During setup, the keeper places facedown Exploration cards in every room on the game board. Investigators may reveal these cards by performing an explore action in the room.

Important: An investigator may explore a room from *any* space of his room. He is *not* required to be in the space with the room's name and Exploration cards.

When a player performs an explore action, the keeper flips over all cards in the room *one at a time,* starting with the top card in the pile and working down. He reads each card aloud and then hands it to the player exploring the room. The player *must* take each of these cards and place it faceup next to his Character card (to mark that he is carrying it). The only exception is cards that say "You find nothing of value." (These cards are discarded after being revealed).

Each investigator may carry any number of Exploration cards.

Exploration Card Types

Every Exploration card has a TYPE printed just below the card's artwork (except for clues). This type dictates how other cards interact with this card (as listed below). Some cards have multiple types, and they follow the rules for all of their types.

Clues: These are the cards that the investigators are ultimately attempting to discover. These cards have no artwork and are clearly labeled with a large number and a letter in the upper left corner. The number represent the level of the clue (clue 1 is always the final clue to be discovered), while the letter only matters during setup.

Investigators should pay close attention to all text on clue cards, as it leads to the room that investigators should explore next.

Keys: These cards are often required to get past certain Lock or Obstacle cards. Each key card specifically lists the card name that it can be used to discard.

Equipment: These cards are generally useful items that can be used for a variety of purposes. As with all cards, they specify when they are used and whether they require spending an action or not.

Artifact: These cards are similar to equipment cards, but represent items of great power that are less likely to be targeted by the keeper's cards and abilities.

Weapon: These cards allow the investigator to attack monsters more effectively (as listed on the card). Weapons come in three types: "ranged weapon," "sharp melee weapon," and "blunt melee weapon" (see "Combat" on pages 21–23).

Tome: These cards represent books of great knowledge. Most of them can be read as an action and provide a way for players to gain Spell cards (see page 16).

Nothing of Interest: When revealed, this card is immediately discarded. It has no effect besides making investigators believe that there may have been an important item or clue in the room.

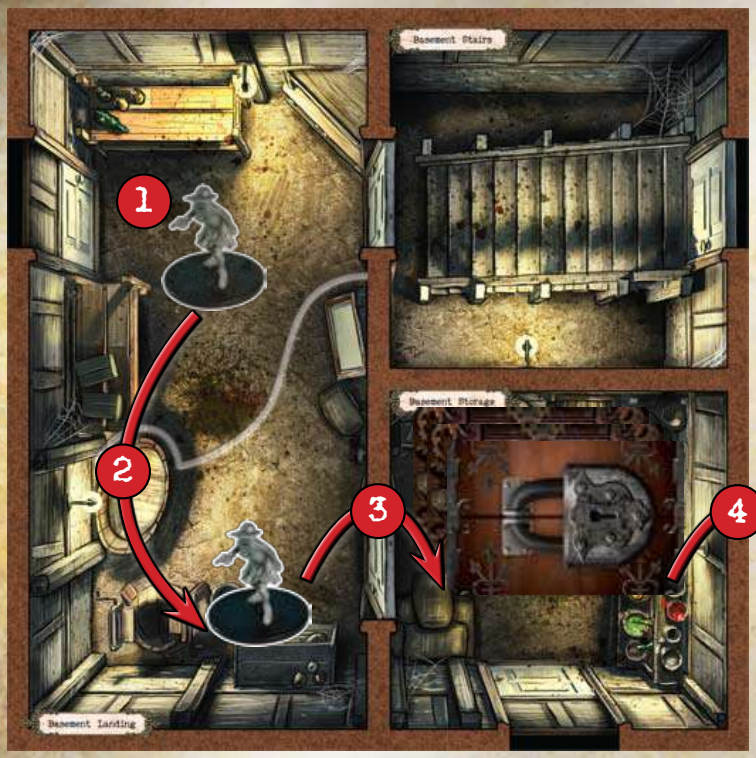
Obstacle Cards

Sometimes, when exploring, an investigator will reveal an Obstacle card. Obstacle cards represent some obstruction or challenge preventing an investigator from exploring his room. These cards have a unique card back and often require the investigator to perform a task before revealing the cards beneath it.

Obstacle cards sometime require the investigator to solve a puzzle (see page 17) or use a particular key card (an Exploration card with the key type). A key card must currently be in the investigator's possession in order to discard the Obstacle card (that is to say, he cannot use a key that is in another player's possession).

Obstacle cards are only discarded when specifically instructed.

Example of Investigator Turn



1. Jenny Barnes begins her turn in the basement landing.
2. For her first Movement Step, Jenny moves to the other space of the Basement Landing.
3. For her second Movement Step, Jenny Barnes attempts to enter the Basement Storage. Since there is a Lock card there, she flips it over before physically moving into the room.
4. The Lock card requires her to test her Strength. She passes this test and may move into the room (see "Attribute Tests" on page 13). If she had failed, she would have stayed in the Basement Landing.
5. Jenny then spends her Action Step to explore her room. She flips over the Exploration cards in her room one at a time. She takes the "Axe" card, and the "Nothing of Interest" card is discarded.

Keeper Turn in Detail

During each keeper turn, the keeper gains a number of threat tokens and spends them to perform actions. Each keeper turn also includes a number of upkeep steps that occur every round (such as the Event Step). The five steps of every keeper turn are detailed in this section.

1) Investigator Trading Step

During this step, investigators are allowed to trade Starting Item and Exploration cards with one another. Investigators who are *in the same space* may give each other as many "key," "equipment," "weapon," "artifact," "ally," and/or "tome" cards as they wish. All other card types may *not* be traded.

Although cards can be traded, they *cannot* be voluntarily dropped in this step (see "Drop Action" on page 9).

After trading items, each stunned investigator may discard one of his stun tokens (see "Status Effects" on page 15).

2) Gain Threat Step

During this step, the keeper gains a number of threat tokens equal to the number of investigator players at the start of the game. For example, in a four-player game, the keeper gains *three* threat (since there are three investigator players and one keeper player).

These tokens are later used to resolve Keeper Action cards and play Mythos cards. The keeper may keep unspent threat tokens at the end of his turn. The keeper gains his full complement of threat tokens during this step, regardless of the number of tokens he already has or the number of eliminated investigators.

3) Keeper Action Step

Each story gives the keeper access to specific Keeper Action cards, as listed in the Keeper Guide.

During this step, the keeper may resolve any number of these Keeper Action cards that he wishes (threat permitting). These actions are resolved one at a time by spending (discarding) the appropriate amount of threat (printed on the upper left corner of the Keeper Action card).

Keeper Action Card Breakdown

1. **Threat Cost:** The amount of threat that the keeper must spend to use this card.
2. **Ability:** The effect of using this card (prefaced by the word "Action").

Keeper Action cards often fall into one of three categories: those that allow the keeper to draw cards, those that allow him to move monsters, and those that allow him to place monsters. These categories are described in more detail below.

Note: The keeper may not use the "Uncontrollable Urges" Keeper Action card to use a spell or item that does not have a valid target. For example, he may not force an investigator to use the "Sedative" equipment on an investigator that does not have a Trauma card.

Drawing Mythos and Trauma Cards

A number of Keeper Action cards allow the keeper to draw more Mythos and Trauma cards. Mythos cards are unexpected events that are played by the keeper during an investigator's turn by spending threat (see page 16), while Trauma cards are played by the keeper as additional consequences of an investigator taking damage or horror (see page 24).

