

Materials:

- Game Board
- 5 Player Pieces (The little guys with backpacks)
- 2 Ghost Pieces (Ghost Figure with Horns)
- Item Tokens (Should include the following, with a total of 11: Two EMF Readers, Three Temperature Sensors, One Laser Projector, One Notebook, One UV Light, One Incense Stick, One SpiritBox, and two Protection Signals)
- Ghost Dice (One singular black die)
- Regular Dice (Two Transparent Green dice)
- Ghost Cards (Has Ghost info on them)

Set Up:

- Place items in labeled spots, and then you are ready to go!
- Place Ghost Cards face down

Movement and Basic rules (things to know):

- Movement will only use one Die. Players will use one die to move (Green Die), Ghosts will use one die to move (Black Die). See Projection phase one rule for the exception.
- If a player wants to move into a room that is three steps away and they roll a five, they can still move into that room steps do not have to be exact.
- Players can carry evidence items with them, and they must be placed in their backpacks to be placed in a room. ONLY ONE evidence item can be carried at a time.
- On a player's turn, they can either move with the roll of a dice or attempt to perform an investigation with evidence tools on their turn. Only one of these actions can be done per turn
- If an investigation is unsuccessful, players can retry on their turn, but they may only try once per turn; otherwise, they have to wait until their next turn to try again. Keep trying!

How to Play:

The game progresses in three stages: Finding the Ghost, Confirming the Ghost Type, and Escaping. Players cannot progress to the next stage until they complete the current one. See below as the phases are explained in detail. Players must enter the house, locate the ghost room based on evidence, and then leave before they are killed. Good luck!

Phase One, Finding the Ghost:

- Players will enter the house with one of 4 evidence items. These items can be placed in a room on the investigation spots to attempt to find the ghost. (Place the item, then do the investigation) Once these items are placed and have fulfilled the successful evidence goals, this is the ghost room for the rest of the game. Place a Ghost piece in that room.
- To get successful evidence, and hence find the ghost room, one of these objectives must be completed with the given evidence tools.

EMF: An EMF reader must be placed and have a successful investigation in two rooms directly touching/next to each other (One EMF detector in each adjacent room, and the room must be directly touching the other room via the walls)

- An EMF reader must be placed in a room if a player performs an investigation
- Players must roll a three or higher on each EMF reader placed in a total of two rooms that are connected adjacently.
- If all criteria are met, move to Phase Two

Temperature Readings: Two successful Temperature readings of below zero must be found in three different rooms (One temperature reading in each room, 3 three in total).

- Temperature readers must be placed in the room to perform an investigation
- Players must roll a three or higher for each temperature item placed, for a total of three Temperature Sensors in three different rooms.
- If all criteria are met, move to Phase Two

Laser Projection. Can be used in any room; only one of these needs to be placed and tested. If successful, then follow the stated info below

- A Laser Projector must be placed in the room to perform an investigation
- ONLY TIME PLAYERS CAN USE TWO DICE. If a player rolls a perfect 12, they have a successful investigation.
- If this is successful, immediately move to Phase Three.

Phase Two, Conform Ghost Type:

- In this phase, based on some more evidence tools the ghost type will be discovered. All evidence must be done in the ghost room where the ghost token is placed based on Phase One.
- One evidence item can only be placed at a time. If another item is wanted to be used, a player must pick up and hold an item so that the space is available. This can be done at any time, regardless of whose turn it is.
- Once the ghost type is identified, flip the correct ghost card face up and follow the info on it, going into Phase Three.

Notebook:

- A Notebook must be placed in the room to perform an investigation
- Must roll a 3 or higher
- Notebook=Mimic (Place Mimic Card Face up)

Spirit Box:

- A Spirit Box must be placed in the room to perform an investigation
- Must roll a 4 or higher with two people in the room
- Spirit Box=Onryo (Place Onryo Card Face up)

Incense Stick:

- An Incense Stick must be placed in the room to perform an investigation
- Must roll a 3 or higher with all players in the room
- Incense Stick=Spirit (Place Spirit Card Face up)

UV Light:

- A UV Light must be placed in the room to perform an investigation
- Must roll a 5 or higher
- UV Light=Demon (Place Demon Card Face up)

Protection Sigil

- Must be placed in a room to be active
- Can be placed whenever, useful for when the ghost is found to protect players

Phase Three, Escape:

Now, the black dice for the ghost will be used. The ghost will now move according to the same pattern as the player after each round (after each player moves) and will chase the player out of the house. If a ghost lands on the same spot a player is on, that player dies and removes their

piece from the board. If two players die, the game is over and players lose, as they did not return with a full team.

- Based on the ghost types above, here's what happens when phase 3 is active towards those ghosts. After these special interactions, continue phase 3 as stated above.
- Mimic:
 - If another player is in the room, that player is immediately killed
 - Effect will not happen if a protection sigil is placed in the room
- Onryo:
 - Can move +1 on all dice rolls (If a 5 is rolled for them, they move a 6)
- Demon:
 - If another player is in the room, that player is immediately killed
 - Cannot be stopped by a protection sigil
- Spirit:
 - No extra affects

If you get caught by the ghost, but you have a protection sigil in your backpack, you are safe for that round. You and the ghost will still share spots, but on that movement turn you will be safe. Good luck and try to escape!