A Most Haunted House

OVERVIEW

In *A Most Haunted House*, players work together as members of a rag-tag team of paranormal investigators collecting proof that the house is haunted. If players are unable to collect enough Proof and reach the front door before overstaying their welcome, they are doomed to join the eternal residents of the house forever.

A Most Haunted House is a cooperative 4-player game. All players either win together or lose together.

The goal is for players to work together to collect 6 Proof cards as a team. The players lose if they are unable to reach the front door with 6 Proof cards in hand before 12 hours pass on the Clock.

Contents

A Most Haunted House includes the following game pieces:
- Game board
- 29 Search tokens
- 20 Haunting cards
- 17 Curse cards
- 4 Possession cards

- 24 Charm cards
- 10 Proof tokens
- 6 Investigator cards
- 6 Investigator tokens
- 6 20-sided dice (d20)

PROOF CARDS: Some Curse and Charm cards are marked as "Proof". Players must collect 6 proof cards <u>combined</u> to win the game. For Proof to count towards the team's total score, a player must have the card in hand when all players are reach the front door.

If a player gains Proof by removing a Haunting, they get a Proof token.

Board

1st Floor & 2nd Floor:
- The board includes floorplans for the **1st Floor** and **2nd Floor**.
- Each floor is divided into spaces and **Rooms** divided by walls indicated by solid black lines.
  - Two players cannot be in the same space at the same time.
  - Players cannot move through walls.
  - Each room includes **Search** locations indicated by a red box.
- To navigate between the **1st Floor** and **2nd Floor** players must use the **stairs**.

Clock:
- The **Clock** is used to track time as it passes in the game.
- Advance the Clock by 30 minutes every turn cycle (after each player has a turn).
- A new **Haunting card** is added to the house at the top of every hour (7:00 PM, 8:00 PM, etc.)
- If all 4 players return to the **Front Door** with 6 combined Proof cards before time runs out, the players win the game.
- If time runs out before all 4 players are at the **Front Door** with 6 total Proof cards, the players lose the game.
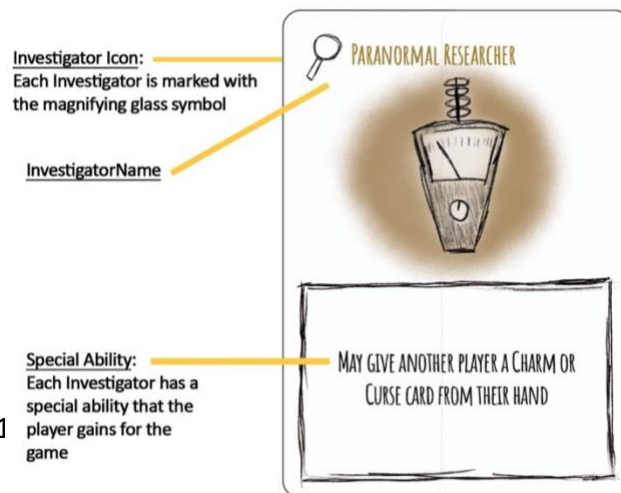
Game Setup

Board & Pieces:
- Place the **Clock** marker at 6:00 PM.
- Add **Search tokens** randomly to the Search spaces.
- Place an Investigator token in each space at the Front Door.

Investigators:
- Each player chooses an **Investigator card**, **Investigator token** and color matching **twenty-sided die (d20)**.
- Each card gives players unique special abilities.

Investigator Icon:
Each Investigator is marked with the magnifying glass symbol

InvestigatorName

Special Ability:
Each Investigator has a special ability that the player gains for the game

PARANORMAL RESEARCHER

MAY GIVE ANOTHER PLAYER A CHARM OR CURSE CARD FROM THEIR HAND

Haunting, Curse & Charm cards:
- Shuffle all 3 decks separately and set them face down.
- Players begin the game with zero cards in hand.

Players roll for turn order and take turns from highest to lowest roll.

Player Turn

Each player may take up to **5 Actions** on their turn:

Walk: Player moves a space
Search: Player draws either a Charm or Curse card
Remove A Curse: Roll to remove the Curse from player's hand
Play/Remove A Charm: Player either plays a Charm or returns it to the deck
Remove A Haunting: Roll to remove a Haunting from the house

- **Walk**: Player moves Investigator token 1 space in any direction for each Walk Action
  - Players may Walk up to 5 spaces per turn.
  - Players cannot Walk through walls.
  - Players cannot Walk in a space that another player occupies.