All Mythos and Trauma cards in the keeper's hand are kept secret from the investigators. The keeper is limited to ***four*** *Mythos cards* and ***four*** *Trauma cards* in his hand at any time. If he ever exceeds this total, he must discard cards of his choice until he has four.

Moving Monsters

The "Command Minion" and "Creatures of the Night" Keeper Action cards both allow the keeper to move monsters.

When the keeper moves a monster, he moves it one space at a time, possibly requiring investigators to make horror tests (see page 13).

Like investigators, monsters may only move to adjacent spaces, can move diagonally, and cannot move through walls or sealed doors. Monsters may freely move through normal doors, and they ignore Lock cards.

Placing Monsters

Some Keeper Action cards (and Event cards) allow the keeper to place specific monster figures on the game board. To do so, he randomly takes a monster figure of the specified type (without looking at the bottom of its monster token) and places it in the specified space.

If the card only specifies the room where the monster is placed, then the keeper may place the monster in any space of that room.

4) Monster Attack Step

During this step, the keeper *may* have *each* of his monsters attack an investigator in its space. The keeper can choose to have some monsters attack and others not. If there are multiple investigators in the same space as a monster, the keeper chooses which one the monster attacks.

If a monster has a stun token on it, then the monster does not attack during this step. Instead, the keeper removes one stun token from the monster.

The specific steps of combat are detailed on pages 21–23.

Keeper Interactions During Investigator Turns

Although the majority of the keeper's activities are resolved during his turn, he also has a number of abilities and responsibilities during investigator turns.

The keeper is responsible for revealing cards when an investigator explores a room or attempts to move through a locked door. In addition, he is required to draw and resolve all Combat cards.

The keeper's largest interactions, however, involve Trauma and Mythos cards.

Playing Trauma and Mythos Cards

In each story, the keeper starts with a number of Trauma and/or Mythos cards. He can draw more of these cards by using his Action cards. Trauma cards can only be played immediately after an investigator has taken damage or horror (see "Trauma Cards" on page 25).

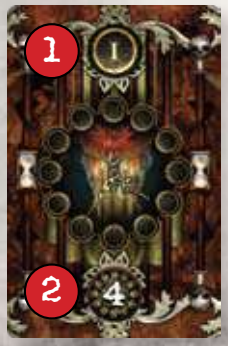
Mythos cards can be played at the start of an investigator's turn, or immediately after he resolves a Movement or Action Step. These cards each have a threat cost on them (which may be zero), and some require the investigator to be in a particular room (see "Mythos Cards" on page 16).

5) Event Step

During this step, the keeper places one time token on top of the Event deck. If the number of time tokens then equals the time number on the back of the top Event card, then the keeper resolves the card. To resolve an Event card, the keeper discards the time tokens on it, flips the card over, reads the appropriate text aloud, and resolves its effects.

The face of each Event card lists up to three different effects, which vary based upon the keeper's story choice marker. When resolving an Event card that has multiple effects, the keeper *only* reads aloud and resolves the effect matching the letter on his matching story choice marker (for example the "1A" section if he has story choice marker "1A").

The keeper and investigators may not look at the face of an Event card until it is resolved.



Event Card Breakdown

1. **Event Stage:** This number is used to build the deck during setup.
2. **Time Number:** The number of time tokens that must be on this card before it is flipped over and resolved.

Core Rules

This section describes core concepts not previously discussed, including attribute tests, casting spells, and using Mythos and Objective cards. The rules for puzzles and combat are discussed later (starting on page 17).

Monsters

Investigators are frequently plagued by monsters, which attack them and carry out the nefarious plans of the keeper.

Monster Classes

Although there are many different types of monsters (cultists, witches, zombies, etc.), there are only three classes of monsters (humanoid, beast, and eldritch). Each monster belongs to one of those classes, and its class is indicated by the color on the upper right corner of its monster token. Beast monsters are brown, eldritch monsters are green, and humanoid monsters are blue. Each monster class has a matching Combat deck of the same color that is used when the monster is involved in combat (see "Combat" on page 21).

Beast

Eldritch

Humanoid

Named Monsters

Occasionally, a story will place a monster into play that has a specific name and special significance to the story. These named monsters follow all normal monster rules, but must be marked (by placing a horror token on them) so that players can tell which monster is the named monster.

Some named monsters have more health than what is printed on their monster token (for example: in a four player game a monster that has "+2 health per investigator" would add 6 to its health value). In this situation, players may need to place damage tokens adjacent to the monster figure in addition to in the hook on its base. These damage tokens act as if they were also in the base's hook.

Special Note: Cult leader monsters are *not* considered to be cultists for the purposes of card effects and abilities.

Sample Tokens

Some Objective cards require the keeper to accumulate a number of sample tokens. The keeper can use the "Take Sample" Keeper Action card against an investigator to have a monster gain a sample token. Monsters cannot transfer sample tokens or drop them anywhere other than on the altar. When a monster with sample tokens is killed, all its sample tokens are discarded.

Feature Markers

During setup, the Investigator Guide may have investigators place a number of room feature markers in specific spaces of the game board. These markers have varying effects, and interact with monsters and investigators in different ways.

The full details for using these markers are found in this section.

Altar Feature

These feature markers are used by the keeper as described on specific Keeper Action cards (such as "Take Sample" and "Summon Worshippers"). Certain Objective and Event cards may also interact with rooms that contain an altar feature marker.

Barrier Feature

These feature markers represent pieces of furniture that investigators can use to temporarily block a door.

An investigator may spend his Action Step to either move a barrier in his space onto a door in that space (place it partially over the door), or move it from the door back into the space. Once a barrier is on a door, investigators and monsters may not move through the door. A monster trying to move through this door has a chance to potentially remove or destroy that barrier (see page 23).

Barriers may not be moved out of their starting spaces.

Camp Fire Feature

These feature markers can be used for two purposes.

Spread Fire: The keeper may place fire status effect tokens in this room by using the "Spread Fire" Keeper Action card.

Destroy Corpse Markers: When in the same space as a camp fire, an investigator may spend an action to discard any number of corpse markers that are also in his space.

Corpse Feature

These feature markers are placed on the game board by the "Raise Dead" Keeper Action card. The keeper may be able to replace these markers with zombie monster figures.

When an investigator moves out of a space containing a corpse marker, he may drag it with him into his new space. Doing so does not cost him any additional Movement or Action Steps (but he may only drag *one* corpse marker when he moves).

A corpse marker is discarded if it is ever in a room that is on fire (see "Status Effects" on page 15). Corpse markers can also be discarded if investigators throw them into a camp fire (see "Camp Fire Feature" above).

Hiding Space Feature

These feature markers represent special locations where investigators can avoid monster attacks. An investigator may spend a Movement or Action Step to move his figure onto a hiding space marker in his space.

It is more difficult for monsters to damage investigators who are in a hiding space (see page 23).

While hiding, the investigator may not move, attack, or cast "attack" Spells. On a future turn, the investigator may spend a Movement or Action Step to move out of the hiding space.

Note that an investigator in a hiding space is still affected by all status effect tokens in his room (such as fire and darkness).

Ladder Feature

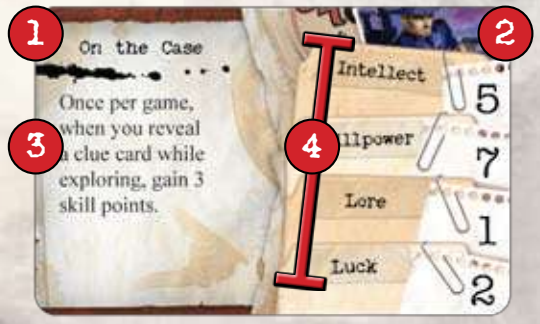
Investigators and humanoid (blue) monsters may move between spaces containing ladder markers as if they were adjacent. The spaces are considered adjacent for movement purposes only. Other monster types may not move using ladders.

