



PHASMOphobia

Guide

Boos Clues!

Edition



Index

Maps

Tanglewood.....	1
Willow Street.....	2
Ridgeview Roadhouse....	3
Edgefield Street House...	4
Grafton Farmhouse.....	5
Bleasdale Farmhouse....	6
Maple Lodge Campsite...7-8	
Prison.....	9-12
Brownstone High School.	13,14
Asylum.....	15-18

Items/Cursed Objects

Bone Evidence.....	19
Teddy Bear.....	20
Ouija Board.....	21
Tarot Cards.....	22
Music Box.....	23
VooDoo Doll.....	24
Haunted Mirror.....	25
Summoning Circle.....	26

Ghost Types

Banshee.....	27
Demon.....	27
Deogen.....	27
Goryo.....	27
Hantu.....	27
Jinn.....	28
Mare.....	28
Moroi.....	28
Myling.....	28
Obake.....	28
Oni.....	29
Onryo.....	29
Phantom.....	29
Poltergeist.....	29
Raiju.....	29
Revenant.....	30
Shade.....	30
Thaye.....	30
Spirit.....	30
The Twins.....	30
Wraith.....	31
Yurei.....	31
Yokai.....	31

Index

Personal Equipment

Spirit Box.....	32
Ghost Writing Book.....	33
EMF Reader.....	34
UV Light/Glowstick	35
Flashlight/Strong Flashlight...	36
Video Cameras.....	37
Photo Camera.....	38
D.O.T.S. Projector.....	39
Candle.....	40
Crucifix.....	41
Lighter.....	42
Motion Sensor.....	43
Parabolic Microphone.....	44
Salt Shaker.....	45
Sanity Pills.....	46
Smudge Sticks.....	47
Sound Sensor.....	48
Thermometer.....	49

Van Equipment

Objective Board.....	50
Site Map.....	51
Sanity Monitor.....	51
Computer.....	52
Sound Monitor.....	52
Activity Monitor.....	53

Difficulty Level

Amateur.....	54
Intermediate.....	54
Professional.....	55
Nightmare.....	55

Survival Tips

Index

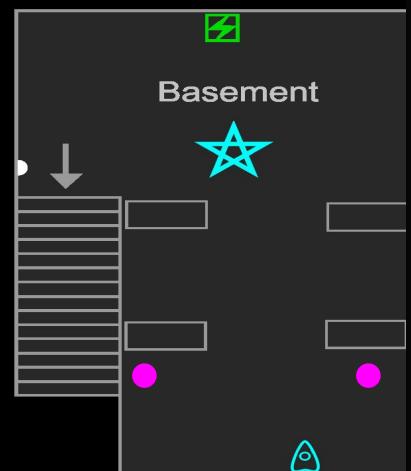
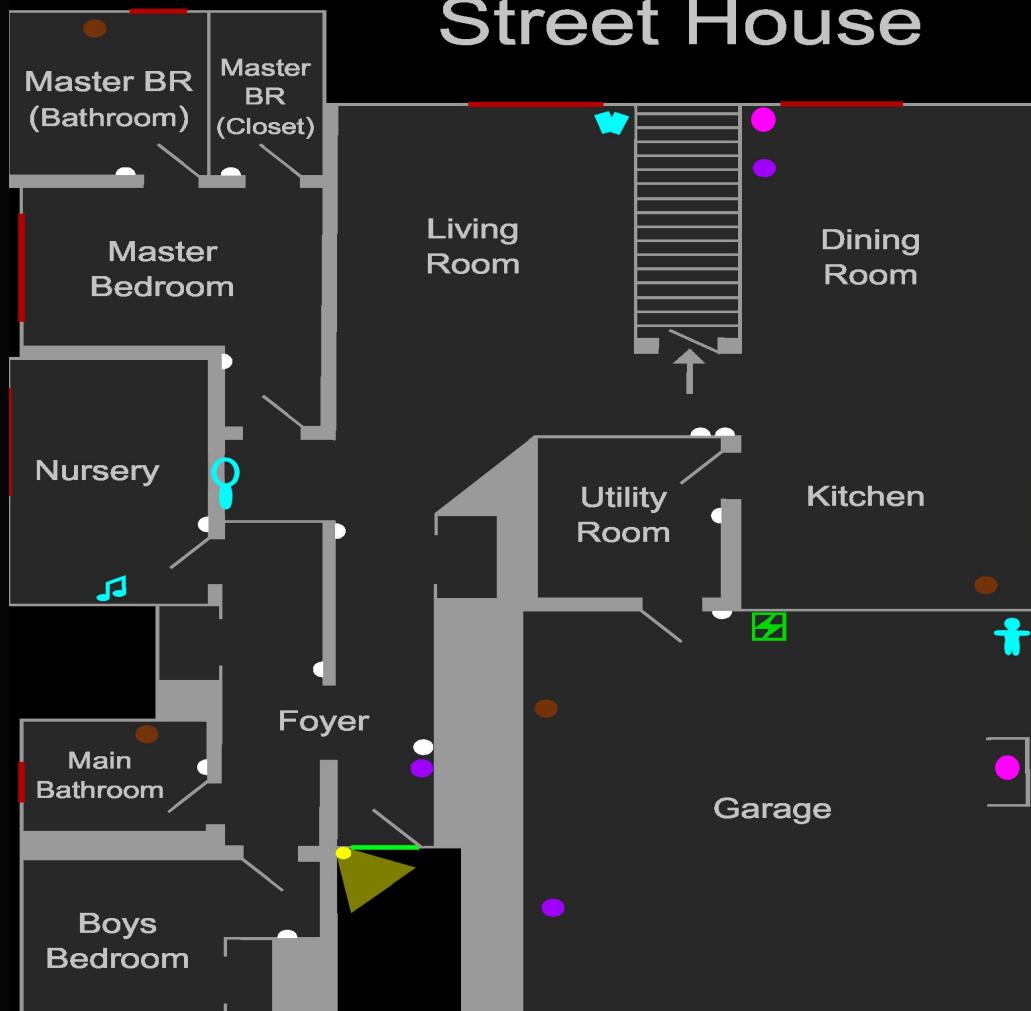
Team Building.....	56
Sprinting.....	56
Audio.....	56
Ghost Name.....	56
Initial Equipment.....	57
Secondary Objectives.....	57
Hiding Spots and Exits.....	57
Light the Way.....	57
Double Check Equipment..	57
Money Runs.....	58
Leave Equipment Inside....	58
D.O.T.S. Over Book.....	58
Cursed Objects as a Tool....	58
Move Mid-Death.....	59
Leave a Trail.....	59
Looping/Kiting.....	59
Cursed Hunt.....	59
Equipment Detection.....	60
Ghost Event VS Hunt.....	60
Sanity Thresholds.....	60
<i>Sources</i>	
Sources.....	61

Tanglewood Street House



- Tanglewood Street House - 1 teddy bear in the first floor Nursery.

Tanglewood Street House



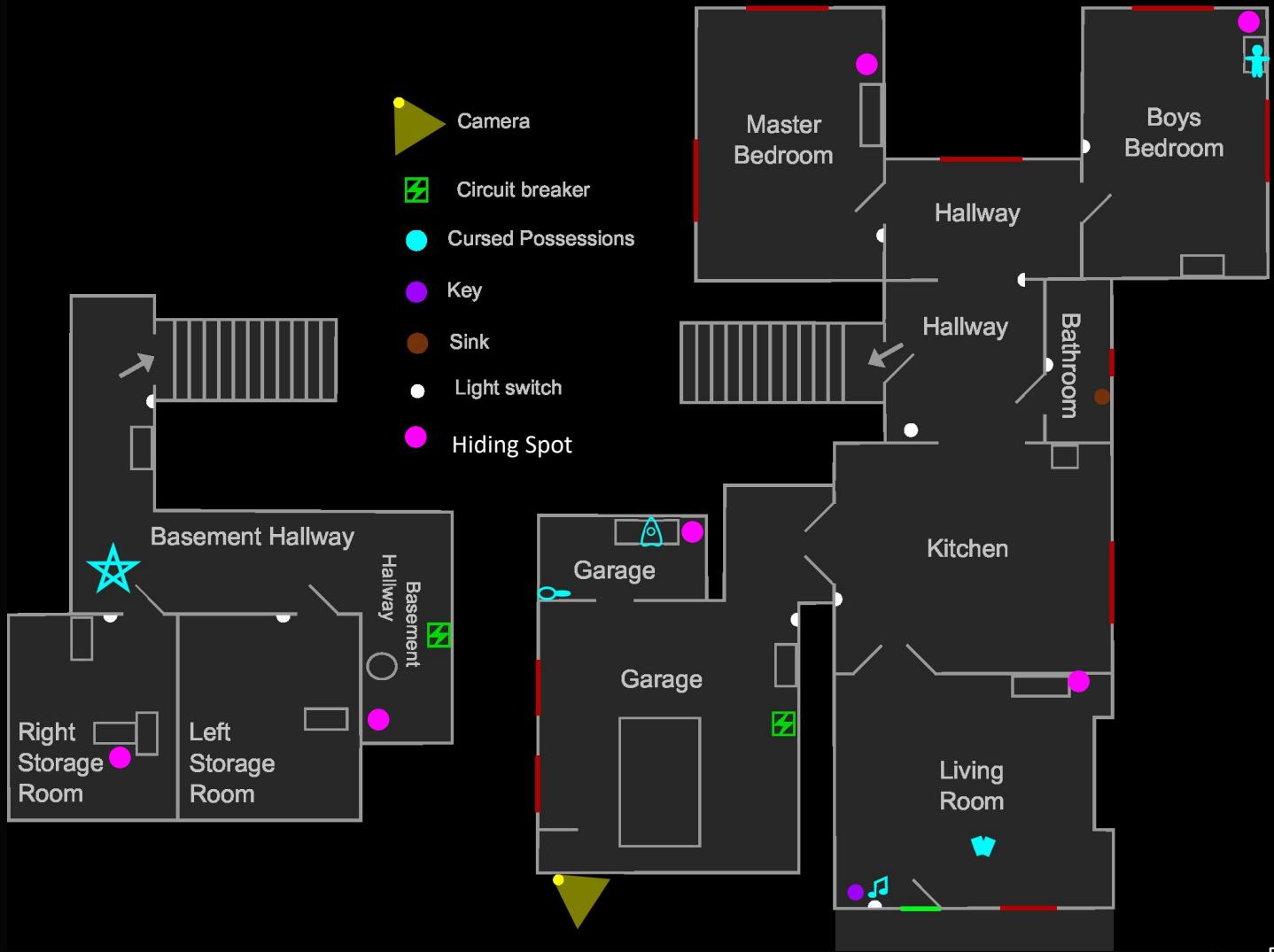
- Camera
- ⚡ Circuit breaker
- Cursed Possessions
- Key
- Sink
- Light switch
- Hiding Spot

Willow Street House



- Willow Street House - 1 teddy bear in the first floor Boys Bedroom.

Willow Street House

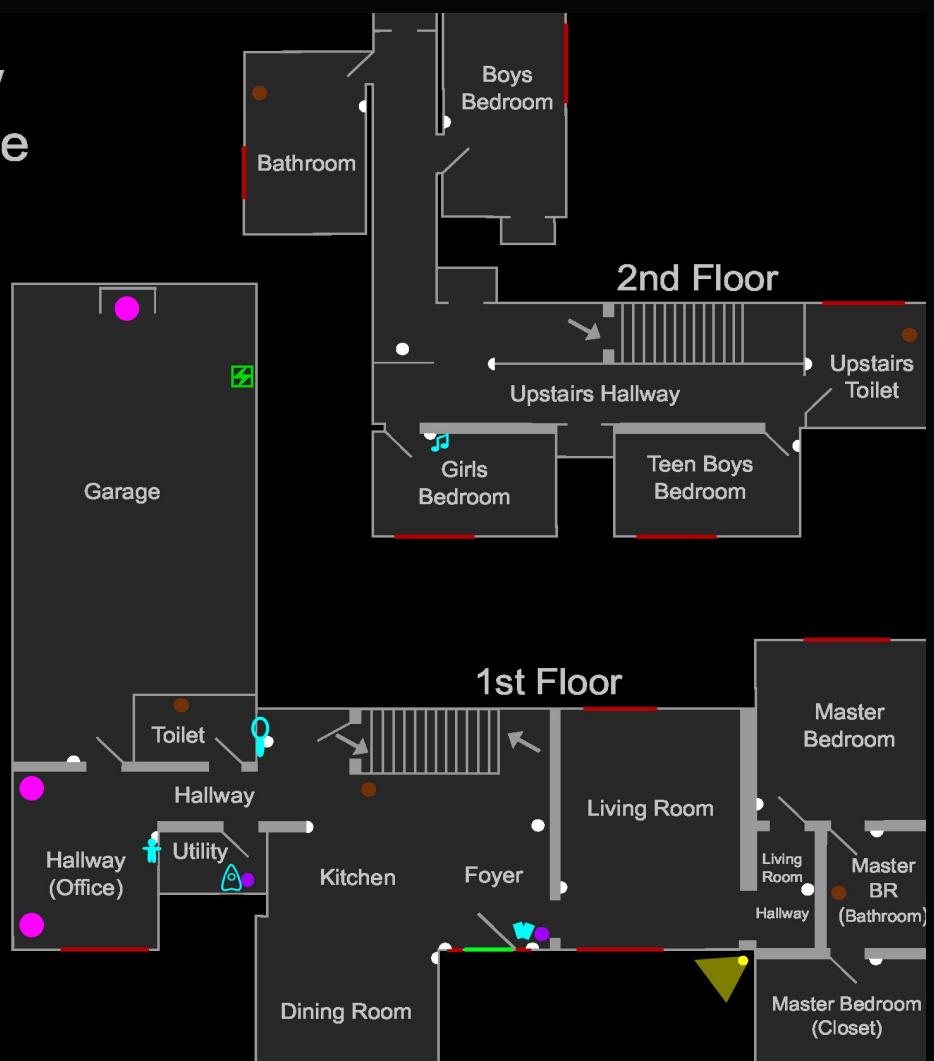
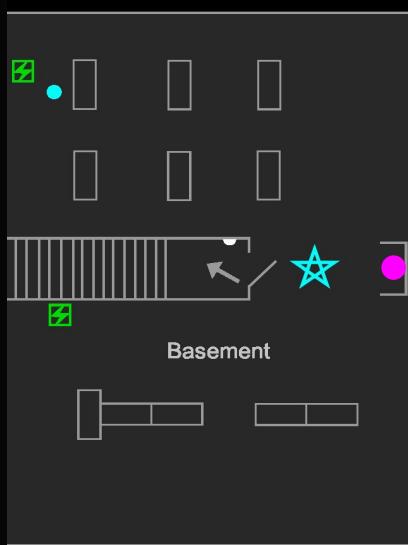


Ridgeview Road House



- Edgefield Street House - 1 teddy bear in Girls Kid Bedroom, 2nd/top floor.