- **Search**: Player rolls a d20 and draw a Charm or Curse card depending on the score
  - **Each Search is 1 Action**. A player may Search up to 2 times each turn.
  - To **Search** a player must be in a **Search space** with a **Search token**. They then roll a d20:
    - Roll equal to or above the **Search token threshold**, draw a **Charm** card.
    - Roll below the **Search token threshold**, draw a **Curse** card.
  - After the player draws a card, remove the search token from the space.
  - Once all Search tokens have been removed, randomly redistribute the tokens in the Search spaces.
  - See below for more information about card types.

- **Remove A Curse**:
  - Each attempt to **Remove A Curse counts as 1 action**. A player my attempt to Remove A Curse up to 5 times on their turn.
  - To **Remove A Curse**, first a must declare which Curse in their hand they are rolling to remove. They then roll a d20:
    - Roll equal to or above the **Remove Curse threshold**, return the Curse card to the bottom of the Curse deck. Then shuffle the Curse deck.

- Roll below the **Remove Curse threshold**, the Curse remains in the player's hand.
- Rolls cannot be combined to meet the Remove Curse threshold.

- **Play/Remove A Charm**:
  - A player may Play/Removed A Charm up to 5 times per turn.
  - Some Charm cards can be exchanged for bonus abilities.
  - When a player plays a Charm card, return the Charm to the bottom of the Charm deck and shuffle the Charm deck.

- **Remove A Haunting**:
  - A player may **Remove A Haunting** once per turn.
  - To **Remove A Haunting** the player must be in the same room as that Haunting as noted on the Haunting card.
  - To Remove A Haunting the player rolls a d20:
    - Roll equal to or above the **Removal threshold** as noted on the Haunting card, return the Haunting card to the bottom of the Haunting deck.
    - Roll below the **Removal threshold**, the Haunting remains in the house.
  - Multiple players may roll to remove the same Haunting in a given turn cycle. If they do, the sum of the rolls is applied to the Removal threshold.
    - For example, if the Removal threshold of the card Demonic Voices is 33, players may combine their rolls targeting the haunting to total 33 of greater cumulatively.
  - If a Haunting is not removed through one turn cycle, its Removal threshold is reset to the original value.
  - If a Haunting has an X as its **Removal threshold**, it returns to the bottom of the deck immediately after its ability is activated.

- **Exorcise** (Remove a Possession card):
  - If a player has a **Possession** card, on their turn all other players may choose to **Exorcise** the Possession by returning 2 total Proof Charm cards to the bottom of the Charm deck. Then shuffle all decks.
  - See below for more information on Possession cards.

After a player completes all of their Actions, they pass the turn. A **Turn Cycle** is complete after All 4 players complete their turn.
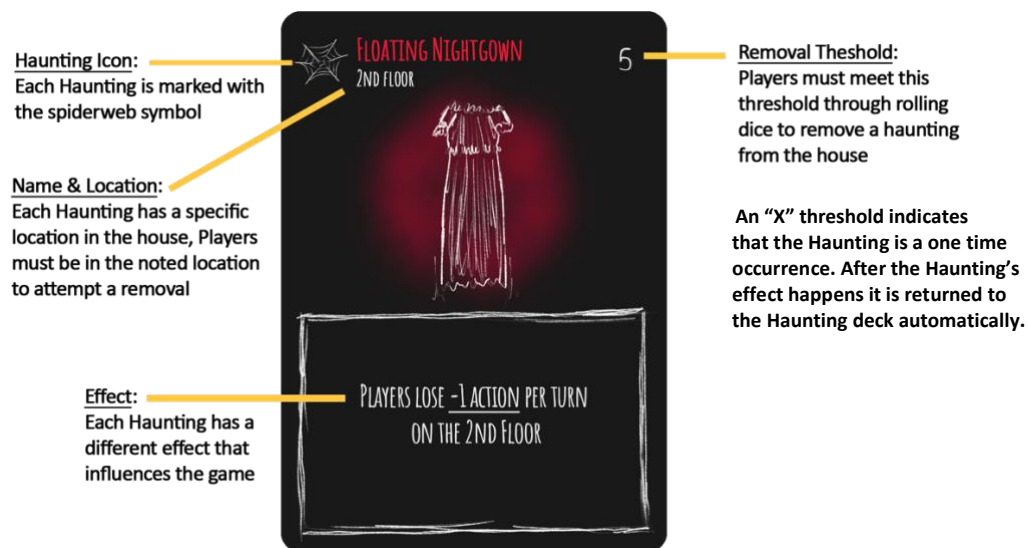
At the end of each **Turn Cycle**, the Clock advances by 30 minutes. Players add a Haunting to the house if necessary.

Cards

There are 3 main card types. Each impacts the game and individual players in different ways through bonus abilities or additional handicaps.

