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v2

Jun 2025

Game: **MANSIONS OF MADNESS 2ND EDITION**

Publisher: **Fantasy Flight Games (2017)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference x2 front**

Page 4: **Play reference x2 back**

Page 5: **Rules summary Expansions**

For best results, print at 100% (on double-sided paper), laminate and trim to size.

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MANSIONS OF MADNESS

SECOND EDITION

Setup

Separate the **investigator cards** into decks by type. Shuffle the **damage** and **horror** decks separately and place them facedown. Organise the cards in the **common item**, **unique item**, **spell**, and **condition** decks alphabetically and place them faceup.

Organise the **map tiles** by size. Organise the **monsters** with their matching tokens. Separate all **tokens** into pools by type.

Run the **app**, ensure that all expansions you wish to play with are enabled, and select **NEW GAME**. As a group, decide which story to play and select it. Alternatively, resume a saved game by selecting **CONTINUE**.

Each player chooses an **investigator** and takes its card and figure. Then input the chosen investigators into the app. If playing solo, choose 2 investigators.

Players take the specific possessions as instructed by the app and distribute them among the investigators as they choose.

Read aloud the scenario's **prologue**, place the starting map tile, Investigator figures, and other tokens as instructed, and perform any other steps required by the app.



At any time, players may access a record of all messages displayed by the app by selecting **MESSAGE LOG** from the in-game menu.


Players can **save** the progress of the current scenario, **quit**, and resume playing during another session. If players intend to resume the game later, 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. The app records only a single saved game at a time: starting a new game overwrites any previously saved game.

Playing the game

Investigator phase

Investigators take turns in the order of their choice. **On an investigator's turn, he performs up to 2 actions of his choice.**

You may perform the same action more than once per round.

You may tap any token in the app to inspect it (this does not require an action and the token does not have to be in your space). You cannot select an action preceded by  unless you expend an action.

Move action


Move your investigator figure up to 2 spaces, one space at a time, from one space to an adjacent space.

You cannot move through walls (solid brown lines) or impassable borders (dashed white or yellow lines) unless an effect specifically allows it.

You may interrupt your move action to perform another action. After you have finished performing that action, you may finish performing your move action.


If you attempt to move out of a space that contains a monster, you must first resolve an **evade check**.

Explore action

Use the app to **reveal an adjacent room**. You must occupy the same space as the explore token, or a space adjacent to the door the token is on. Tap the explore token corresponding to the area you want to explore, then confirm the action by selecting  **EXPLORE**.

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


Search action

Use the app to **search in your space**. Tap a search token in your space, then confirm the action by selecting  **SEARCH**. Resolve the effect as instructed by the app.

Trade action

You may give any number of **possessions** (common items, unique items, or spells) to each other investigator in your space and allow those investigators to give you any number of their possessions. Additionally, you may **pick up** or **drop** any number of possessions in your space.

Interact action


Use the app to **interact with a person or object in your space**. Tap a person or interact token in your space, then confirm the action by selecting an action preceded by . Resolve the effect as instructed by the app.

Component actions

Component actions are described by the component or effect that allows you to perform that action. Those on cards are preceded by the word **Action** and can be performed by the investigator who has that card.



Some items allow you to perform a component action by using the app. Open the inventory by pressing the **INVENTORY** button in the bottom-left corner of the screen and select the item.






Then confirm your action by selecting an option preceded by  action. Resolve the effect as instructed by the app.

Attack action



Use the app to **attack a monster**. Select the monster you want to attack from the monster drawer, then press the **ATTACK** button.

Confirm your action by selecting the option that corresponds to your chosen attack type:

-  Attack with a *Heavy* weapon;
-  Attack with a *Bladed* weapon;
-  Attack with a *Firearm*;
-  Attack with a *spell*, or
-  Attack *unarmed*.



If you are using a weapon or spell with the **melee icon** you can only attack a monster in your space.



If you are using a weapon or spell with the **ranged icon** you can attack any monster within 3 spaces.

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

Then resolve the effect as instructed by the app.

Use the + and – buttons in the monster menu to record the damage the monster suffers.

