ARKHAM HORROR®

MANSIONS OF MADNESS®

SECOND EDITION



Rules Reference

Using This Reference

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

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

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

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

Component Limitations

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

All other components are limited by the quantities provided.

The Golden Rules

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

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

Terminology

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

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

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

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

Conflicts

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

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

Setup

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

1. Create Card Decks

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

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

2. Organize Map Tiles

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

3. Organize Monsters

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

4. Create Token Pools

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

5. Update Collection

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

6. Choose Scenario

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

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

7. Choose Investigators

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

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

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

8. Gain Starting Possessions

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

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

9. Read Prologue and Reveal Entrance

Perform the following steps to complete setup:

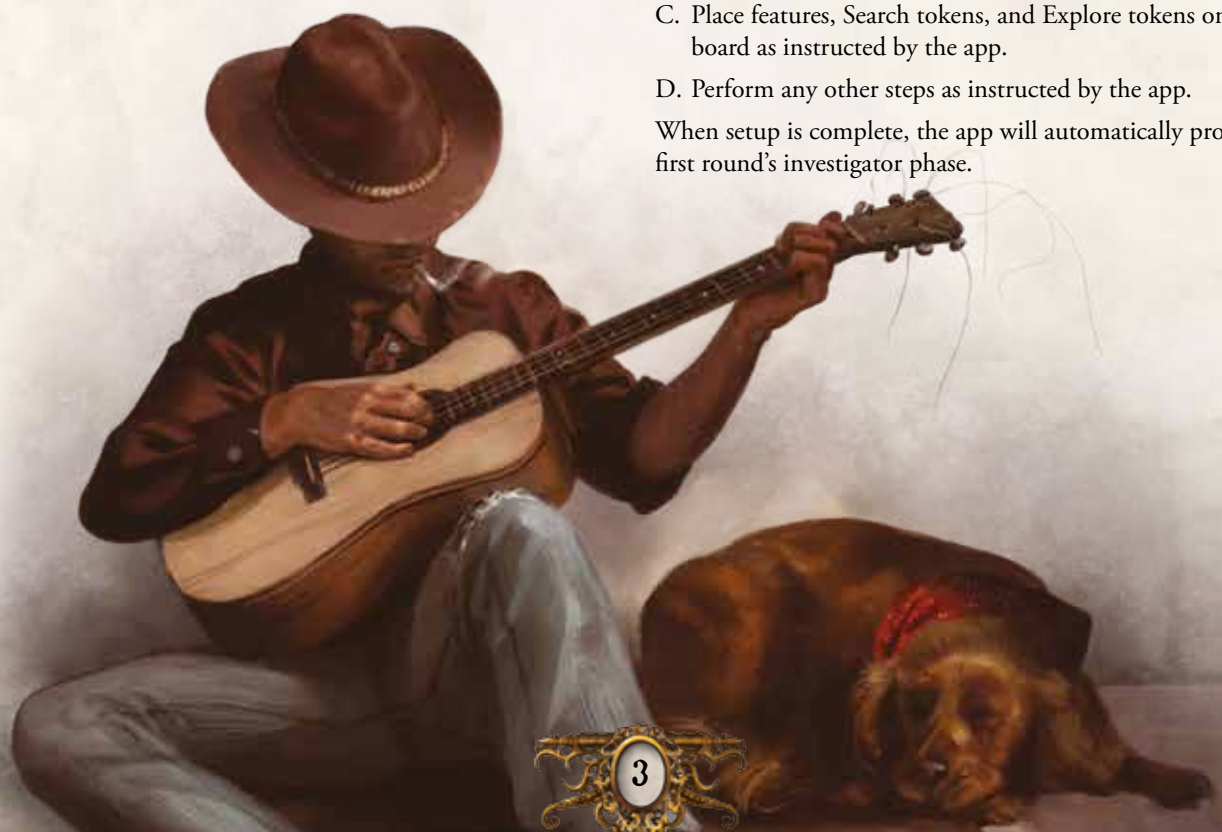
A. Read aloud the scenario’s prologue as shown by the app. The story’s prologue may provide hints at what is to come.

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

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

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

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



Glossary

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

Action

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

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

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

Action Icon

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

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

Related Topics: Action, App

Adjacent

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

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

App

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

See "App Screen Anatomy" on page 20

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

Attack Action

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

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

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

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

Away From

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

Related Topics: Movement, Space, Toward

Barricade

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

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

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

Related Topics: Component Actions, Features, Monster

Border

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

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

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

Board

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

Related Topics: Map Tile, Remove From the Board

Cardinal Directions

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

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

Related Topics: App

Clear the Board

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

- Each investigator removes his figure from the board.

Related Topics: Remove From the Board

Clue

Various game effects cause investigators to gain Clues.