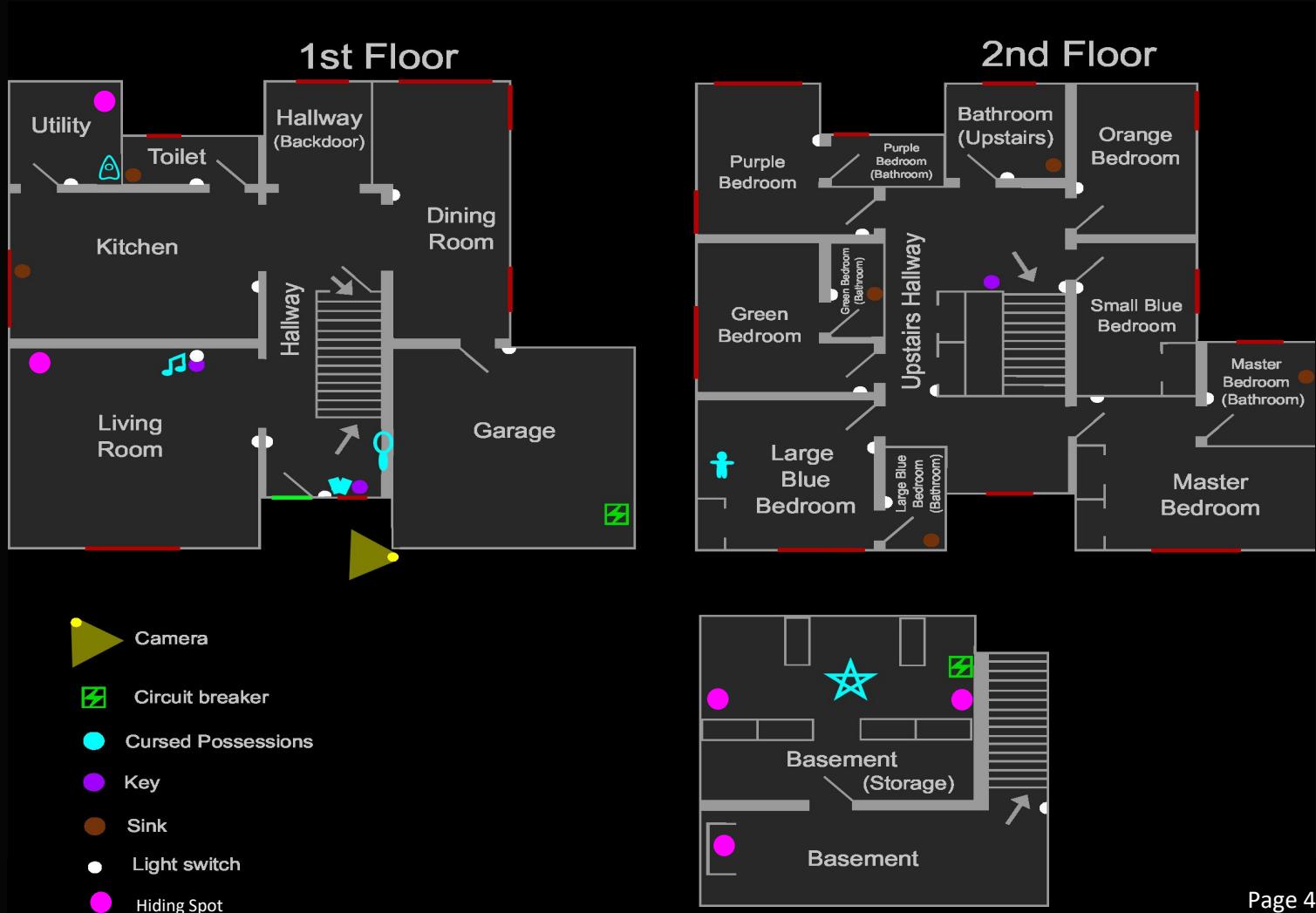
Ridgeview Road House



Edgefield Street House



- Edgefield Street House - 1 teddy bear in Girls Kid Bedroom, 2nd/top floor.

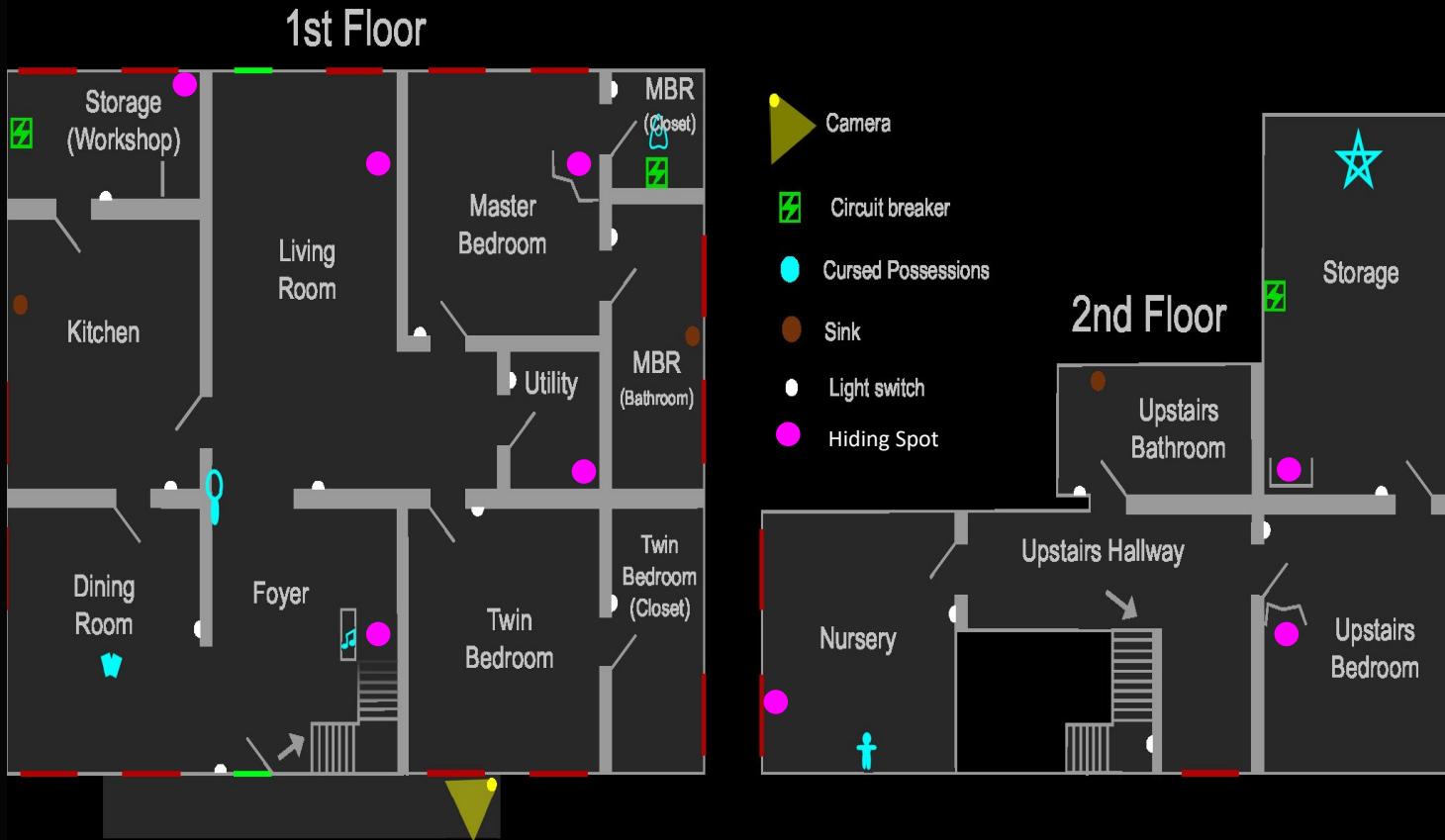


Grafton Farmhouse



- Grafton Farmhouse
 - 1 teddy bear in the first floor Master Bedroom.
 - 1 teddy bear in the first floor Twin Bedroom.
 - 1 teddy bear in the Upstairs Bathroom.
 - 1 teddy bear in the second floor Nursery.

Grafton Farmhouse



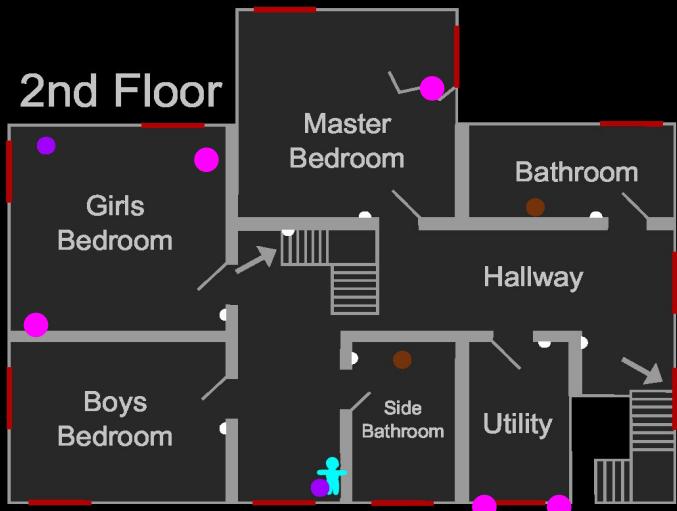
Bleasdale Farmhouse



- Bleasdale Farmhouse

- 1 teddy bear in the first floor toilet.
- 1 teddy bear in the second floor hallway.
- 1 teddy bear in the second floor Master Bedroom.

Bleasdale Farmhouse



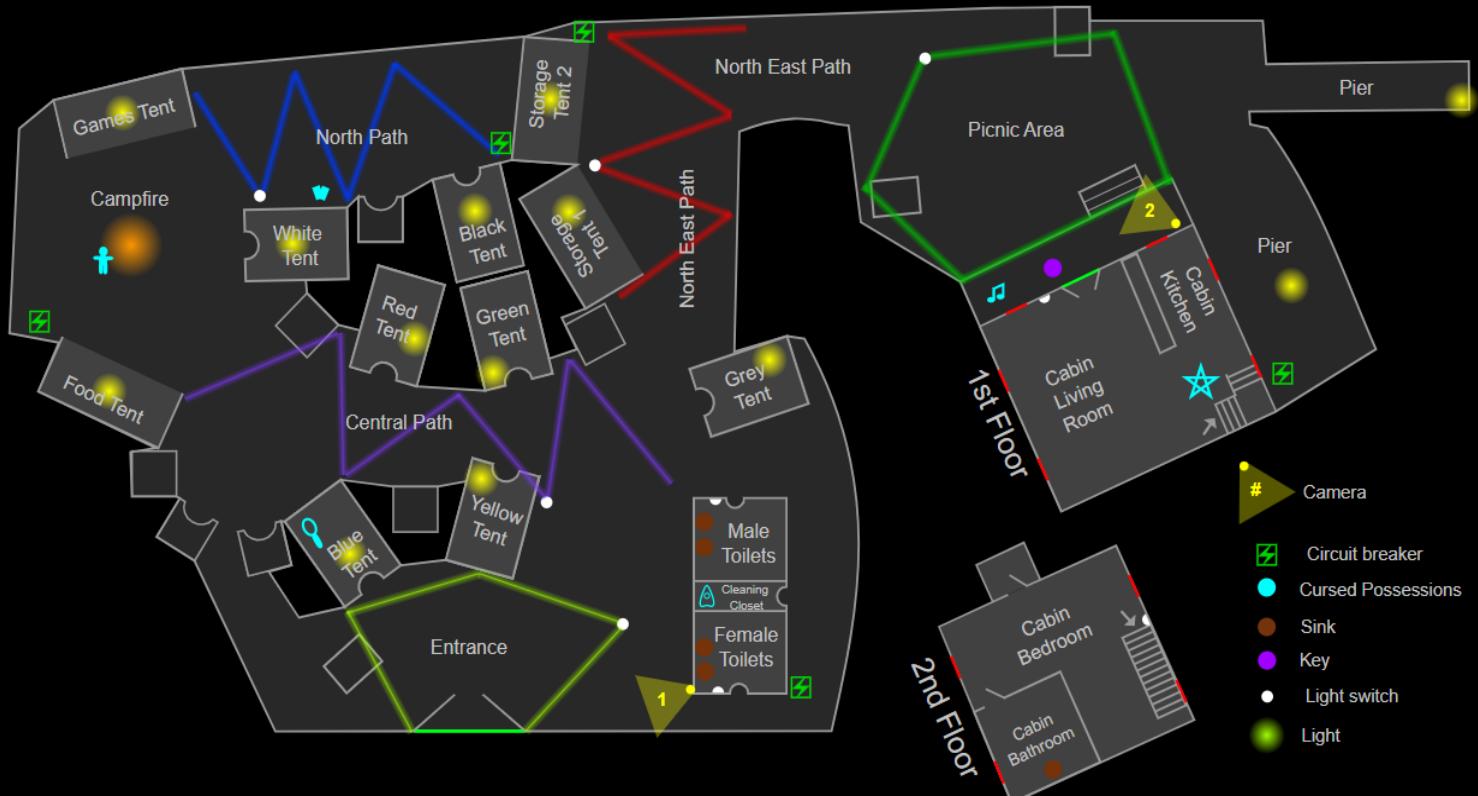
- ▶ Camera
- ⚡ Circuit breaker
- Cursed Possessions
- Key
- Sink
- Light switch
- Hiding Spot



Maple Lodge Campsite



• Maple Lodge Campsite - 1 teddy bear in the yellow tent.