Vent Feature

A beast (brown) monster may move from any space containing a vent feature marker to any other space containing a vent feature marker. The spaces are considered adjacent for beast monster movement purposes only. Investigators and other monster types may not move through vents.

Attribute Tests

Investigators often face problems that can only be overcome by making an **ATTRIBUTE TEST**. These tests always refer to one of the investigator's attributes, such as "test Dexterity." Each investigator's Trait cards list his values in the seven attributes: Intellect, Willpower, Lore, Luck, Strength, Dexterity, and Marksmanship.



1. **Trait Card Name**
2. **Investigator Image**
3. **Special Ability**
4. **Attribute Names and Values**

To perform an attribute test, the player rolls a ten-sided die and compares this result to his investigator's attribute. If the roll is *equal to or less than* this attribute, the investigator **PASSES** the test. If the roll is higher than the attribute, the investigator **FAILS** the test.

The effects of passing or failing a test are described on the card or ability that initiated the test. If the test only lists a fail effect, then there is no effect for passing (similarly, if it only lists a pass effect, there is no effect for failing).

When making an attribute test, if the player rolls a 1, the test *automatically passes* regardless of the investigator's attribute. Conversely, if he rolls a 10, the test *automatically fails* regardless of the investigator's attribute.

Occasionally, an investigator must make a modified attribute test. Such tests always list a positive or negative number after the attribute (for example: "Test Strength –1"). This number is always added to the investigator's attribute before rolling the die. In this way, a skill test with a negative modifier is more likely to fail.

Example: Joe Diamond is attacked by a zombie. The Combat card lists "Test Dexterity +1." Joe Diamond adds 1 to his current Dexterity of 4. The player rolls the die, hoping to roll a 5 or less. He rolls a 1, which automatically passes. He then resolves the "Pass:" effect of the Combat card, which reads "no effect."

Skill Points

Each investigator begins the game with a limited number of skill point tokens. *Before* making an attribute test, a player may discard one of his skill point tokens to add his investigator's *Luck* attribute to the attribute he is testing.

A player may only discard a skill point token in this manner once for each attribute test, and must always do so before rolling the die. A player may never spend a skill point to add his Luck to his Luck.

Skill points may also be used to add a player's Luck to his Intellect when attempting a puzzle (see page 18).

Horror Tests

Whenever a monster enters (or is placed in) an investigator's room (or vice versa), the investigator must immediately make an attribute test called a **HORROR TEST**. He does so by making a Willpower test modified by the monster's horror rating (the blue number at the top of its monster token). If he fails this test, he takes one horror (see "Damage and Horror" on page 24).

If multiple investigators are in the room, they must each make a horror test (the keeper chooses the order).

If the investigator leaves the monster's room and then re-enters the room, he must make a another horror test. He must make a horror test every time he enters the monster's room (and every time the monster enters his). In this way, a monster that is chasing an investigator will trigger a horror test each time the monster enters the investigator's room.

If, at the start of an investigator's turn, a monster is in the same room as him, the investigator does not need to make a horror test. If a monster leaves an investigators room and then re-enters it *on the same turn*, he does not need to make a horror test against it.

An investigator only makes a maximum of one horror test per monster per turn.

Horror tests always interrupt the current step of the player's turn.

Example: Joe Diamond enters a zombie's room and plans to attack it with his axe. He must, however, first make a horror test. He tests his Willpower (of 6) plus the monster's horror rating of –1. He rolls an 8, which is higher than the 5 he needed, and immediately takes 1 horror. The keeper then plays the "Panic" Trauma card on Joe Diamond, which lets the keeper move him three spaces. Joe Diamond then resumes his turn, but cannot attack the zombie with his axe because he is no longer in its space (due to his panic attack).

Evade Tests

An investigator must make an **EVADE TEST** against every monster in his space *before* moving or performing non-attack actions.

An evade test is an attribute test that is resolved immediately before the investigator attempts to move or take the action. In order to evade a monster, the player makes a **Dexterity** test modified by the monster's **AWARENESS** (the white number at the top right corner of the monster's token).

If the player passes this test, then the investigator suffers no ill effect. If he fails this test, the keeper *may* have the monster damage the investigator (equal to the monster's damage value – see page 23). Regardless of whether he passes or fails, the investigator may then move or perform the intended action. After having attempted to evade a monster, the investigator may freely move and take actions without having to try to evade the same monster that turn.

Horror Test Example

1. The keeper has an ability to place a maniac in Jenny Barnes' space. Jenny must immediately make a horror test. She subtracts 1 from her Willpower for the monster's horror rating of –1.
2. The investigator player rolls a die, and gets a 5. This is equal to or less than her modified Willpower of 6, so she does not take any horror.
3. During her next Movement Step, she moves into the other space of "Hallway 3." She does not make a horror test against the Maniac, because she started in the same room as the monster.
4. She spends her second Movement Step to move into "Corner Hallway 2."
5. During the Keeper's next turn, he moves the maniac two spaces, into "Corner Hallway 2." Jenny Barnes must make another horror test, triggered by the monster entering her room.

If there are multiple monsters in the investigator's space, he must attempt to evade each of them (in the order of his choice) before moving or performing the intended action.

Example: Joe Diamond wishes to explore his room, but there is a zombie in his space. In order to explore the room, he must attempt to evade the zombie. The player adds the monster's awareness of 1 to Joe Diamond's Dexterity of 4. He then tests Dexterity and rolls a 6. Since this number is higher than Joe Diamond's modified Dexterity of 5, he fails to evade the monster. The monster deals him 2 damage (printed on the back of the monster token), and then Joe Diamond explores the room. After exploring, he decides to move into an adjacent space. Since he has already made an evade test against that monster this turn, he does not need to make another evade test.

Monsters may freely move out of an investigator's space and do not cause the investigator to make an evade test when doing so. If the keeper moves an investigator, the investigator does *not* have to make an evade test (but may be required to make a horror test – see page 13).

Attacking a monster does not require making an evade test. This attack may be unarmed, with a weapon, or with an "attack" Spell card. This attack does not need to target a monster in the investigator's space.

Status Effects

Status effects are ongoing effects represented by tokens. The stun, fire, and darkness status effects are individually described in detail in this section. These effects are also summarized on the back of the Keeper Guide.

Stun tokens are detrimental tokens placed on investigators or monsters (usually during combat). When an investigator is stunned, the token is placed on his Character card. When a monster is stunned, the token is placed next to its figure.

These tokens affect monsters and investigators differently as follows.

- **Investigators:** A stunned investigator only receives one Movement Step during his turn. If he becomes stunned during his turn, he may not take a second Movement Step. In addition, he receives –2 to every attribute test. The effects of stun tokens do not stack (that is to say, having two stun tokens does not give the investigator –4 to each attribute test).

  Note that this penalty only applies to attribute tests (i.e., rolling the die and comparing it to an attribute) and does not lower the attribute for other purposes. For example, this penalty does not reduce the number of puzzle actions an investigator receives.
- **Monsters:** A stunned monster may not move or attack.

An investigator or monster may have multiple stun tokens on him, and may only discard one per turn (either during the Investigator Trading Step or the Monster Attack Step – see pages 10–11).