End of Investigator phase



After all investigators have taken a turn, one of them presses the **END PHASE** button in the bottom-right corner of the screen to end the Investigator phase and proceed to the Mythos phase.

Mythos phase

There are 3 types of effects the app can generate in the Mythos phase:

Mythos events

The app generates Mythos events: resolve the effects as instructed by the app.

After all Mythos events for the round have been resolved, the app generates instructions for activating monsters.

If there are no monsters on the board, the Mythos phase ends automatically instead.

Monster activations

The app generates instructions for activating each monster, one at a time; describing how to move each monster and how each monster attacks.

Resolve the effects as instructed by the app.

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

Horror checks

The app instructs each investigator to resolve a **horror check** against a single monster within range with the highest horror rating (choose one if there are several).

If you are not within range of any monsters, you do not resolve a horror check.

Select the monster from the monster drawer and resolve the effect as instructed by the app.

End of Mythos phase



After all investigators have resolved horror checks, one of them presses the **END PHASE** button to end the Mythos phase and begin the next round.

Damage & horror

When an effect causes you to suffer **damage** or **horror**, draw the top card of the damage or horror deck, respectively. Claim the card faceup unless the effect specifies otherwise.

When you claim a faceup card with the *Resolve Immediately* trait, immediately resolve its effect (this usually includes flipping the card facedown).

A card with the *Keep Faceup* trait has a lasting effect for as long as the card remains faceup.

When an effect instructs you to flip one or more damage or horror faceup, select them at random from among all of your facedown damage or horror cards.

When an effect allows you discard a damage or horror, you may discard a faceup card of your choice or a random facedown card. Shuffle it into the appropriate deck.

Wounded

When you suffer damage (faceup or facedown) equal to or exceeding your health, you become **wounded**. Gain a **wounded condition** and discard all of your facedown damage cards.

While wounded, you cannot perform the move action more than once each round.

A wounded investigator that suffers damage equal to or exceeding his health is eliminated.

Insane

When you suffer **horror** (faceup or facedown) equal to or exceeding your sanity, you become **insane**. Gain an **insane condition** and discard all of your facedown horror cards.

Read the back of your insane condition (you cannot reveal the back of the card to the other investigators).

Your insane condition might alter how you win and lose the game. In such a case, you may want to perform one or more of the rarely used actions (**push**, **set fire**, or **steal**).

Each insane condition has a required number of investigators on the bottom-right corner on the card back. When you gain an insane condition, if the number of investigators is less than the required number of investigators, discard that card and gain a different copy of the insane condition.

An insane investigator that suffers horror equal to or exceeding his SANITY is eliminated.

Eliminated

When you are **eliminated**, drop all your possessions in your space and remove your figure from the board.

The remaining investigators have a single additional Investigator phase to attempt to complete their investigation.

At the end of that Investigator phase, if the investigators did not complete the investigation, they lose the game.


A player then selects the **INVESTIGATOR ELIMINATED** option from the in-game menu to end the game.

Rarely used actions

Push action

To **push** a monster or another investigator, choose an adjacent space and either a monster or another investigator in your space.

If a chosen investigator chooses to move willingly, resolve the movement.

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 1.




Test your **STRENGTH**: if the result equals or exceeds the test difficulty, resolve the movement. If the result is less than the test difficulty, then you forfeit this action without resolution.

When moved, the monster or chosen investigator moves 1 space toward the chosen space. Then you may move 1 space toward the chosen space.


Set fire action

You can perform this action only if you have a **light source**. If there is not already fire on the board, select the **SET FIRE** option from the in-game menu.

Steal action

To **take possessions** from another investigator, choose another investigator in your space and choose **STRENGTH** , **AGILITY** , or **OBSERVATION** .

Then both investigators test that skill.



You may take 1 possession from the chosen investigator for each  you roll in excess of the chosen investigator's result.


If the chosen investigator's result equals or exceeds your result, you forfeit this action without taking any possessions.

Skill tests


When you are resolving an effect that includes a **skill icon** in the text, you must immediately test that skill.

Roll a number of dice equal to your value in the indicated skill (+/- any modifiers). Roll a minimum of 1 die.