Maple Lodge Campsite

Tips!

- The campfire can be lit using a candle or lighter, unless the weather is heavy rain. It will extinguish after a while like candles.
- The entrance gate produces a distinctive sound when compared to most other entrance doors when closed, which can be heard from most outdoors areas of the map. Hearing them shut with no-one near them can provide a critical early warning of a hunt.
- There is a shortcut path from the entrance area to the campfire left of the Blue Tent. Unlike regular doors, the tent flaps *will not* block line of sight with the ghost if they are not fully closed, even if the player holds them up so it completely hides their model.
- The key to the cabin can be found under the mat near its door.
- There are a few places to loop the ghost during a hunt, the best of them currently considered to be the restroom building, being mindful of the generator if it spawns there.
- The player can drop down from the front porch of the cabin to the ground, but the ghost cannot do the same. This is useful in cases where the player finds themselves cornered by a chasing ghost on the porch: if the player lures the ghost at the end of the porch opposite from the stairs and jumps down just before it reaches them, the player will gain significant terrain over the ghost as it will have to take a large detour to reach the stairs.
- The toilet stalls inside the restroom building serve as a decent last resort hiding spot, as the ghost will never wander into the stall themselves unless the player attracts its attention. Care should be taken to quickly shut them back if opened, as they swing out rather than into the stall, potentially allowing for the ghost to spot players if it happens to see them in its peripheral vision while it is moving through that side of the restrooms.
- The ghost can see the player on the cabin's balcony from the Picnic Area; be mindful of this when hiding.
- Fingerprints can currently appear on the following items and surfaces: Interior edges around tent door flaps, tent windows, the base of lanterns, on the string light poles and their switches, picnic benches, small tents, cooler boxes, and on the log seating.

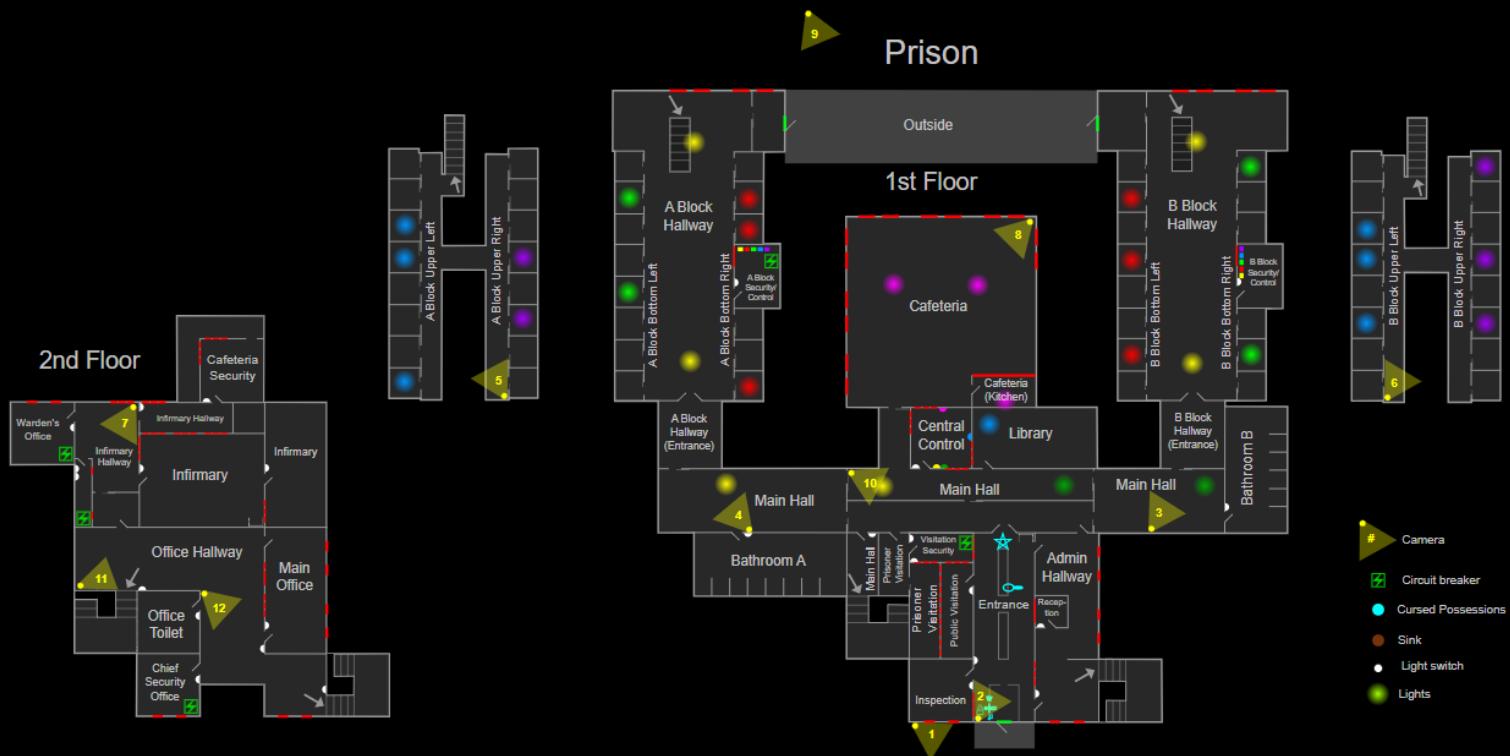
Easter Eggs:

- [Jason Voorhees Mask](#) - Walking out to the edge of the pier will make a mask of Jason Voorhees float to the surface.
- [Slenderman](#) - On a road near the van and in several other areas outside the map, Slenderman may be found. This is a one-third chance per game to spawn.
- [Corpse](#) - A dead body can be found under the cabin, referred to by one of the inscriptions found on the walls of the lobby during the 2021 Halloween event.
- [Blair Witch Twig Doll](#) - At the fence by the campfire a Twig Doll is hanging, which is a reference to the Blair Witch Project stick figures.
- [Toilet Heart](#) - A written heart can be seen on toilets in the restroom building, which is believed to be a reference to the movie 'Saw'.
- [The Ring](#) - If the television in the cabin is turned on and later turned off, there is a chance for a phone also in the cabin to ring.
- [Lighthouse](#) - Standing on the pier (same area near the Jason Voorhees Mask) if one looks to the left side of the lake above the tree line there is a lighthouse in the distance. This was added in the [0.6.0](#) update and it is currently unknown what its purpose is.

Prison (Full Map)



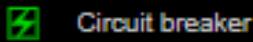
No teddy in Prison



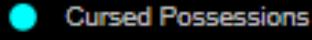
Prison (Left Wing)



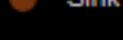
Camera



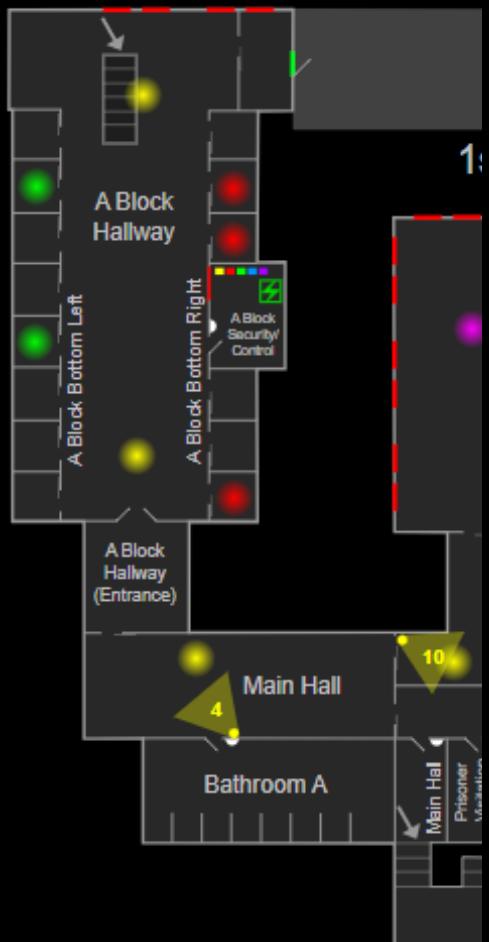
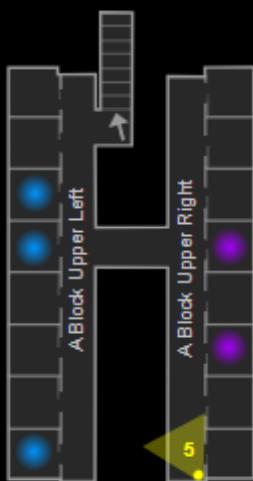
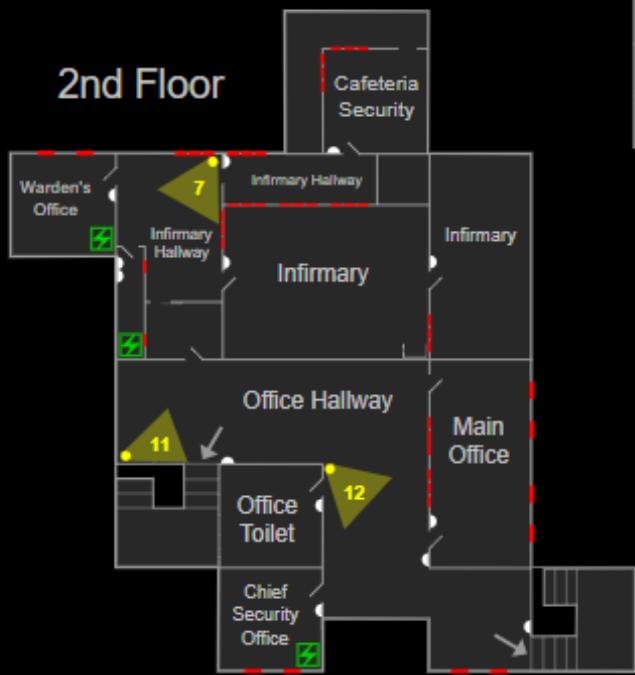
Circuit breaker



ANSWER



Lights



Prison (Right Wing)



Prison

Tips!

