

MANOR OF THE DAMNED

GAME DESCRIPTION

SETUP

Game Components:

- Segmented Playing Board
- x16 Soul Cards
- x32 Fate Cards
- x3 d6 (6-Sided Die)

Getting Started:

Begin with the player wearing the darkest color, then proceed in order of lightness.

Character Selection:

- Draw a number of *soul cards* based on the player count (see Figure 1 below).
- Players take turns secretly selecting one *soul card* from the deck, then pass the remaining cards to the next player in turn.

Rolling for Stats:

- Each player rolls 3 d6, re-rolling any results of 1 or 5.
- After the final rolls, players choose how to distribute each number across their three stats – *Sanity, Courage, or Endurance* – as they prefer.

The game begins once all players have selected their characters and their stats have been randomly assigned.

Figure 1:

PLAYERS	SOULS IN PLAY
3	5
4	6
5	7
6	9

GAMEPLAY

Objective:

Players must survive the night, avoiding mysterious threats in the manor (1 hour = 6 turns, 36 turns total). As they move, they'll 'discover' new areas by drawing and placing random tiles. Players can work together or alone, with the goal of as many surviving all 36 turns as possible. If at least one player survives until 6 AM, they win—though multiple players can share victory.

Board Tiles:

There are 2 different types of tiles players can encounter:

- **Room Tiles:**

- Large rooms within the manor where players will encounter a variety of challenges, puzzles, or events.
- These tiles feature multiple paths to navigate, often leading to key objectives or dangerous threats.
- Each chamber can vary in theme, from eerie libraries to dark dining halls, offering unique experiences in every room.

- **Hallway Tiles:**

- Narrow corridors that allow movement between chambers.
- Passages may contain minor hazards or traps but are primarily used for navigating the manor.
- These tiles are critical for exploring new areas, offering faster routes or access to hidden chambers.