

MANSIONS OF MADNESS

Setup

All Players

1. Choose a story and select a Keeper.
2. Arrange all components so that they are accessible to the Keeper.
3. Arrange Magic cards so that they are accessible to the Investigators.

Investigators

1. Build the map as shown in the Investigator Guide.
2. Read the introductory story and the special instructions (if any) aloud.
3. Each player must choose a character.
4. Each player must choose one strength and one intellect trait card for his or her character.
5. Each player takes any corresponding Starting Item or Spell cards.
6. Place the appropriate Investigator figures on the Start space.

Keeper

1. Perform setup for the chosen story as listed in the Keeper Guide.
 - a. Set up Keeper Action cards.
 - b. Set up the Mythos deck.
 - c. Seed the game board with Exploration, Obstacle, and Lock cards.
2. Read the Prologue aloud.

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Attribute Tests

Attribute Tests

To perform an attribute test, the player rolls the D10 and compares the result to the appropriate attribute (e.g., Dexterity or Lore). The attribute in question may be modified by status effects or by the card requiring the check. The test results in a *pass* if the roll is *less than or equal to* the modified attribute. The test results in a *failure* if the roll is *greater than* the attribute.

Rolling a 1 always results in a *pass*. Rolling a 10 always results in a *failure*.

Horror Tests

Whenever a monster enters an Investigator's room (or vice versa), the Investigator must immediately make a horror test. To do so, he or she performs a Willpower test modified by the monster's horror rating (blue). If the Investigator *fails*, he or she takes one horror token. Only one horror test is required per Investigator per monster per turn.

Evade Tests

Whenever an Investigator is in the same space as a monster, he or she must make an evade test before moving or taking an action. To do so, he or she performs a Dexterity test modified by the monster's awareness rating (white). If the Investigator *fails*, the Keeper may have the Investigator take damage equal to the monster's damage value. Only one evade test is required per monster per turn.

Skill Points

An Investigator may discard a Skill token to add his or her Luck value to the attribute being tested *before* the attribute test is performed. While attempting to solve a puzzle, an Investigator may discard a Skill token to gain a number of moves equal to his or her Luck value. Only one Skill token may be used per attribute test.

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Investigator Turn

On each Investigator's turn, he or she may do any of the following, in any order:

- **Movement Step:** Move to an adjacent space.
- **Movement Step:** Move to another adjacent space.
- **Action Step:**
 - **Run:** Move one additional space.
 - **Drop:** Leave any number of Exploration or Starting Item cards in the room.
 - **Explore:** Resolve all facedown Obstacle cards in the room, then take all Exploration cards in order. Investigators may explore from any space within the room.
 - **Attack:** Select a monster within range (and line of sight) of the Investigator. The Keeper draws cards from the combat deck corresponding to the monster's type until a relevant combat card is revealed (e.g., a Ranged Weapon card if the Investigator is attacking with a gun). The combat card will usually require an attribute test.
 - **Card Ability:** Use a card with an "**Action:**" ability in the Investigator's current space.
 - **Room Feature:** Use a room feature in the Investigator's space (e.g., move a Barrier).

After an Investigator has completed his or her turn, play passes to the next. Once all Investigators have played, the Keeper's turn begins.

The Investigators will not know their Objective until all clues have been found, or until the Objective is revealed by an Event card.

Locks and Obstacles

Lock cards are revealed by the Keeper when a player attempts to enter a room. They may require the Investigator to solve a puzzle or to be in possession of a particular Exploration card to proceed. If an Investigator encounters a card that says "This Door is Locked", the investigator may not proceed, and loses that Movement or Action Step.

Investigators must solve any puzzles referenced on Obstacle cards before continuing to Explore the room.

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Status Effects

Stunned

Stunned Investigators only receive one Movement Step per turn. They also receive a –2 penalty to all attribute tests (this penalty only affects attribute tests; it does *not* affect the value of the attribute for other purposes). Although Investigators and monsters may have more than one Stun token, their effects do not stack.

Stunned monsters cannot move or attack.

Each Investigator may discard one Stun token per turn, during the Investigator Trading Step. Stunned monsters discard one stun token instead of attacking during the Monster Attack Step.

