3-5

14+

60min

MOUNTAINS OF MADNESS

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MIGUEL COIMBRA

iello™

Welcome the Mountains of Madness Board Game!

I have scanned all of this game but have foreshortened the scan by only scanning some duplicates (cards, primarily). I will indicate in the game bookmarks how many of each card should be included to make a full set. I will only do that for the cards I have shortened.

Also, not included in the scan but needed for the game is a 30-second timer. It is best for you to use either a digital watch or a smartphone. Using the sand timer is ok, but frequently you forget that it is running since it makes no noise when the sand is all done.

There is also a plane token (mentioned in the rulebook) that I did not scan for obvious reasons. You can use a car, another toy plane, whatever you like to represent the party as it moves up the mountain.

As far as print and play, the tiles and cards are meant to be printed back to back in reverse, so print on one side, flip the page over, print on the other side.

Enjoy!

CoC



MOUNTAINS OF MADNESS™

RULES

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-1931- During an expedition to **Antarctica**, scientists have exposed the vestiges of **an ancient city** of gigantic proportions behind a chain of -to all appearances- impassable mountains.

You must work together and communicate well to successfully scale this mountain, find fascinating relics, then escape from this **accursed place**. Above all, be careful not to lose your health or your **sanity!**

CONTENTS

1 Mountain board



5 double-sided Player Boards



1 Airplane figurine



1 Sand Timer *(30 seconds)*



1 Sled board



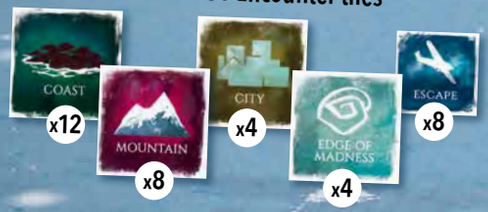
6 Leadership tokens



1 Penalty die



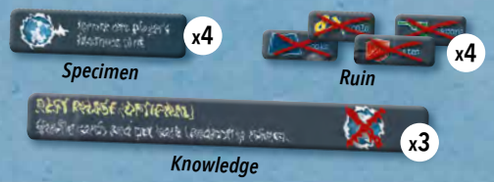
36 Encounter tiles



66 Madness cards *(including 6 blank ones)*



11 Relic tokens



48 Equipment cards



11 Relic cards



15 Injury cards



OVERVIEW AND GOAL OF THE GAME

The goal of your expedition is to recover the relics hidden on the mountain. What you do not yet know is that it also hides terrible secrets that are better left untouched.

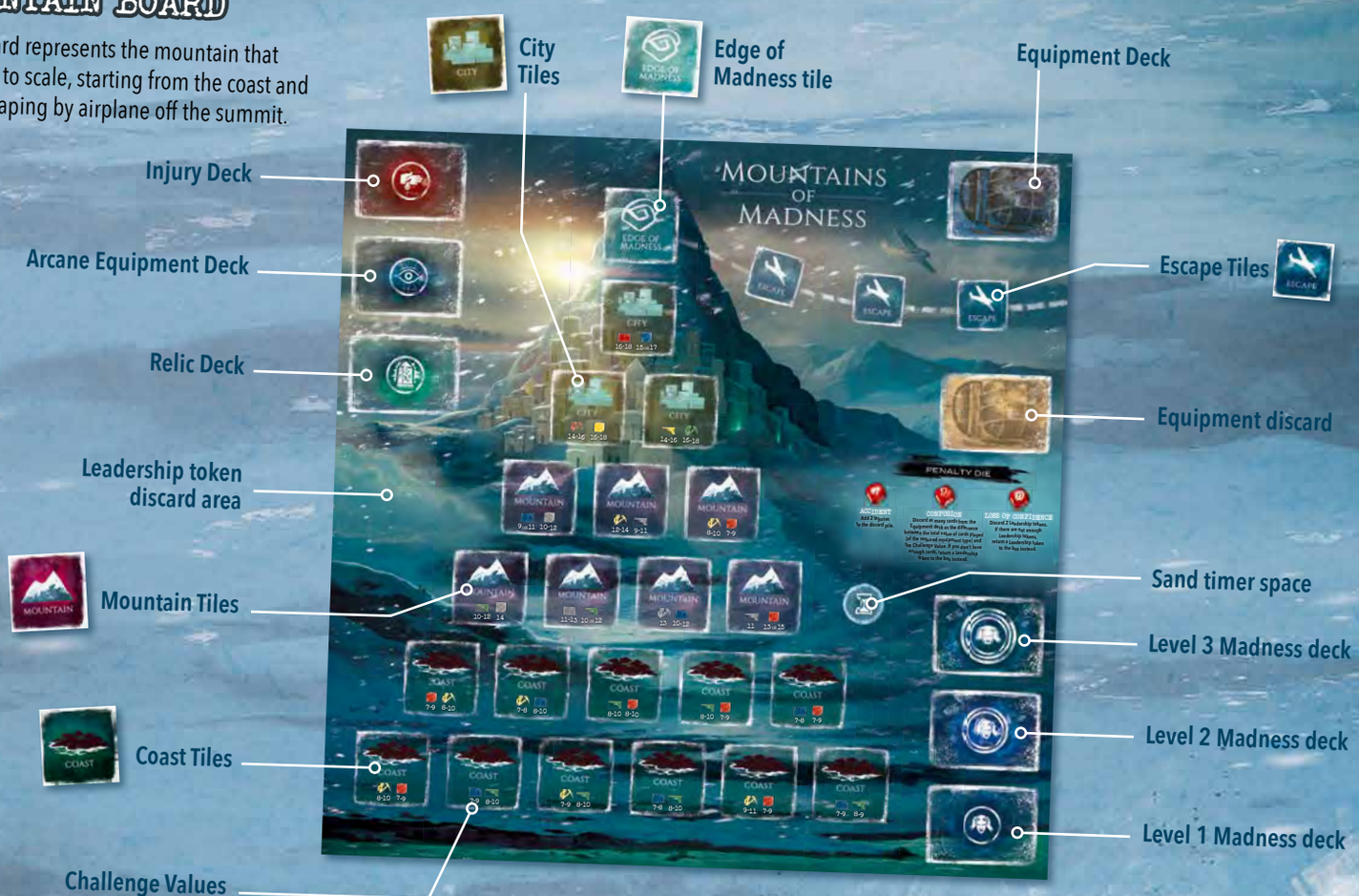
As members of this strange expedition, you will face challenges whose horror you cannot fully comprehend. By using the equipment on your cards, you must work together to overcome these horrifying challenges. Do your best, since time matters! Each challenge overcome makes the road to victory easier, but if–despite your best efforts–you do not succeed, you will suffer injuries or even lose your sanity. The closer you get to the summit, the greater your madness will become. And as madness seizes each member of your team, it becomes that much harder to communicate with each other, as you head towards your inevitable demise…

If, by chance, you manage to escape, you will need to assess your team. **At the end of the game, if you have more Relic cards (Specimen, Ruin, Knowledge) than Injuries, your expedition was a success and you win the game.** If the opposite is true, the expedition turned out to be much too costly for the few discoveries made and you lose the game. But that is nothing compared to losing all hope of surviving in this hostile terrain…

GAME ELEMENTS

MOUNTAIN BOARD

The game board represents the mountain that you are trying to scale, starting from the coast and ultimately escaping by airplane off the summit.



PLAYER BOARD

The double-sided Player Boards represent the characters you can play during your expedition on the mountain. A player aid is also on each Player Board.



SLED BOARD

The Sled Board goes in front of the Leader for the current turn. Two spaces are drawn on this board: the round space is for the Leadership tokens available, and the rectangular space is for Equipment cards played during the Encounter Phase.



AIRPLANE FIGURINE

The Airplane indicates which part of the mountain you are exploring on the current turn. You move it from place to place, following the path you wish to take on your expedition.



LEADERSHIP TOKENS



These tokens represent the Leader's ability to motivate the group. They can be used in different ways to facilitate your ascent. You may only use them when they are on the Sled Board. After you use a token, place it in the Leadership token discard area. Sometimes you will need to return a Leadership token to the box, out of play.

You should use these sparingly: If you have to return the last token to the box, the expedition loses all hope of surviving in the hostile terrain and you lose the game as Madness defeats you!

PENALTY DIE

The Penalty Die, as its name suggests, determines what Penalties you suffer during the game. There are 3 faces:



Accident



Confusion

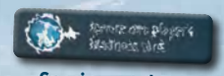


Loss of Confidence

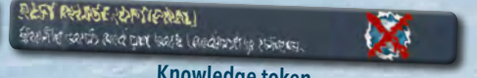
Suffice it to say that rolling the die is never a good thing!

RELIC TOKENS

These tokens remind you that the mountain is cruel, and reduce your abilities as a Leader bit by bit when they cover parts of your Player Board.



Specimen token



Knowledge token



Ruin token

ENCOUNTER TILES

The Encounter tiles show the places you can explore during the game. There are 4 different regions of increasing hostility: Coast, Mountain, City, and Edge of Madness.



Each tile shows the following information:

- Name of the tile
- Excerpt from the book that inspired this game that relates to the tile
- Challenge Values you must overcome:
  - *Type of equipment required*
  - *Value of equipment required (exact or range)*
- Reward if you succeed



There are also Escape tiles, which represent the last places you explore while trying to escape from the Mountain. These tiles have the same elements as the other Encounter tiles, except they do not always have a Reward if you succeed.

EQUIPMENT CARDS

Equipment cards represent the various gear available to you while scaling the mountain:

- Crates
- Weapons
- Tools
- Books

Each Equipment card has a value from 2 to 6. There are ten cards of each type of Equipment (2 per value). They each also have a name and an excerpt from the book that inspired this game.



ARCANE EQUIPMENT CARDS

These cards are used just like Equipment cards. The only difference is that they are of better quality, since they each have a value of 10. At the beginning of the game, they are stacked in their own deck. You must discover them during the expedition in order to add them to the Equipment card deck.



INJURY CARDS

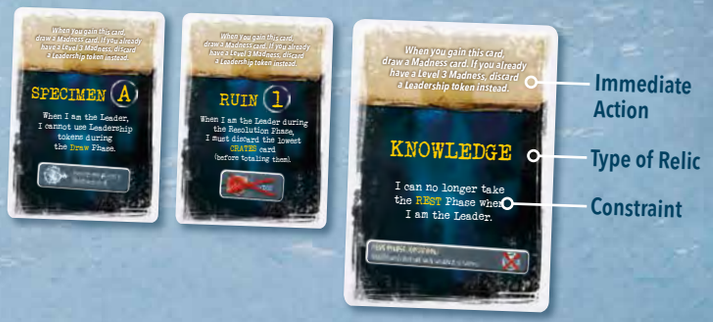
Injury cards represent your physical condition. The further the Expedition progresses, the more Injury cards you will receive, and the more you will be handicapped. Take care not to receive too many Injuries or the Mountain will get the better of you!



RELIC CARDS

Relic cards are the reason for your expedition: they can win you the game. Relics come in three categories: **Specimen, Ruin,** and **Knowledge**. Every Relic card shows:

- An action you must take immediately when you acquire the card
- And a constraint that will affect you for the rest of the game. When you gain a Relic card, leave it face up in front of you. It is *not* part of your hand.



MADNESS CARDS

These cards represent the degradation of your sanity, and describe more and more challenging madnesses that deteriorate your ability to communicate. They each show:

- A level,
- A name,
- A description of the Madness.

Always leave your Madness card(s) face down near your Player Board. They are *not* part of your hand. Only you can know what they say. Do not show them to other players!

Madness cards affect your ability to communicate during the Encounter Phase (while the Sand Timer is running) by imposing certain restrictions on you. You may never discuss your Madness with the other players: When the Sand Timer is not running, you must act as though you do not recall acting strangely. Other players can only speculate about the Madness that controls you.



SETTING UP THE GAME

We had planned to cover a territory as sprawling as the antarctic season would allow—or beyond that if absolutely necessary—working essentially in the mountain chains and on the plateau to the south of the Ross Sea, regions more or less explored by Shackleton, ~~Davian~~ Amundsen, Scott et Byrd.

~~After setting up different~~ camps, secured by plane and covering distances considerable enough to present a geological interest, ~~R'lyeh wgah'nagl fhtagn~~ we were planning to expose an amount of material without precedent; particularly in the precambrian strata where a field crowded with specimens has just been uncovered.



1. Place the ***MOUNTAIN BOARD*** in the middle of the table.

2. Choose a ***PLAYER BOARD*** and put it in front of you, with whatever side you wish up.

3. Sort the ***ENCOUNTER TILES*** by type and place them randomly on the matching spaces of the board, face down.



Return the unused tiles to the box without revealing them.

4. Make a face-up ***INJURY CARD*** deck.

5. Make a face-up ***ARCANE EQUIPMENT CARD*** deck.

6. Make a face-up ***RELIC CARD*** deck.

7. Shuffle the ***EQUIPMENT CARDS*** and make a face-down deck.

8. Draw as many ***INJURY CARDS*** as there are players. Put them face up in the Equipment discard.

9. Sort the ***MADNESS CARDS*** by level and shuffle each stack separately to make three face-down decks.

10. Deal each player a number of ***EQUIPMENT CARDS*** according to the number of players:

- 3 players → deal 5 cards each
- 4 players → deal 4 cards each
- 5 players → deal 3 cards each

Keep these cards in your hand. You can look at them, but do not show them to other players.

11. Put the ***SAND TIMER*** on its space.

12. Put the ***PENALTY DIE*** and the ***RELIC TOKENS*** near the board.

13. The player who most recently reached the summit of a mountain assumes the role of Leader for the first turn. Put the ***AIRPLANE*** and the ***SLED BOARD*** in front of them and put ***6 LEADERSHIP TOKENS*** on the corresponding space of the Sled Board.

