POSSESSION SONATA
-
RULE BOOK

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BACKSTORY

Night fell heavy over the crumbling theatre, and with it came the stirring of long-forgotten echoes. One by one, **the ghosts awoke**—drawn from the silence by the faint memory of the instruments they once loved in life. Each spirit was bound to the music that had defined their final breath, and tonight they sought the stage once more. If they could **reclaim their instruments** and **play them in the exact place where they had last performed**, their restless souls would finally **find release**.

But shadows lingered in the rafters. **Johnny, the conductor** who had ruled them with an iron baton, still walked among the living. **His hunger for control** had not waned with age, and the return of his lost musicians was his twisted chance at resurrection of a perfect orchestra. As the ghosts drifted through the corridors, seeking freedom in harmony, Johnny prowled the same halls, **ready to capture them once again**—not to let them go, but to keep their music forever his.

GAME PRINCIPLES AND GOALS

Possession Sonata is a 1 vs. 3 hidden-movement board game.
- *The Ghosts are deceased musicians who must reclaim their lost instruments and perform them together in one final sonata. Only then can they find peace and claim their emancipation.*
- *Johnny, the Conductor (Ghost Hunter), seeks to capture the ghosts before they succeed.*

The night lasts 6 game-hours (4 rounds build one game hour). If dawn arrives before the sonata is performed, Johnny wins.
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HOW TO WIN

Ghost Victory
- Each ghost retrieves their hidden instrument.
- Each ghost reaches their hidden Where-to-Play spot.
- All the right instruments are performed in the same round, one after another, before dawn.

Johnny's Victory
- All ghosts are captured, or
- The ghosts fail to complete the sonata within 6 game-hours.

GAMEPLAY OVERVIEW

This is an asymmetric game, so Johnny and the ghosts will perform different type of actions.

Ghosts Action

M = Move : Up to 2 tiles and if they go trough a wall they must filp the walls token

P = Possess : an instrument or johnny

U = Unpossess : To make the ghosts invisible again

PL = Play : Make sound with the instrument you possessed

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PF = Perform : Play your assigned instrument

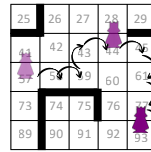**Rescue teammate:** by possessing Johnny

whisper: Exchange "communication" cards every 2 rounds

Johnny Action

ACTIVE ACTIONS
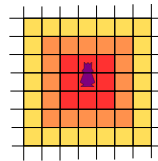**move:** up to 4 tiles, not trough walls.

Capture = ghost must be in a given radius but not through the walls.

FREE ACTIONS
Scan = after **each action** of Johnny and after **each turn** of a ghost (ghosts answer: far / not far / very near)

Power-up = after captures with some malus (get one Wall-pass per ghost)

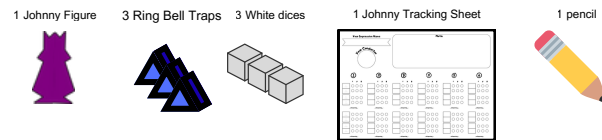**Place** = place bells on the map Bells
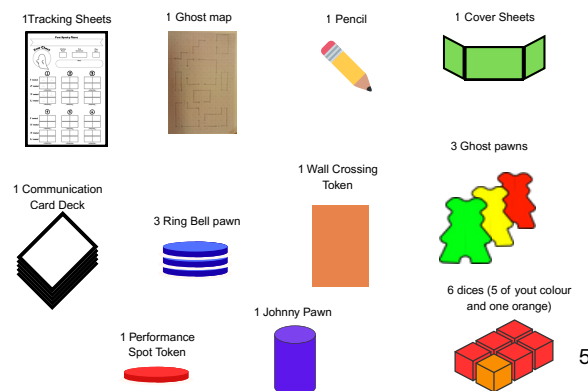

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COMPONENTS

COMMON COMPONENTS

1 main map

6 Instrument Tokens

1 deck of instrument cards

JOHNNY COMPONENTS

1 Johnny Figure

3 Ring Bell Traps

3 White dices

1 Johnny Tracking Sheet

1 pencil

GHOST COMPONENTS - 1 PER GHOST
(Example of the green ghost)

1 Tracking Sheets

1 Ghost map

1 Pencil

1 Cover Sheets

1 Communication Card Deck

3 Ring Bell pawn

1 Wall Crossing Token

3 Ghost pawns

6 dices (5 of yout colour and one orange)

1 Performance Spot Token

1 Johnny Pawn

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SET UP OF THE GAME

(for a visual overview of the set up look at page: ......)