After rolling, you may spend a **clue** to convert a single **investigation result**  to a **success result** . You may do so multiple times as long as you spend a clue for each result you convert. Determine your test result after resolving all conversions.

The number of **success results**  rolled is the **test result**.



Skill test difficulty

Skill tests may include a test difficulty in parentheses separated from the skill icon by a semicolon. This number indicates the number of success results required to pass the test. If you do not roll enough , you fail the test.

Negating damage & horror

Some effects cause you to suffer multiple damage or horror at the same time but allow you to resolve a skill test to negate some or all of it. To do so, test the indicated skill. You prevent 1 damage or 1 horror for each  rolled.

Skill tests in the app

Some skill tests in app instructions require you to input your test result (the number of success results required to pass is unknown). Even if you fail the test, the app remembers how many  were previously rolled. Future attempts to pass the test will require fewer .

Monsters

When an effect spawns a monster, place a copy of that monster as indicated. Each monster token includes the following information:

AWARENESS (top right-hand corner): Referenced when an investigator resolves an evade check in a space that contains multiple monsters.

HORROR RATING (bottom right-hand corner): Referenced when an investigator resolves a horror check within range of multiple monsters.

BRAWN (bottom right-hand corner on reverse): A monster's physical prowess; referenced by various effects.

Use the **ID tokens** to mark unique monsters and to differentiate monsters from others of the same type. The app may indicate one of the ID tokens to be assigned to a newly spawned monster; place the specified ID token in the figure's base. A monster retains its ID token for as long as it remains in play.

Evading monsters

If you are in a space containing a monster and attempt to leave your space or perform an action other than the attack or move actions, you must first **evade** the monster.

If there are multiple monsters in your space, you must evade only the monster with the highest **AWARENESS** (choose one if there are several).

Select the monster from the monster drawer, then press the **EVADE** button and resolve the effect as instructed by the app.

After evading a monster, perform your action as normal unless the effect states that your action is forfeit. If you forfeit your action, you lose your action without resolving any part of its effect. If you forfeit your action while moving, you lose any remaining movement and do not leave your space.

If you move out of a monster's space involuntarily you do not resolve an evade check.

Items, spells, conditions

When you discard a common item, unique item, spell, or condition, return it to its respective deck.

Items and spells are possessions and may be dropped, picked up and traded.

Items

When you gain a common or unique **item**, claim the card (art side faceup). If the item has a unique back, you may read the back at any time unless an effect states you cannot.

Spells

When you gain a **spell**, claim a random copy of that spell (art side faceup). You cannot look at the back of a spell until an effect causes the spell to flip.

Whenever you cast a spell, its effect instructs you to flip the card. When you flip the card, immediately resolve the effect on its back.

Conditions

Occasionally, an effect will cause you to gain a **condition**. When you gains a condition, claims a copy of that card (art side up). You cannot gain multiple copies of the same condition.

Some conditions are double-sided (if so, claim a random copy of that condition). You cannot look at the back of a condition unless an effect allows you to do so.

Features

All features are square tokens. Interacting with a feature does not require the app.



Barricades




As an action, an investigator in a space containing a **barricade** may move the barricade against a door/secret passage or move the barricade away from the door/secret passage it blocks.

You cannot move a barricade to another space unless an effect specifically allows it.

Investigators cannot move through blocked doors/secret passages.

You may try to move a barricade on the other side of a door/secret passage by testing **STRENGTH** . If you roll 2 or more , move the barricade away, then move 1 space through the door/secret passage.

If a monster attempts to move through a blocked door/secret passage, it rolls a number of dice equal to its **BRAWN** (+/- any modifiers). If it rolls 2 or more , the barricade is discarded and the monster moves as normal. Otherwise, the monster forfeits its movement.

Darkness



An investigator in a space containing **darkness** cannot spend clues to convert dice results or perform additional puzzle steps.

Each investigator in or adjacent to a space containing a light source or fire ignores the effects of darkness.



Darkness cannot be placed in a space that contains darkness.

Fire



Whenever an investigator moves into a space containing **fire**, performs an action other than the Move action or forfeits an action in a space containing fire, he suffers 1 facedown damage.

Whenever a monster starts its activation in a space containing fire or moves into a space containing fire, it suffers 1 damage.

