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Game:	**MANSIONS OF MADNESS**	**v3**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

MANSIONS OF MADNESS

Setup

General Setup

Players choose which of the 5 **stories** they wish to play.

One player is the **keeper**; all other players are **investigators**.

The investigator players take all **Trait**, **Starting Item**, and **Investigator Character** cards.

The keeper takes all **Mythos**, **Exploration**, **Lock**, **Obstacle**, **Objective**, and **Keeper Action** cards. He takes the 5 **Event** cards for the chosen story and builds the story's Event deck in order (stage V card on the bottom, ending with the stage I card on top). No player may look at these cards during this process.

Puzzle pieces are placed in 5 facedown piles.

Place the 3 **Combat** decks and the **Trauma** deck near the keeper and the 4 **Spell** decks faceup near the investigators.

The investigators perform the **Investigator Setup** steps, while the keeper simultaneously performs the **Keeper Setup** steps.

Investigator Setup

The investigator players perform the steps listed in the chosen story in the **Investigator Guide**. Each player takes his investigator **Character** card, **Trait** cards, and **skill point tokens**.

Each player chooses 2 of his Trait cards (his abilities during this game). Then he takes the **Starting Item** or **Spell** card listed on those Trait cards and returns his other Trait cards to the box.

Each player places his investigator on the story's Start space.

Keeper Setup

The keeper performs the steps listed in the chosen story's keeper story guide in the **Keeper Guide**: choosing his **objective**, setting up the **Keeper Action** cards and **Mythos** deck, and seeding the board with **Exploration**, **Obstacle**, and **Lock** cards.

Winning the Game

At the start of the game, the keeper receives one of the selected story's 3 **Objective cards**, which details the conditions necessary for the keeper to win and for the investigators to win.

The keeper may look at this card at any time, but does not show or read it to the investigators until it has been *revealed*. The keeper also wins if all of the investigators are eliminated.

The investigators' goal is to find all **Clue Exploration cards** hidden somewhere on the board. The story at the start of the game and each clue card they discover give hints to where the investigators should look in order to find the next clue.

Once investigators discover the final clue (*Clue 1*), the keeper reveals the Objective card (if it hasn't already been revealed), and reads the winning condition section of the card aloud.

If the last card in the Event deck has been resolved, and no player has won or lost the game, the keeper skips his Event Step. Continue the game until one side has won or lost.

Playing the Game

Each game round, each player resolves his turn (starting with the investigators).

Investigator players decide as a group the order in which they wish to act; if they cannot agree they act clockwise, starting with the player to the left of the keeper. Each investigator completes his entire turn before the next player.

Investigator Turn

Each investigator may take **2 Movement steps and 1 Action step**, resolved in any order (you do not need to resolve them all).

Movement

Move your investigator to one adjacent orthogonal or diagonal space (separated by a white line or door). Spaces separated by a solid brown wall without a door are *not* adjacent. Only locked doors requires special movement to move through. A door blocked by a sealed door marker cannot be moved through.

Lock Cards

Locked rooms are identified by a **Lock card** on top of any Exploration and Obstacle cards in the room.

Before moving your investigator into the room, the keeper turns the Lock card faceup and reads it aloud. You may have to discard a specific Exploration card or solve a puzzle in order to enter the room. If you are unable to do so, you cannot enter the room this turn and waste this Movement step.

When you encounter an ability saying *this door is locked*, you remain in your current room and cannot move for this step.

Once a Lock or Obstacle card has been revealed, it is placed faceup on top of the room's pile of Exploration cards. Lock cards are always resolved when you attempt to enter the room, regardless of the door you used to enter. Monsters may move into and out of rooms with Lock cards.

Action

Run

Move to an adjacent space, using standard movement rules.

Card Ability

Use an *Action:* an ability from a card you control.

Drop Items

Leave any Exploration and/or Starting Item cards faceup (any order) on top of your room's Obstacle and/or Exploration cards.

Attack a Monster

Select one of your weapon or attack Spell cards and choose a monster as dictated on the card. Or attack a monster in your space using your bare hands.

If you are not attacking with a spell, the keeper determines the monster's **class** (the color of its monster token), then draws the top card of the matching Combat deck and resolves it.

Attacking a monster is the only action you can perform while a monster is in your space (unless you evade it).

Explore

Reveal Obstacle and Exploration cards in your room. You may explore a room from *any* space of your room.

Starting with the top card, the keeper flips over all cards in the room one at a time, reading each aloud and then handing it to you. Each card goes faceup next to your Character card.

Clues: The number is the clue level (*Clue 1* is the final clue).

Keys: May be required to get past certain Lock or Obstacle cards. Each lists the card name it can be used to discard.

Equipment: These specify when they are used and whether they require spending an action or not.

Artifact: Similar to equipment cards, but items of power.

Weapon: Ranged, sharp melee, or blunt melee.

Tome: Books of knowledge, most of which can be read as an action and provide a way for you to gain Spells.

Nothing of Interest: Immediately discarded; has no effect.

