

MANSIONS OF MADNESS[®]

SECOND EDITION

STREETS OF ARKHAM

“Just a moment, sug,” Marie told Diana, expertly flicking her boa over her shoulder with one hand while she autographed a fan’s postcard. The young woman was the last of a small crowd that had gathered outside the Nightingale’s stage door after the show. As she wandered off, clutching her card and smiling, Marie’s stage persona dropped. She looked tired. “Y’know, sug,” she said, “you could wait inside. I could get you tickets to the show. Ain’t safe to be lurking in alleyways at night.”

Diana shrugged. “I know too many people in the balcony seats. Besides, I like the private shows better. The ones where the monsters die at the end of your songs instead of going home to their children.” Diana passed Marie a thermos. “Here, for your throat. There is some sort of mess going on over at the university. I imagine there will be more danger there than here.”

“You might be surprised, Miss Stanley.” Tommy Muldoon’s voice echoed as he strided down the alleyway toward them. “You never know just what might be skulking in the shadows.” His hand shot out into the darkness and plucked a stumbling Finn Edwards out from behind a trash can. “How is your ‘sick cousin,’ Finn? I have to imagine she must be near death’s door by now.”

“Christ preserve me!” said Finn. “Ain’t your mam ever teach you manners? Grabbin’ a fella like that. It’s unchristian!” He brushed his shirt off. “My cousin, the poor lamb—”

The ground shook, and the noise of a small explosion could be heard in the distance. Diana frowned. “No time for bickering,” she said. “We need to get to Miskatonic University. Now.”

EXPANSION ICON

Each card and tile in this expansion is marked with the *Streets of Arkham* expansion icon to distinguish these components from the cards and tiles in *Mansions of Madness Second Edition*.



EXPANSION OVERVIEW

Streets of Arkham is an expansion for *Mansions of Madness Second Edition* in which investigators must confront the horrific secrets behind Arkham’s failing facade of normalcy. From the campus of Miskatonic University to the gang-run speakeasies and storefronts, investigators face threats on both the supernatural and worldly fronts. Only with their wits, grit, and the occasional opportunity to unlock hidden potential can they overcome the threats to the city—and their lives.

This expansion unlocks three new digital scenarios, new digital mythos events, and a new digital puzzle. It introduces a new type of card, Elixirs, and a new type of token, Improvements. The expansion also includes new tiles, monsters, investigators, and new cards to further expand your investigations.



COMPONENTS

The *Streets of Arkham* expansion contains these components:

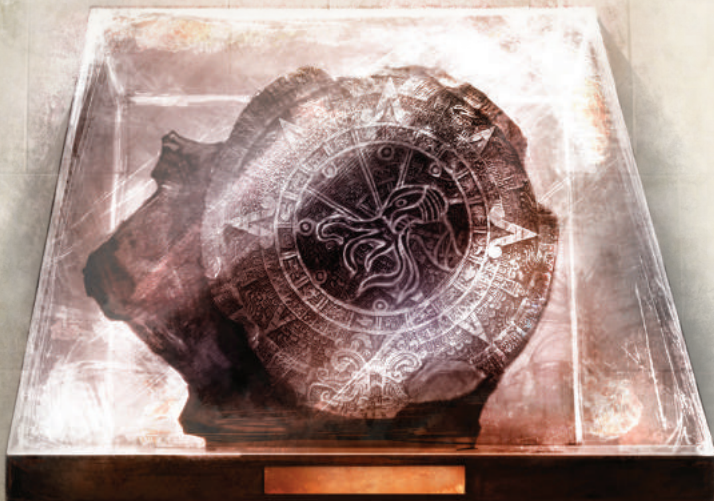
- 17 Map Tiles
- 4 Investigator Cards and Matching Figures
- 7 Monster Tokens and Matching Figures
- 11 Common Item Cards
- 9 Unique Item Cards
- 15 Spell Cards
- 8 Condition Cards
- 5 Damage Cards
- 5 Horror Cards
- 6 Elixir Cards
- 12 Person Tokens
- 30 Improvement Tokens
- 2 Door Tokens
- 2 Wall Tokens

ASSEMBLING MONSTERS

To assemble the monster figures, attach the Lloigor to the large base, the Star Vampires to the medium bases, and all other figures to the small bases.

