Mansions of Madness®

Second Edition

Beyond the Threshold

Wilson's shotgun clattered to the ground as the woman's bulbous hand wrapped around his throat. Only a few hours earlier, he had been investigating on her behalf, but no recognition flickered in her eyes now. As his vision began to darken, a strange voice whispered in his ear and he struggled to remain conscious.

Without warning, the hand around his throat slackened, and Wilson sucked in a desperate breath. Green gas streamed into the woman's mouth and nose until the creature swayed and fell. Past her fallen form, he could see Akachi Onyele standing, arms raised and a grim look on her face.

"Ma'am," Wilson rasped, tipping his hat to her. "It looks like we have some work to do."

Expansion Icon

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

Expansion Overview

Beyond the Threshold is an expansion for *Mansions of Madness Second Edition* where forbidden knowledge is as tempting to gain as it is dangerous to explore. An all-knowing being has only just begun its meddling, and the investigators find themselves risking the consequences of learning too much in order to solve new mysteries.

This expansion unlocks two new digital scenarios and new digital mythos events. The expansion also includes new tiles, a new monster, new investigators, and new Damage, Horror, Spell, Item, and Condition cards to be used to further expand your investigations.

Using This Expansion

When playing with the *Beyond the Threshold* expansion, add Key tokens, a new type of component, 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.

Components

The *Beyond the Threshold* expansion contains these components:

- 6 Map Tiles
- 16 Fire / Darkness Tokens
- 2 Investigator Cards and Matching Figures
- 4 Monster Tokens and Matching Figures
- 8 Common Item Cards
- 1 Unique Item Card
- 10 Spell Cards
- 9 Condition Cards
- 4 Damage Cards
- 4 Horror Cards
- 7 Person Tokens
- 10 Clue Tokens
- 4 Key Tokens
- 2 Wall Tokens

Additional Rules

Moving Tiles

During the game, tiles can move about the board.

- When a tile is moved, it is removed from its current position on the board and replaced in the central play area as indicated by the app.
  - When a tile is moved, all figures, tokens, and cards on that tile maintain their positions on that tile.

Key Token

Some effects instruct players to place Key tokens on specific Items. A Key token is a new type of component representing the supernatural nature of otherwise mundane objects.

- An Item with a Key token gains the *Key* and *Evidence* traits.
- An Item with a Key token cannot be discarded. If an investigator is instructed to discard an Item at random, discarding an Item with a Key token is not one of the possible outcomes.

Credits

Expansion Design: Kara Centell-Dunk with Grace Holdinghaus
Second Edition Game Design: Nikki Valens
Producer: Jason Walden
Editing and Proofreading: Jeremy Bauerb
***Arkham Horror* Story Team:** Dane Beltrami, Matthew Newman, Katrina Ostrander, and Nikki Valens
Graphic Design: WiL Springer
Graphic Design Manager: Brian Schomburg
Cover Art: Jokubas Uogintas
Map Tile Art: Yoann Boissonnet
Additional Interior Art: the artists of *Call of Cthulhu* LCG and *Arkham Horror Files* products
Art Direction: Zoë Robinson
Managing Art Director: Andy Christensen
Figure Sculpting: Bhushan Arekar and Gabriel Comin
Sculpting Coordinator: Niklas Norman
Sculpting Manager: John Franz-Wichlacz
Software Development: Mark Jones, Paul Klecker, Francesco Moggia, and Gary Storkamp
Digital Executive Producer: Keith Hurley
Quality Assurance Coordinator: Zach Tewalthomas
Production Management: Jason Beaudoin and Megan Duehn
Board Game Manager: Justin Kemppainen
Creative Director: Andrew Navaro
Executive Game Designer: Corey Konieczka
Executive Producer: Michael Hurley
Publisher: Christian T. Petersen
Playtesting: Jeremy Bauerb, Joseph Bozarth, Daniel Lovat Clark Andrew Fischer, Mark Larson, Alexandar Ortloff, Brandon Perdue, Nikki Valens, Jason Walden, and Paul Winchester
Special thanks to all of our beta testers.

© 2016 Fantasy Flight Games. Fantasy Flight Supply is a TM of Fantasy Flight Games. Fantasy Flight Games, Mansions of Madness, Arkham Horror, and the FFG logo are ® of Fantasy Flight Games. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, Minnesota, 55113, USA, 651-639-1905. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 13 YEARS OF AGE OR YOUNGER.

www.FantasyFlightGames.com

FANTASY FLIGHT SUPPLY™
1 1
PROTECTIVE CARD SLEEVES