Obstacle cards often require you to solve a puzzle or use a particular key card before revealing the cards beneath it. Obstacle cards are only discarded when specifically instructed.

Once all investigators have had a turn, go to the keeper turn.

Keeper Turn

Players perform the following steps in order:

1. Investigator Trading

Investigators in the same space may **trade** any number of Exploration and/or Starting Item cards (*Key, Equipment, Weapon, Artifact, Ally,* and/or *Tome* cards).

After trading, each stunned investigator may **discard 1 stun status effect token.**

2. Gain Threat

The keeper gains **threat tokens** equal to the number of investigator players at the start of the game, and adds them to his pile of unspent threat tokens from previous turns.

3. Keeper Action

The keeper discards threat tokens to perform actions, one at a time, from any number of his Keeper Action cards.

He may not use the *Uncontrollable Urges* action card to use a spell or item that does not have a valid target. The *Dark Rituals* action card can only be used once per turn.

Drawing Mythos and Trauma Cards The keeper is limited to 4 Mythos cards and 4 Trauma cards in his hand at any time, and they are kept secret from the investigators. If he ever exceeds this total, he must discard cards of his choice until he has 4.

Moving Monsters *Command Minion* and *Creatures of the Night* action cards allow the keeper to move monsters, one space at a time (investigators may need to make horror tests). Monsters may only move to adjacent spaces, can move diagonally, and cannot move through walls or sealed doors. They may freely move through normal doors, and they ignore Lock cards.

Placing Monsters Randomly take a monster figure of the right type (without looking at the bottom of its token) and place it in the specified space. If only the room is specified, the keeper may place the monster in any space of that room.

4. Monster Attack

The keeper *may* perform one attack with each monster that is in an investigator's space. If there are multiple investigators in the same space, choose one to attack.

If a monster has a stun token on it, the monster does not attack; instead, remove 1 stun token from the monster.

5. Event

The keeper places 1 **time token** on the top of the Event deck.

If this causes the number of tokens on the deck to equal the time number on the back of the top card, discard all tokens and the card is flipped over, read aloud, and resolved. No one may look at the face of an Event card until it is resolved.

If there are multiple effects, only use the effect matching the letter on the keeper's matching story choice marker.

Monsters

There are 3 **classes** of monsters: *humanoid* (blue), *beast* (brown), and *eldritch* (green), each with its own **Combat deck**.

A monster with a specific name is a **named monster** and follows all normal rules, but must be marked with a **horror token** so players can identify it. If a named monster has more health than that on its monster token, place damage tokens adjacent to the figure in addition to in the hook on its base.

If an effect kills a named monster without dealing a specific amount of damage, it instead deals 5 damage. An investigator affected by such an ability is killed. If an Objective card requires the investigators to kill a monster that was not given a specific name, it still follows all rules for named monsters.

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

Sample Tokens

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

Attribute Tests

Attribute tests always refer to one of the investigator's 7 attributes on his Trait cards: **Intellect**, **Willpower**, **Lore**, **Luck**, **Strength**, **Dexterity**, and **Marksmanship**.

To perform a test, **roll a 10-sided die and; if the roll is equal to or less than the attribute, the test is passed.** If the roll is higher, the investigator fails.

On a roll of 1, the test automatically passes; and on a roll of 10, it automatically fails; regardless of the attribute.

Any modifier is always added to the attribute before rolling.

Skill Points

Before making an attribute test, you may discard one of your **skill point tokens** to add your Luck attribute to the attribute you are testing. You may do this once for each attribute test. You may never spend a skill point to add Luck to your Luck.

Skill points may also be used to add your Luck to your Intellect when attempting a puzzle.

Horror Tests

-1 Immediately resolve a **horror test** *every time* a monster enters your room (or you enter its room).

Horror test: Willpower test modified by monster's Horror.

If you fail, take 1 horror.

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

If, at the start of your turn, a monster is in the same room, you do not need to make a horror test. If a monster leaves your room and then re-enters it *on the same turn*, you do not need to make a horror test against it.

An investigator only makes **a maximum of one horror test per monster per turn**. Horror tests always interrupt the current step of the player's turn.

Evade Tests

1 You must immediately resolve an **evade test** against every monster in your space before attempting to move (including via an effect, but not if moved by the keeper) or perform a non-attack action.

Evade test: Dexterity test modified by monster's Awareness.

If you fail, the keeper *may* have the monster damage your investigator (equal to the monster's damage value).

Whether you pass or fail, you may then move or perform the intended action. After having attempted to evade a monster, you may freely move and take actions without having to try to evade the same monster that turn.

If there are multiple monsters in your space, you must attempt to evade *each* of them (in the order of your choice) before moving or performing the intended action.

Monsters may freely move out of your space and do not cause you to make an evade test when doing so. If the monster moves you, you do not have to make an evade test (but your may be required to make a horror test).

Attacking a monster does not require an evade test. This attack may be unarmed, with a weapon, or with an *attack* Spell card. This attack does not need to target a monster in your space.