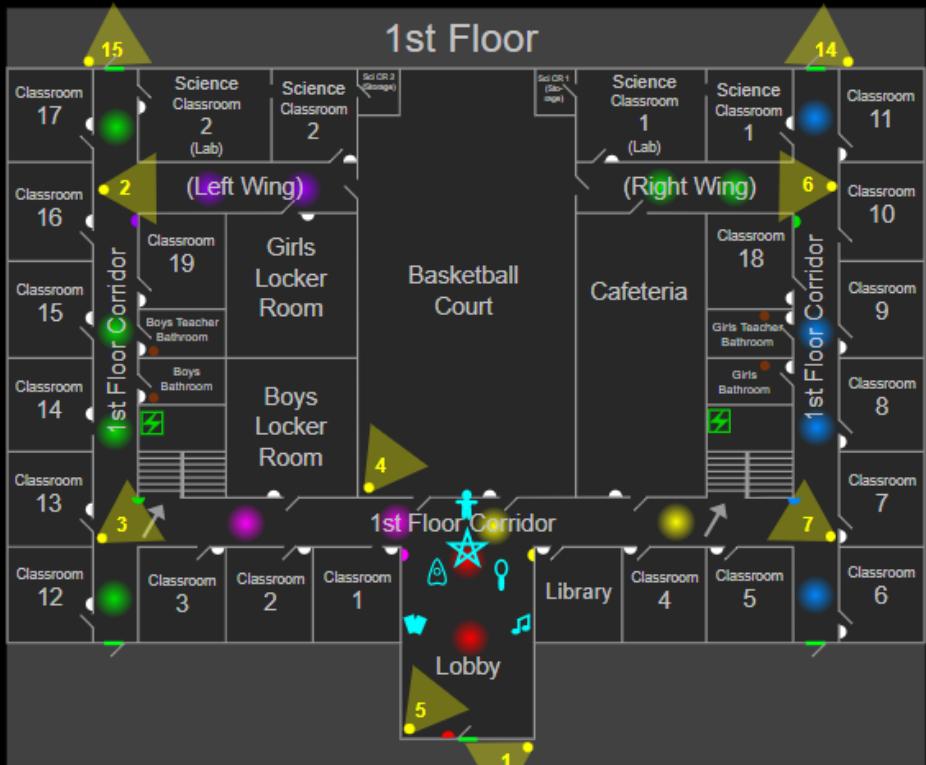
- There are doors leading to the courtyard at the back of the map, allowing for speedier and more convenient transit between the cell blocks by circumventing the main hallway. Additionally, this location is considered outside, preventing sanity drain while there.
- Each cell block consists of 5 distinct rooms. Two are upstairs (split evenly down the middle) and the three downstairs rooms, consisting of (1) the left row of prison cells, (2) the right row of prison cells (this includes the small "office"), and (3) the open area in between them (this includes the area between the "Main Hallway" and the double doors that has a wooden table).
- The computer keyboards cell block offices control the lights for the entire cell block.
- The two upstairs rooms with the hospital beds (separated by a single door) are considered one room by the game called "Infirmary".

The upstairs room named "Infirmary Hallway" consists of 4 smaller "sub-rooms", including the small hallway leading to "Cafeteria Security" and the small room that may spawn a fuse box.

- Ghost Orbs *cannot* spawn in the main hallway (including the staircase) or the second floor corridor, though the ghost may give other evidences in these corridors.

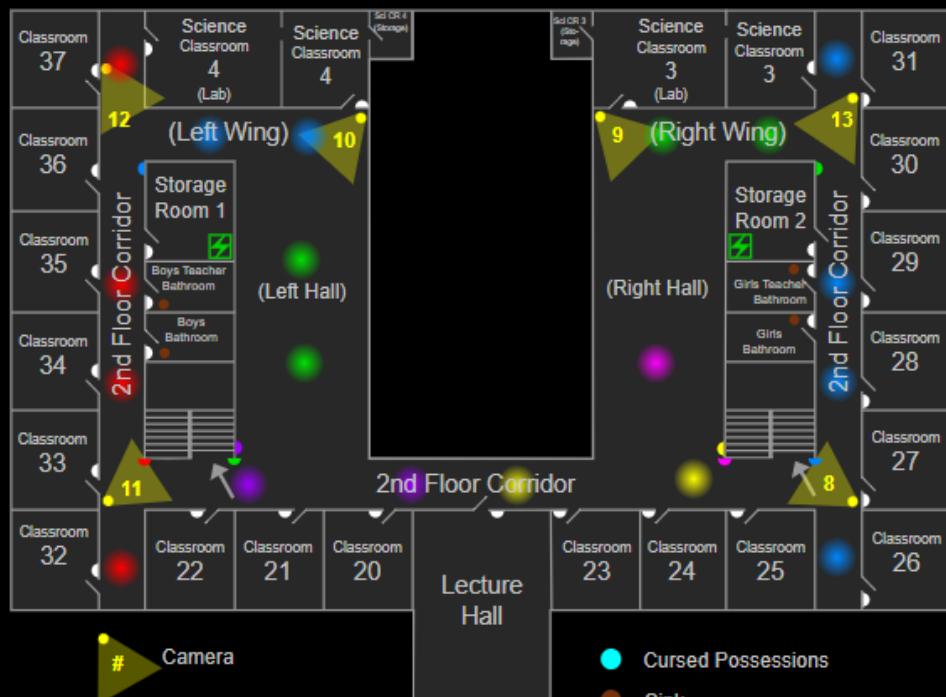
As with most larger maps, players may wish to use candles, glowsticks, and surplus flashlights to mark waypoints for navigation, and to bring Sanity Pills, taking care to use them wisely.

Brownstone Highschool



No teddy in
Brownstone
Highschool

2nd Floor



- Camera
- ⚡ Circuit breaker
- Cursed Possessions
- Sink
- Light switch
- Lights

Brownstone Highschool

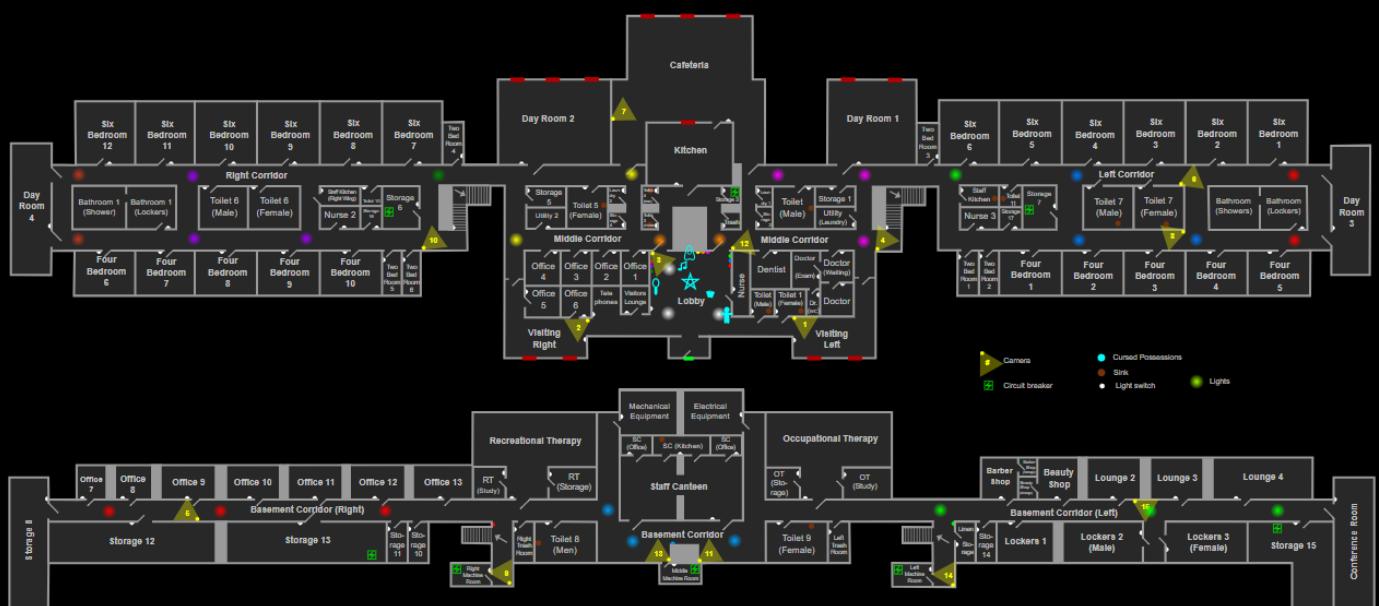
Tips!

- Brownstone High School features five exit doors. Due to the large distance between the closest entrance and the van, it may be desirable to stage gear close to the building before entering.
- All hallways on both floors cannot be chosen as a ghost room, meaning Ghost Orbs do not need to be checked for in these hallways. The area called the Lobby can ~~s~~ be chosen as a ghost room.
- The four Science Classrooms at the back of the building (two downstairs and two upstairs) each consist of two smaller sub-rooms: the classroom with chairs and the science lab with large metal tables.
- There are four pairs of bathrooms with the same name on this map. The two bathrooms of each pair are located directly above/below one another.
- "Boys Bathroom" - Both are on the **left**side of the map, sharing a wall with the staircase.
- "Boys Teachers Bathroom" - Both are on the **left**side of the map, sharing a wall with one of the "Boys Bathroom"s.
- "Girls Bathroom" - Both are on the **right** side of the map, sharing a wall with the staircase.
- "Girls Teachers Bathroom" - Both are on the **right** side of the map, sharing a wall with one of the "Girls Bathroom"s.
- Bathrooms for girls have twice as many stalls as bathrooms for boys, by common logic.
- Classrooms numbered 20 or above are all located on the **2nd** floor. The rest, classrooms 1-19, are downstairs.
- The upstairs hallway is divided into three separate rooms by the game. The game calls each of these 6 hallway rooms a "Corridor" (rather than a "Hallway").
- Because of its many vast, empty rooms, the player should plan an escape route and a hiding spot as soon as the Ghost Room is found and always remain on their toes when investigating, especially if the Ghost Room is vast and empty such as the gym or the cafeteria. Be ready to run at the first sign of a Hunt; using the brief grace period and strategic sprinting can make the difference between life and death.
- Hallways can be a dangerous place during a Hunt as there is no distance limit at which a Ghost can see the player; they may suddenly be taken by surprise by a Ghost coming from the very end of a hallway, especially if it is a Revenant or a Jinn.
- While all the lockers found on the map are simply decorative and therefore useless, the bathroom stalls are reliable hiding spots during Hunts, especially if the Ghost has not spotted you.
- The Library contains several line-of-sight blockers, which can be used both for hiding and for cutting off a chasing Ghost.
- Some classrooms have hiding spots (such as in a corner next to some file cabinets, which block line-of-sight with the door). Knowing which ones do and which ones don't can save a player during Hunts. Consider keeping open doors to classrooms with hiding spots and keeping closed those without.

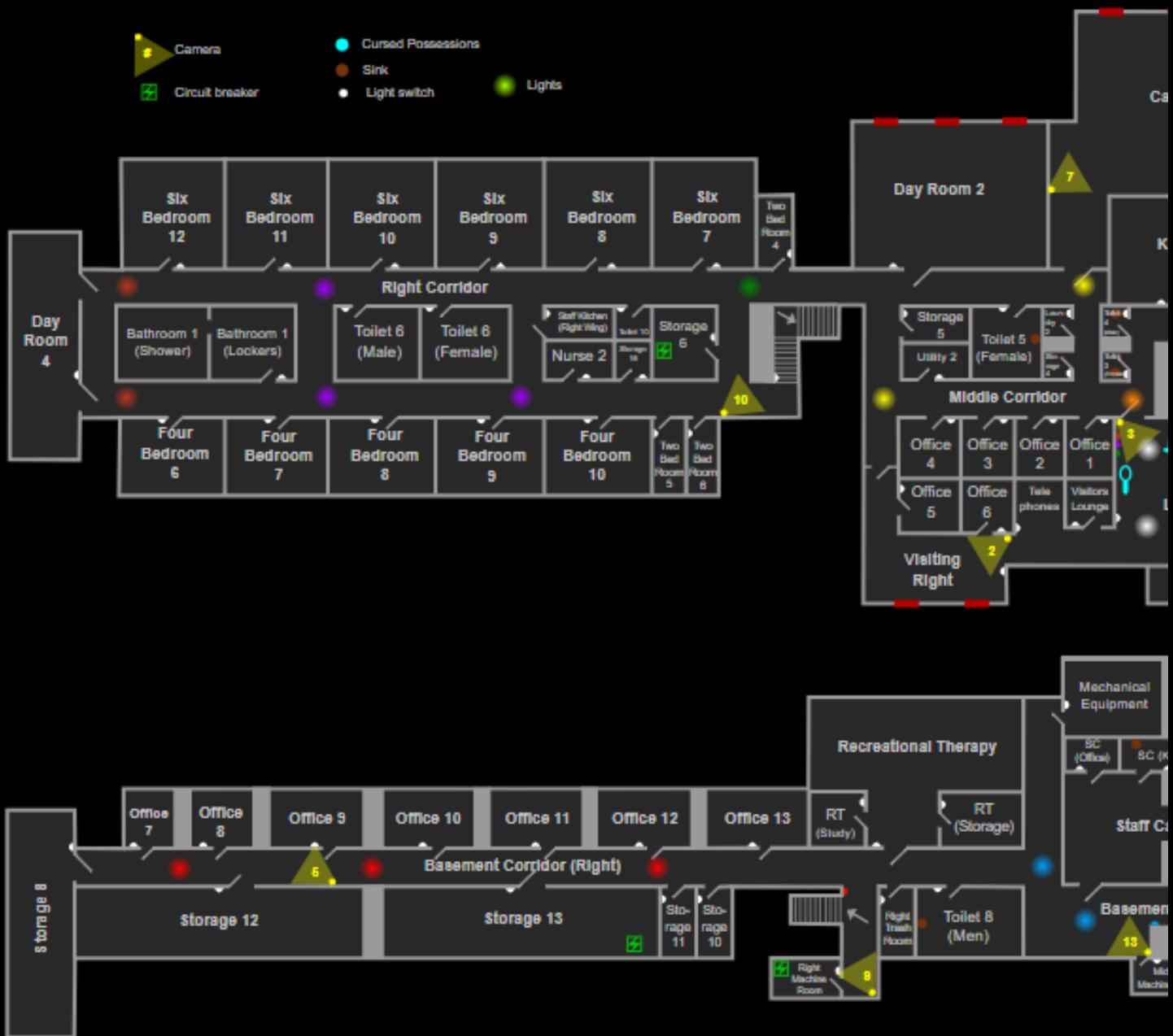
Asylum (Full Map)