Fire tokens are placed on a room's name and affect every investigator and monster in the room. The effects are as follows:

- An investigator or monster figure in the room at the end of its owner's turn is dealt 2 damage.
- An investigator must test his Willpower in order to enter the room. If he fails, he takes 1 horror. Regardless of the result, he may then enter the room. Once in the room, the investigator does *not* need to test his Willpower to move to a different space in the same room.

Darkness tokens are placed on a room's name and affect every investigator in the room. The effects of darkness are twofold:

- An investigator who wishes to explore the room must spend an Action Step *plus one Movement Step* to do so.
- An investigator receives –2 to all attribute tests during combat while he is in the room. Note that this penalty is in addition to all other penalties (such as from being stunned).

Some Exploration cards (such as the "Lantern") allow investigators to ignore these effects. When ignoring these effects, an investigator also *cannot be targeted by* cards that require them to be in a room with a darkness token.

No Win Situations

On rare occasions, players may realize that they do not have enough rounds left to win the game. In such circumstances, players' main focus should be to achieve a stalemate – stopping an opponent's victory is almost as good as winning.

If this situation bothers players, they may choose to use the "Alternate Game Length" variant found on page 26.

Players should also be careful not to lose any key cards that they have discovered, as doing so could make winning the game impossible for them. Although it is rare for a key card to be discarded, such an occurrence should be avoided at all costs!

The misplacement of Exploration cards by the keeper during setup can also potentially make the game impossible for the investigators to win. If the investigators believe that the keeper made a mistake placing Exploration cards during setup, they can ask him to verify the cards with the Keeper Story Guide.

Should this prove that the keeper accidentally placed the wrong cards in the room, he fixes this error by finding the correct Encounter cards and giving them to the investigator. The keeper then skips his next turn.

Casting Spells

Using a Spell card in this game is known as **CASTING** a spell.

Most players do not start with Spell cards, but may later gain Spell cards by reading (using the ability of) tome Exploration cards that they have discovered.

Although only four types of Spell cards are included in this game, they each have five different variations with different information on their backs. During setup, each type of Spell card is placed in its own faceup deck within easy reach of the investigators. When a player gains a Spell card, he takes the top card of the appropriate deck and places it in front of himself. Players may *never look at the back side* of Spell cards except when instructed by a card (usually the Spell card itself) to do so.

The player may cast the Spell by performing the action listed on the Spell card. This action usually requires him to make an attribute test (see page 13) and then flip the card over. Depending upon the number rolled during this test, he resolves the "Pass" or "Fail" effect on the card.

After resolving this effect, the player is usually instructed to discard the card (to the bottom of its deck) and then draw a new Spell card of the same type. In this way, a player never quite knows what will happen when he attempts to cast a Spell.

Note that investigators *may* target themselves with spells that require them to choose an investigator in their room.

Mythos Cards

Mythos cards provide a great way for the keeper to slow investigators in their hunt for clues or to deal unexpected damage or horror to investigators. Such damage and horror could even present opportunities to play Trauma cards on the investigators (see page 25).

Mythos Card Breakdown

1. Threat Cost
2. Card Name
3. Requirement
4. Flavor Text
5. Ability
6. Icon

During "Keeper Setup", the keeper is instructed to build the Mythos deck using specific Mythos cards. The instructions in the Keeper Guide display a number of Mythos card icons. The keeper takes all cards that have one of these icons and shuffles them together to form his Mythos deck. He returns all other Mythos cards to the game box.

Each story may provide the keeper with a certain number of Mythos cards in his hand at the start of the story. The keeper can gain more Mythos cards by using specific Keeper Action cards over the course of the game (see page 10).

There are four points during an investigator's turn at which the keeper may play a Mythos card. The keeper may play a maximum of one Mythos card per investigator turn and may *never* play Mythos cards during the keeper's own turn.

The points when the keeper may play a Mythos card are:

- Start of an investigator's turn
- Immediately after an investigator's first Movement Step
- Immediately after an investigator's second Movement Step
- Immediately after an investigator's Action Step

In order to play a Mythos card, the keeper must first pay the threat cost. Some cards also have a requirement which lists a room name, partial room name, or other requirement. The keeper may only play Mythos cards on investigators who are in one of the listed rooms or are fulfilling the requirement.

For example, if a Mythos card says "**Requirement:** Bedroom," the card can only be played on an investigator who is in a room that includes the word "Bedroom" in its name (such as the "Guest Bedroom" or "Master Bedroom").

After playing a Mythos card, the keeper discards it to a faceup pile adjacent to the Mythos deck. If the Mythos deck runs out of cards, this discard pile is shuffled to create a new Mythos deck.

Objective Cards

During "Keeper Setup," the keeper makes a number of choices, one of which determines which Objective card he uses during the game.

Each Objective card lists the conditions necessary for the keeper to win the game and for the investigators to win the game. The keeper may look at this card at any time, but does not show or read it to the investigators until it has been **REVEALED**.

Revealing the Objective

At the start of the game, the investigators do not know how they can win the game. In order to discover how they win, the investigators need to reveal the keeper's Objective card. This card is usually revealed if the investigators find "Clue 1," if the players resolve Event card "IV," or if the keeper fulfills the requirements printed at the top of some Objective cards.

When the Objective card is revealed, it is placed faceup on the table in front of the keeper. From this point on, all players are free to read this card at any time.

When the investigators or keeper fulfills the winning condition listed on this card, the keeper reveals the card (if it hasn't already been revealed), and the keeper reads the winning condition section of the card aloud. The game then ends, with all players of the winning side victorious!

Escaping

Sometimes, after finding "Clue 1," the investigators discover they need to escape with the knowledge they uncovered in order to win. In such circumstances, investigators are allowed to **ESCAPE** off of the game board. Investigators may *only* escape if the Objective card has been revealed and it specifically instructs them to escape. Some objectives may require only one investigator to escape, while others may require all investigators to escape. (If an objective requires all investigators to escape, only 1 investigator per player is necessary to escape. Any investigators that are killed before the finale are not required to escape.)

The Objective card always specifies the room investigators are allowed to escape from. In order to escape, an investigator must move through an unsealed door in the room that does *not* connect to an adjacent room. That investigator's figure is removed from the game board, and that player may not take any more turns for the remainder of the game.

Puzzles

Occasionally, an investigator will encounter a card that requires him to "solve a puzzle." Puzzles, in general, exist to slow down investigators and to showcase the intelligence of investigators. By completing a puzzle, the investigator can proceed with the movement or exploration the puzzle was hindering.

Encountering a puzzle interrupts whatever movement or action the player was resolving. If the player succeeds at solving the puzzle, he continues the movement or action that was interrupted. If not, that movement or action ends. For example, a player may encounter a puzzle on a Lock card while attempting to move into a room. The investigator gets one attempt at solving the puzzle before continuing his movement. This attempt does *not* cost the investigator any additional Movement or Action Step.

Types of Puzzles

There are three main types of puzzles, with at least three variations of each.

Wiring

Lock

Rune

Although investigators perform the same basic **PUZZLE ACTIONS** (see "Attempting a Puzzle" on page 18) in order to solve each type of puzzle, each type has a different objective (see "Solving a Puzzle" on page 18).

Puzzle Setup

Whenever the investigators encounter a puzzle for the first time, the player encountering it resolves the following steps. The puzzle pieces are always placed in front of that player, never on the game board.

