

VAST!

THE FEAR SOME FOES

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Components



- 3 Ghost Pieces (Standee, Meeple, Miniature)
- 1 Ghost Board
- 1 Cave Ghost Board
- 9 Possession Cards
- 6 Artifact Tokens
- 6 Ghost Tiles
- 1 Focus Cube
- 5 Difficulty Variant Cards
- 1 Reference Card
- (“Blocking the Ghost”)
- 1 Variant Card
- (“Crowded House”)

The Ghost is a player role that can be added to any other combination of player numbers and roles. We recommend that you use the Ghost to replace one of the five original roles. While you can add the Ghost to the original roles to accommodate six players (*or seven if you also include the Ghoul*), playing with more than five players may slow down the game significantly.

The Cave Ghost is a player role that replaces the Cave. She shares some parts of the Ghost and the Cave’s powers. Instead of collecting Artifacts, she uses the Cave’s victory condition of collapsing the Cave.

Both the Ghost and Cave Ghost are advanced roles that should not be used by new players. Either role is best played in an experienced group by a player who is familiar with the rules of all the other roles being played.

The Ghost

The spirit of a long-lost adventurer, cursed to haunt the Cave for eternity. Her only hope of finding peace is to place the few lasting remnants of her mortal life at focal points within the Cave, and then draw enough energy from them to finally escape the curse.

How to Win

Find Ghost tiles with the help of other players, lock 5 Artifacts onto Ghost tiles, and then escape the Cave by entering the Entrance tile.

Setup

Before you set up the Cave (page 2 in *Vast: The Crystal Caverns*), return 2 Ambush tiles, 2 Event tiles, and 2 Treasure tiles to the box. Then, when you form the three piles of Cave tiles, shuffle 2 Ghost tiles into each pile, continuing to shuffle until none of the piles shows a Ghost tile on top.

Place the *Blocking the Ghost* Reference card where everyone can see it.

Using the Focus cube, set your Focus to 0.

Form the Possession deck as follows:

- **Three or more players:** Take the Possession cards matching the roles being played, and return the other Possession cards to the box. (For example, in a game with the Knight, Dragon, and Ghost, you take the Possessed Knight, Possessed Dragon, and Ghost Possession cards.)
- **Solo or two players:** Refer to **Possession in Two-Player and Solo Games** (page 4) for setup and play rules.

If any Possession cards in the deck refer to *Flare*, take the *Flare* Variant card. If other players also get *Flare*, place the card near the map; each of those players may use it.

Distribute Artifact tokens as follows:

- **Three or more players:** Give 1 Artifact token to each other player except the Cave. Place the remaining Artifact tokens on the Entrance tile.
- **Solo or two players:** Place all Artifact tokens on the Entrance tile.

At the start of your first turn, place the Ghost piece on any unoccupied Dark tile. If no such tile exists, place a Dark tile (provided by the Cave, if present) and place the Ghost piece there.

Turn Summary

The Ghost is seventh in turn order, after the Ghoul.

During your turn, resolve the following phases in order:

1. **Resolve Possession Card**
2. **Move and Act**
3. **Select Possession Card**

Your turn ends when you complete these phases.

At the end of another player's turn, you might also take a **Possession turn**.

STATISTICS

Your **Focus**, which may increase through play, sets your **Movement** and **Influence** for the current turn.

Movement is the number of spaces you can move per turn.

Influence [INF] determines the strength of your Telekinesis and Possession powers.

1) Resolve Possession Card

Skip this phase during your first turn.

If there is an unrevealed Possession card on the Possession space of your player board, gain 1 Focus.

Then, if the unrevealed card is the *Ghost* card, you can reveal it to gain its listed bonuses to your Movement and Influence until the end of your turn.

You **cannot** reveal this card if any player piece is on a Ghost tile with a locked Artifact.



2) Move and Act

During this phase, you can move and use Telekinesis in any order and combination.

MOVE

You may move a number of spaces up to your Movement.

You may move through walls and into any spaces, including open spaces, freely and without effect. (Other players may also

enter your space freely and without effect.) However, you cannot end this phase on an open space, a space with any Artifacts, or a space with player pieces who carry any Artifacts.

TELEKINESIS

You may use Telekinesis to move an **object** (*token or other player piece*) that is orthogonal (*not diagonal*) from you, whether or not it is visible to you. (Visibility is defined on page 5 in *Vast: The Crystal Caverns*.)

