

DON'T GO IN THERE

RULEBOOK

SETUP

- A** Each player chooses a color and takes the **Screen** and the 5 matching **Meeples** to form their supply.



- B** Put the box insert in the box. The box is used as a **Dice Tower**. Place the **Ghost Dice** in the Dice Tower tray.

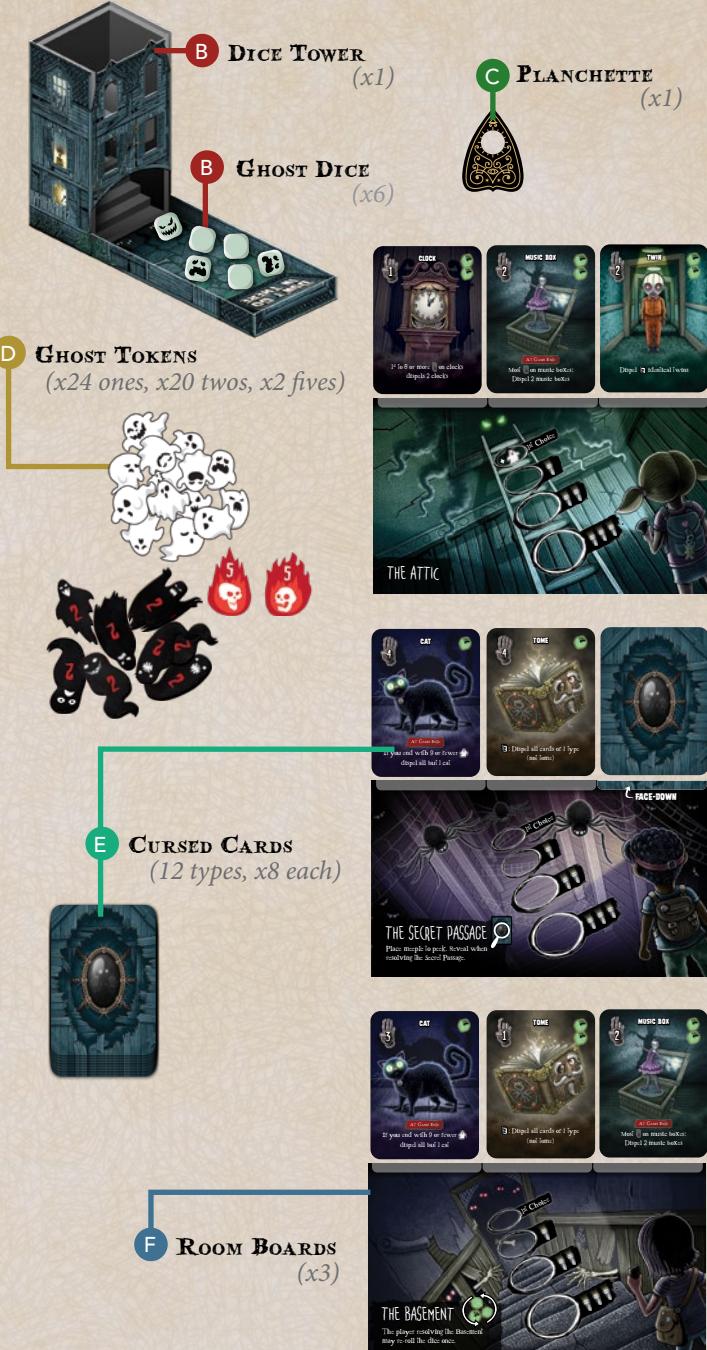
- C** Place the **Planchette** near the Dice Tower.

- D** Place the **Ghost Tokens** in a pile.

- E** Sort the **Cursed Cards** by type. Select a number of Cursed Card types according to the table below. Remove all unused card types from the play area. Shuffle the chosen Cursed Card types together and randomly remove (but do not examine) a number of cards according to the table below. Place the deck of Cursed Cards face-down near the center of the play area.

2 Players	5 Types	Remove 16 cards
3 Players	6 Types	Remove 12 cards
4 Players	7 Types	Remove 8 cards
5 Players	8 Types	Remove 4 cards

- F** Randomly choose a starting side for the **Room Boards** and place them in the center of play. Draw and place 3 Cursed Cards in a row above each Room. The Library and Secret Passage have special rules for how the cards are placed. See the back of the rulebook for details.



DON'T GO IN THERE!