As an action, you may attempt to extinguish fire by testing your **AGILITY** . For each  you roll, you may discard 1 fire token from your space or a space you move into later during the round. Fire discarded this way does not damage you.

At the beginning of each Mythos phase, fire spreads. If one or more spaces contain fire, place 1 fire token in a space adjacent to a space that contains fire.

Fire cannot be placed in a space that contains fire.

Secret passages



An investigator or monster in a space containing a **secret passage** can move to any other space containing a secret passage as if those spaces were adjacent (unless it is blocked by a barricade).

Range cannot be counted through a secret passage.

Puzzles

Puzzles are resolved entirely using the app. A **puzzle step** is a single unit of progress toward solving a puzzle; the types of puzzle steps you can perform are defined by the type of puzzle.

When you attempt a puzzle, perform a number of puzzle steps equal to your value in the skill indicated by that effect.

While attempting a puzzle, you may spend any number of your clues to perform 1 additional puzzle step for each clue spent.

After you have performed all of your allotted puzzle steps, if the puzzle is not solved, press the **CLOSE** button. Your progress will be saved so that you or another investigator can continue solving the puzzle at a later time.

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

Slide puzzle

Attempt to assemble an image that has been split into 6 or more pieces. The pieces of a slide puzzle are displayed in a grid and randomized.



As a puzzle step, you can swap any 2 adjacent pieces by dragging one of them over the other.

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

Code puzzle

Attempt to determine a code made of 3 or more **pieces** (numbers or runes). The pieces that can make up the code are displayed at the top of the screen, and each can be used any number of times.

As a puzzle step, you can guess the code by dragging one piece into each of the current guess brackets and selecting **GUESS**.

If the guess is incorrect, you receive information about your guess. The app marks each incorrect guess with a number of success and investigation results. Each  indicates that a single piece of the guess is the correct piece and is correctly positioned within the code. Each  indicates that the guess contains a single correct piece, but that piece is not in the correct position.

The puzzle is solved when you guess the correct code.

Lock puzzle

Attempt to maneuver pieces in a grid to allow the visually unique goal piece to be removed.

As a puzzle step, you can move any piece by dragging it in the direction of its orientation—vertically or horizontally. No 2 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.

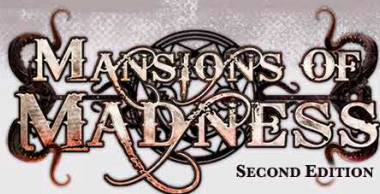
Winning the game

The scenario determines what the investigators need to do to win the game, but this objective is hidden from the investigators. The investigators must unravel the mystery and discover their ultimate goal.

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.

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



Investigator phase

Investigators take turns in the order of their choice.

On your turn, perform up to 2 actions:

Move action

Move your investigator up to 2 spaces. You may interrupt your move action to perform another action.

If you attempt to move out of a space that contains a monster, you must first resolve an **evade check**.

Explore action

Reveal an adjacent room. Tap an explore token in your space, or one on a door adjacent to your space. Then select **EXPLORE**.

Search action

Search in your space. Tap a search token in your space, then select **SEARCH**.

Trade action

Give any **possessions** (common items, unique items, or spells) to each other investigator in your space and allow them to give you any number of theirs. You may also **pick up** or **drop** any possessions in your space.

Interact action

Interact with a person or object. Tap a person or interact token in your space, then select an action .

Component actions

Component actions on your cards (preceded by **Action**).



Some items allow you to perform a component action with the app. Press **INVENTORY** and select the item, then select an action .

Attack action



Attack a monster. Select the monster from the monster drawer, then press the **ATTACK** button. Select the attack type:

- Attack with a *Heavy* weapon;
- Attack with a *Bladed* weapon;
- Attack with a *Firearm*;
- Attack with a *spell*, or
- Attack *unarmed*.



Melee: only attack a monster in your space.

Ranged: attack any monster within 3 spaces.

Range cannot usually be counted through walls or doors, but can be counted through impassable borders.

End of Investigator phase



After all investigators have taken a turn, press the **END PHASE** button to end the Investigator phase and proceed to the Mythos phase.