1 - Place Instruments
- Shuffle the 6 Instrument Tokens.
- Place them one by one face up on random tiles. To randomize:
  - One draws a number from the pocket with numbers blindly (do it for each instrument).
 - Place tokens visible at those coordinates in the main map.

2 - **Assign Roles**
- One player is **Johnny**.
- All others are **Ghosts**.

3 - **Distribute Components**
- Each Ghost takes: Ghost Map, Tracking Sheet, pencil, Cover Sheet, Communication Deck, 3 Bell Pawns, the dices, Crossing Wall Token, Perform Spot Token, Johnny pawn, 3 ghost pawns of different colour - they have 3 different colours.
- Johnny takes: Figure, Tracking Sheet, 3 Trap Tokens, the white dices.

4 - **Starting Positions**
- Johnny stands at tile **Johnny's Starting Point** on the main map.
- Each Ghost draws **secretly** a random starting point (pocket with numbers)
- Record the number of your starting positions secretly on Tracking Sheets.

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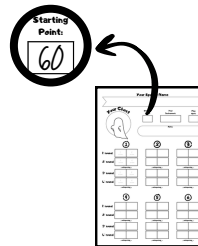
5 - **Assign Performance Spots**
- Each Ghost draws **secretly** a random Performance spot (pocket with numbers).
- Record your performance spot secretly on Tracking Sheets.
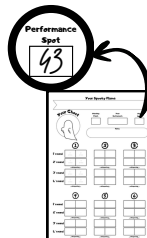
6 - **Assign Instruments**
- Each Ghost draws **secretly** a random Instrument Card.
- Reveal **ONLY** to other Ghosts (never to Johnny).
- Ghosts note it on their Tracking Sheets.
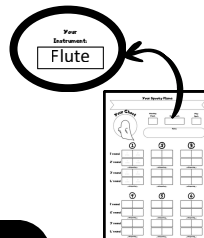
NOTE:
At the end of this phases each ghost has to know:
Where they start (secret information),
Which is its assigned instrument (and where it is located)
The assigned instruments of the other ghosts (secret from Johnny)
Where is the performance spot (secret information - where the ghosts need to transport their instruments and perform it as a winning condition).

7 - **Prepare the ghost map**
In this game there are a lot of components that helps you to track the informations and are usefull to create a strategy. They are all displaced behind the cover sheets, exept for the wall crossing token (see page: ...).
You must place your components on the ghost map to represent the information you have.

These cubes represent the instrument on the main map.
Place the cubes on the corresponding numbers.
Use the orange one to represent **your instrument**.

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This represent Johnny figure.
Place it on the correspoding position (outside the map).
Use it to track Johnny movement.

This represent your Ghost.
Place it on your starting position number.
Use it to track your movements.

This represent your performance spot.
Place it on the performance spot number.

Great! you have placed every component on the starting map. The other component will be usefull in the game. You can use them to track all the information or deduction you have.

Theese represent the Ring Bells placed by johnny.

The other 2 ghost pawn represent your teammates.
Use them to deduct their position.