Fire

To enter a room that is on fire, an Investigator must perform a Willpower test. If the investigator *passes*, continue movement as normal. If the Investigator *fails*, he or she takes one Horror token and continues as normal.

If an Investigator is in a room that is on fire at the end of his turn (or a monster is in such a room at the end of the Keeper's turn) he or she takes two damage.

Darkness

An Investigator who wishes to explore a room that is in darkness must spend his or her Action Step *as well as one Movement Step* to do so.

Investigators in darkened rooms receive –2 to all attribute tests *during combat*. This effect stacks with other penalties (such as being stunned).

If an Exploration card (e.g., Lantern) allows an Investigator to ignore darkness, that Investigator cannot be targeted by cards that require him or her to be in a darkened room.

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Keeper Turn

On the Keeper's turn the following steps occur, in order:

1. **Investigator Trading Step:** Investigators who are in the same space may freely exchange Starting Items and Exploration cards.
2. **Gain Threat Step:** The Keeper gains Threat tokens equal to the number of Investigators (including eliminated Investigators).
3. **Keeper Action Step:** The Keeper may discard Threat tokens to use Keeper Action cards. The Keeper may also play an Insanity Trauma card on each Investigator with zero Sanity.
4. **Monster Attack Step:** Each monster may attack an Investigator in the same space. The Keeper draws cards from the combat deck corresponding to the monster's type until a relevant combat card (not "Monster vs. Barrier" or "Monster vs. Hiding") is revealed. The combat card may require an attribute test. Monsters may attack Barriers or Investigators that are hidden; in these cases, the Keeper draws cards from the combat deck corresponding to the monster's type until a combat card with "Monster vs. Hiding" or "Monster vs. Barrier" is revealed.
5. **Event Step:** Place one Time token on the Event deck. If the number of Time tokens equals the time on the card, turn the Event card over and follow the instructions.

Mythos Cards

Mythos cards may *not* be used during the Keeper's turn. They may be played on an Investigator during his or her turn *immediately before or after* any of his or her Action or Move Steps by discarding the appropriate number of Threat tokens. No more than one Mythos card may be played on an Investigator each turn.

Trauma Cards

Trauma cards may be played immediately after an Investigator takes a Damage or Horror token. A Trauma card that has a large number on it may only be played if the Investigator's remaining Health or Sanity is less than or equal to that number. An Investigator may have no more than one Injury Trauma card and one Insanity Trauma card at any given time; further Trauma cards will cause previous cards of the same type to be discarded.

If an Investigator has no remaining Sanity, Insanity Trauma cards may be played on him or her during the Keeper Action Step.

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Puzzles and Room Features

Puzzles

Puzzles will appear intermittently throughout play, and must be completed only by the Investigator who encountered it, with no input from other players. The Investigator may make a number of moves equal to his or her Intellect. If these moves are exhausted before the puzzle is solved, the puzzle remains in its current state until another Investigator encounters it (or the current Investigator returns on a later turn).

Puzzles may be solved using any combination of the following:

- Swapping two adjacent tiles costs one move. This is the only action available for a Rune puzzle.
- Rotating a tile by 90° costs one move. For Lock puzzles, the setup tile may also be rotated (although puzzle 4 rotates by 180° and puzzle 5 rotates by 120°).
- Discarding a tile and drawing a new tile to replace it costs two moves.

Room Features

Altar Feature: Used by the Keeper as described on specific Keeper Action cards.

Barrier Feature: Investigators may spend an action point to move a Barrier in to block a door in the same space, or to move a Barrier tile from a door back into the space. Blocked doors cannot be used by Investigators or monsters.

Camp Fire Feature: Used by the Keeper to spread fire, and by the Investigators to destroy Corpse markers.

Corpse Feature: Investigators may each drag one corpse with them as they move. Investigators may spend an Action to destroy a Corpse that is in the same space as a campfire. Corpses are automatically destroyed if they are in a room that is on fire.

Hiding Space Feature: Investigators may spend a Movement or Action to move into or out of a Hiding Space. While hiding, it is more difficult for a monster to damage the Investigator. Hidden Investigators cannot move, attack, or cast spells.

Ladder Feature: Investigators and humanoid monsters may move between spaces containing Ladder markers as if they were adjacent.

Vent Feature: Beast monsters may move between spaces containing Vent markers as if they were adjacent.