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"Our means of receiving impressions are absurdly few, and our notions of surrounding objects infinitely narrow. We see things only as we are constructed to see them, and can gain no idea of their absolute nature. With five feeble senses we pretend to comprehend the boundlessly complex cosmos"

—H. P. Lovecraft, *From Beyond*

The contents of this *Conversion Kit* are designed to integrate the investigator figures, monster figures, and map tiles from first edition products into the second edition of *Mansions of Madness*.

If you own any first edition products, players can play the investigators from those products and the monsters and map tiles from those products can be used by the app when generating maps or spawning monsters.

Before playing your first game, input which products you own in the collection manager in the app. You can access the collection manager from the main menu by selecting "More" and then selecting "My Collection."

To enable a product or expansion, select the specific product and press "Disabled."

COMPONENTS

➤ 16 Investigator Cards

➤ 33 Monster Tokens

➤ 4 Person Tokens

Each of these components functions identically to the corresponding components in second edition. This *Conversion Kit* does not include any plastic figures; you will need to own the corresponding first edition products to use these Investigator cards and Monster tokens with the second edition of *Mansions of Madness*.

To integrate these components into your second edition game, add all investigator figures, monster figures, and map tiles from your first edition products and the corresponding Investigator cards and Monster tokens from this *Conversion Kit* to your existing pool of second edition components. If you own the *Call of the Wild Expansion*, also add the four Person tokens.

PRODUCT ICONS

Each of the components in this *Conversion Kit* is marked with one of three product icons which corresponds to the product in which it originally appeared.

🗝️ *Mansions of Madness First Edition*

🔪 *Forbidden Alchemy Expansion*

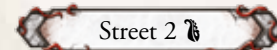
🌙 *Call of the Wild Expansion*

INDOOR & OUTDOOR ROOMS

Each room is either indoor or outdoor and each space within a room shares this quality. On second edition tiles, a room's name tag indicates if it is indoor or outdoor.



Indoor Name Tag



Outdoor Name Tag

The distinction between indoor and outdoor rooms is not indicated on first edition tiles. Instead, refer to the alphabetical lists of indoor and outdoor rooms below:

Indoor Rooms: Abandoned Shack, Attic Loft,

Attic Stairs, Attic Storage, Barn, Basement Landing, Basement Stairs, Basement Storage, Bathroom 1, Bathroom 2, Cave 1, Cave 2, Cave 3, Cave Bend, Ceremony Room, Chapel, Chasm, Coat Room, Control Room, Corner Hallway 1, Corner Hallway 2, Covered Bridge, Crypt, Dining Room, Dungeon Cave, Dungeon Cell, Entryway, Foyer, Freezer, Front Porch, Furnace Room, Gallery, Generator Room, Greenhouse, Guest Bedroom, Hallway 1, Hallway 2, Hallway 3, Hallway 4, Hallway 5, Hidden Laboratory, Holding Cell, Kitchen, Kitchen Storage, Laboratory, Library, Master Bedroom, Medical Storage, Morgue, Mud Room, Nursery, Observation Room, Office, Operating Room, Operating Theater, Outhouse, Quarantine Room, Rooftop, Root Cellar, Rotted Porch, Saw Mill, Secret Passage, Spruce Grove, Storage Closet, Storage Shed, Study, Torture Chamber, Tower Room, Tower Stairs

Outdoor Rooms: Back Path, Backyard, Barnyard,

Campsite, Cave Entrance, Dark Path, Forest Edge, Front Path, Front Yard, Garden, Graveyard, Graveyard 2, Hilltop, Marshland, Mill Yard, Old Forest, Old Oak, Old Orchard, Old Well, Patio, Pigpen, Pond, Ritual Site, River Bend 1, River Bend 2, River Crossing 1, River Crossing 2, River Rapids 1, River Rapids 2, Rotted Path, Scarecrow, Waterwheel

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