Haunting cards enter the game at the top of every hour. They generally impact all players. Each Haunting is assigned to specific rooms in the house. To remove the Haunting, players must be located in the corresponding room.

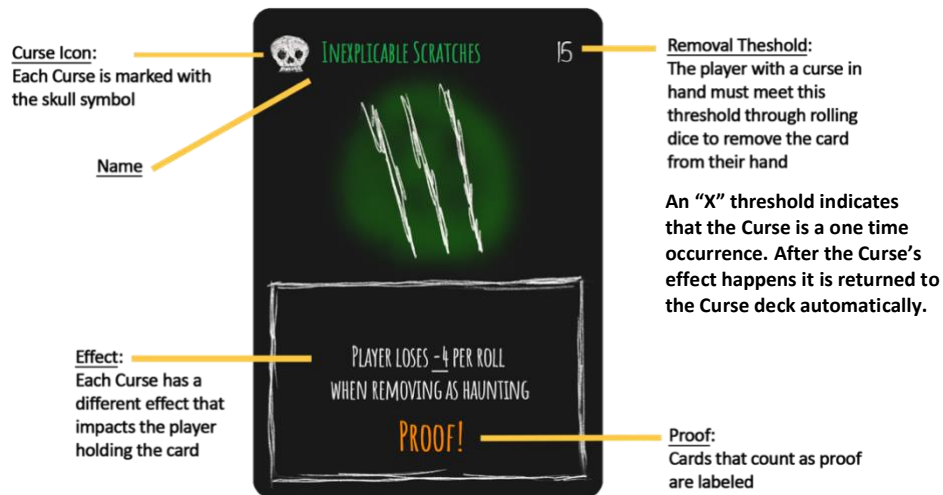Each card includes the following information:

Haunting Icon:
Each Haunting is marked with the spiderweb symbol

Name & Location:
Each Haunting has a specific location in the house, Players must be in the noted location to attempt a removal

Effect:
Each Haunting has a different effect that influences the game

Removal Theshold:
Players must meet this threshold through rolling dice to remove a haunting from the house

An "X" threshold indicates that the Haunting is a one time occurrence. After the Haunting's effect happens it is returned to the Haunting deck automatically.

After a Haunting is removed from the house, return it to the bottom of the Haunting deck.

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Players may have up to 4 cards in their hand at a time. If a player has 4 cards, they must remove a card from their hand before performing a Search action.
- Charms can be removed at no cost and are added to the bottom of the Charm deck.
- Curses must be removed by rolling a d20 and meeting the Removal Threshold.

A player draws a **Curse card** if they fail to meet the threshold when performing a Search action. Curse cards usually impact only the player with the card in hand.

Each Curse includes the following information:

Curse Icon:
Each Curse is marked with the skull symbol

Name

Effect:
Each Curse has a different effect that impacts the player holding the card

Removal Theshold:
The player with a curse in hand must meet this threshold through rolling dice to remove the card from their hand

An "X" threshold indicates that the Curse is a one time occurrence. After the Curse's effect happens it is returned to the Curse deck automatically.

Proof:
Cards that count as proof are labeled

After a Curse is removed from a player's hand, return it to the bottom of the Curse deck.

Possession cards are a type of Curse that prevent the player holding the card from performing Actions (other than Exorcise) during their turn. A player cannot have more than 1 Possession card in their hand at a time.
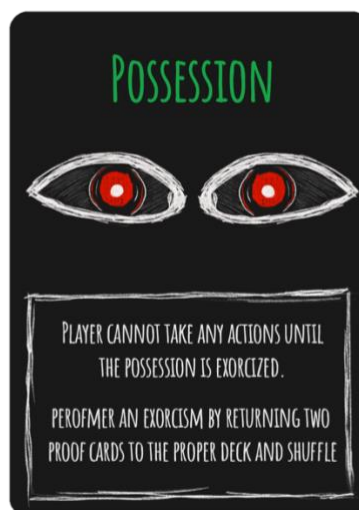
To remove a **Possession** card, a player must perform an **Exorcise** action on their turn. If an Exorcise action is taken, the player holding the Possession card returns it to the bottom of the Curse deck and passes their turn.

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Charm cards are earned if a player rolls at or above the threshold when performing a Search action. Each card includes the following information:

Charm Icon:
Each Charm is marked with the heart symbol

Name

♥ SKELETON KEY

Effect:
Each Charm has a different effect that impacts the player holding the card

ROOM SPECIFIC EFFECTS FROM CURSES & HAUTINGS DO NOT APPLY TO PLAYER

PROOF!

Proof:
Cards that count as proof are labeled