"They're just trying to scare us," your friends laugh at the ominous warning painted on the boarded up gate of the abandoned house. "I don't know about this..." you nervously stammer as your friends knock down the gate and wave for you to follow. Inside you find an old spirit board with ornate letters and numbers. "Let's touch it!" your friends exclaim. You all place your hands on the planchette. Suddenly, the front door slams shut and the planchette spells,

A curse has befallen you. Now seek 12 more.

13 completes the ritual, and I will open the door.

You see a long, dark hallway, a ladder leading to the attic, and stairs to the basement. "We better split up," a friend chirps. You click on your flashlight and mutter, "I knew this was a bad idea..."

OBJECTIVE

The player with the FEWEST Curses  wins!



During the game, you will get Cursed Cards. Try to collect cards with fewer Curses and dispel cards with lots of Curses. When you dispel a card, flip it. Now its Curses don't count.

Sometimes you'll get haunted by Ghosts. Having a few Ghost Tokens  is okay. But if you end with the MOST Ghosts, you get a bunch of Curses.

MOST  1 PER 



Flashlights  protect you from Ghosts. It's risky going further into the haunted house, but you can get 1st choice of the cards.

HOW TO PLAY

Whoever chants this incantation 3 times takes the 1st turn.

"Ego sum primus ludio."

On your turn, Place a Meeple into a Room and if it is the 3rd Meeple there, Resolve the Room. Then the player to your left takes the next turn.

PLACE A MEEPLE

Place 1 Meeple from your supply on an unoccupied space in any Room. Each Meeple you place will allow you to claim 1 of that Room's Cursed Cards during the Resolve step. A Meeple placed further up has a better chance of getting 1st choice of the Cursed Cards, but there is also increased risk of taking Ghost Tokens.

Each Room has a special effect that may activate after you place a Meeple in the Room. You can find descriptions of all the Rooms on the back of this rulebook.



Charlotte decides to place her Meeple in the Basement because she likes the cards there. Charlotte chooses the 2nd space from the top, which is a little risky, but will get her 1st or at least 2nd choice of the cards.

RESOLVE THE ROOM

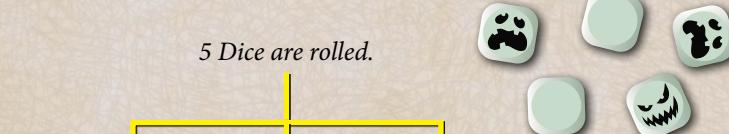
If the Meeples you placed is the 3rd Meeples in a Room, take the Planchette 🎪 as a reminder that you are the active player. Then perform these 3 steps:

1. Roll for Ghosts. Remove all dice from the Dice Tower tray. Then take a number of Ghost Dice equal to the Dice Icons 🧟 on the 3 Cursed Cards in the Room, and drop them into the Dice Tower.

Resolve each of the 3 Meeples using this same roll result. The owner of each Meeples takes Ghost Tokens 🧟 equal to the number of rolled Ghosts minus the number of Flashlights ⚡ on their Meeples space. Keep your Ghost Tokens hidden behind your screen.

If no Ghost Tokens remain, use any reasonable substitute token.

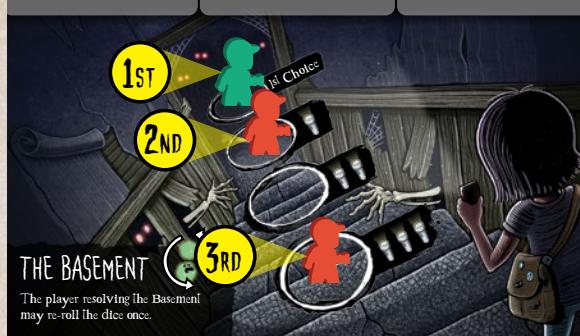
5 Dice are rolled.



The result is 3 Ghosts.



2. Take Cursed Cards. Beginning with the player with the Meeple at the top and continuing down, take a Cursed Card of your choice from the Room. Keep your Cursed Cards face-up in front of your screen, separated by type. When taking a card, check its text. If you meet the condition, immediately trigger its effect (unless it says "At Game End"). Then return your Meeple to your supply.



Jonah picks 1st and chooses the tome because it has the fewest Curses. Charlotte picks 2nd and 3rd and takes both remaining Cursed Cards.