You may move an object in a straight line away from or toward your space, including into your space. (Thus, you can move an object into your space, and then move it away from your space in a different direction.)

Your Influence equals the number of different objects that you can move per turn, and it also equals the total number of spaces that you can move each such object per turn.

You can split up an object's total spaces of movement into multiple moves during your turn, as long as its total movement throughout your turn does not exceed your Influence. (For example, with 3 Influence, you could move an object one space, move your piece, and then move the same object two more spaces. Later in your turn, you could move up to two other objects, each up to three spaces.)

Objects moved with Telekinesis must obey the Forced Movement rules (page 4 in *Vast: The Crystal Caverns*).

- A **non-locked Artifact** can be moved into Dark or Lit tiles and into spaces that hold other player pieces. It can be moved into your space, but cannot end this phase there. It can be moved through a wall if you have at least 3 Influence and if you have not yet moved it during this turn. Once you move a non-locked Artifact through a wall, you cannot move it further during the same turn.
- **Crystal, Event, Vault, and Bomb tokens** cannot be moved.
- **The Knight** cannot be moved if she has a Hero cube assigned to her Shield.

3) Select Possession Card

Collect all Possession cards except the card (if any) on your Mental Block space. (If you wish, you may show off the Possession card that was on your Possession space.)

Then, choose and place a Possession card facedown on your Possession space, and set aside the other Possession cards facedown.

The Ghost does not use the numbers in the top-right corner of Possession cards. These are used by the Cave Ghost.

Taking a Possession Turn

At the end of **another** player's turn, you may reveal the Possession card on your Possession space (*not your Mental Block space*) if the card matches that player. (For example, you may reveal the Possessed Dragon at the end of the Dragon's turn.)

- You **cannot** reveal the Possession card if any player piece is on a Ghost tile with a locked Artifact (so you cannot take a possession turn).
- In games without the Cave player, the player taking a turn places or collapses tiles **before** the Ghost chooses to reveal a Possession card.

When you reveal a matching Possession card, you begin a **possession turn**.

Rules: You play the turn from its beginning, following the normal rules for the role. However, you must use the statistics and follow the restrictions listed on the Possession card (*not the possessed player's statistics*). Track the role's victory conditions and other states (*Grit, Wakefulness, Fury, etc.*) as normal unless noted otherwise on the Possession card.

Components: If you are prompted to gain or use components of the possessed player (such as drawing cards), take them from the appropriate deck or supply, not from the player. At the end of your possession turn, you must discard unused cards and return unused components to their supplies.

Use Limits: The possession turn is not a separate turn, so you continue to follow any limits on the number of times that actions and effects can be used per turn, counting any actions and effects used by the possessed player during their normal turn.

(For example, the possessed Dragon cannot remove a second Pride cube for revealing an Event tile if the Dragon player already removed a cube during his turn, the possessed Thief cannot target the same player with Backstab a second time, and the possessed

Cave must spend more Omen tokens to use omens such as Hatred and Past Plunder if they were used during the Cave player's turn.)

Information: You do not gain access to private information held by the possessed player, such as cards in their own hand, **except** for the Cave's hand of tiles (as described on its card).

Dice: If a Possession card prompts you to roll more dice than there are available for use or are included in the game, you can substitute dice or reroll dice to represent the additional dice you need to roll.

(*For example, if the Possessed Ghoul prompted you to roll 4 Ghoul dice, you could reroll one die to get a fourth result, but you could choose from all four results. Or if the Possessed Vile Ghoul prompted you to roll 2 Ghoul dice, but all the Vile Ghoul player's dice were assigned to its dice chart, you could roll the Thief die twice and choose from the two results.*)

Other Players

Unless specifically noted, other players cannot target the Ghost with attacks, powers, or other effects. There are only two ways for other players to affect the Ghost.

First, if any player piece, except the Ghost, is on a Ghost tile with a locked Artifact, the Ghost **cannot** reveal a Possession card for any purpose. (*The Cave does not have a player piece, so it cannot block Possession cards in this way.*)

Second, other players can cause a **Mental Block**. During another player's turn, if their player piece is on the same space as the Ghost or on an adjacent space (*ignore walls*), that player can cause the Ghost to have a Mental Block by spending the following:

- **Knight:** Lose [INF+2] Grit.
- **Goblins:** Discard [INF] Secrets cards.
- **Dragon:** Discard [INF] Power cards.
- **Unicorn:** Discard [INF] Unicorn cards.
- **Thief:** Spend [INF] Action cubes.
- **[Vile] Ghoul:** Spend [INF+1] movement points.