USING THIS EXPANSION

When playing with the *Streets of Arkham* expansion, shuffle the Elixir deck and place it faceup in the central play area. Add Improvement tokens to the general token pool. Add all other expansion components to their respective decks or pools of *Mansions of Madness Second Edition* components. Remember to update your app and go into your collection manager to add this product to your collection.



ADDITIONAL RULES

ELIXIRS

Elixirs represent chemical concoctions the investigators encounter during their investigation. Some effects in this expansion cause investigators to gain Elixirs.



- When an investigator gains an Elixir, he or she claims a random copy of that card faceup (art side up).
- Elixirs are double-sided. Such cards have information on both the front and the back of the card.
 - An investigator cannot look at the back of an Elixir unless an effect specifically causes him or her to flip that card.
 - When an investigator flips an Elixir, he or she immediately resolves the effects on the back of the card. This sometimes includes discarding the card.
- When an investigator discards an Elixir, the card is returned to the Elixir deck.
- Investigators cannot look at the back of any card in the Elixir deck.
- Faceup Elixirs are possessions. As such, they can be dropped, picked up, or traded using the trade action.
- Facedown Elixirs are not possessions. As such, they cannot be dropped, picked up, or traded using the trade action.

IMPROVEMENTS

Various game effects cause investigators to gain Improvements. Effects that cause investigators to gain Improvements use the word “improve.”



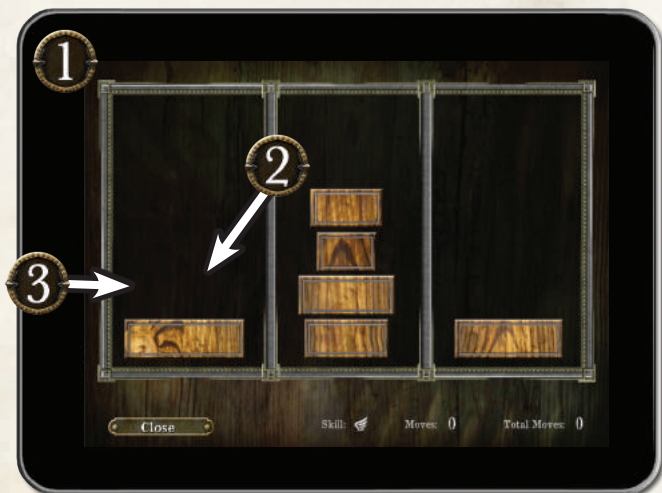
Improvement Tokens

- When an investigator is instructed to improve a skill, he or she claims the token associated with that skill, placing it in his or her play area. If an investigator is instructed to improve a skill of his or her choice, that investigator chooses which token to claim.
- When an investigator has an Improvement in his or her play area, that investigator increases the printed value of the skill corresponding to the skill on the token by one.
- A skill cannot be improved more than once.
- Improvements are not possessions. Improvements cannot be dropped or traded unless an effect specifically allows it.
- When an investigator discards an Improvement, the token is returned 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 three columns.

- The pieces of a tower puzzle are displayed in three columns and randomized (1).
- As a puzzle step, an investigator can move the top piece in any of the three columns by dragging it to another column (2).
 - Pieces are always added to the topmost spot of a column (3).



- 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.
 - A tower is properly displayed when the pieces are arranged largest at the bottom to smallest at the top (4).



FREQUENTLY ASKED QUESTIONS

Q. Can Marie Lambeau use her investigator ability to attack with a spell at the start of her turn?

A. Yes.

Q. Can Tommy use the Becky Unique Item ability on any test?

A. Yes.

Q. Do I still need to discard Righteous if I suffer one or more facedown Horror?

A. Yes, when an effect is caused by suffering Damage or Horror, it occurs regardless of whether the Damage or Horror suffered is facedown or faceup.



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