Casting Spells

When you gain a **Spell card**, take the top card of the appropriate deck. You may *never look at the back side* of Spell cards except when instructed to do so. Each investigator can have a maximum of 1 copy of the same Spell card at a time.

You may **cast a Spell** by performing the action on the card—usually making an attribute test—and then flipping it over. After resolving its effect, the card is usually discarded (to the bottom of its deck) and a new one of the same type drawn.

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

Trauma Cards

Trauma cards are kept in the keeper's hand until played and are drawn using specific Keeper Action cards. They can only be played by the keeper *immediately after an investigator takes damage or horror*.

If an investigator has 0 sanity, the keeper may play 1 insanity Trauma card on him as a keeper action (once per turn per insane investigator).

Injuries (red border) can only be played when an investigator takes *damage*. **Insanities** (blue border) can only be played when an investigator takes *horror*.

Those with a number can only be played on an investigator whose current health or sanity is *equal to or lower than* the number.

Each investigator may have a maximum of 1 injury and 1 insanity at any given time. If you receive a second card of the same type, the original card is discarded first.

If the keeper draws a Trauma card marked with the multi-investigator icon when only one investigator is playing, he discards it and draws a new card. If all investigators except one are eliminated, he discards all multi-investigator Trauma cards from his hand and draws the same number of new cards.

Mythos Cards

Mythos cards may be received by the keeper at setup, and he may gain more by using specific Keeper Action cards.

A **maximum of 1 Mythos card per investigator turn** may be played by the keeper and *never* during his own turn.

The points when the keeper may play a Mythos card are: at the start of an investigator's turn, and immediately after an investigator's first Movement step, second Movement step, and Action step.

Pay the **threat cost**. Some cards also have a requirement; these can only be played on investigators who are in one of the listed rooms or are fulfilling the requirement.

Discard played Mythos cards to a faceup pile next to the Mythos deck. If the deck runs out, shuffle this discard pile to create a new Mythos deck.

Escaping

After finding the final Clue *(Clue 1)*, the investigators may need to **escape** with the knowledge they uncovered in order to win. In such a case *only*, investigators are allowed to escape off the game board.

If the objective requires all the investigators escape to win, only one investigator per player is necessary to escape; any investigators killed before the finale are *not* required to escape.

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

Damage and Horror

Death and **insanity** can be caused by accumulating too much damage or horror, respectively.

Each **damage** an investigator suffers reduces his health by 1 (place damage tokens on his Character card). An investigator with 0 or less health is **killed**.

Each **horror** an investigator suffers reduces his sanity by 1 (place horror tokens on his Character card). An investigator with 0 sanity is driven **insane**. The keeper may play insanity Trauma cards on an insane investigator as a keeper action.

An investigator with a sanity of 0 cannot gain any more horror tokens. However, the keeper may play Trauma cards on an insane investigator whenever the investigator would ordinarily have gained horror (as if he had gained horror as normal).

An investigator whose sanity increases above 0 is sane again.

When damage or horror is healed, remove the appropriate number of tokens from the Character card and return them to the stockpile. You may exchange damage tokens for ones of equal value (but of different denominations) at any time.

Killed Investigators

A killed investigator is removed from the board and all of his Exploration and Starting Item cards are dropped in his current room. Any Spell cards he has are discarded (not dropped). Discard all of the investigator's skill point, damage, and horror tokens and return his Character card and Trait cards to the box.

Elimination

If an investigator is killed once the Objective card has been revealed, the player is eliminated from the game and no longer participates after following all steps for *Killed Investigators* above.

He no longer receives an investigator turn, but he still wins if the other investigators win.

Choosing a New Investigator

If your investigator has been killed, you do not receive any Movement or Action steps on your next turn. Instead, choose an investigator who has not yet participated in this story. If all investigators have been used, the player is eliminated.

Once you have chosen a new investigator, take his Character card and all 4 Trait cards. Choose 2 Trait cards, as you would during setup, and take the Starting Item card (or Spell card) listed on one of the chosen Trait cards. Then take the amount of skill point tokens listed on the Character card.

Finally, place the investigator figure on the start space; your turn then ends.

Killing Monsters

When a monster is dealt damage, a damage token with the appropriate number is clipped on the figure's base. Update the token if the monster is later dealt additional damage.

Monster figures with large bases have 2 damage clips; the total amount of damage is the sum of both damage tokens.

 If the amount of damage ever equals or exceeds the monster's **health** value, the monster is killed. Remove the figure from the board, discard any tokens on it, and return it to the pool of unused figures.

Puzzles

Encountering a **puzzle** interrupts whatever movement or action you were resolving; if you solve the puzzle, continue the interrupted movement or action. If you do not, the movement or action ends.

Puzzle Setup

When you encounter a puzzle for the first time, resolve the following steps, placing the puzzle pieces in front of you.

1. Place Setup Piece: For a *Wiring* or *Lock* puzzle, first place the appropriate puzzle setup piece on the table (as shown on the card).