These are the communication card.
They will be useful in the wispering phase

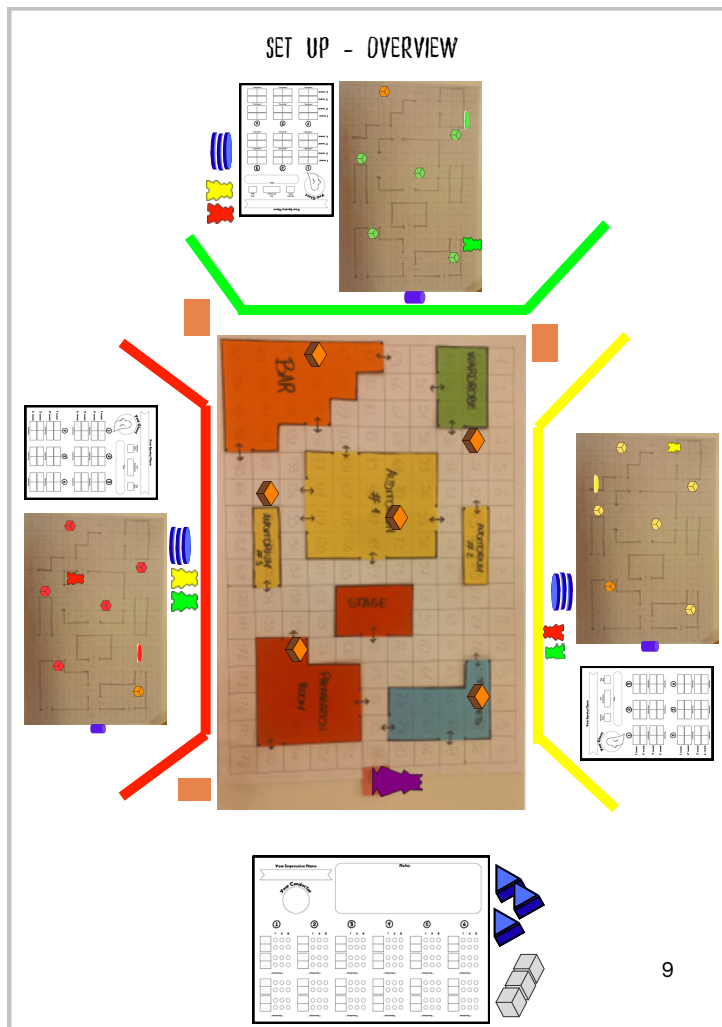Also Johnny has his own components. They are:

These represent the Ring bells.
They will be useful in the wispering phase.

These represent catched ghosts.

For the set up overview see page   8

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GAME FLOW

The game starts by Johnny entering the main map (stepping on tile 96) . The game is played in rounds. Each round has 3 phases:

Phase 1 — Ghosts' Turns

Each Ghost (clockwise order) takes 2 actions, choosing from:
- **Move:** Up to 2 tiles orthogonally. Can pass through walls (flip the Wall Token to claim).
- **Possess**: Control an instrument or Johnny (make the movement visible on the main map by moving the token). To possess something the ghost needs to be on the SAME tile of what it wants to possess (instrument or Johnny).
- **Unpossess:** Release control.
- **Play:** Play instrument (any instrument can be played anywhere by a ghost).
- **Perform:** Ghost plays their assigned instrument at their assigned Performance Spot

After, take notes of your actions in your tracking sheet. Write down the type of action (M=move, P=possess, U=unpossess, PL=play, PF=perform) **and the tile number.**
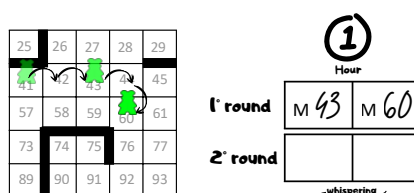
In this example the green ghost performs 2 MOVE action.
So he write on the left square on his tracking sheet the arrived number of his first movment.
And in the right square the the arrived number of his second movement.

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SPECIAL RULES

- Instruments move only when possessed.
- If Johnny captures a Ghost, another Ghost may free it by possessing Johnny:
  - Freed Ghost returns to starting point, skips 1 turn.
  - Savior Ghost returns to the starting point, continues normally.
- Captured Ghosts affect Johnny's turn (+1 tile movement).

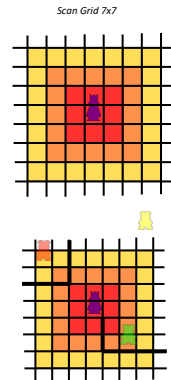## Phase 2 — Johnny' Turns

Scan (free action):

After each action of Johnny and after each turn of a ghost, Johnny asks:
  - "Do I hear anything? How loud is it?"

Ghosts reply truthfully based on the following grid (7x7 area). Walls do not affect the sound.
  - Outside 7×7 → "Silence"
  - Far → "Low"
  - Not Far → "Medium"
  - Very Near → "High"
  - Same Tile → "Very High"

Actions (choose 2):

- **Move:** Up to 4 tiles, orthogonal only (rows/columns). Through doors only, not walls (= lines on the map).
- **Capture:** Two ways:
  - *Exact Tile Claim:* **If** Johnny claims **correctly**, this **capture becomes free action, YOU NEED TO SAY IT**. If wrong, he loses 1 action.