14. The Leader deals Madness cards to players, according to the number of players:

- 3 players → deal no Madness cards
- 4 players → deal one Level 1 Madness card to each player except the first Leader
- 5 players → deal one Level 1 Madness card to each player


1
2
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11
12
13
14
MOUNTAINS OF MADNESS
EDGE OF MADNESS
CITY
ESCAPE
MOUNTAIN
COAST
PENALTY DIE
Turn Overview
MOVEMENT PHASE
ENCOUNTER PHASE
RESOLUTION PHASE
DRAW PHASE
REST PHASE (OPTIONAL)
GASOLINE TANKS
DOGS
RIFLES

GAMEPLAY

The game plays over several consecutive turns. Each turn has 5 phases:

TURN OVERVIEW

MOVEMENT
ENCOUNTER
RESOLUTION
DRAW
REST (OPTIONAL)

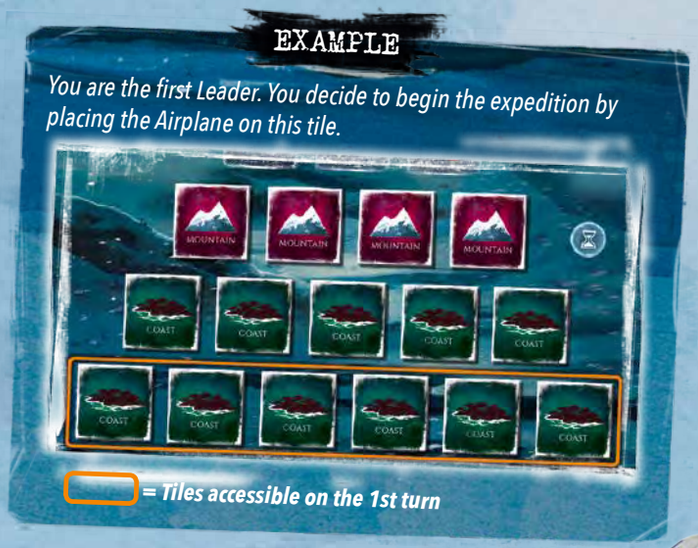
MOVEMENT PHASE

During the **MOVEMENT PHASE**, the Leader decides which direction to move the expedition. Over the course of the game, you start from the Coast, scale the Mountain, enter the City, and reach the Edge of Madness before making your escape across the sky.

NOTE: On the **1st turn**, you must start on any one of the Coast tiles at the bottom of the board (see below). The Leader puts the chosen tile in front of them and puts the Airplane on the now-empty space before proceeding to the **ENCOUNTER PHASE**.

EXAMPLE

You are the first Leader. You decide to begin the expedition by placing the Airplane on this tile.



= Tiles accessible on the 1st turn

DISCUSSION

You can make this decision collectively. Take the time to reflect on the best direction to take. But, even if everyone else disagrees, the Leader has the final say since they are the one who moves the Airplane.



DECISION

Once the decision is made, the Leader chooses a space adjacent to the one the Airplane is on. If the space where the airplane moved had a tile (now in front of the leader), you will face the Challenges on the tile during this Phase. If you moved the plane to a space that didn't have a tile (because you were there earlier in the game), you will face the Challenges on the space instead. Most of the time you will be facing the Challenges on the tile. These Challenges will be a surprise when the tile is turned face up. You can decide to continue the ascent, to descend, or to stay on the same level, but **you cannot stay on the same space.** Proceed to the **ENCOUNTER PHASE**.

EXAMPLE

As the Leader, you can move the Plane onto any adjacent space, whether it is empty or has a tile.



The "EDGE OF MADNESS" Tile



Once the expedition has reached the Edge of Madness tile, you can no longer descend. You *must* now escape by moving onto the next Escape tile for each of the next 3 turns. At the end of the turn where you moved onto the 3rd Escape tile, the expedition escapes from the mountain (see **"The End of the Game"** p.15)!



DISCARDING A LEADERSHIP TOKEN

During the Movement Phase, the Leader can decide to discard one or more Leadership tokens. Every token discarded allows one player, chosen by the Leader, to ignore their Madness card(s) for the rest of the turn. Move any discarded Leadership tokens from the Sled Board to the Leadership token discard area on the board.



EMPTY TILE SPACE

If you move onto a space without a tile, there is no reward to gain but you still have two challenges to overcome. You therefore still risk suffering Failures.



ENCOUNTER PHASE

The **ENCOUNTER PHASE** begins as soon as the Leader turns over the Encounter tile in front of them and ends as soon as the Sand Timer runs out.

DISCUSSION

First, turn over the Sand Timer, and, if necessary, turn over the Encounter tile in front of the Leader. From this moment on, all players with a Madness card **must** apply its effect and play accordingly!

The current Encounter tile or space occupied by the Airplane shows two or three Challenges, represented by these symbols: , , , and .

CAREFUL! This Mountain is not normal. The higher you climb, the more you will feel the altitude and the lack of oxygen. Or is it your mind that's playing tricks on you? Whatever the case, these visual hallucinations seem way too real to be ignored...

These symbols are always accompanied by a number or range of numbers, called the "Challenge Value". This indicates the total quantity of equipment required to overcome the Challenge.

EXAMPLE

This tile shows two Challenges to overcome. To succeed, you will need a total of between 10 and 12 and an exact total of 14 .



You only have the time allotted by the Sand Timer to gather the necessary Equipment. Use this time to discuss which Equipment you have in hand and are able to spend to overcome the Challenges. Your team is united, so you can share all of the information present on your cards without actually showing anyone else your cards.

There are three rules you must follow no matter what:

1. The text on your Madness card(s) overrules all other rules.
2. Most of the time, Equipment cards in your hand must remain a secret.
3. The only time you are able to communicate anything about them is during the **ENCOUNTER PHASE** while the Sand Timer is running, before any cards have been played. Any discussion relating to cards in your hand during any other time is strictly forbidden.

ENCOUNTER PHASE (cont.)

ACTION

At any time during this Phase, *any* player may play Equipment and/or Injury cards (see Playing an Injury Card) from their hand **face down** on the Sled Board. **All players must immediately cease all communication.**

All players can continue to play cards from their hand face down on the Sled Board, without communicating in any way with the other players, until the Sand Timer runs out completely. You can play cards in the order of your choice, even playing multiple cards or adding cards after others have played.

IMPORTANT: If a player speaks while communication is forbidden, you must immediately discard a Leadership token.

EXAMPLE

In an expedition with three players, you feel that discussions must end before it's too late to act, playing 2 cards face down on the Sled. Everyone stops talking. Danforth adds 2 cards, while Dyer adds no cards. Before the Sand Timer ends, Danforth decides to add 1 last card.



Once the Sand Timer runs out, stay silent for a couple seconds to give the Leader time to decide if they will discard a Leadership token or not. The Leader must make this decision alone.

DISCARDING A LEADERSHIP TOKEN

When the Sand Time runs out, the Leader has several seconds to decide whether they will discard a Leadership token. If they decide to discard one, they take a Leadership token from the Sled Board and place it in the Leadership token discard.

A token discarded in this way allows you to restart the ENCOUNTER PHASE. Flip over the sand timer and start the Phase over. This means players can talk again up to the point when one player plays a card. The Leader can use multiple tokens to restart this Phase multiple times, each time making the decision when the timer has run out.

The effects of Leadership tokens discarded in this turn's MOVEMENT PHASE remain active during the entire ENCOUNTER PHASE hase, even if you prolong it by discarding Leadership tokens.



Playing an Injury Card

Injury cards are parasitic cards: Their only purpose is to inefficiently fill your hand. You can, however, play them during the ENCOUNTER PHASE just like Equipment cards to get them out of your hand. However, they might return to a player's hand if they are not healed before the REST PHASE.

It's a fact that the wind caused horrendous devastation. Would they all have survived it, even without the other ~~[illegible]~~ "thing"? I seriously doubt it.

The tempest, with its incessant bombardment of ice particles, must have overtaken everything our expedition uncovered up until this point. A plane hangar was just about pulverised—it seems everything was abandoned in a precarious state—and the rig, found on a site far from the drilling, was entirely ripped to shreds.

The metallic parts of the planes on the ground and the material from the [redacted] rig were crushed and stripped. Two of the little tents were knocked over despite their embankments of snow.



RESOLUTION PHASE

The Resolution Phase begins as soon as the Sand Timer runs out. During this Phase, you will determine if you successfully overcame the challenges you faced in the previous Phase, then gain any earned Reward, and finally suffering any potential Failures.

OVERCOMING A CHALLENGE

The Leader reveals all of the cards played on the Sled Board and compares them to the Challenge Values of each Challenge:

- If the total value of the cards matching the required Equipment type equals (or falls within the range of) the required Challenge Value, the challenge was a ***SUCCESS***.
- If the total value of the cards matching the required Equipment type is above or below the required Challenge Value, the challenge was a ***FAILURE***.

EXAMPLE



The Airplane is on the space that had the Seals tile, which requires 7 to 9 and 7 to 9 .

You reveal the 5 cards played on the Sled: There is a Barometer 6 , Scales 3 , Laboratory Equipment 4 , Pencils 2 , and an Injury. You succeed in the Tools Challenge , but you failed the Books Challenge .



SUCCESS

If you successfully overcome **at least one** of the Challenges on the Encounter tile, you gain the reward shown on the bottom-right corner of the tile.



There are different types of Rewards offered on Encounter tiles: Relic, Search, Arcane Equipment, Heal, Praise.

Relic (Specimen/Ruin/Knowledge)



The Leader takes the card listed from the deck of Relic cards, and chooses one player (including themselves) who takes the Relic card and places it face up in front of them. This card is *not* part of the player's hand, but has a direct impact on this player when they are the Leader.

If you receive a Relic card, you must immediately draw a Madness card (see "Draw a Madness Card" on p.12). Also, take the Relic token that matches the card you received and place it on your Player Board, covering the space indicated by the card. You cannot use a Leadership Token during this Phase for the rest of the game.

You can have several Relic cards in front of you. If you receive a Knowledge card when you already have at least one in front of you, do not take another Knowledge token.

EXAMPLE



You succeeded against at least one of the two Challenges on the Icy Cape tile, which rewarded your expedition with the Specimen B card.

The Leader takes the card from the Relic card deck and chooses to give it to you. You place it in front of you, then you put your Level 1 Madness card back in the box and draw a card from the Level 2 Madness deck which you place face down in front of you. Finally, you take a Specimen token, which you place on your Player Board covering the **"MOVEMENT PHASE"** *in the Leadership Token column. See next page for the Madness cards.*



RESOLUTION PHASE (cont.)

Search

The Search ability lets you scope out a section of the mountain before traveling there. The Leader chooses a face down Encounter tile. This tile does not have to be adjacent to the one the Airplane is on. Turn over this tile at the same time as the Sand Timer. You now have 30 seconds to memorize the information on the tile (without moving the Airplane). Once the Sand Timer runs out, turn the tile back face down. You **cannot** discard Leadership tokens to turn over the Sand timer and look at the tile again.

Arcane Equipment



The Leader chooses an Arcane Equipment card of his choice from the deck of Arcane Equipment cards and adds it to the Equipment card discard pile.

Heal

Look for an Injury card in the Equipment card discard pile or amongst the cards played on the Sled this turn. If there is at least one, put it back in the Injury card deck.

Praise

Take up to two Leadership tokens from the discard area and put them back on the Sled Board.

FAILURES

After potentially gaining your reward, you must suffer any Failures you got this turn.

For each Challenge you failed to overcome, the Leader chooses one of these consequences:

1. **One player chosen by the Leader draws a Madness card** (see ***DRAWING A MADNESS CARD***).

   NOTE: If *all* players already have a Level 3 Madness card, you cannot choose this consequence. You must therefore choose 2 the Leader rolls the Penalty die.

2. **The Leader rolls the Penalty die.** (see ***ROLLING THE PENALTY DIE*** p. 13).

If you must suffer multiple Failures, choose the consequence for the first Failure and apply it. Then choose the consequence for the second Failure and apply it. Continue in this way until you have suffered the required number of Failures. You can choose the order of the Challenges for which you must suffer a consequence.

Unlike Rewards, which you can only earn a single time per Encounter tile, you must suffer a Failure each time you fail a Challenge.

DRAWING A MADNESS CARD



The Mountain is making you more and more mad, endlessly penetrating your spirit and degrading your sanity. Madness cards affect your ability to communicate during the ENCOUNTER PHASE (while the Sand Timer is running) by imposing certain restrictions on you. It is very likely that one of you will have to draw a Madness card during a turn (whether by failing a Challenge or by gaining a Relic card).

- If you must draw a Madness card and you don't have any, draw a Level 1 Madness.
- If you must draw a Madness card and you already have a Level 1 or 2 Madness, put your card back in the box and draw a card from the next level up.
- If you already have a Level 3 Madness, the Leader cannot choose you to draw a new Madness card.

If all players already have a Level 3 Madness card when one must be drawn, discard a Leadership token from the Sled Board instead. If there are no more Leadership tokens on the sled, put a Leadership token from the discard area back in the box instead. If you must put your last Leadership token back in the box, the expedition is lost (see "The End of the Game" p. 15)!

You can never talk about your Madness with the other players. When the Sand Timer is not running, you must act as though you do not recall acting strangely. Other players can only speculate about the Madness that controls you.

ROLLING THE PENALTY DIE

When the Leader chooses to roll the Penalty die, you only get one roll. You must then apply the effect indicated by the symbol on the die:



ACCIDENT

Draw 2 Injury cards from the Injury card deck and add them to the Equipment card discard pile. If you must draw an Injury and the Injury card deck is empty, the expedition succumbs to the harsh terrain (see "The End of the Game" p. 15)!



CONFUSION

Discard as many cards from the Equipment deck as the difference between the total value of cards played (of the required equipment type) and the Challenge Value. If you don't have enough cards, return a Leadership token to the box instead.