2. Shuffle Puzzle Pieces: Randomize the appropriate pile of unused puzzle pieces.

3. Deal Puzzle Pieces: Draw puzzle pieces from the appropriate pile one at a time, following the card instructions. These pieces are always placed in rows, starting in the top left corner according to the image on the card, and always placed with its arrow (or point) pointing toward the top of the puzzle.

Attempting a Puzzle

You receive a number of puzzle actions equal to your investigator's **Intellect**. With each puzzle action, you may:

– **Swap a puzzle piece with an adjacent piece**. The pieces may not be rotated. This is the only puzzle action needed when attempting a *Rune* puzzle.

– **Rotate a puzzle piece 90º**. The piece may be rotated clockwise or counterclockwise and stays in its current location. If attempting a *Lock* puzzle, you may rotate the puzzle setup tile by 180º for puzzle 4 (rectangle), by 120º for puzzle 5 (triangle), or by 90º for puzzle 6 (cross).

– **At a cost of 2 puzzle actions, draw a random puzzle piece** from the pile of unused pieces. You must then replace any piece in play with the new piece, placed in its starting orientation (arrow pointing up). The replaced piece is discarded facedown to the bottom of the puzzle piece pile.

You may continue taking puzzle actions until you have solved the puzzle, or used your total number of puzzle actions.

Skill Points During a Puzzle

You may use a skill point at any time to add your *Luck* to your *Intellect* when attempting a puzzle.

Puzzle Adjacency

A puzzle piece is **adjacent** to each puzzle piece and setup tile that it is touching; they are never adjacent diagonally.

Resetting a Puzzle

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

Solving a Puzzle

You have *solved* a puzzle when you complete its objective:

Rune Puzzle: All puzzle pieces are in the proper positions to match the artwork on the card that initiated the puzzle.

Wiring Puzzle: You can trace a continuous path of red and blue wires from the start of the puzzle to the end.

Lock Puzzle: The symbols on every puzzle piece match every adjacent symbol (including the symbols on the setup tile).

The effects of solving a puzzle are on the card that initiated the puzzle. Solving the puzzle usually discards the card from play, allowing the player to continue moving or exploring.

After completing a puzzle, all puzzle pieces are placed facedown on the bottom of the appropriate puzzle piece pile.

If you have not completed a puzzle but have spent all of your puzzle actions (or do not wish to perform any more), the pieces remain on the table in their current configuration. You or another investigator may attempt to later finish it (when encountering the Obstacle or Lock card which set it up).

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

Puzzle Secrecy and Cheating

When you attempt to solve a puzzle, other players may not help you, and you may not use scrap paper or other equipment. Once you have spent a puzzle action, it remains spent.

Secrecy

Combat Cards: All Combat card and monster special attacks information is open. You may know the possible outcomes of a card before choosing whether or not to spend a skill point.

Monster Tokens: The keeper may look at the information on the bottom of monster tokens at any time (except when placing a randomly chosen monster). Investigators may only look at the information on the bottom of *damaged* monsters. When a monster is dealing damage or making a special attack, an investigator may look at the back of the token.

Mythos and Trauma Cards: Any cards in the keeper's hand are kept hidden from investigators. Once played, they are displayed faceup for all to see; with the exception of a Mythos card which is specifically played facedown, and can only be examined by the investigator who receives it (and the keeper).

Keeper Story Guide: Information in the Keeper Story Guide is hidden. The investigators may ask the keeper to repeat any information he reads from this book or ask to verify Exploration cards after exploring a room.

Investigator Discussions: Investigator players may discuss and plan their turns as long as all discussion happens in front of the keeper. Investigators may not secretly discuss their plans.

Component Limitations

Decks of Cards: If a deck of cards runs out, shuffle the discard pile to create a new deck. The exception is the Event deck, which always ends the game after the last card is drawn.

Corpse Markers: These are limited to the amount in the game. Any effects that would place additional corpse markers beyond that onto the board are ignored. Any corpse marker may be placed in any room. All discarded corpse markers (including burned corpses) may be reused.

Puzzle Pieces: If you wish to draw additional pieces, but they are all in use, you may not draw any. When a puzzle is completed, all pieces are shuffled back into the pile of unused pieces.

Other Tokens: All other tokens are unlimited.

Monster Figures: The keeper may never have more monster figures on the board than those provided. If an ability lets him place a figure, and all of that type are already on the board, he *may* kill one of his monsters in order to place it elsewhere.

Optional Rules

Puzzle Time Limit

Investigators are limited to 60 seconds for interacting with puzzles (regardless of *Intellect*). At the end of this time limit, the player may not use any unspent puzzle actions.

Monster Skill Points

At the start of the game, the keeper receives skill point tokens equal to the number of investigator players. The keeper's skill points are not replenished after being used. The keeper may spend a skill point token for one of the following effects:

Reroll Attribute Test: Discard a token after an investigator rolls for an attribute test during combat; he must reroll and use the new result. The second roll cannot made to be rerolled.

Use Monster Special Attack: Before drawing a Combat card for a monster attack, discard a token to automatically have it make its special attack (no Combat cards are drawn).