Mythos phase

Mythos events

Resolve the effects as instructed by the app. Then follow the instructions for activating monsters.

Monster activations

Follow the instructions for activating each monster. Then resolve horror checks.

Horror checks

Each investigator must resolve a **horror check** against a single monster within range with the highest horror rating (choose one if there are several). Select the monster from the monster drawer and resolve the effects as instructed.

End of Mythos phase



After all investigators have resolved horror checks, press the **END PHASE** button to end the Mythos phase and begin the next round.

Rarely used actions

Push action

Pushing a monster: test difficulty = monster's **BRAWN**.

An investigator that is pushed willingly moves.

Pushing an unwilling investigator: that investigator tests **STRENGTH** ; the test difficulty = the test result plus 1.

Test your **STRENGTH**: if the result equals or exceeds the test difficulty, resolve the movement. If it is less than the test difficulty, you forfeit this action without resolution.

The pushed monster or investigator moves 1 space toward an adjacent space of your choice; then you may move 1 space toward that space.

Set fire action

You need a **light source** to perform this action. If there is not already fire on the board, select the **SET FIRE** option from the app menu.

Steal action

Choose another investigator in your space and choose **STRENGTH** , **AGILITY** , or **OBSERVATION** . Both investigators test that skill.

You may take 1 possession from the chosen investigator for each you roll in excess of their result. If his result equals or exceeds your result, forfeit this action without taking any possessions.



Investigator phase

Investigators take turns in the order of their choice.

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Search in your space. Tap a search token in your space, then select **SEARCH**.

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Mythos phase

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Resolve the effects as instructed by the app. Then follow the instructions for activating monsters.

Monster activations

Follow the instructions for activating each monster. Then resolve horror checks.

Horror checks

Each investigator must resolve a **horror check** against a single monster within range with the highest horror rating (choose one if there are several). Select the monster from the monster drawer and resolve the effects as instructed.

End of Mythos phase



After all investigators have resolved horror checks, press the **END PHASE** button to end the Mythos phase and begin the next round.

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Steal action

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You may take 1 possession from the chosen investigator for each you roll in excess of their result. If his result equals or exceeds your result, forfeit this action without taking any possessions.

Evading monsters



If you are in a space containing a monster and attempt to leave your space or perform an action other than the attack or move actions, you must first **evade** the monster.


If there are multiple monsters, you must evade only the monster with the highest **AWARENESS**.

Select the monster from the monster drawer, press **EVADE** and resolve the effect as instructed.


Skill tests

Roll dice equal to your value in the indicated skill (+/- modifiers). Roll a minimum of 1 die.

After rolling, you may spend a **clue** to convert a single investigation result  to a success result . You may do so multiple times.

The number of success results  is the **test result**.

If there is a **test difficulty** (in parentheses), this is the number of success results required to pass the test.

If you are allowed to resolve a skill test to **negate** some or all damage or horror, test the indicated skill: you prevent 1 damage or 1 horror for each  rolled.

Puzzles

When you attempt a puzzle, perform a number of puzzle steps equal to your value in the indicated skill.



You may spend any number of your clues to perform 1 additional puzzle step for each clue spent.


Features



Barricades: If you are in a space with a **barricade** you may, as an action, move it against a door/secret passage or away from the door/secret passage it blocks.

You cannot move through blocked doors/secret passages.

You may try to move a barricade on the other side of a door/secret passage: test **STRENGTH** . On 2 or more , move the barricade away, then move 1 space through the door/secret passage.

If a monster attempts to move through a blocked door/secret passage, it rolls dice equal to its **BRAWN**. On 2 or more , the barricade is discarded and the monster moves as normal. Otherwise, it forfeits its movement.





Darkness: If you are in a space containing **darkness** you cannot spend clues to convert dice results or perform additional puzzle steps.

If you are in or adjacent to a space containing a light source or fire, you ignore the effects of darkness.



Fire: Whenever you move into a space containing **fire**, perform an action other than move or forfeit an action in a space containing fire, you suffer 1 facedown damage.

Whenever a monster starts its activation in a space containing fire or moves into a space containing fire, it suffers 1 damage.