LOSS OF CONFIDENCE

Discard 2 Leadership tokens from the Sled Board. If there are less than 2 Leadership tokens on the sled before the Loss of Confidence, return 1 token to the box instead. If you must return your last Leadership token to the box, the expedition collapses to infighting and strife (see "The End of the Game" p. 15)!



DISCARDING A LEADERSHIP TOKEN

During the Resolution Phase, the Leader can decide to discard one or more Leadership tokens from the Sled Board and place them in the Leadership token discard.

Each token discarded in this way lets the Leader ignore the result of the Penalty Die and reroll it. He then applies this new result or discards another Leadership token. The Leader can discard a token then wait to see the new result of the die before discarding another token.

EXAMPLE



You seriously lack coordination. On the Bleak Coast, you supplied 11 and 5 . Both Challenges ended in failure.

Every player already has a Level 3 Madness. The only possible consequence then is to roll the die for these two Challenges. The Leader decides to roll the die for the Challenge first.

He rolls . He decides to discard the last Leadership token to reroll the die. Unfortunately, the die shows the same result! You must now suffer Confusion, and discard the first 3 cards from the Equipment deck (8-5=3).

Now he rolls the die for the other failed Challenge. He rolls . You draw 2 Injuries from the Injury deck and put them in the Equipment card discard.

END OF THE RESOLUTION PHASE

- Discard all cards played during the ENCOUNTER PHASE.
- Set aside the Encounter tile: It is no longer in play.

DRAW PHASE

The Leader deals Equipment cards to every player (including themselves) from the Equipment deck until all players reach the hand size limit or the deck is empty.

3 players	each player can have up to **5** cards in hand.
4 players	each player can have up to **4** cards in hand.
5 players	each player can have up to **3** cards in hand.

If there are not enough cards in the deck for everyone to reach the hand size limit, the Leader chooses who receives cards.

DISCARDING A LEADERSHIP TOKEN

During the Draw Phase, the Leader can decide to discard one or more Leadership tokens from the Sled Board and place them in the Leadership token discard.

Each token discarded in this way increases the hand size limit for all players by 1 card until the next Draw Phase. They then deal an extra card to everyone to reach this new limit.

If there are not enough cards in the deck for everyone to reach the new hand size limit, the Leader chooses who receives cards.

It is possible (and allowed) for you to exceed the hand size limit if you do not play Equipment cards the turn after a Leadership token was discarded in this way. However, you do not draw or receive new Equipment cards as long as you remain above the permitted limit.

REST PHASE (optional)

This is the only moment when you can breath a little in this hostile terrain… As the Leader, you can decide to have the expedition take advantage of a moment's rest.

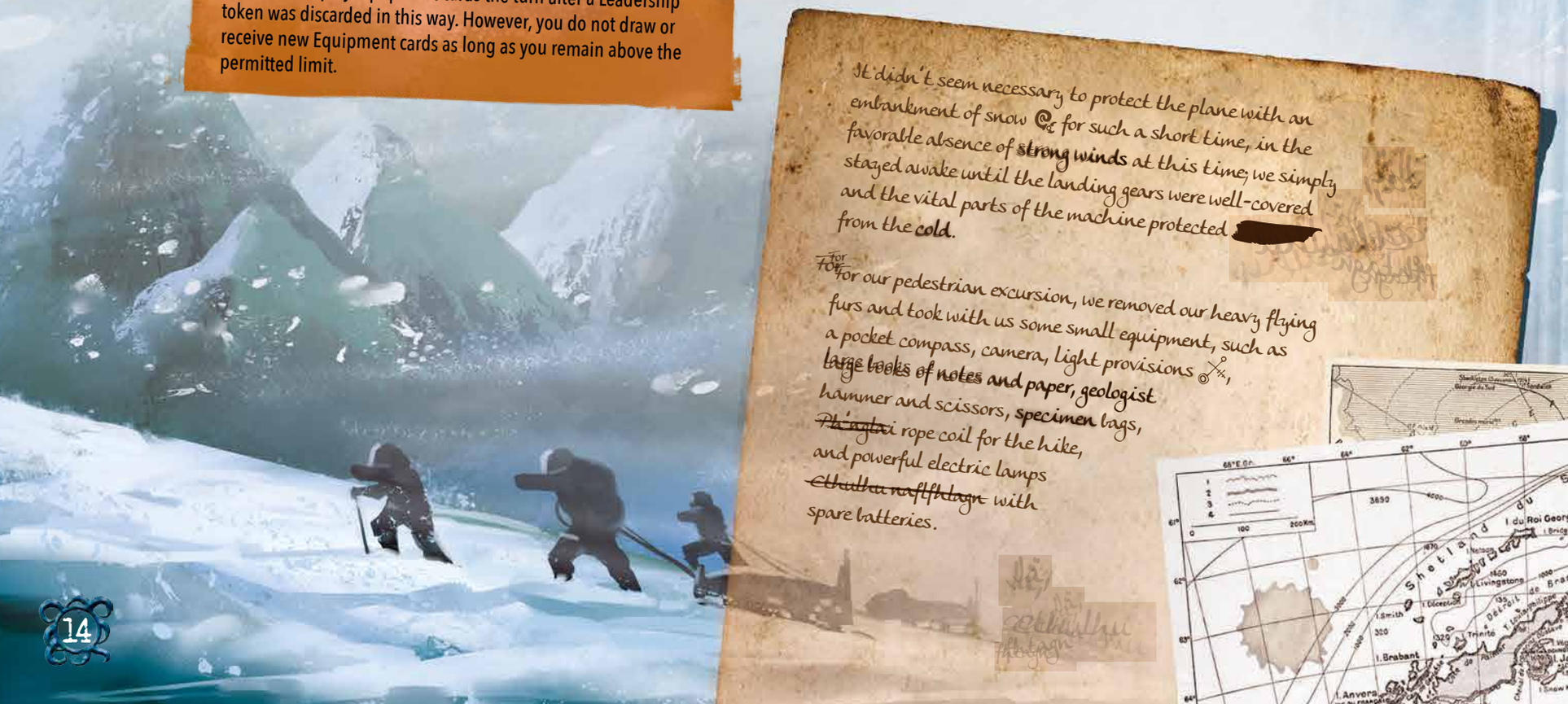
If you decide to do so, follow these three steps in order:

1. Take 1 Leadership token (either from the discard area or from the Sled Board) and put it back in the box.
2. Move any remaining Leadership tokens in the discard pile to the Sled Board.
3. Shuffle the Equipment card discard pile with the rest of the Equipment card deck and make a new Equipment deck that you put back on the board, face down.

IMPORTANT: If you only have one Leadership token remaining (either in the discard pile or on the Sled Board) you **cannot** take a Rest Phase, since doing so would require you to put your last Leadership token in the box and therefore lose the game.

END OF PHASE

If the Airplane is now on the third Escape tile, the expedition escapes the Mountain (see **"The End of the Game"** p. 15)! Otherwise, whether you rested or not, the Leader passes the Sled Board to the player on their left, who will be the Leader for the next turn.



THE END OF THE GAME

The expedition to the Mountains of Madness can end in several ways:

- If you must return your last Leadership token to the box, you immediately lose the game.

> "You lost all hope of survival, lost in this cruel vastness."

- If you must draw an Injury card and the Injury deck is empty, you immediately lose the game.

> "Weakened and overwhelmed with injuries, the group struggles to advance. In the end, this inhospitable Mountain will get the better of you."

- If you are on the third Escape tile at the end of a turn, you managed to escape the Mountain.
  - If the expedition gathered fewer Relic cards than there are Injury cards in the Equipment deck, Equipment discard, and all players' hands combined, you lose the game.

> "You returned alive, certainly. But at what cost? The few scientific discoveries are not worth the heavy losses you suffered."

  - If the expedition gathered as many or more Relic cards than there are Injury cards in the Equipment deck, Equipment discard, and all players' hands combined, you won the game!

> "You returned alive. Maybe you'll never be the same, after seeing such horrors. But the discoveries you uncovered have an immeasurable scientific value. The whole world is talking about you."

To measure the success of your expedition, refer to the table below:

NUMBER OF **RELIC** CARDS **MINUS** NUMBER OF **INJURY** CARDS	**RESULT**
Less than 0	Embarrassed by the failure of the expedition, you are forced to resign your post at the University.
0	Protected by tenure, you keep your post… barely.
Between 1 and 3	Your discoveries appear in several journals, but have little impact.
Between 4 and 7	Suddenly famous, you are the toast of academia thanks to your finds.
Between 8 and 10	You tour the world giving presentations of your remarkable finds.
11	Your irrefutable proof of pre-human civilizations has overturned centuries of historical thought!

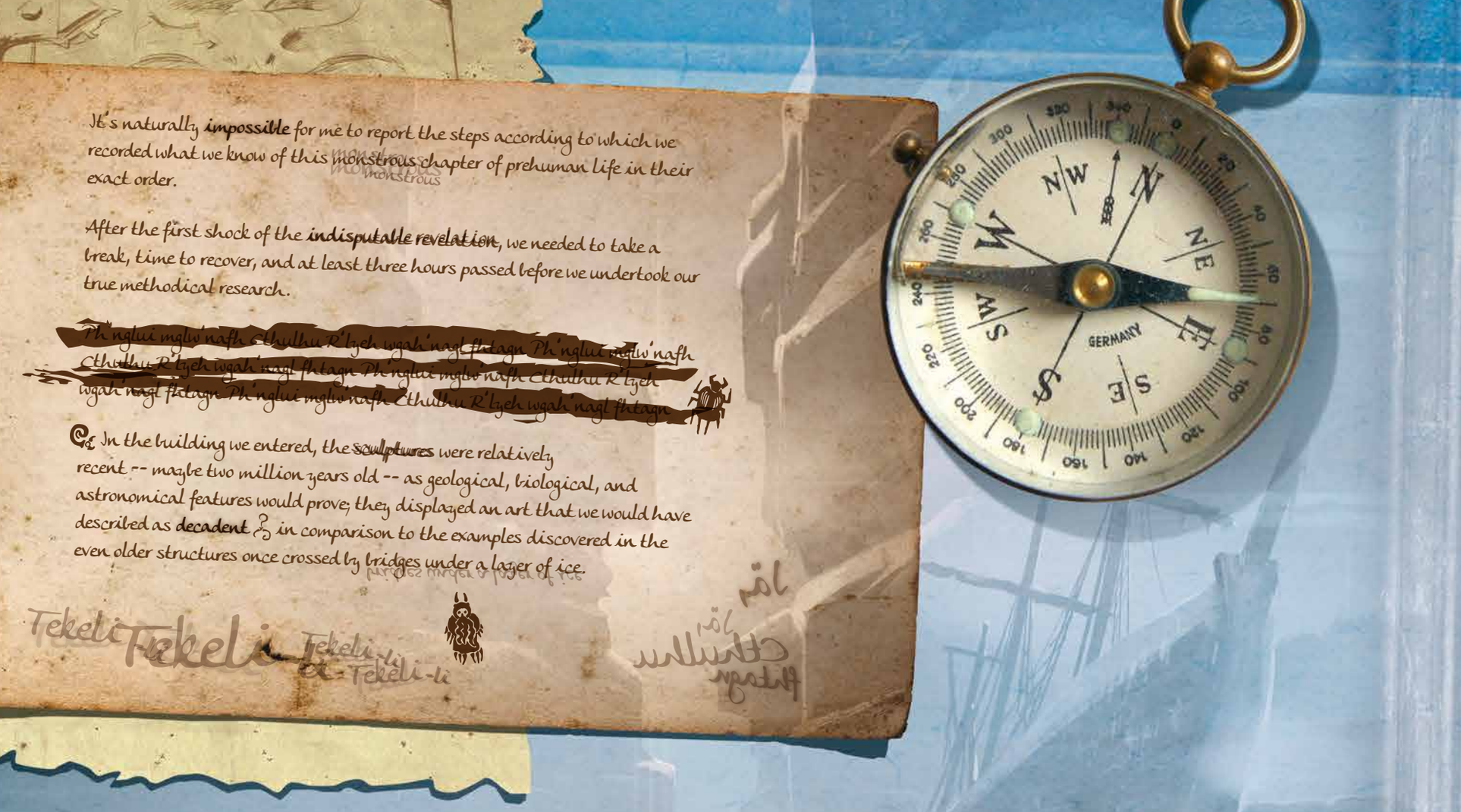
EXPERT VARIANT

After several successful expeditions, if entering the Mountains of Madness doesn't present the same challenge as it used to for you, you can add this rule which will make your expeditions much more daring:

*When you must draw a Madness card of the next level, do not discard the card you already have. During the Encounter Phase, you must apply the effects of **all** the Madness cards you have.*

If any Madness cards contradict each other, refer to the higher level card.