3. Reveal a New Room. After a Room is resolved, flip the Room to the other side. Then draw 3 cards from the Cursed Card deck and place them above the Room. But if no cards remain in the deck, instead remove the Room from the play area. Continue taking turns clockwise from the active player (with the Planchette) until every card has been taken and all 3 Rooms have been removed. Then the game ends.

GAME END

The game ends when all Cursed Cards have been taken. Trigger Cursed Card effects that say “At Game End.” Then reveal all players’ Ghost Tokens and determine who has the most. Add up the Curse values on your face-up cards, and if you have the most Ghosts (or are tied for most), add 1 Curse per 2 Ghosts. The player with the fewest Curses wins. If tied, the player with fewer Ghost Tokens wins. If still tied, the tied players share victory.



Jonah has the fewest Curses and wins the game!

CURSED CARDS



There are 8 cards of each type. Curse values range from 1-4.

[2]: When resolving a Room, roll a number of dice equal to the number of Ghost Dice icons on the 3 cards in the Room.

AT GAME END: The effect takes place at the end of the game.

[2], [3], [4]: This number indicates how many cards of that type are needed to trigger the effect.

Dispel: Flip the card face-down. Curses on face-down cards do not count.

Multiple Sets: You can trigger some effects multiple times by collecting another complete set of the required cards.



Amulet: At game end, dispel the amulet cards indicated by each of your amulets. Each amulet card can only dispel 1 amulet card with the indicated Curse value.



Mirror: Each time you take a mirror card, take 1 Ghost Token. When you collect 3 mirror cards, immediately dispel those 3 mirror cards.



Cat: At game end, if you have 9 or fewer Ghost Tokens, dispel all but 1 cat card of your choice.



Music Box: At game end, if you have the most Curses on music box cards, dispel 2 music box cards of your choice. If tied, all tied players dispel 2 music boxes.



Clocks: If you are the 1st player to collect a set of clock cards whose Curse values add up to 8 or more, immediately dispel 2 clock cards of your choice. After that, collecting a set of clocks has no effect.



Portrait: At game end, dispel half of your portrait cards (of your choice), rounded down.



Doll: When you have a set of doll cards whose Curse values add up to exactly 6, immediately dispel those doll cards.



Ring: When you collect 4 ring cards, immediately dispel those 4 ring cards.



Holy Water: When you collect 2 holy water cards, immediately discard half your Ghost Tokens, rounded down.



Tome: When you collect 2 tome cards, choose a type (not tomes) and immediately dispel all your cards of that type. Dispersed cards are not counted as part of a set.

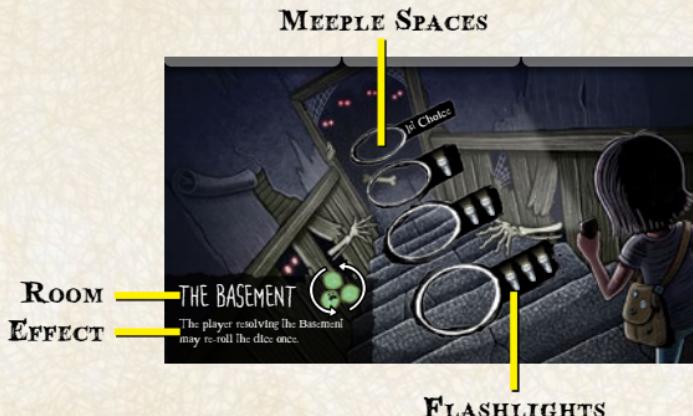


Mask: When you collect a mask card, immediately pass 1 Ghost Token per mask card in your set to the player to your right.



Twin: When you collect 2 twin cards with the same Curse value, immediately dispel those 2 twin cards.

ROOMS



Attic: If you place a Meeple on the top space of this Room, immediately take a Ghost Token.

Basement: After rolling the dice for this Room, the player that placed the 3rd Meeple in this Room may re-roll all the dice 1 time.

Hallway: After rolling the dice for this Room, the player that placed the 3rd Meeple in this Room may change 1 die result.

Library: Place the 3 Cursed Cards in this Room in ascending Curse value. If cards have the same Curse value, the one drawn first is placed to the left. The player that selects the leftmost card must first take a Ghost token. The player that selects the rightmost card first discards a Ghost token.

Nursery: If you place a Meeple on the bottom space of this Room, immediately discard a Ghost Token.

Secret Passage: Place the 3rd Cursed Card in this Room face-down. If you place a Meeple here, secretly look at the face-down card. When a 3rd Meeple is placed here, reveal the card.

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