As an action, try to extinguish fire by testing your **AGILITY** . For each  you roll, you may discard 1 fire token from your space or a space you move into later during the round. This discarded fire does not damage you.

At the beginning of each Mythos phase, fire spreads.



Secret passages: An investigator/monster in a space containing a **secret passage** can move to any other space containing a secret passage as if adjacent (unless blocked by a barricade).

Range cannot be counted through a secret passage.

Eliminated

When you are **eliminated**, drop all your possessions in your space and remove your figure from the board.

The remaining investigators have a single additional Investigator phase: at the end of that phase, if they did not complete the investigation, they lose the game. Select **INVESTIGATOR ELIMINATED** from the in-game menu to end the game.

Evading monsters



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
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
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

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
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Beyond the Threshold

Setup

Add the **key tokens** to the general token pool. Add all other expansion components to their decks/pools.

Go into the collection manager in the app to add this expansion to your collection.

Additional rules

Moving tiles

During the game, tiles can move about the board. When a tile is moved, it is removed from its current position on the board and replaced in the central play area as indicated by the app. All figures, tokens, and cards on that tile maintain their positions on it.

Key token

Some effects instruct players to place key tokens on specific items. An item with a key token gains the *Key* and *Evidence* traits.

An item with a key token cannot be discarded. If an investigator is instructed to discard an item at random, discarding an item with a key token is not one of the possible outcomes.

Streets of Arkham

Setup

Shuffle the **elixir deck** and place it faceup in the central play area. Add the **improvement tokens** to the general token pool. Add all other expansion components to their decks/pools.

Go into the collection manager in the app to add this expansion to your collection.

Additional rules

Elixirs

When you gain an **elixir**, claim a random copy of that card faceup (art side up). You cannot look at the back of an elixir unless an effect specifically causes you to flip that card.

When you flip an elixir, immediately resolve the effects on the back of the card. This sometimes includes discarding the card. When you discard an elixir, return the card to the elixir deck.

Investigators cannot look at the back of any card in the elixir deck.

Faceup elixirs are possessions and can be dropped, picked up, or traded using the trade action. Facedown elixirs are not possessions and cannot be dropped, picked up, or traded using the trade action.

Improvements

Effects that cause investigators to gain **improvements** use the word *improve*. When you are instructed to improve a skill, claim the associated token, placing it in your play area. If you are instructed to improve a skill of your choice, choose which token to claim.

When you have an improvement in your play area, increase the printed value of the corresponding skill by 1. A skill cannot be improved more than once.

Improvements are not possessions and cannot be dropped or traded unless an effect specifically allows it.

When you discard an improvement, return the token to the improvement pool.

Tower puzzle

A tower puzzle is a type of puzzle in which an investigator attempts to assemble a tower or image that has been split across 3 columns.

The pieces of a tower puzzle are displayed in 3 columns and randomized. As a puzzle step, you can move the top piece in any of the 3 columns by dragging it to another column. Pieces are always added to the topmost spot of a column.

The puzzle is solved when each piece of the puzzle is in the correct position in a single column and the tower or image is properly displayed (the pieces are arranged largest at the bottom to smallest at the top).

Sanctum of Twilight

Setup

Add the **restraint tokens** to the general token pool. Add all other expansion components to their decks/pools.

Go into the collection manager in the app to add this expansion to your collection.

Additional rules

Overlapping tiles

During the game, tiles can be placed in such a way that they overlap other tiles. When an overlapping tile is placed, all figures, tokens, and cards maintain their positions on the board unless an effect specifically instructs otherwise.

Overlapping tiles cannot cover an entire space on the board. If a figure or card is on the part of a space that would be covered by another tile, investigators choose as a group where to move those components within that space so they are not covered by the overlapping tile.

Any part of a tile underneath another tile is no longer part of the board.

Investigators follow the normal rules of movement when moving into or out of spaces on overlapping tiles.

Restraint

Various effects cause investigators to place **restraints**.

A monster in a space that contains a restraint does not need to be evaded.

Spaces can contain multiple Restraints.

When a monster activates, investigators as a group may choose to discard a restraint from the monster's space. If they do, the monster forfeits its movement.

When investigators discard a restraint, return it to the restraint pool.