Alternate Game Length

Immediately before the keeper draws the last card of the Event deck, he first rolls the die. If he rolls a 1 or 2, he does not draw the card this turn. He repeats this process on every future Event step. If the Objective card indicates that the keeper or investigators win if the last Event card is resolved, then the keeper does not roll and instead resolves the Event card as normal.

MANSIONS OF MADNESS

Feature Markers

Altars are used by the keeper as described on specific Keeper Action cards, and certain Objective and Events may interact with altars.

Barriers An investigator may spend his Action step to move a barrier in his space partially over a door in that space, *or* move it from the door back into the space.

Barriers may not be moved out of their starting spaces. There can be a maximum of one barrier on each door.

Once a barrier is on a door, investigators and monsters may not move through; a monster trying to move through the door must attack the barrier to try to move through.

Investigators may move through a door covered by a barrier by removing the barrier and placing it in the space. Do not replace the barrier on the door.

Camp Fires can be used to either:

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

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

Corpses are placed on the board by the *Raise Dead* Keeper Action card. When an investigator moves out of a space containing a corpse, he may drag *one* corpse marker with him at no additional cost in Movement or Action steps.

A corpse marker is discarded if it is ever in a room that is on fire. Corpse markers can also be discarded if investigators throw them into a camp fire.

Hiding Spaces are locations where investigators can avoid monster attacks. An investigator may spend a Movement or Action step to move his figure onto a hiding space marker in his space.

It is more difficult for monsters to damage investigators who are in a hiding space. While hiding, the investigator may not move, attack, or cast "attack" Spells.

On a future turn, the investigator may spend a Movement or Action step to move out of the hiding space.

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

An investigator in a hiding space cannot be attacked by other investigators.

Ladders may be used by investigators and humanoid (blue) monsters to move between spaces containing ladder markers as if they were adjacent (movement purposes only).

Vents may be used by a beast (brown) monster to move from any space containing a vent to any other space containing a vent.

Investigators and other monster types may not move through vents.

Status Effects

Status effects are ongoing effects represented by tokens.

Stun tokens Only one stun token can be discarded per turn. A stunned investigator places the token on his Character card, only receives 1 movement step and 1 action step on his turn, and suffers −2 to every attribute test (*ie.* a rolled die is compared to an attribute).

A stunned monster has the token placed next to its figure and may not move or attack (but still cause Horror checks and can still take samples).

In the Investigator Trading phase, each stunned investigator may discard 1 stun token. In the Monster Attack phase, each stunned monster that does not attack may discard 1 stun token.

Fire tokens are placed on a room's name and affect every investigator and monster in the room. An investigator or monster figure there at the end of its owner's turn receives 2 damage.

An investigator must test his *Willpower* to enter the room. If he fails, he takes 1 horror. On a fail or pass, he may then enter the room (and does not need to test again to move to a different space in the same room).

Darkness tokens are placed on a room and affect every investigator there. An investigator who wishes to explore the room must spend an Action step *plus* one Movement step to do so; and receives −2 to all attribute tests in combat while there (in addition to other penalties).

When ignoring these effects (*eg.* with a *Lantern*), an investigator cannot be targeted by cards that require them to be in a room with a darkness token.

Combat

Investigator Attacks

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

The keeper draws Combat cards until he draws one matching the type of weapon being used by the investigator; he reads it aloud, and the investigator resolves any tests on the card.

After resolving the card, the combat is over and the keeper discards all cards drawn.

Range

Weapons and items may require an investigator to be within a specific **range** of a target. Range is the number of spaces away the target is from the investigator. Doors block range.

Line of Sight

To measure range to a target, the target's space must be within **line of sight (LOS)**. When in large open areas, use a ruler to make a straight line between the white dots inside the corners of the two spaces—a figure has LOS if you can trace a line from *at least one* corner dot in his space to a corner dot in the target space without crossing a brown wall or the top of a door.

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

Monsters, investigators and feature markers do not block LOS. A figure in a space without LOS dots has LOS to every space in the room (and not other rooms).

Monster Attacks

During every Monster Attack step, every monster may attack an investigator in its space. The keeper draws cards from the top of the Combat deck matching the monster's class (color). The **bottom half** of each Combat card is used whenever a monster is the attacker. It lists either *Monster Attack*, *Monster vs. Hiding*, or *Monster vs. Barrier*.

The keeper draws Combat cards until he draws a *Monster Attack* card; he reads it aloud, and the investigator resolves any tests on the card.

After resolving the card, the combat is over and the keeper discards all cards drawn.

Monster Special Attacks

To execute a monster **special attack**, the keeper resolves the special ability printed on the bottom of its monster token exactly as if it were the text on a Combat card.

Hiding and Barriers

When a monster attacks an investigator who is **hiding**, the keeper draws Combat cards until he draws a *Monster vs. Hiding* card, and then resolves the card.

If the result of the card reads *"the investigator is no longer hiding,"* he is moved off the hiding space feature marker and may later be attacked as normal.