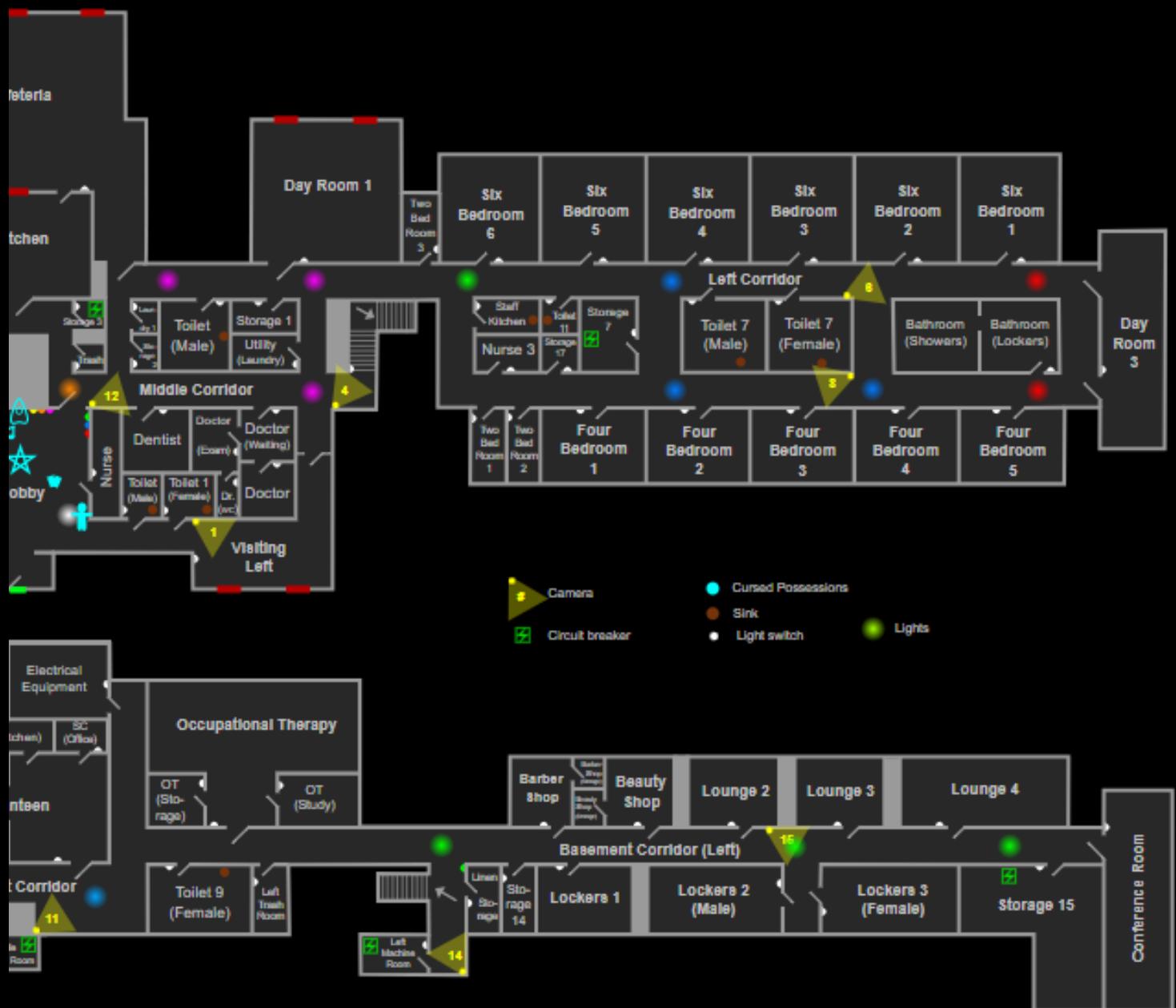
No teddy in Asylum



Asylum (Left Wing)



Asylum (Right Wing)



Asylum Tips!

- There are 2 sets of lockers in Asylum. These are thought to always be accessible, even on Nightmare difficulty.
- This map will always be (or can be considered to always be) set to Clear Skies weather.
- One strategy for finding the ghost room quicker is for the team to agree of the game to keep all lights off and all doors fully closed (and/or fully open - but never partially open/partially closed), and then to walk around the hallways while paying attention for doors moving, objects being thrown, lights that are unexpectedly turned on, or in Amateur difficulty, doors that are partially open/closed. Keeping quiet may aid the player in listening for noises.
- Walking around with a lit candle and a lighter to relight it will nearly nullify sanity drain, allowing for long periods of searching without hunts, especially in singleplayer. Turning on hallway lights also reduces sanity drain, though this may make Ghost Orbs harder to see in some specific cases.
- All hallways and stairways cannot be chosen as a ghost room, meaning that players do not have to check for Ghost Orbs in these rooms.
- Until you become familiar with this map, it's always a good idea to use Regular Flashlights or Glowsticks to make a trail back to the van after the ghost room is discovered.

Bone Evidence

Every contract, one bone will spawn in a random location within the investigation area. The type of human bone will be chosen at random.

Taking a picture of the bone will yield 50-70 money points depending on the distance the photo was taken from.

You can also pick up the bone by using the [E] button. Picking up the bone will result in the following rewards:

- Amateur: \$10 and 15XP
- Intermediate: \$20 and 23XP
- Professional: \$30 and 30XP
- Nightmare: \$40 and 38XP



Tip1 As the bone's spawn location is relatively random, the bone may be hard to find. The bone has a slight bias towards spawning nearer the middle of a room, but its location within the room can vary widely, especially for rooms with irregular geometry. Having bones that are thin or camouflage into the background may increase the difficulty, though it is also possible to miss bones that are in plain sight.

Tip2 Bones sometimes spawn in inaccessible places, and it may hence (or otherwise) be wise to move on if the bone has not been found a while after all other objectives have been completed.

Tip3 Dead players are able to see the bone, so searching for the bone may give them something to do while waiting for the game to finish. They could potentially lead the remaining living players to the bone by throwing an object to guide the way.

To maximize monetary rewards, take a closeup picture of the bone before picking it up

Teddy Bear

Description– Ghosts will interact with the teddy bear when thrown into the ghost room. Interactions include giggling, throwing the bear, teleporting it to another location, or turning its head around by 180°

Tip1 Use this feature to verify that you are still in ghost room or to lower your sanity (interactions cause sanity loss).



Ouija Board

Description– The Ouija Board allows you to communicate with the ghost. Unlike the spirit box, you do not have to be in the ghost room to communicate.

Activation– Hover over Ouija Board. Right click to activate. Once lit up, ask question(s).

Tip-YOU MUST SAY “GOODBYE” after asking the question. If you do not say “goodbye”, it will initiate a cursed hunt.

Tip2 - Make sure to photograph both the Ouija Board prior to activation and when the Ouija Board starts to move. Only one picture of moving board will count.

Tip3- You can move the Ouija Board to any location you would like. Moving it to your hiding spot and asking the question may be helpful.

Tip4-You can ask the Ouija Board as many questions as you would like, but be aware that the more questions you ask, the quicker your sanity will drain.



Asking the question

"Do you want to play hide and seek?" will cause the board to count down from 5 and trigger a cursed hunt when board reaches 0.

Best Questions to ask:

- Do you respond to everyone? (**20% sanity decrease**)
- What is your favorite room? (**40% sanity decrease**)
- How many ghosts are here? (**20% sanity decrease**)
- Where are you? (**40% sanity decrease**)
- Where is the bone? (**20% sanity decrease**)
- What is my sanity (**5% sanity decrease**)

Tarot Cards

Description— Pulling a Tarot Card will produce different results, depending on the card drawn.

Activation— While in hand, right click.



The Sun

Fully restores sanity to 100%.

The Moon

Instantly drops sanity to 0%.

The Tower

Causes an interaction.

Wheel of Fortune

Gains 25% sanity if green. Loses 25% sanity if red.

The Devil

Triggers a ghost event.



The High Priestess

Revives a dead player. If players are still alive, it will revive first death.

The Hanged Man

Instantly Kills player.

Death

Triggers a cursed hunt.

The Hermit

Sends ghost to its ghost room and traps it there for 1 minute.

The Fool

Will appear as another card before turning to the fool and burning.
No effect applied

Music Box

Description— The music box is used to detect the location of the ghost. Once activated, the ghost will start to sing. The closer you get to the ghost, the louder the singing, the closer you are to the ghost. Once in 5m of the ghost, the ghost will manifest and start walking towards the box. If the ghost touches the player holding the box, walks for more than 5 seconds, or the box is dropped while the tune is playing, the box will stop playing music and will initiate a cursed hunt.

Activation— While in hand, right click.

Tip- Listening to the box will drop the players sanity (this goes for all players, not just the one holding the box). A player holding the box and listening to a complete song loses approximately 75% of their sanity.



Voodoo Doll

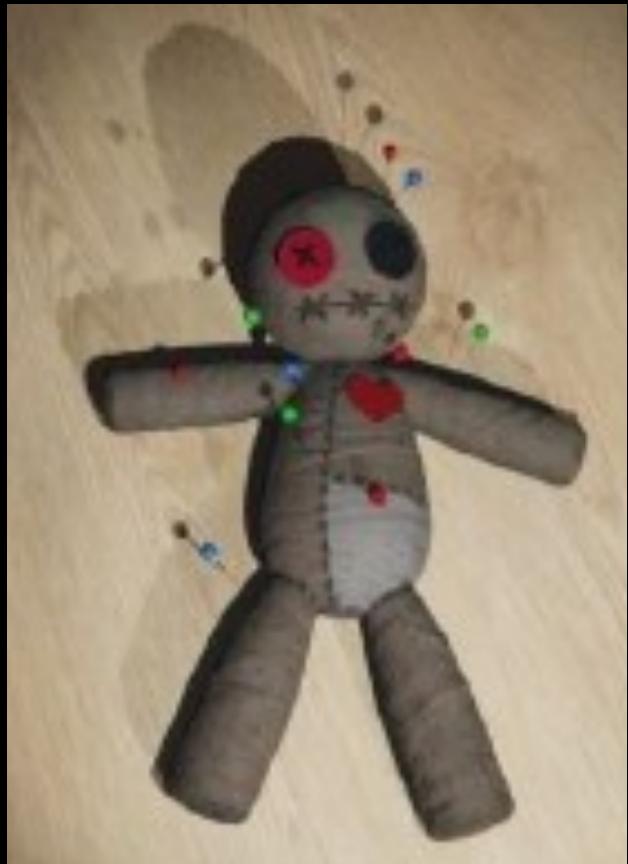
Description– Interacting with the Voodoo Doll will cause one of the 10 pins stuck in the doll to be pushed in at random. This will cause the ghost to perform an interaction, and will cause the player to lose 5% sanity.

Activation– While in hand, right click.

Tip- Forcing interactions with the Voodoo doll can include evidence sources such as EMF 5, Ghost Writing, D.O.T.S. Projections, and touching of doors, windows, and light switches for Fingerprints.

Tip2- If the pin is pushed into the heart of the Voodoo Doll, it will drop players sanity by 10% and will cause a cursed hunt.

Tip3- If users sanity is less than the sanity that the pin would drain (5%-10%), all remaining pins will also get pushed in and a cursed hunt will also occur.



Haunted Mirror

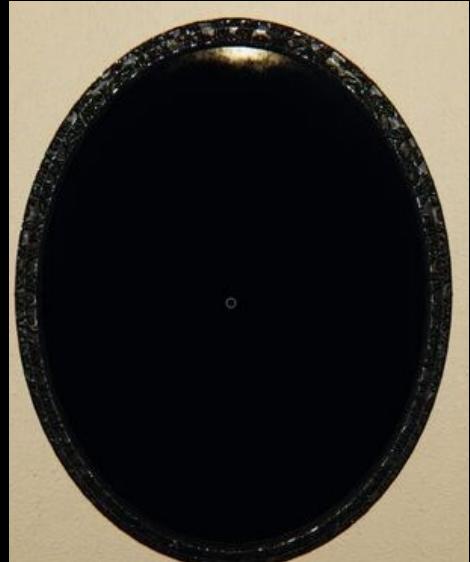
Description– When activated, the mirror will show a view or part of the ghost room as a sweeping panorama, allowing the users to locate the room by cross reference.



Activation– While in hand, right click. Right click again to deactivate.

Tip- If player or mirror is in the view of the visual, neither the player nor the mirror will be visible.

Tip2- The Haunted Mirror will rapidly drain sanity of the player of about 10% per second. If the users sanity reaches 0%, the mirror will break and trigger a cursed hunt. When the mirror breaks it will become smashed, and a cracking noise will be emitted.



Tip3- Multiple players can view the mirror by standing behind the player who activated mirror. This will help to confirm location.



A broken Haunted Mirror

Summoning Circle

Description– The Summoning Circle can be used for a number of reasons.

To initiate a ghost event, initiate a cursed hunt, or to drastically reduce sanity.

Activation– First activate the lighter by right clicking, then click [F] to light the candles in the Summoning Circle.

Tip- You can light up to five of the candles in the summoning circle.

Each candle deducts 16% sanity for players nearby, leading to 80% of total sanity loss deducted for all five candles lit.