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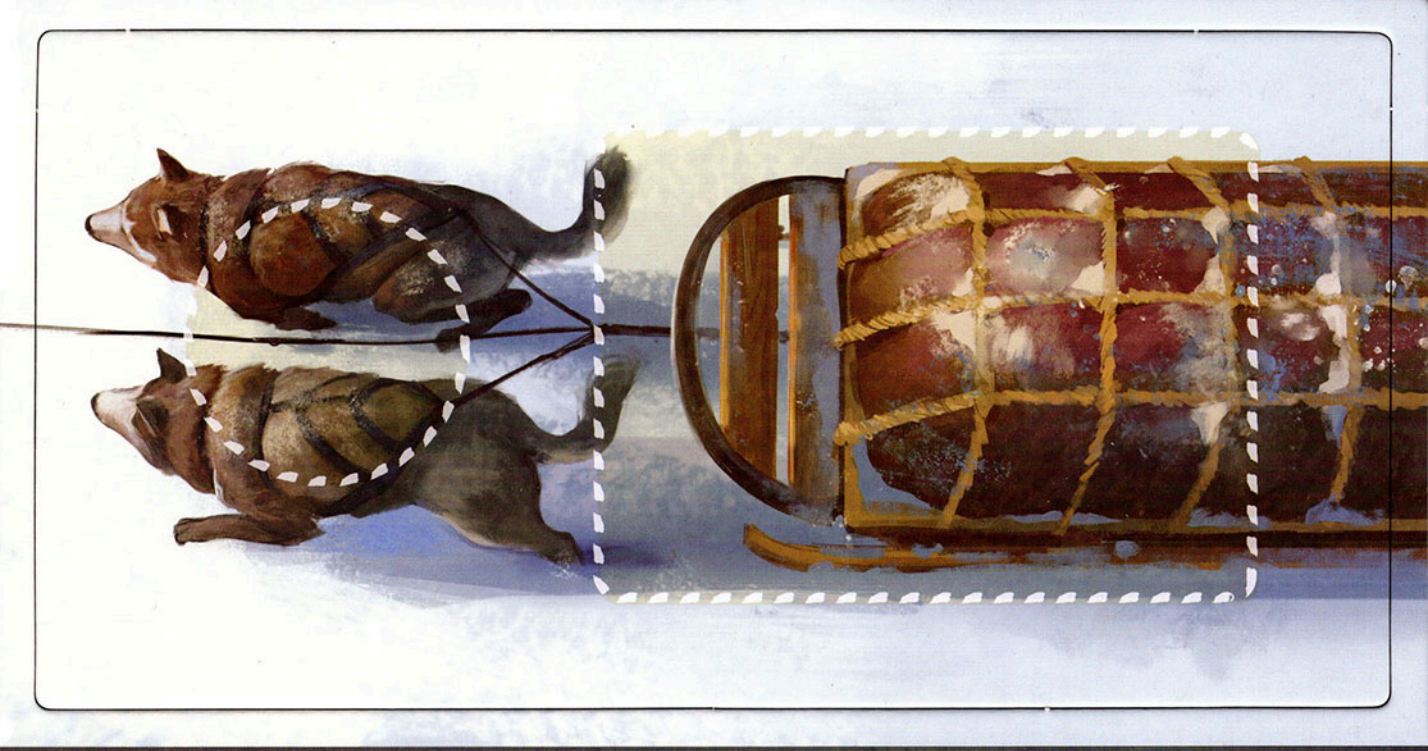
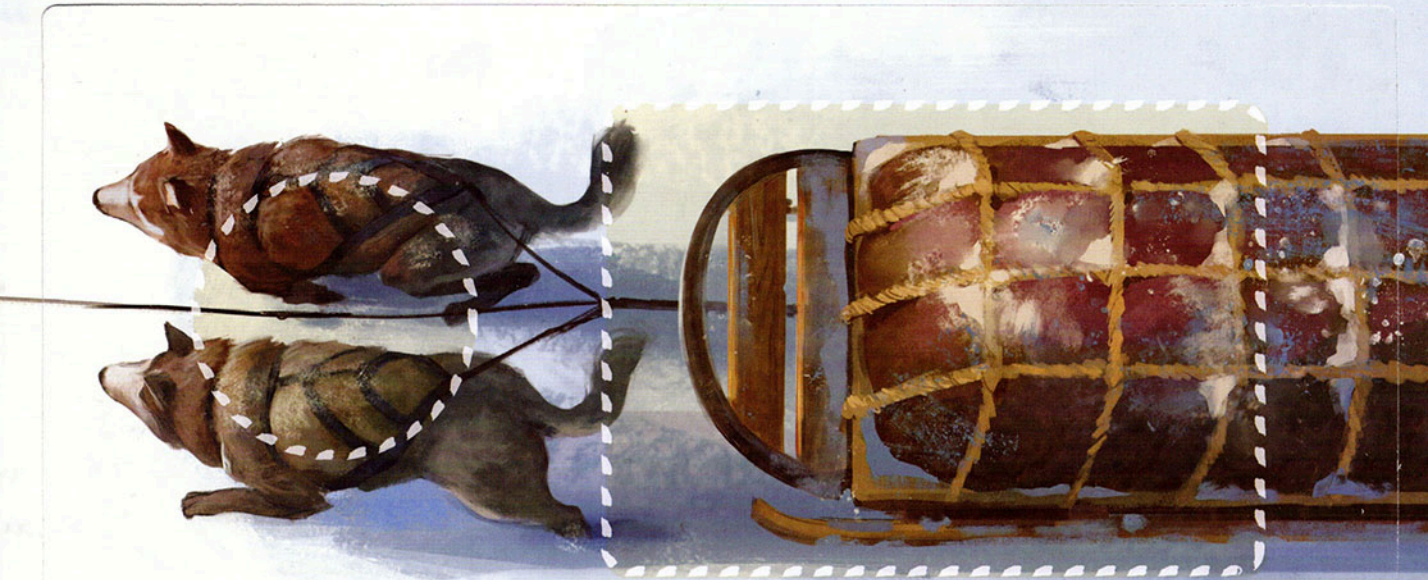


Mountains of Madness



Mountains of Madness


COAST
COAST
COAST
COAST
COAST
COAST
COAST
COAST
COAST
COAST
COAST
COAST

MAKESHIFT CAMP

Am sending to camp for electric torches. Will extend search area underground by hacking away stalactites.



7-9 8-10 Heal

BLEAK COAST

The frozen sea was now giving place to a frowning and mountainous coastline.



8-10 8-10 Arcane Equipment

SHIPWRECK

Yet even more monstrous exaggerations of nature seemed disturbingly close at hand.



7-9 8-9 Specimen C

CAVES

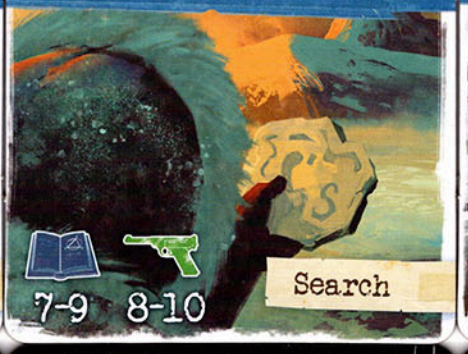
Certainly, this was above all a region of caves, gulfs, and underground secrets beyond human penetration.



8-10 7-9 Search

A STRANGE STONE

Have found peculiar soapstone fragment [...] wholly unlike any visible local formation.



7-9 8-10 Search

DISEMBARKMENT

Get as much as possible out of the ships and up the barrier with the single dog team we had left.



7-8 7-9 Specimen A

ABANDONED CAMP

We carefully photographed all the main evidences of insane disorder at the camp.



9-11 7-9 Arcane Equipment

NOTHING BUT THE WIND

The wind made sounds like an evil musical piping over a wide range.



8-10 7-9 Arcane Equipment

GROTESQUE PENGUINS

All the birds had flown away, save only the great, grotesque penguins.



7-8 8-10 Search

ICY CAPE

All traces of such things were now wholly obscured by the deep layer of ice and snow at this point.



7-8 8-10 Specimen B

SEALS

Many fat seals were visible on the water, swimming or sprawling across large cakes of slowly drifting ice.



7-9 7-9 Specimen D

ENDLESS ICE

In the wind across the endless leagues of frozen plateau.

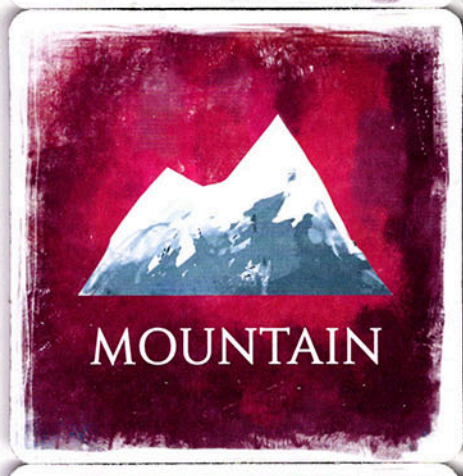


7-9 8-10 Arcane Equipment


CITY

MOUNTAIN

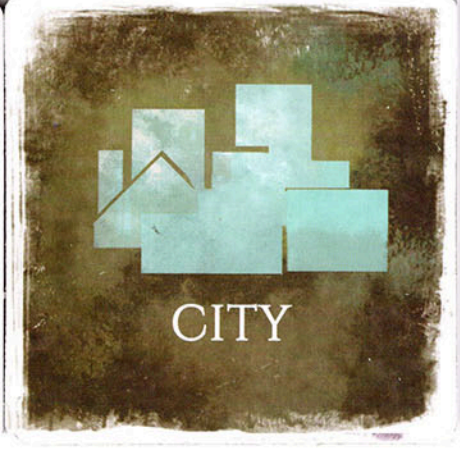
MOUNTAIN

CITY

MOUNTAIN

MOUNTAIN

CITY

MOUNTAIN

MOUNTAIN

CITY

MOUNTAIN

MOUNTAIN

SHOGGOTH

The demoniac Shoggoths - given life, thought, and plastic organ patterns solely by the Old Ones.



12-14 9-11 Arcane Equipment

NO SHELTER

Danforth was frankly jumpy, and began making some offensively irrelevant speculations about the horror at the camp.



11 13 OR 15 Heal

MAULED CORPSES

Mauled, compressed, twisted, and ruptured as they were, their chief common injury was total decapitation.



14-16 16-18 Ruin 2

CRUMBLING CLIFFS

The brink of the dizzy, sunless cliffs about the great abyss.



12-14 12 OR 14 Ruin 1

SQUARE STRUCTURES

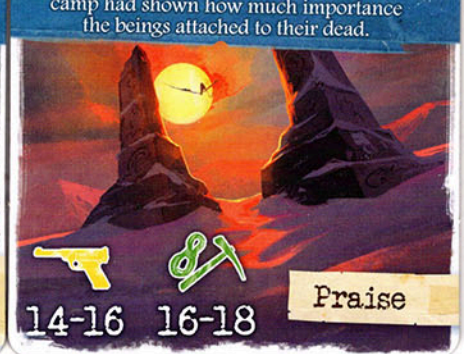
Odd formations on slopes of highest mountains. Great low square blocks with exactly vertical sides and rectangular lines of low, vertical ramparts.



13 10-12 Arcane Equipment

HUNTING TERROR

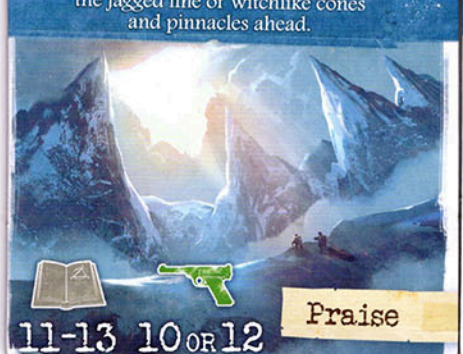
We could never know what the demon message was - but those burials at Lake's camp had shown how much importance the beings attached to their dead.



14-16 16-18 Praise

TEETH OF DAWN

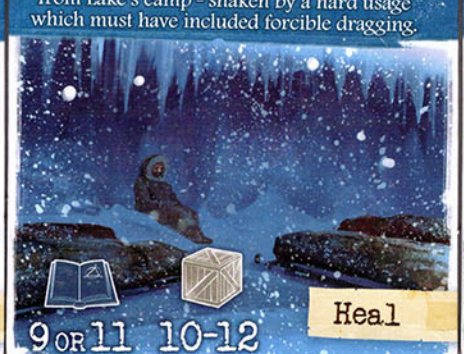
The sailor Larsen was the first to spy the jagged line of witchlike cones and pinnacles ahead.



11-13 10 OR 12 Praise

HUDDLED FOR SHELTER

There they were - the three sledges missing from Lake's camp - shaken by a hard usage which must have included forcible dragging.



9 OR 11 10-12 Heal

ALBINO PENGUINS

There were several of the blind albino penguins [...] Their fear of the oncoming entity was extreme to the point of unaccountability.



16-18 15 OR 17 Ruin 4

HUNGRY WIND

Even the faint howling and piping of the unfelt wind in the great mountain passes behind us took on a wilder note of purposeful malignity.



10-12 14 Heal

STRANGE CHATTERING

It was, indeed, repeated, and seemed at times to come from more than one throat.



13-15 13 Ruin 3

ELDRITCH MURAL

Some of the Old Ones, in the decadent days, had made strange prayers to those mountains.