When a monster attempts to move through a door that has a **barrier** on it, the keeper draws from the monster's Combat deck until he draws a *Monster vs. Barrier* card, and then resolves the card. This card may destroy (discard) the barrier marker or move it off the door (to its original space); the monster may then continue moving through the door. On any other result, the monster may not move through the door, and the keeper may not move the monster again that turn.

Combat Keywords

Take X Damage: Receive damage tokens with a total value of X and place them on your Character card.

Take X Horror: Receives X horror tokens and place them on your Character card.

Deal Damage: The listed amount of damage is added to any damage tokens currently on the monster.

Monster Damages You: Take damage equal to the monster's damage value.

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

Drop Weapon: Place the weapon in your current room. You must drop the weapon you are currently using (if able); the card is placed on top of any Obstacle or Exploration cards in the room. Any player who explores the room can pick up this weapon (following standard rules for exploring).

Test Attribute: Make an attribute test. The results of passing and failing are listed; if these effects are missing, assume the result has no effect.

Melee Weapon: Any type of weapon with the word *Melee* in its type, including Sharp and Blunt Melee Weapons.

Ranged Weapon: Any type of weapon that has the word *Ranged* in its type.

No Effect: Nothing happens.

No Longer Hiding: Move from the hiding space marker to your current space. The monster does not attack again that turn unless specified.

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

FORBIDDEN ALCHEMY

Components

When playing a *Forbidden Alchemy* story, add the new **Spell** decks to the existing decks. Set the **Side Effects** deck near the Trauma deck and add the pile of **Alchemy** puzzle pieces to the other puzzle piles. Use the new Exploration, Lock, Obstacle, Event, Objective, Keeper Action cards, and any other components as instructed.

A **dashed white line** on a map tile is an **impassable border** that investigators cannot cross unless specifically allowed to do so. They do not interrupt LOS. Flying monsters with the flying icon (including *Mi-Go*) may cross impassable borders.

Alchemy Puzzles

All rules regarding resetting a puzzle, using skill points, secrecy, and cheating apply as normal. However, while you may use a skill point to add **Luck** to your **Intellect**, you may *not* use a skill point when making the test to solve the puzzle.

Alchemy Puzzle Setup

When you encounter an Alchemy puzzle, resolve the following steps, placing the puzzle pieces in front of you.

1. Place Setup Piece: Place the appropriate Alchemy puzzle piece on the table.

2. Shuffle Puzzle Pieces: Randomize the pile of unused Alchemy puzzle pieces.

3. Deal Puzzle Pieces: Draw puzzle pieces one at a time, placing them along the edges of the setup piece, starting with the top edge and going clockwise until a piece has been played along each edge. The edge with the colored shape is always placed along the edge of the setup piece.

Attempting an Alchemy Puzzle

You receive a number of puzzle actions equal to your investigator's **Intellect**. With each puzzle action, you may:

– **Swap a puzzle piece with an adjacent piece**.

– **At a cost of 2 puzzle actions, replace a puzzle piece**. *First* choose and discard a piece, then draw a random piece from the pile of unused pieces and replace it.

Continue taking puzzle actions until you choose to stop or have or used all of your puzzle actions. Then you must make a test to complete the puzzle.

Completing an Alchemy Puzzle

A piece is correctly placed if the shape on its edge matches the shape on the edge of the setup piece it is touching.

Roll a 10-sided die: if the roll is equal to or less than the number of correctly placed pieces, the test is passed. You cannot use skill points when making this test.

If you pass the test, the puzzle is completed. Check the card for the effects. If you fail the test, the puzzle is not completed and you must **draw a Side effect card**. The card may list other effects.

Whether you pass or fail, the pieces are placed facedown on the bottom of the Alchemy puzzle piece pile.

Escaping and Hiding

When investigators or a monster must escape to win, they may move across a white line along the edge of a room they just escape from (if the edge does not connect to an adjacent room).

A hiding investigator cannot be chosen as the target of a Keeper Action, but is still subject to any status effects affecting the room, or Horror tests. He may also be chosen by another investigator if a card effect allows.

An investigator hiding due to the *Mists of Releh* spell **may also move and explore**. He may spend a Movement or Action step to end the effect.

Byakhees

Investigators do not look at the bottom of a **Byakee** token (though Darrell Simmins may still use his *Keen Eye* ability).

When it makes its special attack, the keeper reads the initial question on the bottom of the token aloud, but does not reveal the answer results. After the attacked investigator response, the keeper then reads aloud the corresponding result.

Side Effect Cards

When instructed to draw a **Side Effect** card, place the card faceup next to your Investigator card. Its text takes immediate effect.

If the card has the **multi-investigator icon** and only one investigator is playing, discard it and draw another.

Threat Effects

Some Trauma and Side Effect cards have effects triggered by the keeper spending Threat tokens. This does not count as a keeper action.

Combat Cards

When a Combat card with two different types of attacks for the investigators is draw, resolve the one that matches the weapon he is using. If neither matches, keep drawing cards until you draw one that matches.

When drawing Combat cards for an investigator using the *sharp and blunt melee weapon*, resolve the first effect for a *sharp melee weapon*, a *blunt melee weapon*, or a *melee weapon*.