Tip2- When all five candles are lit, the ghost will materialize in the middle of the circle. The ghost will stay motionless for 1-5 seconds, providing a “grace period” for players.

Tip3-If you have multiple players with you, have one player bring a photo camera and the other bring smudge sticks. The photo of the ghost will count towards extra cash and the smudge sticks will give all players a few extra seconds to hide.



Tip3-If the Summoning Circle is lit during a hunt, it will teleport the ghost to the middle of the circle, but the hunt will be extended by 20 seconds.

Ghost Types

All ghost can hunt at 50% sanity, unless otherwise stated

Banshee (Noisy Ghost)-Fingerprints, Dots, Orbs

- Will target one person at a time
- Crucifix has increased protection radius (5m instead of 3m)
- Screech can be heard with parabolic microphone (approximately every 15-20 min)
- Typically a singing ghost

Demon (Mean Ghost)-Fingerprints, Freezing Temps, Ghost Writing

- Will attack more often than other ghosts
- Can hunt at 70% sanity
- Drains less sanity when using cursed objects
- Using smudge sticks will only last 60 seconds

Deogen (Looping Ghost)-Spirit Box, Ghost Writing, D.O.T.S

- Will be very fast getting to player, but slow once in sight.
- Knows where players are, even if hidden. Once a hunt is initiated, they will directly go to the nearest player.
- May have a unique response to Spirit Box. Can display a brief 3-4 second response that is not typical of the Spirit Box, such as heavy breathing.
- Will always get Spirit Box evidence when in Nightmare Mode
- The only way to dodge the ghost is to loop/kite the ghost around furniture until hunt is over.
- Can hunt at 40% sanity.

Goryo (Dots Ghost)-Dots, EMF 5, Fingerprints

- Can only see dots if nobody is in ghost room
- Dots guaranteed in nightmare mode
- Rarely seen far from their place of death

Hantu (Likes the cold)-Fingerprints, Freezing Temps, Orbs

- Lower temperatures can cause ghost to move at faster speeds
- Freezing temperatures guaranteed on nightmare mode
- The ghost will also display freezing breath

Ghost Types

Jinn (Likes the breaker)-EMF 5, Fingerprints, Freezing Temps

- Will provide less interactions with breaker off
- They will not turn breaker off
- Can drain 25% sanity at once if spawned within 3m of a player
- Will travel at a faster speed if victim is far away

Mare (Likes the dark)-Orbs, Ghost Writing, Spirit Box

- Increased chance to attack in the dark
- Can hunt at 60% with lights off and 40% with lights on
- Can turn lights off immediately
- Blows light bulbs more frequently than other ghosts

Moroi (Ghost that places curses)-Spirit Box, Ghost Writing, Freezing Temps

- Player(s) that get a response from the Spirit Box or hear footsteps/ giggling on the parabolic microphone will be “Cursed” causing sanity to gradually decrease (.05s in multiplayer or .25s single player)
- More than one player can be cursed at a time
- Cursed players will only drop sanity while in the investigative area.
- You can “cure” the curse by taking sanity pills
- Moves faster as the players sanity drops. 1.4ms at 45% sanity and 21ms at 0% sanity.
- At top speeds, the Moroi is faster than a Revenant

Myling (Quiet Ghost)-EMF 5, Fingerprints, Ghost Writing

- Quieter when hunting
- Parabolic microphone will pick up whispers from ghost
- Cannot hear footsteps from far away during hunts
- Equipment will flicker before footsteps

Obake (Fingerprint Ghost)-EMF 5, Fingerprints, Ghost Orb

- Will rarely leave a trace
- Will only leave fingerprints on touched surfaces 75% of the time
- Ghost has 6 fingers
- Fingerprints can disappear in 30 seconds, as opposed to 2 minutes for other ghosts
- Fingerprints guaranteed in nightmare mode

Ghost Types

Oni (Active Ghost)-Dots, EMF 5, Freezing Temps

- More active when people are nearby
- Moves objects at great speeds
- Very active/ more ghost events

Onryo (Hates Candles)-Freezing Temps, Orbs, Spirit Box

- Can hunt at any sanity level if a candle is blown out
- Can hunt at 60% otherwise
- Having multiple candles lit will prevent the ghost from hunting, until all candles are blown out
- Will prefer blowing out a candle over burning the crucifix

Phantom (Hates its picture taken)- Dots, Fingerprints, Spirit Box

- Looking at ghost will rapidly drop sanity
- Taking photo of ghost will make it temporarily disappear
- When spawning, ghost will spend longer invisible than visible
- Will be invisible in photos

Poltergeist (Messy Ghost)-Fingerprints, Ghost Writing, Spirit Box

- Likes to throw things
- Can throw multiple items at once
- Smudging the area will increase activity
- You will lose 2% sanity for each item thrown
- Remove items from the ghost room to preserve sanity

Raiju (Likes Electronics)-Dots, EMF 5, Orbs

- Siphons power from electrical devices, including objects on floor that are turned on
- Can hunt at 65% sanity if electrical equipment is on
- Footsteps are very loud

Ghost Types

Revenant (Very Fast or Very Slow)-Freezing Temps, Orbs, Ghost Writing

- Very fast when in eyesight of player
- Will move very slow if player not seen
- Can hunt at 50% sanity
- Can use smudge sticks to temporarily stop ghost for a few seconds so you can hide

Shade (Shy Ghost)-EMF 5, Freezing Temps, Ghost Writing

- Shy ghost/ very inactive
- Will not hunt if multiple people nearby
- Will hunt at 35% sanity
- Translucent when visible

Thaye (Aging Ghost)-Ghost Orbs, Ghost Writing, D.O.T.S

- Very active initially, but activity and interactions decrease overtime, as long as there is a player in the ghost room.
- Movement speed depends on players sanity levels. The ghost can move fast if players sanity is high (2.7ms) or move very slow if players sanity is low (1ms)

Spirit (Hates Smudge Sticks)-EMF 5, Ghost Writing, Spirit Box

- Smudge stick will prevent it from hunting for 180 seconds, as opposed to 90 seconds
- Generally passive
- A way to test for a Spirit is to lower sanity for 50% or lower and then smudge the ghost room. If the ghost hunts before 3 minutes is up, then it is likely not a spirit. If the hunt starts following the 3 minutes, it is likely a Spirit.

The Twins (Double Trouble)- EMF 5, Freezing Temps, Spirit Box

- Either twin can initiate an attack
- Both twins can interact with the environment at the same time
- Twin can hunt in room other than ghost room
- Main twin can only leave evidence
- One twin can be fast and the other slow

Ghost Types

Wraith (Hates Salt)- Dots, EMF 5, Spirit Box

- Almost never touch the ground
- Cannot leave UV Footprints
- More active after steps in salt
- Can spawn in rooms other than ghost room

Yurei (Sanity Dropper)- Dots, Freezing Temps, Orbs

- Drains sanity faster 13%-15% as opposed to 10%
- They can close/slam doors silently
- Can slam multiple doors at once
- Taking a photo of slammed door will not give photo evidence of an interaction
- Slammed doors will drain your sanity by 15% each time

Yokai (Likes Quiet)- Dots, Orbs, Spirit Box

- Frequent talking will anger it
- Can only hear noises close to it
- Can hunt at 80%

Spirit Box

Price \$50

Max 2

Description– Can capture radio frequencies that allow for communication with spirits.

The ghost may communicate while the group is near, or may only respond to one person at a time.

Activation– Right click while in hand.

Tip- A response is not always right away.

You can turn on spirit box and leave in the ghost room to continue to ask questions.



Difficulty

- What do you want?
- What should we do?
- Why are you here?
- Do you want to hurt us?
- Do you want to hurt me?
- Do you want us to leave?
- Do you want us to stay?
- Are you angry?
- Are you friendly?
- Can we help?
- Do you want us to help?

Location

- Where are you?
- What is your location?
- Are you here?
- Are you close?
- Is there a spirit here?
- Is there a ghost here?
- Is there anyone here?
- Can you show yourself?
- Can you give us a sign?
- Can you Speak to us?
- Can you let us know you're here

Age

- How old are you?
- How young are you?
- Are you old?
- Are you young?
- What is your age?
- When were you born

Personal

- Who are you?
- Are you a boy?
- Are you a girl?
- Are you male?
- Are you female?
- What are you?
- What is your name?

Ghost Writing Book

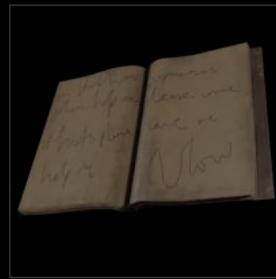
Price \$40

Max 2

Description– If you place this book near a ghost it will allow certain ghosts to write on it.

Activation– While in hand, Click [F] to place open book on any flat surface.

Tip- Ghost writing typically takes time, so be patient. Once ghost has written in the book, snap a photo for evidence. If player sanity is low, you can aim a video camera at the open book and watch from the van. If you see the pen moving, you have ghost writing.



"I'm stuck here – Please help me – It hurts – Please help me. Someone please come save me, NOW."



Violent Scribbles



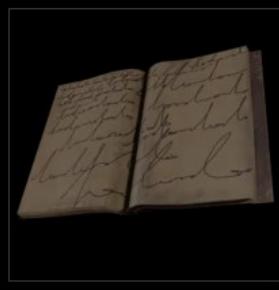
Fleeing the sun



"Run" "Help" "See" "Behind You" "Im Hurting" "Look" Etc.



Asking for help



Unintelligible

EMF Reader

Price \$45

Max 2

Description— Electromagnetic Field Reader is a handheld device used to detect fluctuations in electromagnetic fields left behind by paranormal activity. It will beep with increasing volume depending on the amount of activity nearby.

Activation— Right click while in hand.

Tip- This is a great tool to detect the ghost room, as it will always beep when in the ghost room.



EMF Level	LED Colour	Ghost Activity
1	Blue	None, default state
2	Green	Interacting with an object
3	Yellow	Throwing an object
4	Orange	Manifestation
5	Red	Evidence (25% chance)

UV Flashlight/Glow Stick

Price \$35-Flashlight \$20-Glowstick

Max 2

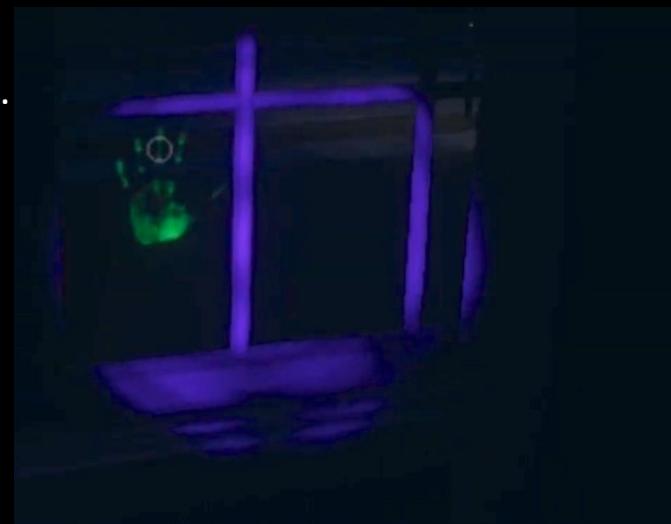
Description— Used to spot paranormal prints. Scan over light switches, doors, keyboards, lockers, windows, and cell doors.

Activation— Right click while in hand.

Note- Glow stick will cover a larger area, but it will only be strong for 60 seconds. After that it will dull to 50%

Tip- If working with a large map, that you are unfamiliar with, you can drop glowsticks to help you find your way back to the van or outside.

Tip 2- Use UV light to search for footprints after a ghost has walked through salt. You can then take a photo, or use it to catch a Wraith, as they leave no footprints behind.



Flashlight/Strong Flashlight

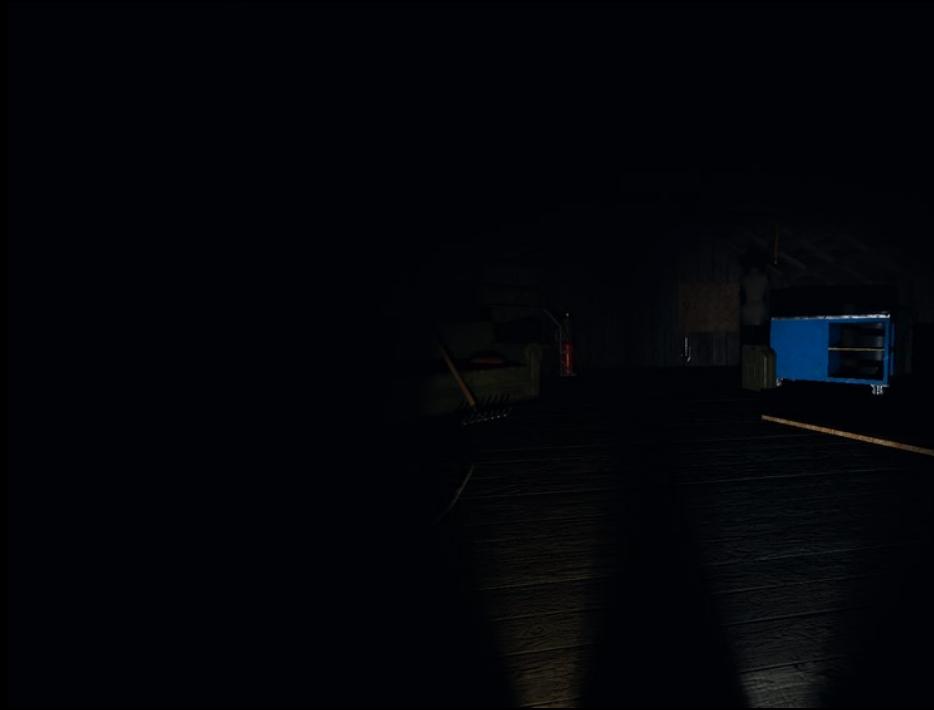
Price \$30-Flashlight \$50-Strong Flashlight

Max 4

Description— The flashlight is a basic hunting tool designed to help you when the lights go out. The strong flashlight covers a wider area, making the room more visible to player

Activation— Right click while in hand.