1. **Place Setup Piece:** If the player is encountering a Wiring or Lock puzzle, he first needs to place the appropriate puzzle setup piece on the table in front of himself (as shown on the card which initiated the puzzle).
2. **Shuffle Puzzle Pieces:** The player then randomizes the appropriate pile of unused puzzle pieces.
3. **Deal Puzzle Pieces:** The player then draws puzzle pieces from the appropriate pile one at a time. The card calling for the puzzle shows how many pieces to place and which positions to place them in. These pieces are always placed in rows, starting in the top left corner according to the image on the card. Each puzzle piece is always placed with its *arrow* (or point) *pointing toward the top of the puzzle*. The player can rotate these pieces later if necessary (see "Attempting a Puzzle" on page 18).

Puzzle Setup Example

1. While exploring a room, a player reveals an Obstacle card that requires him to attempt Wiring Puzzle 2A.
2. He first places the "2A" puzzle setup tile faceup in front of himself.
3. Next, he shuffles the pile of facedown wiring puzzle pieces.
4. He then draws random puzzle pieces, placing them (arrow pointing up) starting in the upper left corner, and proceeding to the right.
5. After he has finishes placing all four tokens in the first row, he deals out tiles for the second row.
6. Finally, he deals out the last puzzle piece into the bottom row. He may now attempt this puzzle as part of his explore action.

Attempting a Puzzle

When attempting a puzzle, the player receives a number of **PUZZLE ACTIONS** equal to his investigator's Intellect (found on his chosen Trait card). With each of these puzzle actions, he may perform *one* of the following:

- **Swap** a puzzle piece with an **ADJACENT** puzzle piece (see diagram on page 19). The puzzle pieces remain in their current orientation and may *not* be rotated with this action. Note that this is the only puzzle action players need to perform when attempting a Rune Puzzle.
- **Rotate** a puzzle piece 90 degrees. The puzzle piece may be rotated clockwise or counterclockwise and stays in its current location. If attempting a Lock puzzle, the player may rotate the puzzle setup tile by 180 degrees for puzzle 4 (rectangle), by 120 degrees for puzzle 5 (triangle), or by 90 degrees for puzzle 6 (cross).
- **Draw** a random puzzle piece from the pile of unused pieces. The player *must* then replace any puzzle piece in play with the new piece. The *new* piece must be placed in its starting orientation (arrow pointing up), and the *replaced* piece is discarded facedown to the bottom of the puzzle piece pile. *This action costs two puzzle actions to perform*.

The player may continue taking puzzle actions until he has **SOLVED** the puzzle (see below) or has used a number of puzzle actions equal to his Intellect.

Solving a Puzzle

A player is said to have **SOLVED** a puzzle, when he completes the puzzle's objective. The puzzle's type defines its objective:

- **Rune Puzzle:** This puzzle is solved when all puzzle pieces are in the proper positions to match the artwork on the card that initiated the puzzle. Note that the artwork on these cards exists only as a reminder of what the completed rune puzzle looks like. Like with other puzzles, these pieces are set up *randomly*.
- **Wiring Puzzle:** This puzzle is solved when the player can trace a continuous path of red and blue wires from the start of the puzzle to the end. A wire is only considered continuous if its color matches the wire on the **ADJACENT** puzzle piece or setup tile.
- **Lock Puzzle:** This puzzle is solved when the symbols on every puzzle piece match every **ADJACENT** symbol (including the symbols on the setup tile).

The effects of solving a puzzle are defined on the card that initiated the puzzle. Solving the puzzle usually discards the card from play, allowing the player to continue moving or exploring. After completing a puzzle, all puzzle pieces are placed facedown on the bottom of the appropriate puzzle piece pile.

If a player has not completed a puzzle but has spent all of his puzzle actions (or does not wish to perform any more), the puzzle pieces *remain on the table* in their current configuration. This investigator (or another investigator) may attempt to later finish the partially completed puzzle (when encountering the Obstacle or Lock card which set up the puzzle).

Each investigator can only attempt the same puzzle *once* per turn (but multiple investigators *may* attempt the same puzzle on the same turn).

Other Puzzle Rules

Puzzle Adjacency

A puzzle piece is **ADJACENT** to each puzzle piece and setup tile that it is touching. Puzzle pieces are never adjacent diagonally. See the diagram on page 20 for examples of adjacently.

Note that completing a puzzle sometimes requires the adjacent pieces and tiles to match the symbol or wire color. In the below diagram, puzzle pieces A and B are *not* considered to be adjacent to each other (as they are not physically touching each other). This puzzle is *not* considered completed because the yellow symbol on puzzle piece A does not match the adjacent blue symbol on setup tile "4A."

Resetting a Puzzle

Sometimes a player is instructed to **RESET** a puzzle. When a puzzle is reset, all puzzle pieces are shuffled back into the pile of unused pieces. The puzzle is then set up again, following the normal setup instructions.

Skill Points During a Puzzle

A players may use a skill point to add his *Luck to his Intellect* when attempting a puzzle. The investigator can use the skill point *at any time* when attempting the puzzle.

Example: Jenny Barnes is attempting a puzzle and has used all four of her puzzle actions. She decides to spend (discard) one of her skill point tokens to add her 2 Luck to her Intellect. Doing so gives her two more puzzle actions with which to continue attempting the puzzle.

Puzzle Secrecy and Cheating

When an investigator attempts to solve a puzzle, other players may not help him solve it. They may *not* offer suggestions or otherwise give him hints as to how to solve it.

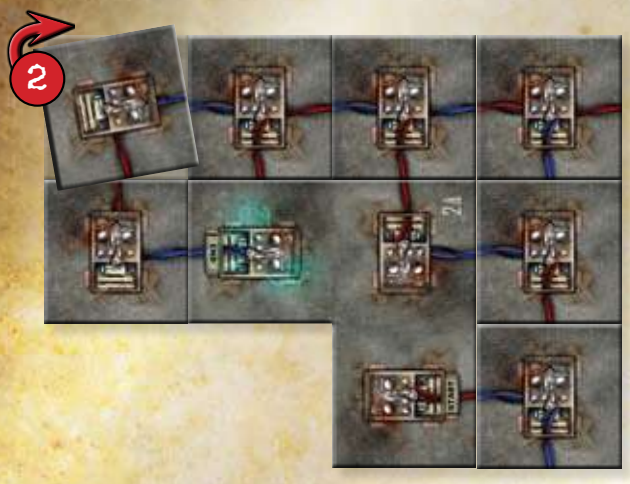
A player attempting a puzzle may *not* use scrap paper or other equipment to help in solving the puzzle. Once a player has spent a puzzle action, it remains spent. For example, if the player rotates a puzzle piece and then decides that he should not have rotated it, he must spend another puzzle action if he wishes to rotate it back.