New Combat Card Tests

Either/Or Tests: The investigator chooses which attribute to test.

Non-Attribute Tests: Make a normal attribute test on the number indicated.

Conditional Modifiers: Modify the attribute by the indicated amount before rolling.

Multiple Tests: Make both tests in the order given.

Epilogues

After a *Forbidden Alchemy* game in which at least one player won, the keeper looks at his #1 story choice marker, then reads aloud the appropriate **Epilogue** from the Keeper Guide.

CALL OF THE WILD

The *Call of the Wild* stories play best with 2-4 investigators. When playing a game with 2 players, the investigator player controls 2 different investigators.

Call of the Wild Keeper Action Cards are kept **hidden** from investigators until used.

Map Tiles

Outdoors areas are still referred to as **rooms**. An **outdoor room** has one or fewer sides completely covered by solid brown walls (excluding walls that are on adjacent tiles).

Investigators and monsters cannot move across an **impassable border** (dashed line) unless allowed to by a specific effect. Impassable borders do not interrupt LOS.

A figure at the start of its turn in a **submerged space** (blue wave icon) that does not contain a boat marker takes 2 damage and is immediately moved over an impassable border to an adjacent space of its owner's choice. Flying monsters are immune to this effect and do not take damage or are forced to move.

If an ability or effect allows a figure to move through a submerged space, it is unaffected as long as it is not in the space at the start of its turn. If an effect allows the keeper to move an investigator to any space, he cannot move the figure into a submerged space.

Solid or dashed **yellow lines** are treated as white lines except that they are **separate rooms**.

The definition of a **room** is now *an area of a map tile that has a name and is separated by solid brown walls, doors, yellow room borders, or the edge of a map tile.*

Artwork on the map has no direct impact on gameplay.

Flying Monsters

Flying monsters have a flying icon on its token (*mi-gos* from the base game are also flying monsters.)

Flying monsters can move over impassable borders; are immune to the effects of pits; may stay in submerged spaces without ill effect; and can move under the *Covered Bridge* room following the boat movement rules.

Tokens

Curse tokens Each time a game effect **curses** an investigator or ally, he places 1 curse token on his Character card.

The keeper may discard a curse token from your Character card to force you to **reroll 1 die used in an attribute test**. You must use the second die result. The keeper cannot use a second curse token to force a second reroll.

Curse tokens affect allies differently (see *Allies*).

Each investigator and ally may have multiple curse tokens. They remain on Character cards and Ally Character cards until discarded by the keeper or an effect.

If you are forced to reroll a die, and you have already used a skill point during this skill check, the skill point applies to the reroll as well.

When instructed to reroll, you may choose to spend a skill point before rerolling the die (if you have not already spent a skill point).

Unique Monsters

Unique monsters can be killed, but cannot be removed from the game. When using *The Dunwich Horror*, the keeper chooses which token to slide it into its base. Its special attack requires the keeper to randomly draw one of the other 2 tokens to replace it. The keeper may look at the token currently in the base at any time.

Unique monster figures are not considered *Named Monsters* unless specified in the story.

Feature Markers

Pits are randomized and placed damage side down in a pile near the map at the start of the game.

Each time an investigator, monster, or ally moves or is moved into a space containing a pit:

1. **Stop Movement** The figure ends its movement in the space; it cannot move further this turn for any reason.

2. **Take Damage** Flip the marker faceup and take damage equal to the number shown on it.

3. **Replace and/or Discard** If the pit marker has a yellow arrow, draw a random pit marker and place it facedown in the space without looking at its damage value.

   In any case, the faceup pit marker is shuffled damage side down into the pile of unused pit markers.

When you must place a new pit, draw a random pit marker from the pool and, without looking at its damage value, place it damage side down in the space. If there are ever no markers available in the pool, additional pit markers cannot be placed on the map.

Pits are only triggered when a figure moves into the space. A figure placed in a pit's space, or a pit placed in a figure's space, results in no immediate effect.

If more than one figure moves into the space at the same time, each of the figures is dealt the damage. There can be a maximum of 1 pit marker in each space.

Boats can be used to cross rivers, streams, lakes and swamps. You must have the *Boat Keys* Exploration card to use a boat marker in your space to move to an adjacent space that shares an impassable border. The boat marker is moved into the new space along with the investigator.

Spaces on either side of the *Covered Bridge* room are adjacent for boat movement and flying monsters.

If an effect allows you to move (eg. a *Run* action or the *Levitate* spell), you may use a boat in your space as long as you have the *Boat Keys*.

Other investigators in the boat's space may move with you (you may forbid them to do so), and they may stop moving with the boat at any point during the movement.

A figure using a boat is subject to evade and horror tests, even if moving with other investigators. An investigator with the *Boat Keys* may be moved by the keeper using a boat, but not other investigators as part of that move.

Allies are only used in stories 1, 3, and 4. Each is represented on the board by an ally token, and has a Character card and, shuffled and placed next to it, a deck of Ally Story cards.