14-16 16-18 Heal


EDGE OF
MADNESS


EDGE OF
MADNESS


EDGE OF
MADNESS


EDGE OF
MADNESS


ESCAPE


ESCAPE


ESCAPE


ESCAPE


ESCAPE

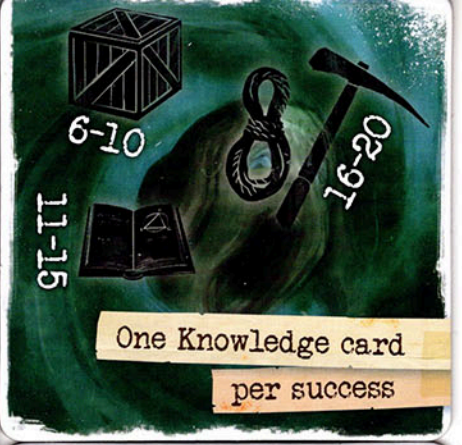

ESCAPE


ESCAPE


ESCAPE


Heal
7-11
3-4
9


Praise
7 OR 11
7-11
7-11


6-10
16-20
11-15
One Knowledge card
per success


Praise
10-12
8
4-6


Praise
8
9
12

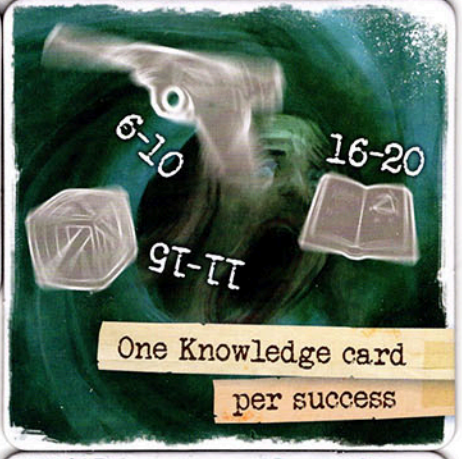

6-10
16-20
11-15
One Knowledge card
per success

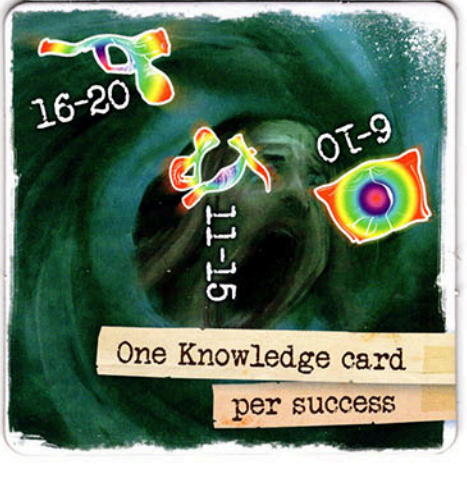

5 OR 7 NOT 9
7 OR 9 NOT 5
5 OR 9 NOT 7


Heal
2-5
6-10
10-12


7 OR 11
2-3
6-8


Heal
7
5-9
5 OR 9


6-10
16-20
11-15
One Knowledge card
per success


16-20
6-10
11-15
One Knowledge card
per success



MOUNTAINS OF MADNESS™

EDGE OF MADNESS

CITY
16-18 15 OR 17

CITY
14-16 16-18

CITY
14-16 16-18

MOUNTAIN
9 OR 11 10-12

MOUNTAIN
12-14 9-11

MOUNTAIN
8-10 7-9

ESCAPE

ESCAPE

ESCAPE

MOUNTAIN
10-12 14

MOUNTAIN
11-13 10 OR 12

MOUNTAIN
13 10-12

MOUNTAIN
11 13 OR 15

COAST
7-9 8-10

COAST
7-8 8-10

COAST
8-10 8-10

COAST
8-10 7-9

COAST
7-8 7-9

COAST
8-10 7-9

COAST
7-9 8-10

COAST
7-9 8-10

COAST
7-8 8-10

COAST
9-11 7-9

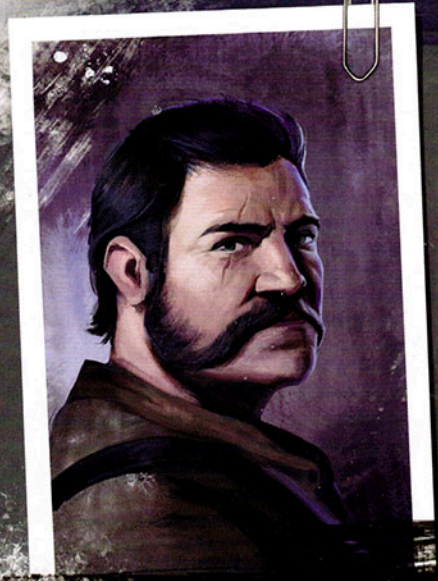
COAST
7-9 8-9

PENALTY DIE

ACCIDENT
Add 2 Injuries to the discard pile.

CONFUSION
Discard as many cards from the Equipment deck as the difference between the total value of cards played (of the required equipment type) and the Challenge Value. If you don't have enough cards, return a Leadership token to the box instead.

LOSS OF CONFIDENCE
Discard 2 Leadership tokens. If there are not enough Leadership tokens, return a Leadership token to the box instead.



FRANK H. PABODIE

Turn Overview

MOVEMENT PHASE
The Leader moves the Airplane to an adjacent space.

ENCOUNTER PHASE
All players discuss and play cards.

RESOLUTION PHASE
Resolve Successes and Failures.

DRAW PHASE
All players draw back up to hand size.

REST PHASE (OPTIONAL)
Shuffle cards and get back Leadership tokens.

Ignore one player's Madness card(s).

Add 30 seconds.

Reroll the Penalty Die.

Increase hand size by 1.

Crates

Weapons

Tools

Books



DANFORTH

Turn Overview

MOVEMENT PHASE
The Leader moves the Airplane to an adjacent space.

ENCOUNTER PHASE
All players discuss and play cards.

RESOLUTION PHASE
Resolve Successes and Failures.

DRAW PHASE
All players draw back up to hand size.

REST PHASE (OPTIONAL)
Shuffle cards and get back Leadership tokens.

Ignore one player's Madness card(s).

Add 30 seconds.

Reroll the Penalty Die.

Increase hand size by 1.

Crates Weapons Tools Books



PROFESSOR LAKE

Turn Overview

MOVEMENT PHASE
The Leader moves the Airplane to an adjacent space.

ENCOUNTER PHASE
All players discuss and play cards.

RESOLUTION PHASE
Resolve Successes and Failures.

DRAW PHASE
All players draw back up to hand size.

REST PHASE (OPTIONAL)
Shuffle cards and get back Leadership tokens.

Ignore one player's Madness card(s).

Add 30 seconds.

Reroll the Penalty Die.

Increase hand size by 1.

Crates

Weapons

Tools

Books



WILLIAM DYER

Turn Overview

MOVEMENT PHASE
The Leader moves the Airplane to an adjacent space.

ENCOUNTER PHASE
All players discuss and play cards.

RESOLUTION PHASE
Resolve Successes and Failures.

DRAW PHASE
All players draw back up to hand size.

REST PHASE (OPTIONAL)
Shuffle cards and get back Leadership tokens.


Ignore one player's Madness card(s).


Add 30 seconds.


Reroll the Penalty Die.


Increase hand size by 1.




Crates


Weapons


Tools


Books



PROFESSOR ATWOOD

Turn Overview

MOVEMENT PHASE
The Leader moves the Airplane to an adjacent space.

ENCOUNTER PHASE
All players discuss and play cards.

RESOLUTION PHASE
Resolve Successes and Failures.

DRAW PHASE
All players draw back up to hand size.

REST PHASE (OPTIONAL)
Shuffle cards and get back Leadership tokens.

Ignore one player's Madness card(s).

Add 30 seconds.

Reroll the Penalty Die.

Increase hand size by 1.

Crates

Weapons

Tools

Books



DOROTHY H. PABODIE

Turn Overview

MOVEMENT PHASE
The Leader moves the Airplane to an adjacent space.

ENCOUNTER PHASE
All players discuss and play cards.

RESOLUTION PHASE
Resolve Successes and Failures.

DRAW PHASE
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Shuffle cards and get back Leadership tokens.

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Add 30 seconds.

Reroll the Penalty Die.

Increase hand size by 1.

Crates

Weapons

Tools

Books



DANFORTH

Turn Overview

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Increase hand size by 1.

Crates

Weapons

Tools

Books



PROFESSOR LAKE

Turn Overview

MOVEMENT PHASE
The Leader moves the Airplane to an adjacent space.

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RESOLUTION PHASE
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DRAW PHASE
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Ignore one player's Madness card(s).

Add 30 seconds.

Reroll the Penalty Die.

Increase hand size by 1.

Crates

Weapons

Tools

Books



MARGARET DYER

Turn Overview

MOVEMENT PHASE
The Leader moves the Airplane to an adjacent space.

ENCOUNTER PHASE
All players discuss and play cards.

RESOLUTION PHASE
Resolve Successes and Failures.

DRAW PHASE
All players draw back up to hand size.

REST PHASE (OPTIONAL)
Shuffle cards and get back Leadership tokens.

Ignore one player's Madness card(s).

Add 30 seconds.

Reroll the Penalty Die.

Increase hand size by 1.

Crates

Weapons

Tools

Books



PROFESSOR ATWOOD

Turn Overview

MOVEMENT PHASE
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ENCOUNTER PHASE
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REST PHASE (OPTIONAL)
Shuffle cards and get back Leadership tokens.

Ignore one player's Madness card(s).

Add 30 seconds.

Reroll the Penalty Die.

Increase hand size by 1.

Crates

Weapons

Tools

Books

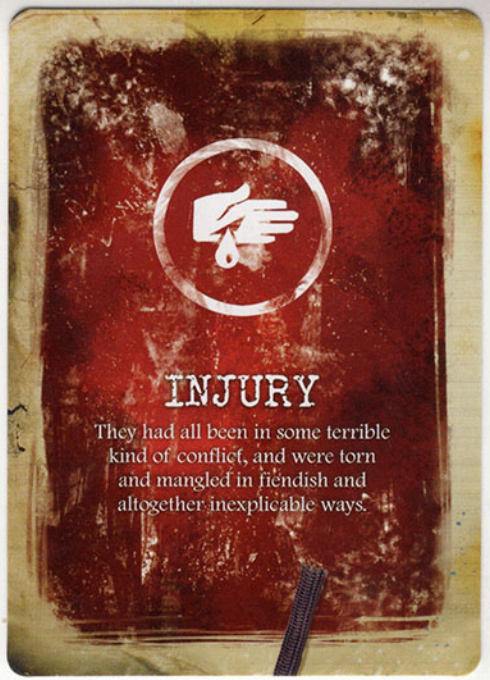


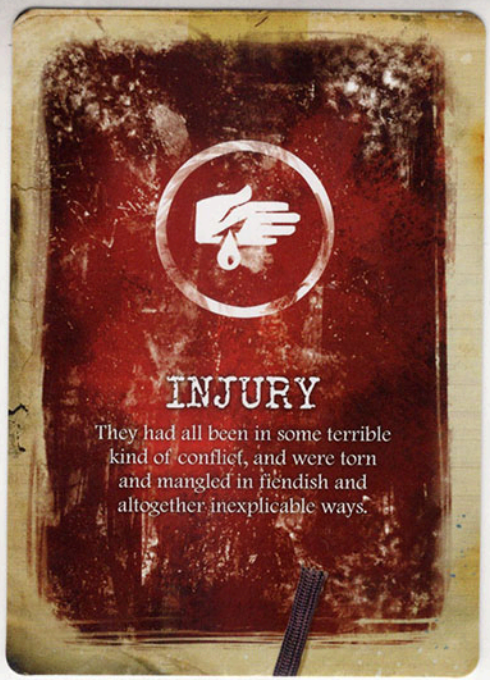
The 6 faces of the penalty die









INJURY
They had all been in some terrible kind of conflict, and were torn and mangled in fiendish and altogether inexplicable ways.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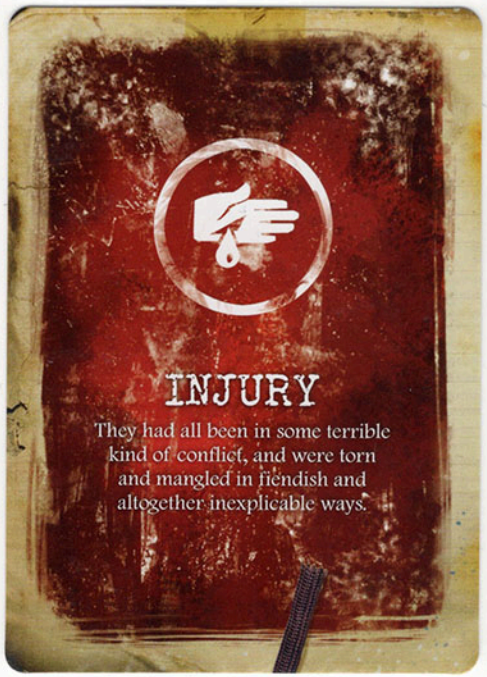
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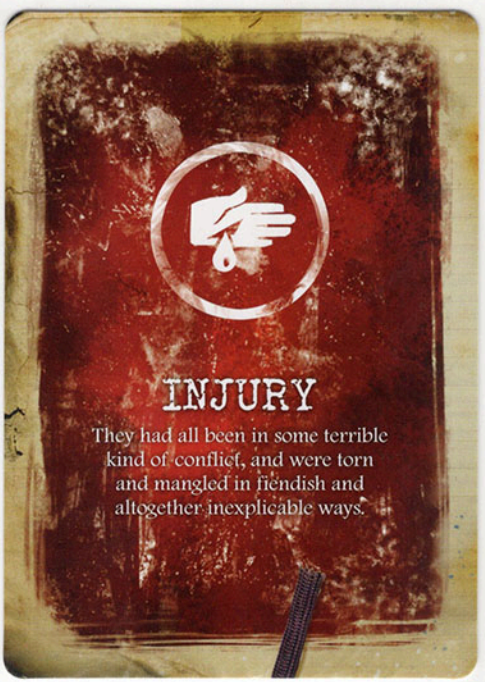

INJURY
They had all been in some terrible kind of conflict, and were torn and mangled in fiendish and altogether inexplicable ways.

2



DOGS

Having trouble with dogs. They can't endure the new specimen, and would probably tear it to pieces if we didn't keep it at a distance from them.

2

3



WORKERS

I tried to keep the men's minds off those points; for it was so much simpler – so much more normal – to lay everything to an outbreak of madness.

3

4

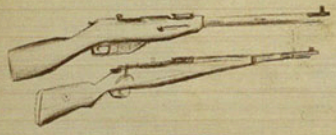


REVOLVER

The mangling action of the wind had rendered all eleven bodies unsuitable for transportation outside.

4

5

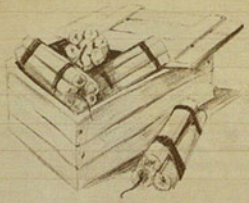


RIFLES

They had all been in some terrible kind of conflict, and were torn and mangled in fiendish and altogether inexplicable ways.