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

Related Topics: Puzzle, Test

Code Puzzle

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



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

Collection Manager

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

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

Common Item

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

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

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

Component Actions

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

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

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

Condition

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

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

Related Topics: Double-sided Cards

Damage & Horror

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

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

Damage & Horror cont.

Wounded

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

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

Insane

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

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

Related Topics: Eliminated, Investigator, Traits

Darkness

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

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

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

Dice

Investigators use dice to resolve tests and some other effects.

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

Related Topics: Test

Discard

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

Related Topics: Spend

Door

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

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

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

Double-sided Cards

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

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

Drop

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

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

Related Topics: Pick Up, Trade Action

Eliminated

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

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

Related Topics: Damage & Horror, Winning & Losing

Evade Check

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

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

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

Related Topics: Forfeit, Monster, Movement

Event Step

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

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

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

Explore Action

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

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

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

Explore Token

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

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

Related Topics: Door, Explore Action

Farthest

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

Related Topics: Nearest, Space

Features

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

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

Related Topics: Barricade, Darkness, Fire, Secret Passage

Fire

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

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

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

Flip

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

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

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

Forfeit

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

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

Related Topics: Action, Evade Check

Gain

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

Health & Sanity

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

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

Related Topics: Damage & Horror

Horror

See "Damage & Horror" on page 7.

Horror Check

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

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

Related Topics: Horror Step, Monster

Horror Step

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

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

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

Impassable Border

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

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

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

In-game Menu

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

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

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

Indoor

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

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

Inventory

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

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

Related Topics: App, Possessions

Interact Action

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

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

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

Interact Token

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

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

Related Topics: Interact Action

Investigator

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

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

Related Topics: Health & Sanity, Skills

Investigator Phase

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

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

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

Items

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

Related Topics: Common Item, Unique Item

Lock Puzzle

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



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

Lose the Game

See "Winning & Losing" on page 19.

Map Tile

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

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

Related Topics: Room

Message Log

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

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

Related Topics: App, In-game Menu

Monster

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

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

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

Monster Drawer

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

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

Related Topics: App, Monster

Monster Step

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

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

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

Movement

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

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

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

Move Action

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

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

Related Topics: Action, Evade Check, Movement

Mythos Event

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

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

Related Topics: App, Event Step

Mythos Phase

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

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

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

Nearest

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

Related Topics: Farthest, Space

Negates

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

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

Related Topics: Damage & Horror, Test

Objective

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

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

Related Topics: App, In-game Menu

Outdoor

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

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

Person

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

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

Related Topics: Interact Action

Pick Up

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

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

Related Topics: Drop, Possessions, Trade Action

Place

Some effects instruct players to place components on the board.

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

Related Topics: Board

Possessions

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

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

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

Push Action

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

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

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

Related Topics: Action, Movement, Test

Puzzle

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

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

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

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

Puzzle Step

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

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

Random

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

Some examples are given below:

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

Range

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

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

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

Remove From the Board

Some effects instruct players to remove components from the board.

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

Related Topics: Board

Room

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

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

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

Round

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

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

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

Sanity

See "Health & Sanity" on page 10.

Save & Quit

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

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

Related Topics: App, In-game Menu

Search Action

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

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

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

Search Token

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

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

Related Topics: Search Action

Secret Passage

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

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

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

Set Fire Action

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

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

Related Topics: Action, Fire, Traits

Sight Token

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

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

Skills

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

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

Related Topics: Investigator, Test

Slide Puzzle

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



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

Space

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

- Investigators, monsters, and tokens occupy spaces.

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



Spell

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

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

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

Spend

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

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

Related Topics: Discard

Steal Action

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

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

Related Topics: Action, Investigator, Possessions, Test

Test

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

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

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

Related Topics: App, Clue, Dice, Skills

Toward

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

Related Topics: Away From, Movement, Space

Trade Action

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

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

Related Topics: Action, Drop, Pick Up, Possessions

Traits

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

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

Turn

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

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

Related Topics: Action, Investigator Phase

Unique Item

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

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

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

Wall

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

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

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

Winning & Losing

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

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

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

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

App Screen Anatomy

In-game Interface

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



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

App Screen Anatomy Cont.

Monster Menu Interface

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



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

Monster Figure Reference

Monster Figure Setup

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



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



Child of Dagon Figure



Cultist Figure



Deep One Figure



Deep One Hybrid Figure



Ghost Figure



Priest of Dagon Figure



Star Spawn Figure



Hunting Horror Figure



Riot Figure

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Quick Reference

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

Investigator Phase

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

Commonly Used Actions

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

Rarely Used Actions

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

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

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

  See "Steal Action" on page 17.

Component Actions

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

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

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

  See "Fire" on page 9.

Mythos Phase

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

Event Step

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

Monster Step

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

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

Horror Step

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

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

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

Icon Reference

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