Tip- If working with a large map, that you are unfamiliar with, you can drop flashlights to help you find your way back to the van or outside.



Side by side comparison of the regular flashlight vs the strong flashlight

Video Camera/ Head Mounted Camera

Price -\$50-Video Camera

\$60-Head Mounted Video Camera

Max 6 (Video Camera)

Max 4 (Head Mounted Camera)

Description– Used to detect ghost orbs and D.O.T.S. evidence.

Activation– When in hand the video camera will automatically open. You can also place the video camera on flat surface (holding down the left mouse to aim and clicking [F] to place) or a tripod and view the feed from the van.

For the Head Mounted Camera, you can equip it in the van by selecting it. Note, you will still be able to hold 3 items in addition to this camera.

Tip- Make sure all lights are turned off, otherwise you will not see orbs. You can place video cameras at different angles to ensure you have located the correct spawn area within the ghost room.



A video camera being used handheld.



A video camera on a tripod

Photo Camera

Price \$40

Max 3

Description— Use this to gather extra reward for taking photos of paranormal activity.

Activation— Right click to take photo while in hand. You will be able to take 5 photos per camera.



Tip- You can photograph any paranormal activity including:

Moving objects/doors, Objects turned on (TV, Radio, ect), Fingerprints, Footprints, The bone, The ghost ,Dead players (this will earn “insurance money” if played on amateur and intermediate modes).

Tip- Throw a photo camera in ghost room, so you can easily pick it up when using other equipment if a ghost even occurs.

Tip2- You will be paid for all photos taken that show evidence, even if they are not shown within your journal.



D.O.T.S. Projector

Price \$65

Max 2

Description— A laser light projector that detects paranormal movements, highlighting any entities within its range.

Activation— While in hand, crouch and place on floor or wall by clicking [F].



Tip- Turn off lights and activate night vision while in the van to look for ghosts moving in front of the D.O.T.S. projector. There is a ghost type that will only show itself in the projector if it is alone.



A ghost moving through the
DOTS projector. (average speed)

Candle

Price \$15

Max 4

Description— Used for lighting a room or completing the task of having a ghost blow out a candle.

Activation—To light the candle., equip candle and lighter. Hit [F] while having the candle in hand. Once lit, place on flat surface by clicking [F].



Tip- Light a candle, even if it is not a task. When blown out, a photo can be taken to earn extra cash. Beware, there is a ghost that can hunt after the candle has been extinguished.

Tip2- You can light the candle in the van as long as it's not raining outside. This will allow you to ditch the lighter and equip yourself with something different.

Tip3- Candles can also be found throughout certain maps, but they are not as bright as the candles provided as equipment.



Several candles found on-site or bought. Note the differences in color.

Crucifix

Price \$30

Max 2

Description— A crucifix is used to stop ghosts from entering their physical form to attack you.

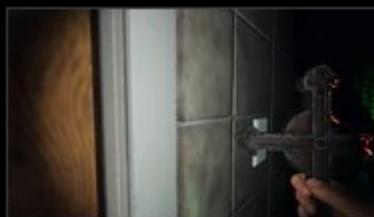
Activation— Drop crucifix on any surface by clicking [G] or hold in hand.



Tip- Crucifix must be within 3 meters of where the ghosts spawns (or 5meters if it's a Demon).

Tip2- There is a 5 second delay before a ghost can initiate another hunt.

Tip3- The same crucifix can be used 2 times before it becomes useless.



A player holding a crucifix after preventing a hunt once.



A player holding a crucifix that has prevented a hunt twice. It has zero uses left and will not prevent the next hunt.

Lighter

Price \$10

Max 4

Description— A simple lighter used for lighting candles, summoning circle and smudge sticks

Activation— Right click while in hand. Use [F] to activate the item you are trying to light (while it is in your hand or placed on flat surface)



Motion Sensor

Price \$100

Max 4

Description— A sensor that can detect the most subtle changes in the atmosphere around it. This is linked live to the map in the truck.

Activation— Place on wall using the [F] key.



Tip- Place the motion sensor closer to the ground, to ensure that it catches every ghost, as some will crawl.

Tip2- When a player, ghost, or dead player walks past the front of the sensor, the motion sensor will emit a bright light for 3 seconds. If you are in the truck, you will hear a beep, followed by a bar on the site map turning green to signify which sensor was activated.



Motion sensor shown on map as a pink stripe.



The Motion Sensor when triggered.

Parabolic Microphone

Price \$50

Max 2

Description— A parabolic Microphone can detect sound through walls at a great distance. This is a portable version of the sound sensor. It will detect sounds that are not heard by a player such as an idle ghosts paranormal sounds and footsteps.



Activation— Right click while in hand.

Tip- When turned on, the display will show a set of numbers which measures the sound detected in a large area around its position (30m range with 6m wide cone)

Tip2- This item is great for larger maps.

Tip3- The parabolic Microphone can also detect Banshees screams and Mylings whispers, but the sound will only play every 15-20 min and last a very short time. The microphone must be pointed directly at ghost.

Sound Sources and Reading Values:

- Lights being toggled— 1.0-2.0 dB
- Fuse box-3.0 dB
- Door Closed by player or ghost-4.0 Db
- Spirit Box Static— 5.0 Db
- Motion Sensor triggering-5.0 dB
- Sinks— 5.0 dB

The following will vary in readying value:

- Car
- Ghosts Footsteps
- Thrown Objects
- Paintings falling
- Paranormal Sounds

Salt Shaker

Price \$15

Max 3

Description— Salt is toxic to most kinds of ghosts and will reveal their footsteps under a UV Light/Glowstick.

Activation— Click [F] to place salt while in hand.

Tip- Footprints will appear for 10 seconds after the ghost has stepped in salt.

Tip2- Take a photo of the footprints for extra cash.

Tip3- The Wraith will step in salt, but will not leave a UV footprint.

Tip4-If on professional or nightmare mode, only place 1 bottle of salt down at a time, in case ghost changes room.



Salt before (left) and after (right) being stepped in.

Sanity Pills

Price \$20

Max 4

Description— Sanity Pills will increase your sanity level.



Activation— Right click while in hand.

Tip- Sanity Pills are vital for larger locations as they allow you to be on a contract for longer periods.

Tip2- You are unable to consume Sanity Pills if your sanity is above 95%

The effectiveness of Sanity Pills vary depending on the difficulty level.

- Amateur: 40%
- Intermediate: 35%
- Professional: 30%
- Nightmare: 25%

Smudge Sticks

Price \$15

Max 4

Description— Burning Smudge Sticks near a ghost will prevent it from attacking or a period of time.

Activation— Add both the Lighter and Smudge Sticks to inventory. Hold smudge stick in hand and click [F].



Tip- A lit candle can be used in place of the Lighter

Tip2- Throwing smudge sticks at a lit candle will also ignite the Smudge Stick.

Tip3-When a ghost is within 6m of a lit Smudge Stick, activity will increase and the ghost will be unable to initiate a ghost hunt for 90 seconds (180 seconds for a Spirit or 60 seconds for a Demon)

Tip4- Smudge Sticks can also be used to repel a ghost. When burnt within 6 meters, the ghost will wander aimlessly for 5-6 seconds, allowing for a play to get to a safe hiding space.

Sound Sensor

Price \$80

Max 4

Description— Listens to even the most quiet sounds and vibrations in the air. Displayed as data in the van.

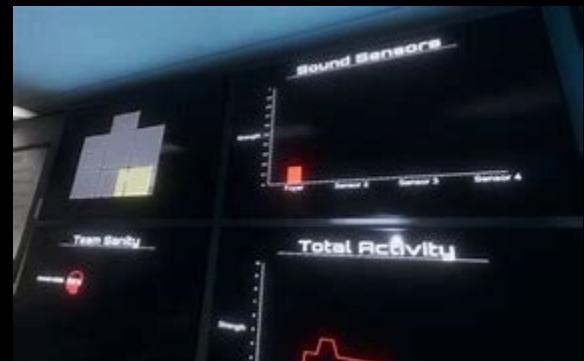
Activation— Click [F] to place on flat surface.



Tip- Van data will show you the sensors range (an orange circle) and the level of noise picked up in the area.

Tip2- It will not pick up players talking through local and global chat.

Tip3- It will pick up sound from equipment, including the Spirit Box.



Thermometer

Price \$30

Max 3

Description– A Thermometer will help you discover the location of a Ghost quicker, as the ghost room will be colder than the rest of the site. A thermometer is also helpful in determining freezing temperatures, which is key information to determining the ghost type.



Activation– Right click while in hand.

Tip- With the breaker off, you will always get colder temperatures throughout site.

Turn breaker on to get a more accurate readings. Temperatures will also vary depending on weather. For clear skies, the ghost room is typically below 9°C or 45°F and below 6° C and 39.6°F

Tip2- Freezing temperatures are easier to see when in Celsius, as it will always indicate a negative sign (-). Anything below 0°C and 32°F is freezing temperatures.

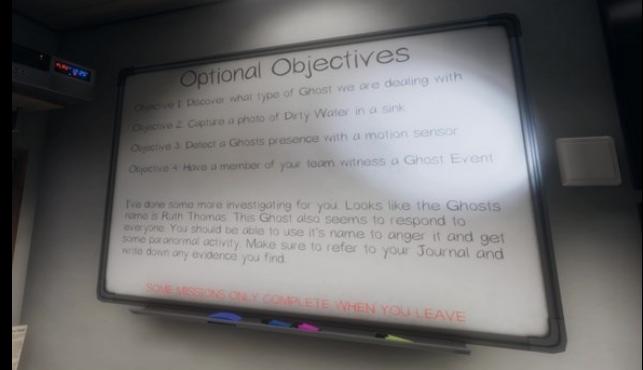
Tip3- Freezing temperatures are also shown indicated when you can “see the players breath”.



Objective Board

The Objective Board will display:

- 4 Objectives
- The ghosts name
- Whether the ghost will respond to everyone or only the people that are alone. (This will not be indicated on professional or nightmare mode).



Each objective completed will result in cash rewards.

Examples of common objectives are:

* **"Find evidence of paranormal activity with EMF Reader"** EMF must reach level 2 or higher to count.

"Capture photo of ghost" Take a picture of the manifested ghost with the photo camera.

"Detect a ghost's presence with a Motion Sensor" Ghost must trigger placed sensor.

"Prevent the ghost from hunting with a Crucifix" Place crucifix with 3m of ghost.

"Have member of your team witness a ghost event" This includes interactions such as visually manifesting, hissing, or singing.

"Cleanse the area near the ghost using Smudge Sticks" Smudge near the ghost.

"Get a ghost to walk through salt" Place salt piles in ghost room.

"Repel ghosts with smudge stick while it's chasing someone" Ghost must be stunned with Smudge Stick while having line of sight with at least one player.

"Get the ghost to blow out a candle" Place candle in ghost room.

"Have a member of your team escape the ghost during the hunt" At least one player has to be chased by the ghost, and all player must survive the hunt.

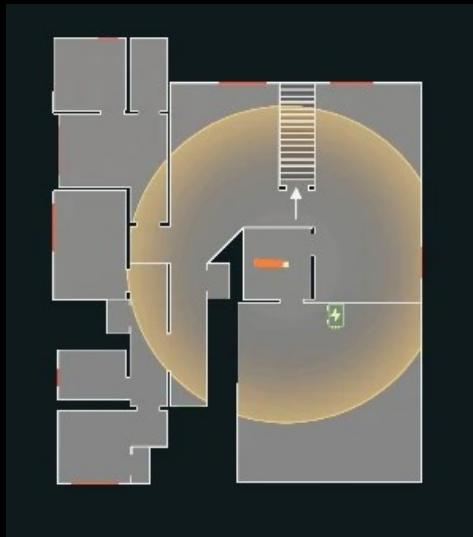
"Get an average sanity under 25%" Lower sanity quickly by using cursed objects.

*Player presence not required.

Site Map

The Site Map indicates the layout of the map, players locations, exit doors, cameras, stairs, and the location of the fuse box. Note, the fuse box will not be shown if played in nightmare mode.

- Motion sensors will appear as a red stripe.
- Sound Sensors will show up as an orange sphere, showing its radius.
- Players will be a single dot (multicolored)
- Fuse Box will be green rectangle with lightning bolt in center.