5

6



DYNAMITE

A good-sized blast had laid open the subterrene secret…

6

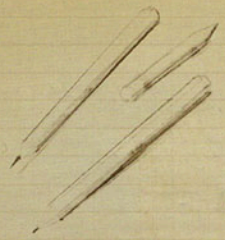
10



ELDER SIGN

10

2 2

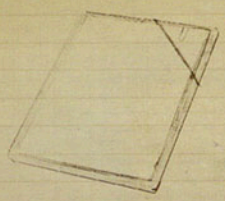


PENCILS

...even in these hasty diagrams, made us think that its subglacial levels must still form a feature of peculiar importance.

2 2

3 3

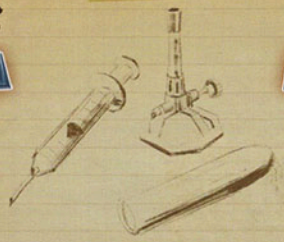


PAPER

Other things were equally perplexing.... the spatter-fringed ink blots on certain pieces of paper, and the evidences of curious alien fumbling and experimentation.

3 3

4 4

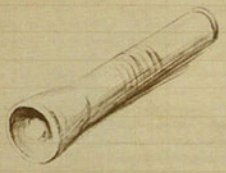


LABORATORY EQUIPMENT

He covered the dissected organism with a tarpaulin, emerged from the laboratory tent, and studied the intact specimens with renewed interest.

4 4

5 5



ELECTRIC TORCHES

Our electric torches showed bold, distinct, and potentially startling sculptures arranged round the walls in broad, horizontal bands.

5 5

6 6



SPECIMEN BAGS

It surely looked like madness to find six imperfect monstrosities carefully buried upright in nine-foot snow graves under five-pointed mounds.

9 9

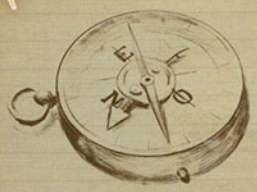
10 10



NECRONOMICON

10 10

2

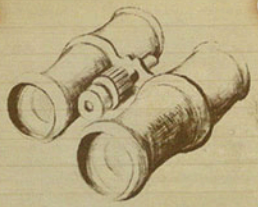


RADIO COMPASS

Our radio compasses helped us through the one opaque fog we encountered.

2

3

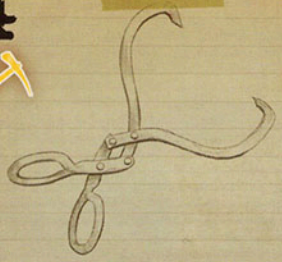


BINOCULARS

I studied them with a field-glass and took aërial photographs whilst Danforth drove.

3

4

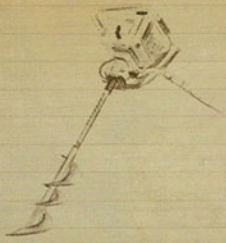


ICE MELTING EQUIPMENT

Lake spoke of descending and starting a small-scale ice-melting and bore at a point some three hundred miles away from us.

4

5

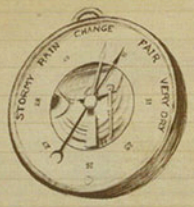


DRILLING APPARATUS

When shortly afterward the drill head dropped through the stratum into apparent vacancy, a wholly new and doubly intense wave of excitement spread among the excavators.

5

6



BAROMETER

We were now, after a slow ascent, at a height of twenty-three thousand five hundred seventy feet according to the aneroid.

9

10



ALIEN DEVICE

10

2



WINTER FURS

It was composed of furs and tent cloth taken from Lake's camp, and we did not pause to study the bizarre forms into which the fabrics had been slashed.

2

3

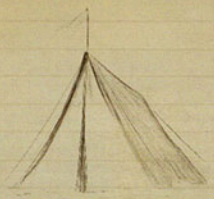


COIL OF ROPE

We had a rope with us, but did not wish to bother with this twenty-foot drop unless obliged to…

3

4



TENTS

As the heated tent produced its thawing effect, organic moisture of pungent and offensive odor was encountered toward the thing's uninjured side…

4

5



CANNED GOODS

The jarringly comical heap of tin cans pried open in the most unlikely ways and at the most unlikely places.

5

6



GASOLINE TANKS

The disturbed debris formed an impression we could not shake off, and the smell of gasoline grew stronger.

6

10



FUNGAL HONEY

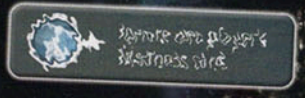
10



When you gain this card, draw a Madness card. If you already have a Level 3 Madness, discard a Leadership token instead.

SPECIMEN A

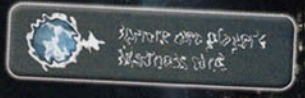
When I am the Leader, I cannot use Leadership tokens during the Draw Phase.



When you gain this card, draw a Madness card. If you already have a Level 3 Madness, discard a Leadership token instead.

SPECIMEN B

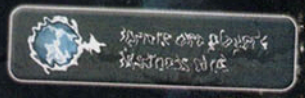
When I am the Leader, I cannot use Leadership tokens during the Movement Phase.



When you gain this card, draw a Madness card. If you already have a Level 3 Madness, discard a Leadership token instead.

SPECIMEN C

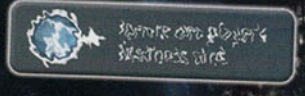
When I am the Leader, I cannot use Leadership tokens during the Encounter Phase.



When you gain this card, draw a Madness card. If you already have a Level 3 Madness, discard a Leadership token instead.

SPECIMEN D

When I am the Leader, I cannot use Leadership tokens during the Resolution Phase.



When you gain this card, draw a Madness card. If you already have a Level 3 Madness, discard a Leadership token instead.

RUIN 1

When I am the Leader during the Resolution Phase, I must discard the lowest CRATES card (before totaling them).



When you gain this card, draw a Madness card. If you already have a Level 3 Madness, discard a Leadership token instead.

RUIN 2

When I am the Leader during the Resolution Phase, I must discard the lowest TOOLS card (before totaling them).



When you gain this card, draw a Madness card. If you already have a Level 3 Madness, discard a Leadership token instead.

RUIN 3

When I am the Leader during the Resolution Phase, I must discard the lowest WEAPONS card (before totaling them).



When you gain this card, draw a Madness card. If you already have a Level 3 Madness, discard a Leadership token instead.

RUIN 4

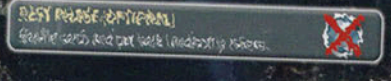
When I am the Leader during the Resolution Phase, I must discard the lowest BOOKS card (before totaling them).

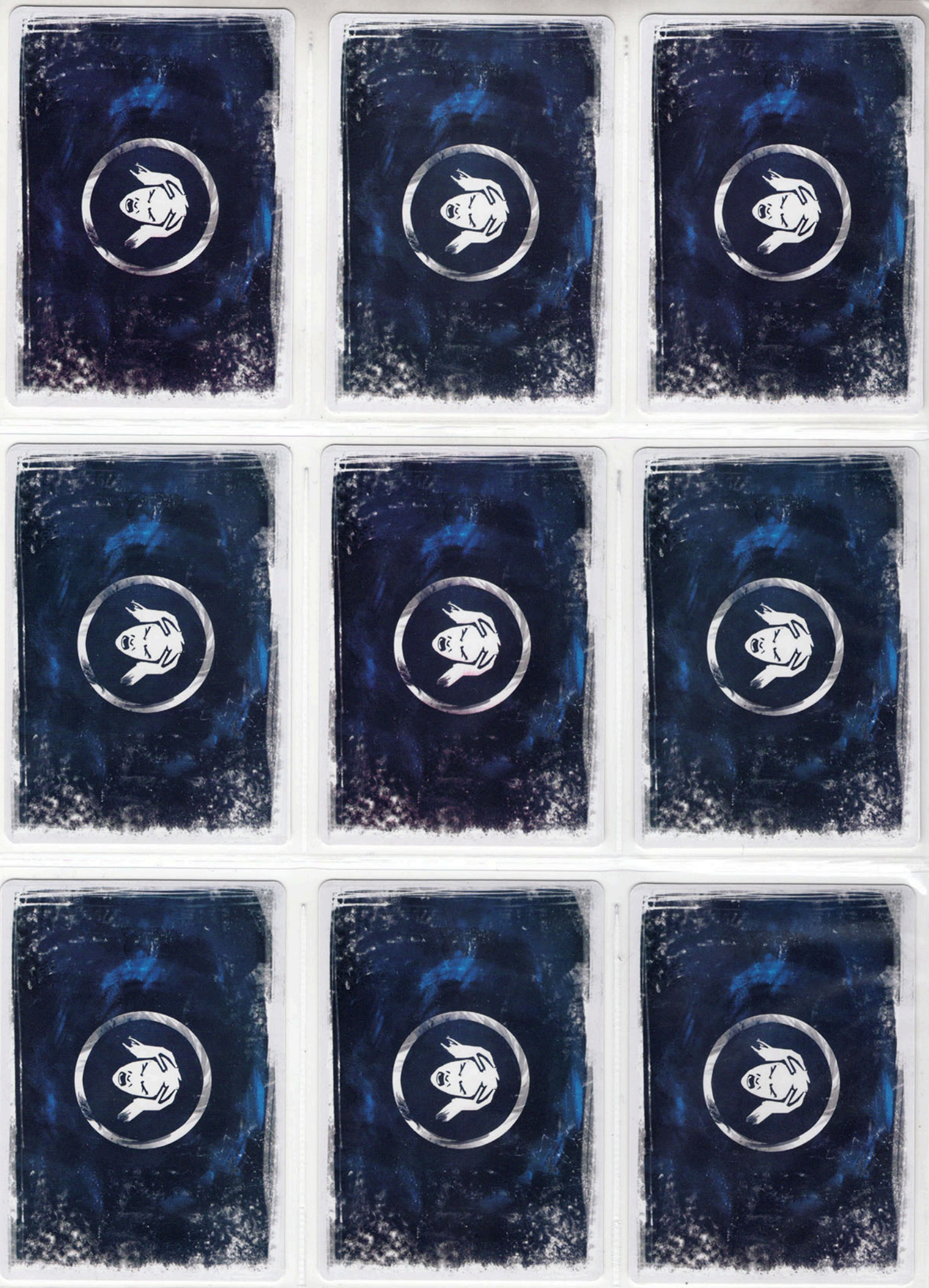


When you gain this card, draw a Madness card. If you already have a Level 3 Madness, discard a Leadership token instead.

KNOWLEDGE

I can no longer take the REST Phase when I am the Leader.





POLITE

I raise my hand and wait until someone calls on me before speaking.

NOR REASON

I only speak in rhyme.

LIGHT AS A FEATHER

I keep my cards above my head.

THEY'RE COMING!

I only whisper.

ON HIGH

I stay standing and look down upon everyone seated (I am not allowed to cheat by looking at other players' hands).

LURKING HORROR

There may be something under the table. I need to check before playing any cards.

TOO QUIET IN HERE

I yell while speaking.

PERFECT PITCH

I sing while speaking (even poorly).

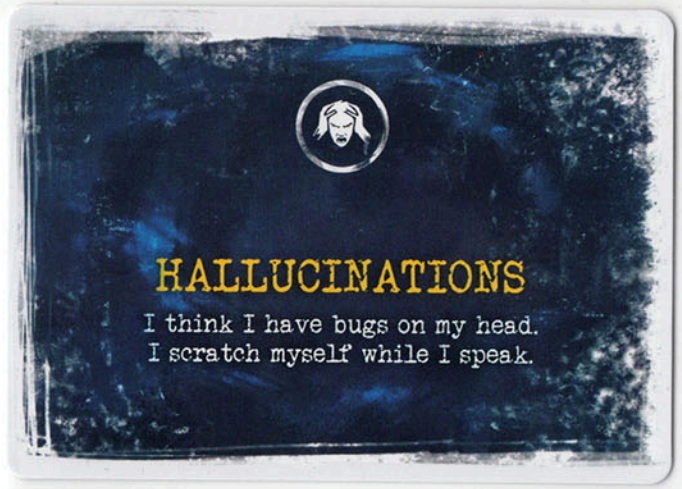
NO SILENCE

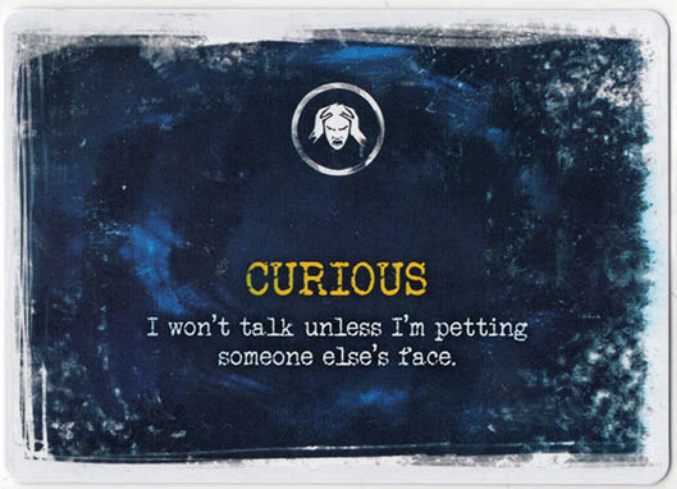
I cannot stay quiet. I fill the silences in my speech with "uhhh".

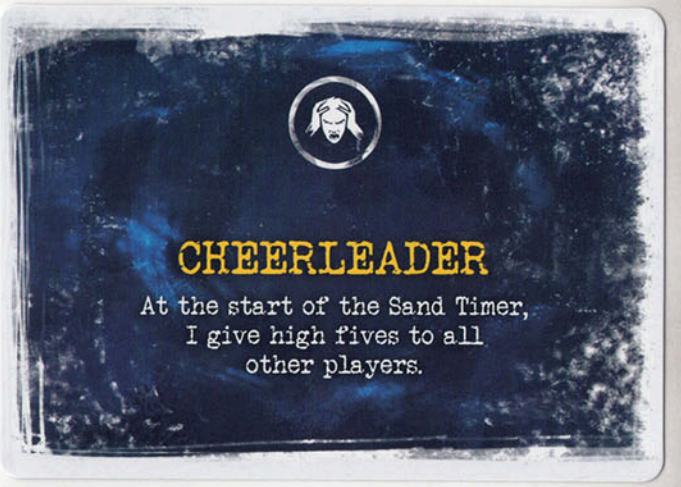

FORGETFUL
I can only hold one card at a time.