Allies are *not* monsters or investigators for the purposes of card effects and abilities.

Ally Phase

Immediately after each Investigator Trading step, there is an Ally phase:

1. **Ally Action** Each ally performs one of the following actions (chosen by the investigator nearest the ally).
   – Perform an attack.
   – Talk to an investigator in the ally's room.
   – Do nothing.
2. **Ally Status Effects** Each ally in a room affected by fire is dealt 2 damage. Then discard 1 stun token from each ally.

If the ally is **insane**, it can perform an ally action; but the keeper may also move and attack with the ally as if it were a monster.

Talking to an Ally

During the Ally phase, each ally can talk to one investigator in its room. Draw the top card of the ally's Story deck and resolve it, keeping the card next to your investigator's Character card unless the card instructs otherwise.

Multiple investigators in the room must decide as a group which one of them the ally talks to.

There are 3 types of Ally Story cards:

Rumors Flavor text with no in-game effect.

Events Each time you draw an Event Story card, it is immediately resolved and either discarded or placed by your Character card as specified.

Tasks Place by your Character card and receive a reward if you complete its instructions. Tasks may take multiple turns to complete and are discarded after completion.

An investigator cannot talk to an ally if he has an uncompleted task belonging to that ally.

Only the investigator with the Story card can complete the corresponding task. Investigators may trade Task Story cards to other investigators in the same space during the Investigator Trading step.

Ally Movement

Ally tokens only move (following the same rules for movement as investigators) as a result of specific card effects or abilities.

Allies cannot move into rooms that have Lock cards, or into hiding spaces. They cannot move while stunned.

Ally Attacks and Attacking Allies

Each time an ally attacks, the keeper draws the top card from the Combat deck matching the defending monster's type. Allies always use the **top half of the card**, as if an investigator were attacking.

The player resolving the ally's attack decides the target of the attack, which weapon to use, and makes any decisions on the combat card.

Allies may attack monsters, investigators, and other allies. If attacking an investigator or another ally, the target is treated like a humanoid monster.

Stunned allies cannot attack.

Effects that allow the keeper to make an investigator **attack** another investigator can be used by the keeper to make an investigator attack an ally.

Monsters can attack allies in the same way they attack investigators, and investigators can attack allies in the same way they attack humanoid monsters.

Any ability affecting 'figures' also affects allies. Cards specifically affecting monsters or investigators cannot be used against allies. Cards with the **attack** keyword can be used against allies.

Ally Tests

Allies never roll dice for skill tests. If an ally must perform a skill test, and the ally has **expertise** in that skill (listed on its Character card), the ally passes the skill test. If the ally does not have expertise in that skill, the ally fails the skill test.

Allies must perform Horror and Evade tests as if they were investigator figures, except that they automatically fail these tests, regardless of their expertise.

If the ally is required to make a test against something other than a skill it automatically fails. If a combat card deals damage based on an attribute, deal 1 damage.

Trading with Allies

Investigators can trade Exploration and Starting Item cards to allies during the Investigator Trading step. Multiple trades may be performed during the same turn.

If you are in the ally's space, place the card faceup next to its Character card. You cannot take these cards from allies, unless allowed by a card or ability.

Allies cannot use the abilities on Exploration and Starting Item cards except when using a Weapon, or if the card specifically describes a benefit for allies.

Ally Damage and Horror

Track damage and horror dealt to allies by placing the tokens next to the ally's Character card. Trauma and Mythos cards cannot be played on allies.

When an ally has damage equal or greater than its health, it is **killed**. Remove the ally token from the map; it may no longer move, attack, or talk to investigators. It drops all of its Explorations and Starting cards in its room following the same rules for killed investigators.

When an ally has horror equal to or greater than its sanity, it is **insane**. Investigators may perform ally actions with insane allies as normal.

During the Keeper Action step, an insane ally is considered a monster (instead of an ally).

During the Monster Attack step, the keeper may perform one attack with the ally.

Allies can be **healed** by any effect that heals an investigator. Other card effects that specifically apply to investigators have no effect on allies.

Allies, like investigators, are killed by effects that kill a named monster without dealing a specific amount of damage.

Status Effects on Allies

Stun The ally cannot move or attack (but can talk). Each ally discards one of its stun tokens at the end of each Ally Phase step.

Curse The keeper may discard a *Curse* token from an ally while resolving a test to make the ally automatically fail the test. During combat, the keeper may wait to use the curse token until after he has read the Combat card.

Fire An ally in a room on fire is dealt 2 damage at the end of each Ally phase. Fire does not affect ally movement, require horror tests, nor have additional effects on allies.

Darkness An ally in a room that is in darkness cannot perform attacks.

Allies and Feature Markers

Allies can only interact with feature markers as follows:

Ladders Allies can use ladders when moving following the same rules as investigators.

Pits Allies must follow all rules that apply to pits.

Vents Allies cannot move through vents.

Hiding Spaces Allies cannot move into hiding spaces. Allies cannot attack investigators in hiding spaces.

Barriers Allies may move through a barrier in the same way as investigators.