Restraints are not possessions and cannot be picked up, dropped, or traded.

Horrific Journeys

Setup

Add the **rift / water tokens** to the general token pool.

If playing the *Hidden Depths* scenario with 3 or more players, shuffle the **agenda deck** and place it faceup in the central play area. Otherwise, return all agendas to the box.

Add all other expansion components to their decks/pools.

Go into the collection manager in the app to add this expansion to your collection.

Additional rules

Agendas

Agendas are only used when playing *Hidden Depths* with 3 or more investigators.

When you gain an agenda, claim the card faceup (art side up). Each agenda has a required number of players, indicated on the bottom-right corner on the back of the card. If the number of players is less than the required number of players, discard that card and gain a different agenda.

You cannot look at the back of any card in the agenda deck unless an effect specifically allows it.

Rift

After an investigator in a space containing a **rift** performs an action other than the move action, if there is a rift in their space, they become *Lost in Time and Space* (a new condition in this expansion).

Whenever an investigator forfeits an action while in a space containing a rift, they become *Lost in Time and Space*.

As an action, you may attempt to close a rift by testing your **LORE** 📖. For each success, you may discard a rift from your space or a space you move into later during the round. Rifts discarded by this effect do not cause an investigator to become *Lost in Time and Space*.

A rift cannot be placed in a space that contains a rift.

Water

Whenever an investigator or monster moves into a space containing **water**, they immediately forfeit any remaining movement. Aquatic, flying, and phasing monsters do not forfeit their remaining movement.

When water is placed in a space that contains fire, discard fire from that space. Fire and water cannot be placed in a space that contains water.

Line puzzle

A line puzzle is a type of puzzle in which an investigator attempts to connect the left side of the puzzle to the right side of the puzzle.

The pieces of a line puzzle are displayed in a grid and randomized. As a puzzle step, you can swap any 2 adjacent pieces by dragging one of them over the other, or can rotate any single piece 90° by selecting it, then tapping the arrow in the direction you wish the piece to rotate.

A piece is adjacent to another piece if it is directly above, below, to the left, or to the right of that piece.

The puzzle is solved when a continuous line is created from the left side of the puzzle to the right side of the puzzle.

Path of the Serpent

Setup

Add the **overgrowth / rubble tokens** to the general token pool.

Add all other expansion components to their decks/pools.

Go into the collection manager in the app to add this expansion to your collection.

Additional rules

Overgrowth

When you would move out of a space containing **overgrowth**, you must test your **OBSERVATION** 🔍. The difficulty of the test is equal to the number of overgrowth tokens in your space. If you pass, move out of the space with no additional effect. If you fail, drop 1 random item, then move out of the space.

When an investigator with a *Bladed* weapon moves into a space containing overgrowth, they may discard 1 overgrowth token from that space.

As an action, an investigator with a *Bladed* weapon may discard all overgrowth tokens from their space.

When fire is placed in a space that contains overgrowth, discard all overgrowth tokens from that space. Overgrowth cannot be placed in a space containing fire.

Rubble

An investigator in a space containing **rubble** cannot perform the search, explore, or interact actions.

When an investigator with a *Heavy* weapon moves into a space containing rubble, they may discard 1 rubble token from that space.

As an action, an investigator may attempt to remove rubble by testing their **STRENGTH** 💪. For each success result 🎲 rolled, they may discard 1 rubble token from their space. If that investigator has a *Heavy* weapon, they may instead discard all rubble tokens from their space, regardless of their test result.

Ring puzzle

A ring puzzle is a type of puzzle in which an investigator attempts to align matching symbols across four concentric rings.

There are 3 outer rings and 1 inner ring. Each ring has 6 sections that contain 1 symbol. Each ring contains the same symbols in the same order, but some of the symbols are hidden. The identities of hidden symbols must be deduced by the player. Each symbol may be used any number of times.

As a puzzle step, you can rotate any of the 3 outer rings by selecting that ring, then tapping the arrow on the right hand of the screen in the direction you would like the piece to rotate. A ring rotates one section at a time. The inner ring cannot be rotated.

The puzzle is solved when the outer rings are in the same position as the inner ring, so that each matching symbol, hidden or not, is aligned.