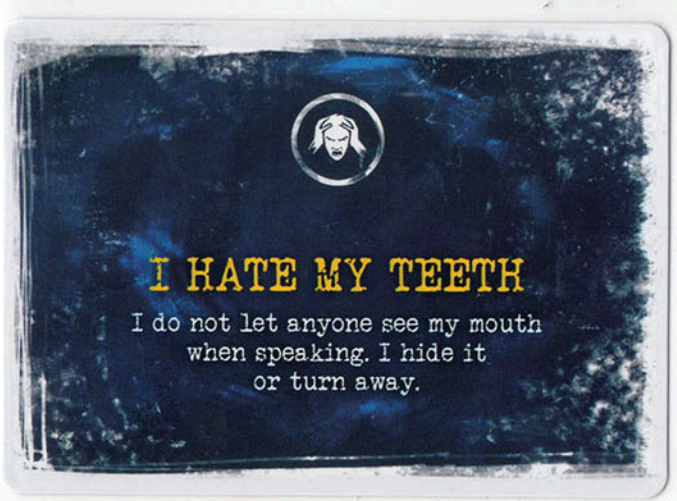

COLD
I always shiver.


BEWILDERED
I hold my cards backwards, so that only the other players can see them. No one but me can touch them (but they can tell me which ones to play).

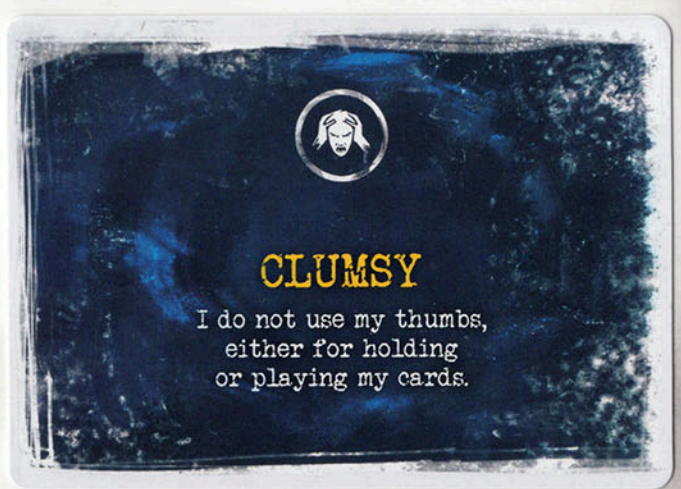

HALLUCINATIONS
I think I have bugs on my head. I scratch myself while I speak.

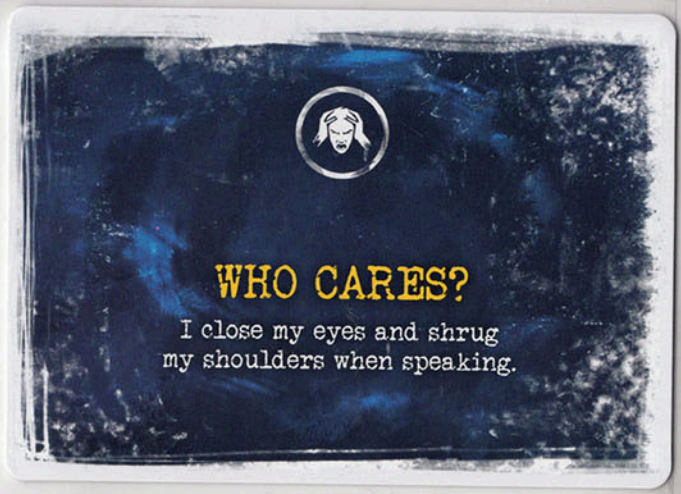

CURIOUS
I won't talk unless I'm petting someone else's face.


CHEERLEADER
At the start of the Sand Timer, I give high fives to all other players.


I HATE MY TEETH
I do not let anyone see my mouth when speaking. I hide it or turn away.


FOREIGNERS
I speak with an accent.


CLUMSY
I do not use my thumbs, either for holding or playing my cards.

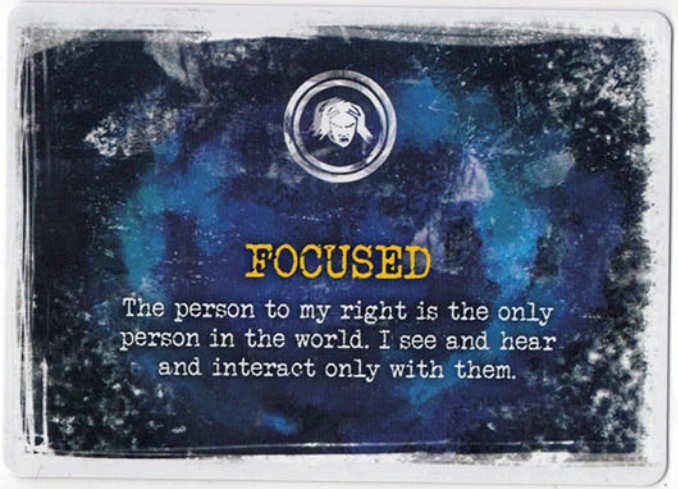

WHO CARES?
I close my eyes and shrug
my shoulders when speaking.

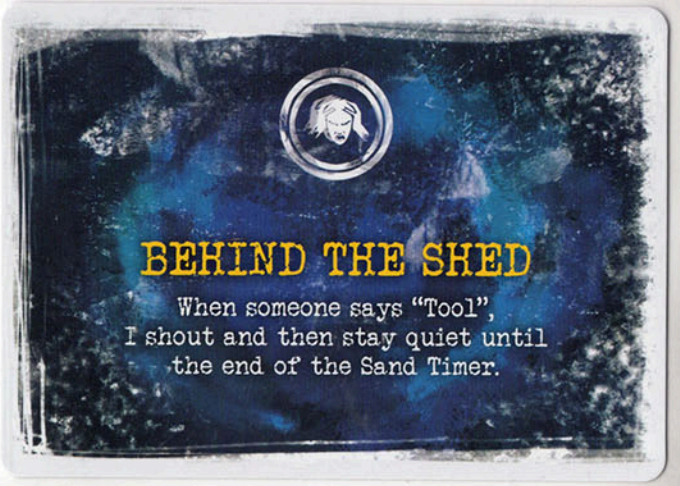

WORKING TOGETHER
At the start of the Sand Timer,
I shake all the other players' hands.



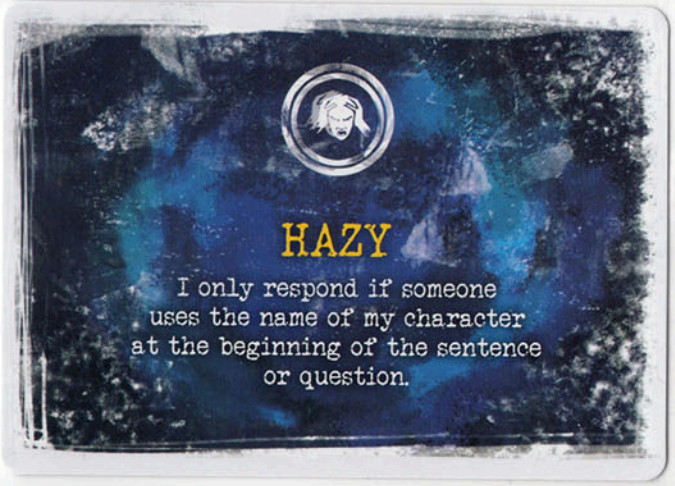


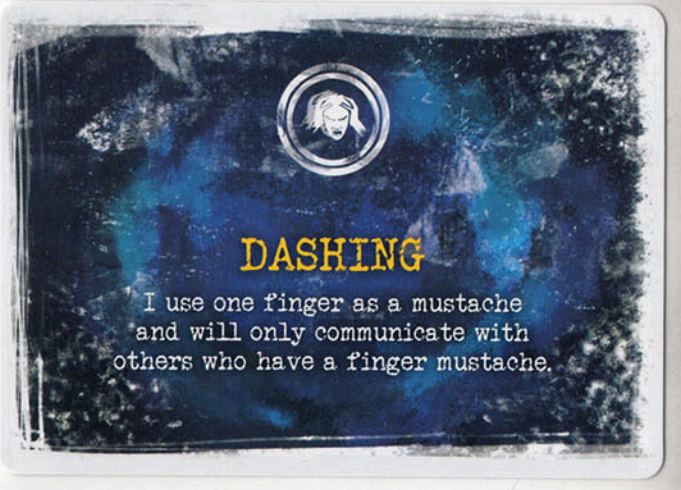

KEEP YOUR DISTANCE
I stand at least 10 feet away from the table as possible. I come back when I play cards.

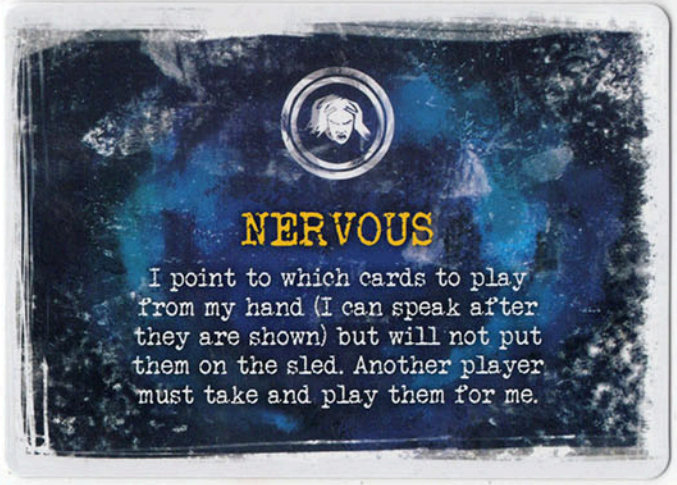

FOCUSED
The person to my right is the only person in the world. I see and hear and interact only with them.

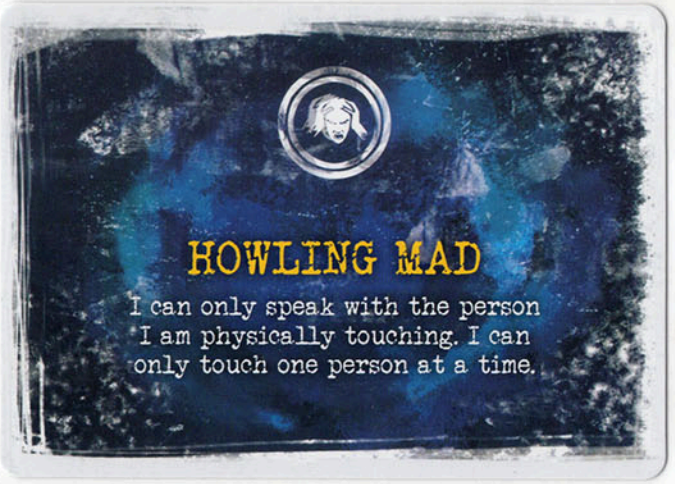

BEHIND THE SHED
When someone says "Tool", I shout and then stay quiet until the end of the Sand Timer.

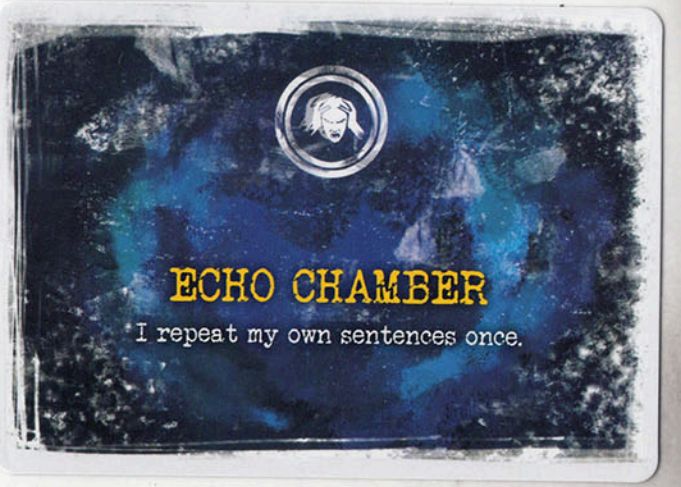

NEED AN ANCHOR
I only speak if someone looks me in the eye.


HAZY
I only respond if someone uses the name of my character at the beginning of the sentence or question.

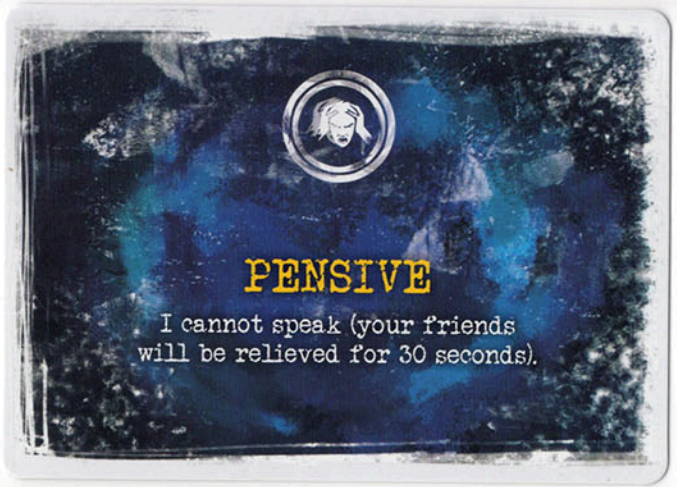

DASHING
I use one finger as a mustache and will only communicate with others who have a finger mustache.