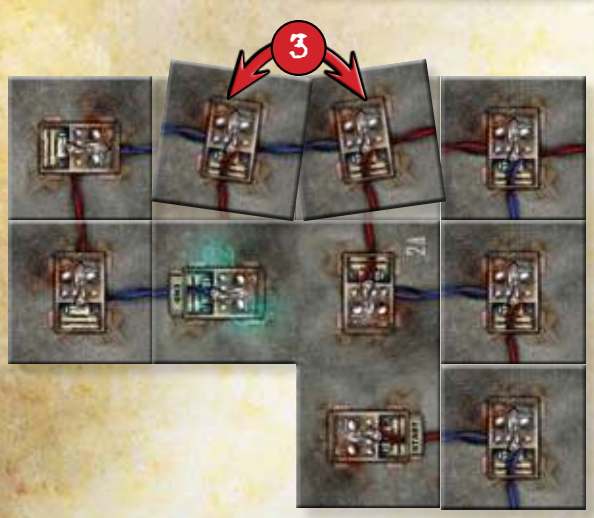
Attempting a Puzzle Example

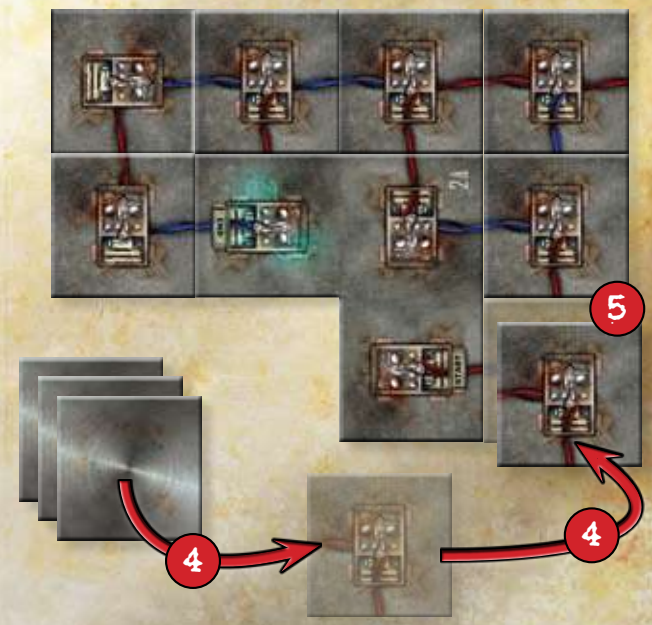
While exploring a room, Jenny Barnes reveals an Obstacle card that requires her to attempt Wiring Puzzle #2A. After setting up the puzzle (see diagram on page 17), she may now attempt the puzzle as part of her explore action.

1. Jenny has an Intellect of 4, so she has four puzzle actions.
2. She uses her first puzzle action to **rotate** a puzzle piece 90 degrees.
3. She then uses her second action to **swap** the position of two adjacent pieces. She switches their positions, but must keep them facing the same direction.
4. She uses her third and fourth action to **draw** a new puzzle piece. She chooses a puzzle piece to discard, and replaces it with the newly drawn piece. The newly drawn puzzle piece must be placed with its arrow facing up.
5. Since she has used all of her puzzle actions, her Action Step is over. She has not completed the puzzle because the wire on the newly placed puzzle piece does not connect to the puzzle piece above it.

   She *leaves the puzzle in its current state*. Jenny Barnes (or another investigator) can resume the puzzle by exploring this room (and encountering the same Obstacle card).





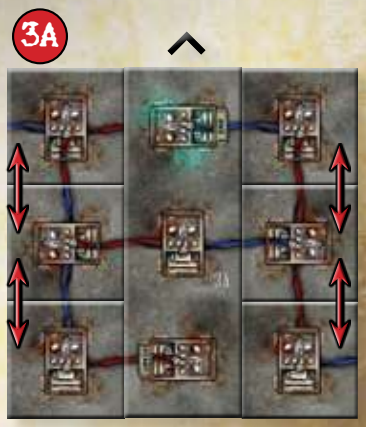


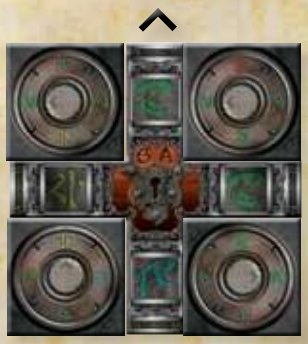
Examples of Solved Puzzles and Adjacency

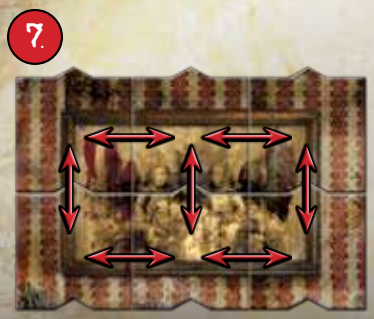
All puzzles shown in this diagram are examples of completed puzzles. These are *not the only solutions*, as there are many tile combinations.

This diagram uses red arrows to show which puzzle pieces are adjacent and can be swapped using a "swap" puzzle action.

Setup Arrow Direction







Combat

Although combat is not the main focus of *Mansions of Madness*, investigators often enter situations where they must fight against horrible creatures or corrupt humans. This section details all rules for combat as well as all mechanics that directly tie into combat (such as "Damage and Horror": page 24; "Trauma Cards": page 25; and "Killed Investigators": page 24).

Combat in *Mansions of Madness* is a relatively simple process and can happen in two ways:

1. An investigator attacks a monster (usually by spending an action to attack).
2. A monster attacks an investigator (usually during the keeper's Monster Attack Step).

Regardless of who is attacking, combat is always resolved by the keeper drawing Combat cards from the deck matching the monster's class (color) until a relevant card is drawn. All text on the card is then read aloud and resolved.

Combat Card Breakdown

1. Investigator Attack Type
2. Attribute Test
3. Pass/Fail Results
4. Monster Attack Type

Investigator Attacks

When an investigator attacks a monster, the keeper draws from the top of the Combat deck matching the monster's class (color in the upper right corner of the monster token). Each Combat card is broken into halves. The *top* half is used when the investigator is the attacker, and it always lists a type of weapon (or "No Weapon").

The keeper draws Combat cards until he draws one matching the actual type of weapon being used by the investigator. The keeper reads the card aloud, with the investigator resolving any tests on the card. After resolving the card, the combat is over and the keeper discards all cards drawn.

Range

Many weapons and items require an investigator figure to be within a specific **RANGE** of a monster or another investigator in order to perform a specific action. For example, the "Tommy Gun" weapon requires the target monster to be within two range of the investigator.

Range is measured by determining how many spaces away the target is from the investigator. A monster 1 space away from an investigator (i.e., in an adjacent space) is considered 1 range away. A monster 2 spaces away is at a range of 2. If there is a door in between the investigator and his target, then he is **not** considered to be in range of his target.

The easiest way to measure range is to count the minimum number of Movement Steps required in order to move into the target's space.

Line of Sight

In order to measure range to a target, the target's space must be within **LINE OF SIGHT**. Thematically, this means that the investigator's figure must be able to "see" his target.

Players will usually not need to measure line of sight, as it is often quite obvious whether the target can be seen.

When in large open areas, players may need to use a ruler to make a straight line between the *white dots* inside the corners of the two spaces in question. A figure has line of sight if the player can trace a line from *at least one* corner dot in his space to a corner dot in the target space without crossing a brown wall or the top of a door.

If all lines of sight are traced through walls and/or doors, then the target is *not* considered to be within range (*regardless of the number of spaces away*).

Example: Harvey Walters would like to cast a spell on the chthonian that requires it to be within 2 range of him. Since it is 2 spaces away, it is within range assuming that he has line of sight to it.

1. *He first traces line of sight from the top corner of his space. Since this line intersects a wall, he does not have line of sight from this direction.*
2. *He then traces line of sight from the bottom left corner of his space. Since this line does not intersect a wall or door, he is considered to have line of sight from this dot.*

Since he is able to trace line of sight at least once, and he is 2 spaces away, he is considered within range and able to cast his spell on the monster.

Note that monsters, investigators and feature markers do not block line of sight. Also note that some spaces do not have line of sight dots. A figure in one of these spaces has line of sight to every space in the room (and does not have line of sight to other rooms).

Example of Combat

1. Jenny Barnes wishes to attack a monster using her ranged weapon ".45 Automatics." She cannot attack the following monsters because they are out of range:

   A. This monster is not within range because the "Front Porch" does not have any line of sight dots (and therefore cannot be seen from other rooms).

   B. This monster is not within range because it is 3 spaces away, and the weapon can only attack a monster within 2 range (as printed on the weapon's card).

