

To Find a Way Out

Play this game when things get spooky.

You're innocent tourists trapped in a haunted Victorian mansion.

Assign 1, 3, 5 to these stats:

- ☐ ☐ ☐ ☐ ☐ Ballroom Dancing
- ☐ ☐ ☐ ☐ ☐ Fortunetelling
- ☐ ☐ ☐ ☐ ☐ Socialize

Player with card describes obstacle. Player to right picks stat, narrates attempt. Flip to resolve.

Check tens digit of second hand on phone...now!

- Less than stat = success! Narrate how, pass to right.
- Equal to stat = push! Keep obstacle, pass to right.
- More than stat = failure! Narrate how, pass to right.

Hitchhiking ghosts follow you home with $(2 + \# \text{ players})$ successes. Of course there's always *my* way with $(2 + \# \text{ players})$ failures.