Scan Grid 7x7

In this example the yellow ghost is outside the 7x7 area, so it is in "silence". The red one is in the "Low" area. The green one in the "medium area"


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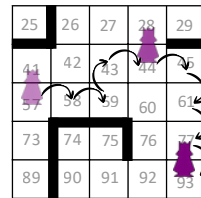
- - *i.e. Johnny understands/guess that a ghost is in a X position, so Johnny uses the first action to reach that spot and in the second action he claims "I capture a ghost on my tile", if he is right the ghost is captured and Johnny does not lose an action; if he is wrong he loses an action.*
  - *i.e. if Johnny already used 2 actions he can't make any claim (the action capture BECAME free only if you have an actual action to use - if you are wrong you lose one action).*
  - *i.e. if Johnny thinks to have found the precise spot of a ghost and makes the claim but the ghost is not there but in an adjacent spot, you capture the ghost with an action as normal.*
  - *Adjacent Capture:* If a ghost is within Johnny's 3×3 zone, he may spend 1 action to capture it. If there are multiple, they all get captured.

IMPORTANT: a ghost **can not be captured through a wall**

Catch grid 3x3
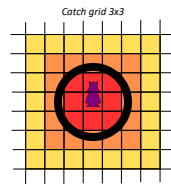
In this case Johnny can't capture in 19 and 35 positions. So if the ghost is in theese positions he is safe

EFFECT OF CAPTURE:

Johnny: Each captured ghost grants Johnny 1 wall-pass. (If the ghost is freed before he uses it, the pass is lost.)

Ghost: Captured ghost loses autonomy but can still "push" Johnny 1 extra tile per Johnny's turn in every possible direction, even if Johnny decides to not move as his action, but not through walls (you can use this pushing from the next Johnny's turn until you get freed, in the same moment you are freed you come back to the standard condition).

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Also Johnny, after every acrtion, must take note of it in the tracking sheet.
In the square, he must specify the type of action he did (M=move, C=capture) and then the tile number.

In this example, Johnny decided to do 2 MOVE actions.
So he write on the left square on his tracking sheet the arrived number of his first movment.
And in the right square the the arrived number of his second movement.

***Furthermore** he wrote the signal by the ghost that he had at the end of each action.*
In the first action the yellow one was in the "medium" area (this explain the number 2)
In the second action the yellow and the green one were in the "Low" area

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## Phase 3 - Whisper Phase (every 2 rounds, marked on tracking sheet)

- ○ Each Ghost secretly passes **1 Communication Card** (one round clockwise, next round counterclockwise) - one time you communicate with one ghost and the next time with the other one.
- ○ Cards contain vague messages only ("Help", "Wait", "Danger").
- ○ Johnny does not see them.
- ○ cards return to their original owner.
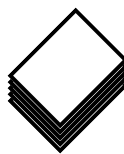
While the ghosts perform Whisper Phase Johnny can set 1 Ring Bell Trap:

- ○ Johnny may place **1 Ring Bell** on the main map (any tile).
- ○ Max of 3 ring bells can be on the board.
- ○ Ring Bells reveal any Ghosts moving through their **3×3 area**. A ghost is obligated to say it.
- ○ After the revealing, the Ring Bell returns to Johnny

Area of the ring bell
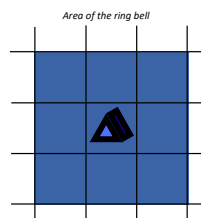
END OF THE GAME

Ghosts Victory: If all instruments are performed in the same round before dawn (6 hours).

J**ohnny's Victory:** If he captures all ghosts, or if dawn (end of hour 6) arrives before the sonata is complete.

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THE WEB APP

At the start of the game, players can scan a QR code to open the Possession Sonata web app.

- Ghosts can answer Johnny´s scans by pressing the according buttons. (1=high, 2=medium, 3=low)
- Ghosts can play any instrument sounds when they play an instrument in-game.
- Ghosts can play their instrument sound when they "perform" in-game.

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