   C. This monster is not within range because Jenny Barnes cannot trace line of sight to its space, and it is 5 spaces away.

2. Jenny Barnes decides to attack the only monster within range (monster "D"). The keeper draws the top card of the humanoid Combat deck (because the zombie is a humanoid). Since this card matches Jenny Barnes' weapon type, she resolves it. This card requires her to test her Marksmanship.

3. She passes this test and deals 3 damage to the zombie. Since the zombie already has 1 damage, the keeper places a damage token with a 4 **into the monster's base**.

4. Finally, she looks at the bottom of the monster's token. Since the damage does not equal or exceed its health, the zombie is not killed.

Monster Attacks

During every Monster Attack Step, every monster may attack an investigator in its space. When a monster attacks, the keeper draws cards from the top of the Combat deck matching the monster's class (indicated by the color on the monster token). The *bottom* half of each Combat card is used whenever a monster is the attacker, and it always lists either "Monster Attack," "Monster vs. Hiding," or "Monster vs. Barrier" (see "Hiding and Barriers" on page 23).

The keeper draws Combat cards until he draws a "Monster Attack" card. He reads the card aloud, with the investigator resolving any tests on the card. After resolving the card, the combat is over and the keeper discards all cards drawn.

Monster Special Attacks

Some Combat cards say "Monster makes its special attack." In order to execute a monster special attack, the keeper lifts up the monster figure, reads the special ability printed on the bottom of its monster token, and resolves the ability exactly as if it were the text on a Combat card.

Example: A cultist is attacking Gloria Goldberg. The keeper draws a Combat card from the humanoid (blue) Combat deck and resolves the "Monster Attack" ability. Since the card says "Monster makes it special attack," the keeper picks up the cultist figure, reads the printed ability on the bottom, and resolves the ability.

Hiding and Barriers

Some Combat cards list effects for "Monster vs. Hiding" and "Monster vs. Barrier." These cards are only used in special circumstances, as explained in this section.

Investigators are sometimes able to hide from monsters, usually by making use of a hiding space feature marker (see page 13). When a monster attacks an investigator who is hiding, the keeper draws Combat cards until he draws a "Monster vs. Hiding" card, and then he resolves the card. These cards are much less likely to damage an investigator and can often allow the investigator to move the monster away from him. If the result of the card reads "the investigator is no longer hiding," then he is moved off the hiding space feature marker and may later be attacked as normal.

Investigators can occasionally place a barrier feature marker on a door (see page 12). These markers prevent monsters and investigators from moving through the door. When a monster attempts to move through a door that has a barrier on it, the keeper draws from the monster's Combat deck until he draws a "Monster vs. Barrier" card, and then he resolves the card. This card may destroy (discard) the barrier marker or simply move it off the door (to its original space). When a barrier is destroyed or moved, the monster may continue moving through the door. On any other result, the monster is not allowed to move through the door, and the keeper *may not move the monster again that turn*.

Combat Keywords

This section lists common keywords that players may encounter on Combat cards and in monster special attacks.

Take X Damage: The investigator receives damage tokens with a total value of X. These tokens are placed on his Character card, reducing his health by this amount (see "Damage and Horror" on page 24).

Take X Horror: The investigator receives X horror tokens. These tokens are placed on his Character card, reducing his sanity by this amount (see "Damage and Horror" on page 24).

Deal Damage: The monster receives the listed amount of damage, which is added to any damage tokens currently on the monster (see page 24).

Monster Damages You: The investigator takes damage equal to the monster's damage value (printed on the back of the monster's token).

Deal Weapon Damage: The monster is dealt damage equal to the damage value of the weapon being used (printed under the artwork of the weapon card).

Drop Weapon: The investigator places the weapon in his current room. He must drop the weapon he is currently using (if able). The card is placed on top of any Obstacle or Exploration cards in the room. Any player who explores the room can pick up this weapon (following the standard rules for exploring).

Test Attribute: The investigator must make an attribute test (see page 13). The card or token always lists the results of passing and failing. If a pass or fail effect is missing from the card, then it is assumed that the result has no effect.

Melee Weapon: The phrase "Melee Weapon" refers to any type of weapon that has the word "Melee" in its type, including both Sharp Melee Weapons and Blunt Melee Weapons. So, when the keeper draws a "Melee Weapon" Combat card, he resolves its effects if an investigator is attacking with any type of weapon that has the word "Melee" in its type.

Ranged Weapon: The phrase "Ranged Weapon" refers to any type of weapon that has the word "Ranged" in its type. So, when the keeper draws a "Ranged Weapon" Combat card, he resolves its effects if an investigator is attacking with any type of weapon that has the word "Ranged" in its type.

No Effect: Nothing happens.

No Longer Hiding: The investigator is moved from the hiding space marker and is placed in his current space. The monster does *not* attack again that turn unless specified.

Destroy the Barrier: The barrier blocking the door is removed from the game board.

Killing Monsters

When a monster is dealt damage, a damage token with the appropriate number is placed in the small vertical clip on the figure's base. If the monster is later dealt more damage, this new damage is added to the amount of damage already on the monster. The keeper then replaces the current damage token with a damage token displaying the new total.

Monster figures with large bases have two damage clips; the total amount of damage on a large monster is the sum of both damage tokens.

If the amount of damage on a monster ever *equals or exceeds* the **HEALTH VALUE** printed on the back of the monster's token, the monster is killed. The keeper removes the figure from the game board, discards any damage tokens on the figure, and then returns the figure to the pool of unused figures.

Damage and Horror

The two main threats to investigators are death and insanity, which can be caused by accumulating too much damage or horror, respectively. However, throughout the game, investigators can hardly avoid taking damage and horror. Damage is usually taken during combat, while horror is most often taken as a result of failed horror tests (see page 13) and from Mythos cards (see page 16).

Each damage an investigator suffers reduces his health value by 1. When an investigator takes damage, he places damage tokens on his Character card equal to the amount of damage he suffers. (The number printed on a damage token indicates the amount of damage it represents.) If an investigator ever has 0 (or less) health, he is killed (see "Killed Investigators").

Each horror an investigator suffers reduces his sanity value by 1. When an investigator takes horror, he places horror tokens on his Character card equal to the amount of horror he suffers. If an investigator ever has zero sanity, then he is *not killed*, but is instead driven **INSANE**. The keeper may play insanity Trauma cards on an insane investigator as a keeper action (see page 25). An investigator who has been driven insane can often be a bigger setback for the investigators than if the investigator were simply killed.

Once an investigator's sanity is reduced to 0, he cannot gain any more horror tokens. Zero sanity is the lowest sanity an investigator can have. However, the keeper may play Trauma cards on an insane investigator when the investigator would ordinarily have gained horror (as if the investigator *had* gained horror as normal). An investigator only remains insane as long as he has 0 sanity. If his sanity increases above 0, he becomes sane again.

Investigators may occasionally be able to heal damage or horror. When damage or horror is healed, the player removes the amount of tokens specified from his Character card and returns them to the stockpile. Investigators may exchange damage tokens for ones of equal value (but of different denominations) *at any time*.

Multi-investigator Trauma Cards

Some Trauma cards are marked with the multi-investigator icon.

If the keeper draws one of these cards when only one investigator is playing, he discards this card and draws a new Trauma card.

If all investigators except one are eliminated, the keeper discards all multi-investigator Trauma cards from his hand and draws the same number of new Trauma cards.