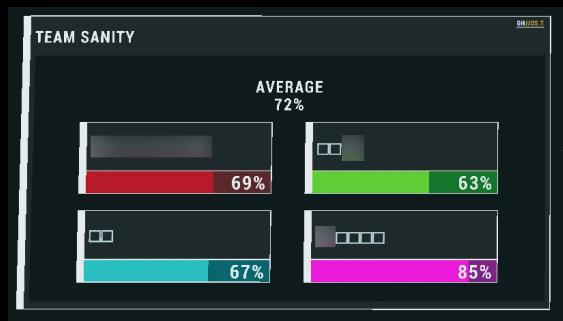


There is a grey /white square located next to the Site Map. Clicking on this square will toggle between floors, if the site has multiple levels.

Sanity Monitor

The Sanity Monitor shows each players sanity levels as well as the teams overall average.

The Sanity Monitor will not be visible in Nightmare mode.



Dead players will indicate "?" in place of a percentage.

Computer

The Computer allows you to toggle between placed /held Video Cameras, Head Mounted Cameras, and the locations CCTV. This is helpful in detecting vital evidence such as D.O.T.S. Projections, Ghost Writing, and Orbs. You can scroll through the different feeds by clicking the mouse and toggle between day and night vision by clicking on the keyboard.



Sound Monitor

The sound monitor will show the level of sounds and vibrations made within the area that a Sound Sensor is placed.

The monitor will show up to 4 different locations , which is the max allowance for Sound Sensors.



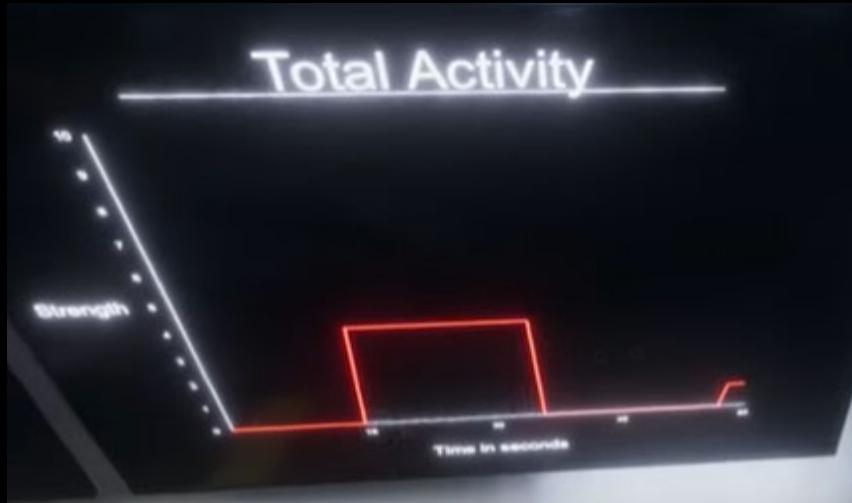
Keep in mind that the volume shown can be made by either ghosts,players, or equipment.
(This excludes local and global chat)

Site Activity Monitor

The Site Activity Monitor measures the amount of activity going on within the site and displays it for you in the truck. Activity will range from 0 to 10, roughly matching the readings of an EMF Reader. A reading of 0 indicates there is little to no ghost activity , while 10 indicates major activity such as a ghost hunt, a manifestation where the ghost interacts with multiple items in a quick session.



Tip- You can see EMF 5 readings on the board, if that is one of the objectives. You will see a bar go straight up, then over at 5, then straight back down.(as seen below).



Difficulty Levels

Amateur difficulty level - 5 Minute Set Up Phase

Every novice ghost hunter starts his adventure on small maps with the amateur difficulty level. This is an excellent opportunity to learn the basics of the gameplay and get acquainted with the main mechanics of the game: the use of objects, obtaining evidence, as well as defense against ghosts.

- 50% refund of the cost of items after death (insurance);
- No extra experience points or money for completing missions.
- Ghost activity is low, causing less sanity drain.
- Ghost will not move from initial ghost room.
- The fuse box will be on at the start of investigation.
- All hiding places open.
- Set up phase will end early if cursed object is activated.
- Sanity pills will replenish sanity by 40%.
- Ghost will spawn and remain still for 5 seconds prior to start of hunt. *The ghost cannot see, or detect players during this grace period.
- Hunt will last for 15 seconds for small maps, 30 seconds for medium maps, and 40 seconds for large maps.

Intermediate difficulty level - 2.5 Minute Set Up Phase

Access to intermediate difficulty can be unlocked after reaching level 10 of experience. Players can still use the setup phase, but its time has been reduced to 2 minutes.

- You can play solo but the gameplay is a bit more difficult;
- Character's Sanity Level decreases 50% faster than on the lowest difficulty level;
- 25% refund of the cost of items after death (insurance);
- Double cash reward for successfully completing a mission.
- Double experience points for successfully completing a mission.
- Th fuse box will be off at the start of the investigation.
- Sanity pills will replenish sanity by 35%.
- Set up phase will end early if cursed object is activated.
- Ghost activity is common, so more sanity will be lost.
- Few hiding spaces blocked
- Ghost will spawn and remain still for 4 seconds prior to start of hunt. *The ghost cannot see, or detect players during this grace period.
- Hunt will last for 20 seconds for small maps, 40 seconds for medium maps, and 50 seconds for large maps.

Difficulty Levels

Professional difficulty level - No Set Up Phase

Access to professional difficulty can be unlocked after gaining level 15 of the experience.

- Ghosts can attack as soon as players enter the building;
- The character's Sanity Level drops at a much faster rate (100% compared to the lowest difficulty level);
- No refund for lost equipment (no insurance)
- Triple cash reward and experience points for successfully completing a mission.
- Ghost can change ghost room.
- Very few hiding places.
- Sanity pills will replenish sanity by 30%.
- Journal will not specify if the ghost responds to a single person or a group.
- The fuse box will be off at the start of investigation.
- Ghost will spawn and remain still for 3 seconds prior to start of hunt. *The ghost cannot see, or detect players during this grace period.
- Hunt will last for 30 seconds for small maps, 50 seconds for medium maps, and 60 seconds for large maps.

Nightmare difficulty level - No Set Up Phase

Access to nightmare difficulty can be unlocked after gaining level 20 of the experience. Nightmare difficulty is sure to push ghost hunters to their limits with modifiers and tweaks to the game play.

- Ghosts can attack as soon as players enter the building;
- Ghost are very active, causing more sanity drain.
- The sanity board and activity board in van are not visible.
- Ghost will likely change ghost room.
- The fuse box will be off at the start of investigation.
- Almost no hiding places.
- Sanity pills will replenish sanity by 25%.
- The ghost can kill more than one player during a single hunt.
- The ghost will only leave 2 pieces of evidence (3 for Mimic).
- Ghost will spawn and remain still for 2 seconds prior to start of hunt. *The ghost cannot see, or detect players during this grace period.
- Hunt will last for 30 seconds for small maps, 50 seconds for medium maps, and 60 seconds for large maps.

Survival Tips

Team Building

Communication is the most important part of having an effective team. Ensure that you are communicating with your teammates the following:

- What equipment you are bringing in, as to not duplicate unnecessary equipment initially.
- Watch out for other players sanity levels if in the van. Let them know if their sanity is low.
- Notify teammates of potential hiding places
- Notify teammates of found cursed objects and bones.
- Notify teammates of any odd behavior that could essentially narrow down the ghost type such as how fast the ghost hunts, no footprints, colder temps throughout the house, hunting after blowing out a candle, ect.

Sprinting

While sprinting is extremely helpful in getting through an investigation quickly, you will want to take into account that a player can only sprint for about 3 seconds before becoming winded and must walk. With that being said, you should time when you sprint away from the ghost.

Audio

Because Phasmophobia uses voice recognition, you must be extremely careful to monitor the level of sound coming from your microphone or in the game. This includes background noises and sound from equipment. For instance, If you are near the Spirit Box, or have it in your hand ,the ghost will be drawn to your location.

Use Ghost Name Sparingly

Unless you are trying to encourage the ghost to perform ghost events or even hunts, do not say the ghosts name. The more the name is said, the angrier the ghost will become. This will trigger events or even a hunt if sanity is low enough.

Survival Tips

Initial Equipment

The best equipment you can use to find the location of the ghost is the EMF Reader and the Thermometer, as both the EMF Reader and Thermometer will always provide results. If the EMF Reader depicts 2 or more, or you find that you are in the coldest room in the house, you have found the ghost location.

Secondary Objectives

As you go through your investigation, make sure that you refer back to the objective board to ensure you have completed your secondary objectives. If you do not feel comfortable with completing a task, DO NOT DO IT. It is not worth the risk of losing all of your equipment for a small payout. Instead, get yourself comfortable with the task by playing with very little equipment, on an easier level.

Hiding Spots and Exits

When completing your initial search for the ghost room, take notes of exits and good potential hiding spots such as closets, lockers, or behind objects. Be sure to also notify your teammates . The higher the difficulty level, the less hiding spots are available.

Light the Way

If you're not familiar with the location of your investigation, you can make a path with equipment you do not need at the moment such as regular flashlights or UV sticks. This will help you navigate back to the van and feel a bit safer in your new environment. Make a trail with equipment you do not need at the moment such as regular flashlights and glow sticks. This will help you to navigate back to the van and feel a bit safer in your new environment.

Double Check Equipment Before Starting

The start up menu will not display what equipment you are missing from inventory before starting a mission. Double check that you have everything that you will need prior to starting your investigation. If money is tight, you can omit duplicate items such as a crucifix or smudge stick.

Survival Tips

Money Runs

If you are very low on cash and want to earn money quickly, you can start the game up with a single photo camera, black light, and flashlight. Take a photo of the bone (also pick it up), the cursed object, and fingerprints (if applicable). Once you have photos all three items, pack it up and leave investigation.

Leave Equipment Inside

If you have used equipment and are looking to trade out for something different, designate a location for your equipment drops. This will save a lot of time going between ghost room and van. Also, the dropped items may be used in a pinch such as taking a photo of newly found fingerprints, or grabbing the EMF when there is a ghost event. Just make sure you tell your teammates what you're dropping and where.

Place D.O.T.S. over the Ghost Writing Book

When placing the D.O.T.S. projector over the Ghost Writing Book, the projector will cast large shadows of the pen moving. This will allow you to see ghost writing quicker from both inside the ghost room and also from the feed in the van.

Using Cursed Objects After Investigation to Complete Objectives

You can use all of the cursed objects to your advantage to complete objectives. You can use them to reduce sanity, spawn the ghost, or cause a cursed hunt. While using the cursed item, you can either hide or use the "door method". Stand barely within the front entrance of the investigation area. When activated, press [S] simultaneously to move your player back, outside of the investigation area. This method is very effective for Tarot Cards and the mirror.

Survival Tips

Move Mid-Death

When a player is killed, the body is still able to move for a brief time. If your body is in a hiding spot, it may be difficult for others to find your body to take a photo. As you die, try to run to an area that you will be seen such as the middle of the room, or even outside of the investigative area.

Leave a Trail

If your dead body is still in its hiding spot, place movable items such as cups, plates, beer bottles, and picture frames to make a "trail" for others to find your dead body.

Looping/Kiting

If you find yourself in front of a ghost without a smudge stick (or if you have a Deogen), you can "loop or kite" the ghost by rounding a large object such as a kitchen island, couch, car, lockers, or long hallways. You do this by always being parallel to the ghost for the duration of the hunt. The player will need to insure that they never turn their back on the ghost, so using the [A] and [D] keys are important.

Cursed Hunt

Cursed hunts are the result of using one of the cursed objects. Throwing cursed items to the ground or overusing a cursed item will result in a cursed hunt. During cursed hunts, the ghost will spawn and remain still for 1 second and the hunt will be extended for 20 seconds.

Survival Tips

Equipment Detection

In addition to the ghost being able to hear equipment, they can also detect any equipment that is turned on, and on your person. This includes silent equipment such as flashlights and thermometers. Be sure to turn off all equipment or toss it on the floor during a hunt.

Sanity Thresholds are for Teams

When referencing sanity thresholds for ghosts, this refers to the teams average sanity, not a players individual sanity. Be sure to always keep an eye on the average sanity is for your team at your first ghost hunt. This will help you to figure out the ghost type.

Distinguish between ghost event and hunt

During a ghost event, the ghost will spawn and become fully materialized. You may also hear the ghost singing, moaning, or crying. This is the best opportunity to capture a photo of the ghost, as it will not hunt at this time. When the ghost is hunting, it will wander until it kills a player (or multiple for nightmare difficulty). You can tell that the hunt has been initiated when you hear the front door/gate being slammed or you can use the walkie talkie [B]. If the walkie talkie only produces a static noise, the ghost is hunting. Your flashlight will also flicker during a hunt as the ghost draws near to you.

Sources

Ghost Information

Phasmophobia - Ghost Journal (phasmophobia-journal.web.app)
(Nuzzgard) <https://www.youtube.com/watch?v=eQK8ZsF69Po>
(Insym) <https://www.youtube.com/watch?v=6c00T2duoEg>
https://www.ign.com/wikis/phasmophobia/Ghost_Types

Map Information

Map | Phasmophobia Wiki | Fandom
<https://www.yekbot.com/phasmophobia-maps/>
https://phasmo.karotte.org/?mtm_campaign=website&mtm_source=fandom

Cursed object Information

Cursed possession | Phasmophobia Wiki | Fandom [evi](#)