

# MANSIONS OF MADNESS<sup>®</sup>


## SECOND EDITION

The following are frequently asked questions, errata, and clarifications for *Mansions of Madness Second Edition*.

### ERRATA

This section describes official changes to rule text and cards.

#### PUNCHBOARD

- Flea Market : This tile should use an outdoor room name tag.





#### CONVERSION KIT

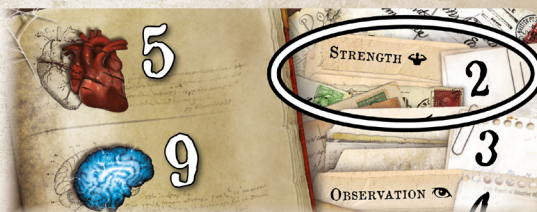
- Rulesheet, Indoor & Outdoor Rooms: The “Rooftop” and “Spruce Grove” tiles should be removed from the Indoor Rooms list and added to the Outdoor Rooms list.





### LEARN TO PLAY



- Page 11, Monster Activation Example, Step 3, first sentence should read: “The Deep One attacks the investigator in its space who has suffered the least Damage.”
- Page 11, Monster Activation Example, Steps 4 and 5 should appear as follows:

- The effect instructs Agatha to test her strength () plus one. She does so by rolling dice equal to the  value printed on her card plus one, three in total.



- She rolls one success result () and two blank results. Unable to reroll dice or convert any other results to , she continues to resolve the effect.



- Page 11, Monster Activation Example, Step 6, first paragraph should read: “The effect generated by the app instructs Agatha to suffer two Damage negated by the result of her  test. Agatha’s single  negates one Damage, but she suffers the remaining one Damage.”

### RULES REFERENCE

- Page 8, Eliminated, second bullet should read: “At the end of the game, each eliminated investigator loses the game unless an effect specifically states that he wins the game if he is eliminated.”
- Page 14, Outdoor, last bullet should read: “On second edition tiles, an outdoor room’s name tag is silver with red tentacles.”



## FAQ

This section answers frequently asked questions about *Mansions of Madness Second Edition*.

Q. "Do investigators decide the complete turn order before any investigator takes a turn?"

A. No. Investigators are not required to decide on a complete turn order. Which investigator takes the next turn can be decided at that time.

Q. "Can an investigator interrupt a move action to take another action?"

A. Yes. For example, an investigator can move one space, perform another action, such as a Search action or Explore action, then move a second space.

Q. "If an effect could affect two or more investigators, what happens?"

A. The investigators as a group decide which investigator is affected. If the investigators cannot reach a unanimous decision, an investigator is chosen at random who will make the decision.

Q. "Can investigators cooperate when attempting a puzzle?"

A. Yes. Investigators are allowed to discuss puzzles and other challenges and offer advice.

Q. "If an investigator who has a Light Source is in a space containing a Darkness token, is that investigator in Darkness?"

A. No. Investigators ignore Darkness in a space containing a Light Source or Fire or a space adjacent to a space containing a Light Source or Fire.

Q. "What happens if a game effect would affect an eliminated investigator?"

A. Resolve as much of the effect as possible. An eliminated investigator is unaffected unless the effect specifically allows it.

Q. "If multiple investigators would resolve a horror check against the same monster, should they each resolve a different horror check?"

A. No, if multiple investigators would resolve a horror check against the same monster, those investigators all resolve the same horror check. Each investigator resolves the effects of that horror check independently.

Q. "Can Fire spread through walls?"

A. No, Fire cannot spread through walls. Effects that affect adjacent spaces cannot affect spaces through walls unless an effect specifically allows it.

Q. "Does using Duke at the start of the turn take one of an investigator's two actions?"

A. No. Using Duke does not take one of an investigator's two actions.