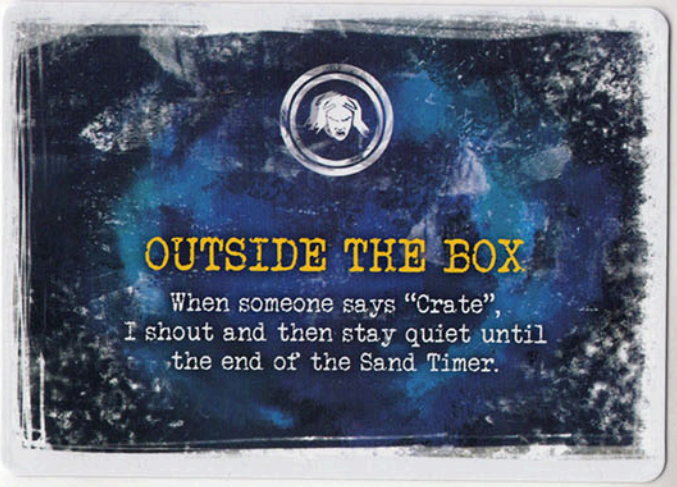

NERVOUS
I point to which cards to play from my hand (I can speak after they are shown) but will not put them on the sled. Another player must take and play them for me.

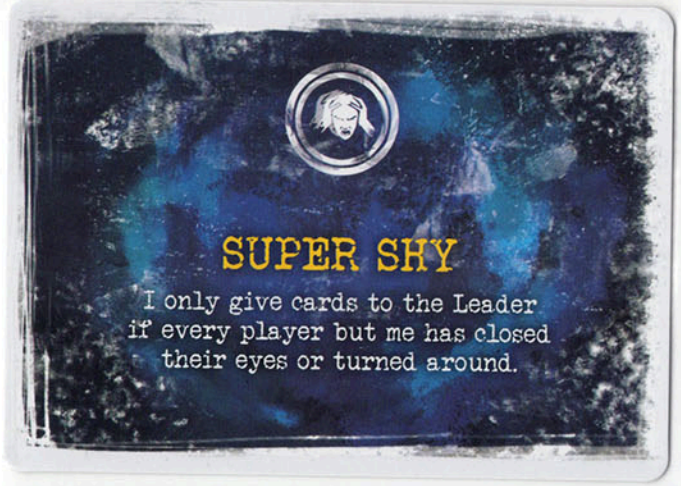

HOWLING MAD
I can only speak with the person I am physically touching. I can only touch one person at a time.


ECHO CHAMBER
I repeat my own sentences once.


SO TIRED...
I stay seated on the ground.

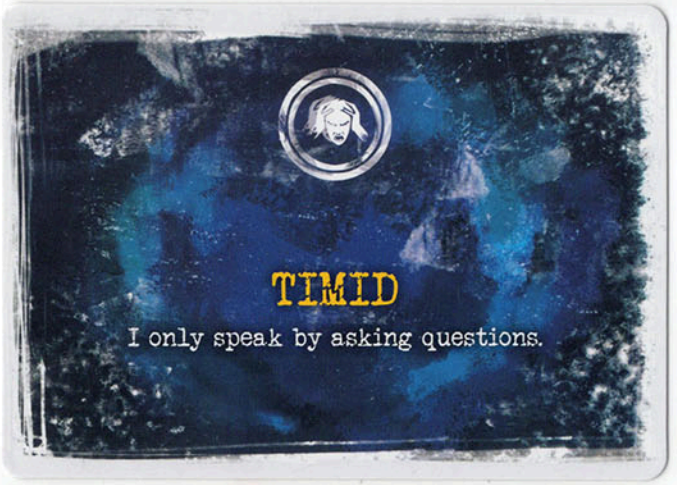

PENSIVE
I cannot speak (your friends will be relieved for 30 seconds).


OUTSIDE THE BOX
When someone says "Crate", I shout and then stay quiet until the end of the Sand Timer.


SUPER SHY
I only give cards to the Leader if every player but me has closed their eyes or turned around.

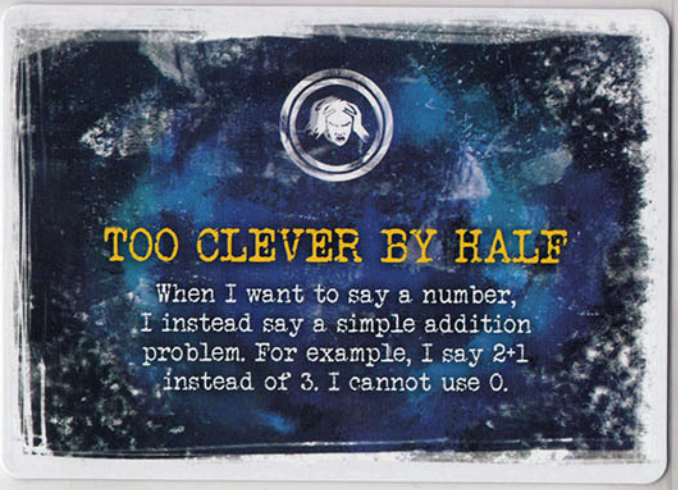

RESTLESS
I walk around the table (yes, for 30 seconds, aren't you crazy?). Don't cheat!


OUTSIDER
I face away from the table and only turn back around to play cards.


TIMID
I only speak by asking questions.


SIGN LANGUAGE
I never say a number, instead I use my fingers.


PACIFIST
When someone says "Weapon", I shout and then stay quiet until the end of the Sand Timer.


TOO CLEVER BY HALF
When I want to say a number, I instead say a simple addition problem. For example, I say 2+1 instead of 3. I cannot use 0.


WHERE IS MY MIND
My hand not holding cards is a puppet through which I speak during the Sand Timer. I do not make eye contact with other players.













DEFEATED

I do not speak if someone else is speaking.

CAN'T LOOK

I keep my eyes closed and only open them when I play cards.

ALL FOREST, NO TREES

When I describe my cards, I can ony use the title, not the type or number. However, I understand the type and number of other players' cards.

DIRECT

I only use "yes" or "no" when speaking.

CLARIFYING

When someone asks me a question, I repeat it and ask "is that right?" I only respond if they confirm.

CALENDAR

I replace numbers with the corresponding month of the year.

ENTHUSIASTIC

If someone asks me a question, I respond "I have an idea!" but say nothing while counting to 5 in my head.

COMPULSIVE

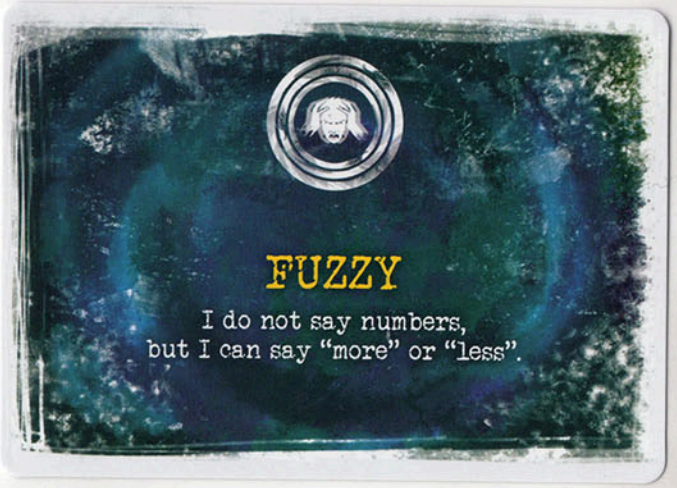
Every time I hear someone say a number, I say the following number. (For example, when someone says 4, I say 5.)

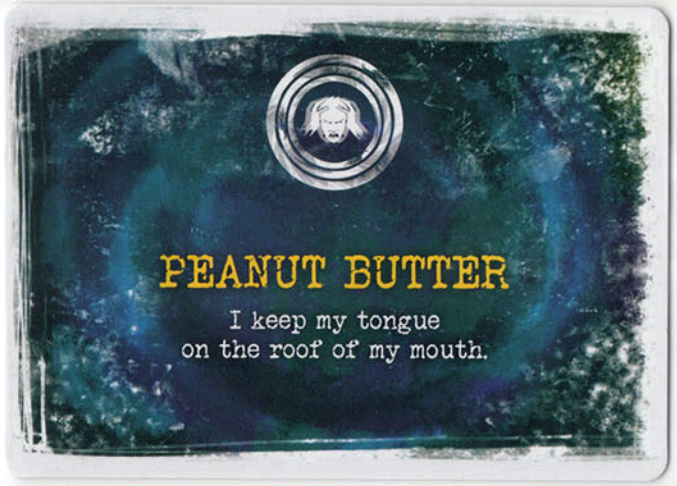
CAN'T CONCENTRATE

I can never say the type of cards. Instead, I say "thing". For example, "I have 3 things."

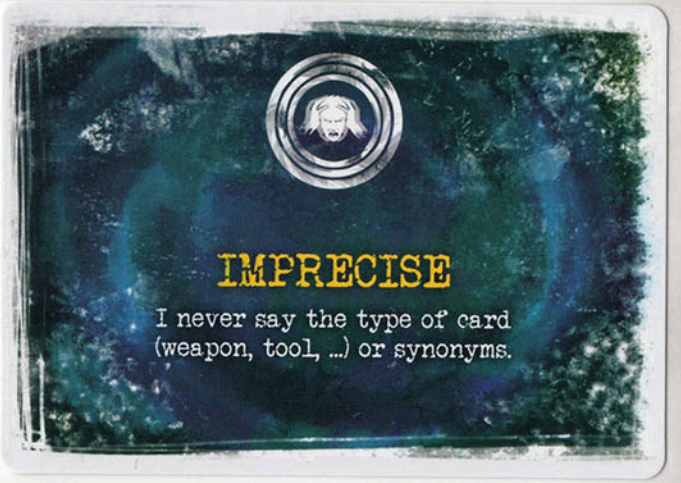

NO I IN TEAM
I speak in the second person
singular ("you" instead of "I").

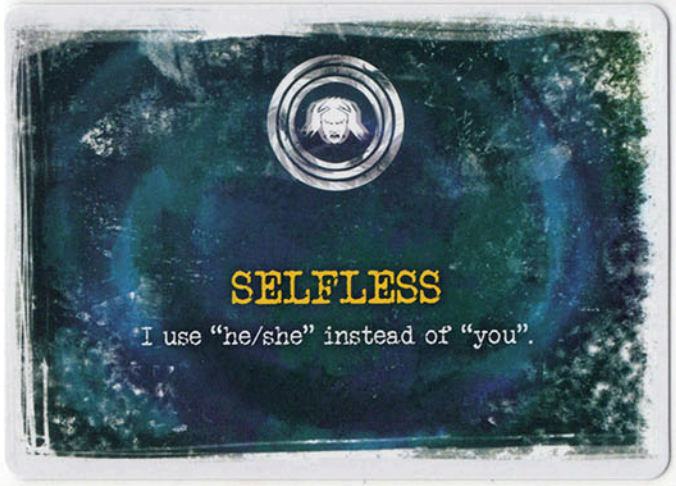

INACTIVE
I do not use verbs.


FUZZY
I do not say numbers,
but I can say "more" or "less".


PEANUT BUTTER
I keep my tongue
on the roof of my mouth.


METHODICAL
I count off the words I say
with my fingers on one hand,
repeating fingers as necessary.


IMPRECISE
I never say the type of card
(weapon, tool, ...) or synonyms.

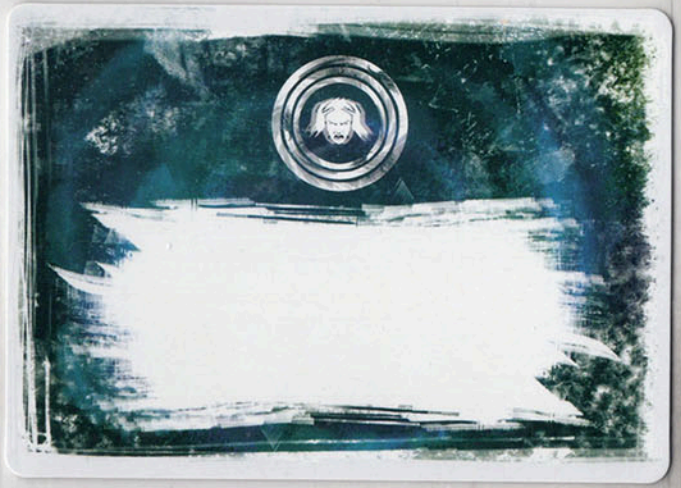

SELFLESS
I use "he/she" instead of "you".


NERVOUS
I drum the fingers on one hand
incessantly and won't stop,
even when I give cards.


IMPRINTING
I mimic everything
the person to my right does,
except playing cards.


TEAM PLAYER
I answer affirmatively
any question that can be
answered yes or no.


UNSURE
Everytime someone speaks to me,
I ask "are you sure?"
until they confirm.



3-5

14+

60min

-1931-

During an expedition to Antarctica, scientists have exposed the vestiges of an ancient city of gigantic proportions behind a chain of - to all appearances - impassable mountains.

You must work together and communicate well to successfully scale this mountain, find fascinating relics, then escape from this accursed place. Above all, be careful not to lose your health or your sanity!

DISCOVER UNDISCOVERED LOCATIONS...

EXPLORE ANCIENT VESTIGES...

AT THE COST OF YOUR SANITY!

- contents -

- 1 Mountain board
- 5 Player Boards
- 60 Madness Cards
- 1 Airplane figurine
- 1 Sand Timer
- 6 Leadership tokens
- 1 Penalty die
- 36 tiles
- 1 Sled board
- 11 tokens
- 74 cards

Mountains of Madness is a FUN game to play with friends.

iello™