Killed Investigators

An investigator is killed when he is reduced to 0 health (i.e., the total value of his damage tokens equals or exceeds his health). The investigator's figure is removed from the game board, and all of his Exploration and Starting Item cards are dropped in his current room (following the rules for a "Drop Action" – see page 9). Any Spell cards the investigator has are discarded (not dropped). The player then discards all of his investigator's skill point, damage, and horror tokens. Finally, the player returns his Character card and his Trait cards to the game box.

Normally, the player chooses a new investigator on his next turn. However, if the Objective card has already been revealed (see page 16) when the investigator is killed, the player is *instead eliminated from the game*.

Choosing a New Investigator

If a player's investigator has been killed, he does not receive any Movement or Action Steps on his next turn. Instead, he chooses an investigator who has not yet participated in this story. If all investigators have been used, the player is eliminated (see below).

Once the player has chosen a new investigator, he receives the investigator's Character card and all four Trait cards. He chooses two Trait cards, just as he would during setup, and receives the Starting Item card (or Spell card) listed on one of the chosen Trait cards. He then receives the amount of skill point tokens listed on the Character card.

Finally, he places his investigator's figure on the start space; his turn then ends.

Elimination

If an investigator is killed once the Objective card has been revealed, his player is eliminated from the game. After following all steps for "Killed Investigators" above, the player no longer participates in the game. He no longer receives an investigator turn, but he still wins if the other investigators win.

Trauma Cards

Trauma cards are used by the keeper to represent the physical and emotional damage that investigators have suffered. These cards can *only* be played by the keeper *immediately after an investigator takes damage or horror.* The only exception to this restriction is if an investigator has zero sanity, in which case the keeper may play one insanity Trauma card on the investigator as a keeper action (once per turn per insane investigator).

Trauma cards are kept in the keeper's hand until played and are drawn using specific Keeper Action cards (see page 10).

Trauma cards with a red border are known as **INJURIES** and can only be played when an investigator takes damage. Trauma cards with a blue border are known as **INSANITIES** and can only be played when an investigator takes horror. Some Trauma cards also have a large number on them, meaning that they can only be played on an investigator whose current health or sanity is *equal to or lower than* the number. As investigators take more damage and horror, they become susceptible to stronger Trauma cards.

Example: A zombie enters Michael McGlen's room. Michael McGlen makes a horror test (testing his Willpower –1). He fails the test, and takes 1 horror, which reduces his already beleaguered sanity to 0. The keeper then decides to play a "The Only Way Out" Trauma card on Michael McGlen, which causes him to be killed. The keeper can only play this card because Michael McGlen's sanity is equal to or less than the number on the Trauma card.

Each investigator may have a maximum of *one injury* and *one insanity* at any given time. If he receives a second card of the same type, the original card is discarded first. Thematically, the investigator has found a way to cope with the trauma or is focusing all his energy on this new trauma.

Once received, it is very difficult for an investigator player to get rid of a Trauma card. A lucky investigator may find a piece of equipment or a Spell that can cure his trauma.

Component Limitations

On rare occasions players will not have enough cards or tokens to perform an action or ability. In such cases, players should follow the below rules.

- **Decks of Cards:** If a deck of cards runs out, the players shuffle the discard pile to create a new deck. The only exception is the Event deck, which always ends the game after the last card is drawn (as listed on the card).
- **Corpse Markers:** Corpse markers are limited to the amount provided in the game. Any effects that would place additional corpse markers beyond that onto the game board are ignored. Although corpse markers have a background image (such as grass or dirt), this image does not affect game play, and any corpse marker may be placed in any room. All discarded corpse markers (including burned corpses) may be reused.
- **Puzzle Pieces:** If a player would like to draw additional puzzle pieces, but they are all in use, then he *may not* draw any. When a puzzle is completed, all of its puzzle pieces are shuffled back into the pile of unused puzzle pieces.

Secrecy

Since *Mansions of Madness* is a team game, it is important to know which information is open to all players and which information is kept secret from the other side.

Combat Cards: All information on Combat cards is open information. An investigator *may* know the possible outcomes of the card before choosing whether or not to spend a skill point. The same is true for monster special attacks.

Monster Tokens: The *keeper* may look at the information on the bottom of monster tokens at any time. Investigators may only look at the information on the bottom of *damaged* monsters. When a monster is dealing damage or making a special attack, an investigator may look at the back of the token (in order to verify that the keeper is being honest).

Mythos and Trauma Cards: Any cards in the keeper's hand are secret and may not be seen by the investigators. Once played, these cards are displayed faceup for all players to see. The only exception are the few Mythos cards which are specifically played facedown. Only the investigator who receives one of these Mythos cards may examine it, and it may not be looked at by other investigators (but may be examined by the keeper).

Keeper Story Guide: All information in the Keeper Story Guide is hidden information and may not be examined by investigator players. The investigators may, however, ask the keeper to repeat any information he reads from this book (such as the short narrative at the end of setup) or ask to verify the Exploration cards after exploring a room (see page 9).

Investigator Discussions: The investigator players may discuss and plan their turns together. However, all discussion must happen in front of the keeper. Investigators may not write hidden notes or otherwise secretly discuss their plans.

- **Other Tokens:** All other tokens are unlimited. If players run out of a token type (such as horror tokens), they should use a suitable replacement (such as a coin) to mark such an effect.
- **Monster Figures:** The keeper may never have more monster figures on the game board than those provided in the game. If an ability lets him place a figure, and all of that type are already on the game board, he may optionally kill one of his monsters in order to place it elsewhere.
- **Investigators:** When an investigator is killed, the figure is returned to the game box. If an investigator is killed when all investigator figures are in the game box (or on the game board), then the investigator's player is eliminated from the game (see page 24).

Flavor Text

Mansions of Madness is a game full of theme and story. All flavor text on components is italicized in order to prevent confusing it with rules text. In order to play the game, players can even ignore all italicized text on cards. (However, we do not recommend this course of action, because it will diminish the story and experience, as well as make the task of finding clues much more difficult.)

All flavor text uses the word "you" to refer to the investigators.

Optional Rules

This section includes three optional rules, tailored towards different play styles. Before playing, all players must agree on which (if any) optional rules they wish to use.

Puzzle Time Limit

Some play groups find that investigators spend far too long thinking about puzzles without taking any puzzle actions. Players need a watch with a second hand, a stop watch, or an egg timer for this option.

With this option, investigators are limited to 60 seconds for interacting with puzzles (regardless of the investigator's Intellect). At the end of this time limit, the player may not use any unspent puzzle actions.

Monster Skill Points

With this option, monsters becomes more powerful when more investigators are playing. At the start of the game, the keeper receives a number of skill point tokens equal to the number of investigator players. Like investigator skill points, the keeper's skill points are not replenished after being used.

The keeper may spend a skill point token for one of the following effects:

- **Reroll an Attribute Test:** Discard the token after an investigator rolls for an attribute test during combat. The investigator must reroll the die and use the new result. The keeper may not force the second roll to be rerolled.
- **Use a Monster Special Attack:** Before drawing a Combat card for a monster attack, the keeper may discard a skill point token to automatically have the monster make its special attack. The keeper does not draw any Combat cards and instead resolves the special attack listed on the bottom of the monster token.

Alternate Game Length

This option is for players who prefer a little more uncertainty as to when the game will end. Immediately before the keeper draws the last card of the Event deck, he first rolls the die. If he rolls a "1" or "2," he does not draw the card this turn. He then repeats this process on every future Event Step.

If the Objective card indicates that the keeper or investigators win if the last Event card is resolved, then the keeper does not roll and instead resolves the Event card as normal.

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Thank you H.P. Lovecraft and all horror authors who have opened our minds through the years.

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