The Cave can cause a Mental Block by just affecting the Ghost with Soporific Spores.

Once the blocking player pays for the Mental Block, the Ghost removes the Possession card matching the blocking player from her Possession deck or

Possession space, and places the card face-up in her Mental Block space.

If the matching card came from the Ghost's Possession space, she **does not** take a possession turn at the end of the matching player's turn, and she **does not** gain 1 Focus during her next Resolve Possession Card phase for having an unrevealed card.

If a second card is added to her Mental Block space, return the first card to her Possession deck.

Artifacts

Artifacts are items that once belonged to the Ghost and are now all that remains of her former, mortal life. Individually they are of little value, but when placed on focal points they amplify the Ghost's powers until she is strong enough to escape the Cave and her curse.



The six Artifact tokens have different artwork, but they do not follow different rules. At the start of the game, each Artifact shows its side without the blue border.

During your turn or a possession turn, if an Artifact, or a player carrying one, enters a Ghost tile **without** a locked Artifact, then **lock** the Artifact to the Ghost tile, placing the Artifact there and flipping the Artifact to its blue-bordered side.

Specifically, lock an Artifact in these cases:

- If you use Telekinesis to move an Artifact, or a player carrying an Artifact, onto such a Ghost tile.
- If a possessed player carrying an Artifact enters such a Ghost tile.
- If a possessed player forces another player carrying an Artifact to enter such a Ghost tile.

Do not lock an Artifact in these cases:

- If a non-possessed player carrying an Artifact enters such a Ghost tile on their own turn.
- If a non-possessed player forces another non-possessed player carrying an Artifact to enter such a Ghost tile.

You win if you lock 5 Artifacts to Ghost tiles, and then escape the Cave by entering the Entrance tile.

A locked Artifact cannot be moved in any way. If a Ghost tile with a locked Artifact is ever removed from the map, the Artifact still counts toward the Ghost's victory condition.

If an Artifact is locked during a possession turn, the possession turn ends immediately.

COLLECTING, CARRYING, AND DROPPING ARTIFACTS

Each player can carry only one Artifact. However, the Cave and the Ghost cannot collect or carry Artifacts.

If the Goblins player gets an Artifact during setup, the Artifact starts the game off the map, and it is given to the first Tribe to reveal. If a Tribe carrying an Artifact leaves the map for any reason, the Artifact leaves the map as well. Whenever the Goblins' Artifact is off the map, give it to the next Tribe to reveal. In total, the Goblin Tribes can carry one Artifact, not three.

At any time during a possession turn, the Ghost may force the possessed player to drop a carried Artifact onto their space. Likewise, if the possessed player is not carrying an Artifact, the Ghost may instead force them to collect a non-locked Artifact on their space. Dropping or collecting an Artifact does not cost an action or any resource.

Ghost Tiles

Ghost tiles are a new type of Cave tile. When the Cave has a Ghost tile in its hand, it must place the Ghost tile before any other tiles (*including Crystal tiles*), even when another player is taking a turn. (*In games without the Cave player, Ghost tiles do not take priority. They are placed exactly like other Cave tiles when drawn from the stack.*)



In addition to an Ambush, Event, or Treasure symbol, the Lit side of each Ghost tile shows a new symbol, the Ghost symbol, which shows that the tile can lock an Artifact.

A Ghost tile with a locked Artifact may be collapsed normally. The locked Artifact still counts toward the Ghost's victory condition.

Ghost tiles without a locked Artifact cannot be collapsed. If a Ghost tile would be removed by the Collapse, remove the next eligible tile instead.

Forced Movement

When forced to move (*due to collapsing tiles*), the Ghost cannot be moved onto spaces that hold Artifacts.

If a tile with a non-locked Artifact is removed, the player who removed the tile must move the Artifact to any adjacent space without the Ghost. Artifacts cannot be moved through walls during forced movement.

Terrain

The Ghost, possessed players, and Artifacts interact with Terrain tiles as follows:

- When you or a possessed player piece enters the **River**, you may immediately move that piece for free in the direction of the current.
- You may enter and move through **Pits**, spending movement points as normal. You cannot use Telekinesis to move Artifacts onto or through Pits, but other players can carry Artifacts onto and through Pits.
- You may enter the impassable spaces of the **Canyon**, but cannot end your turn there. Artifacts cannot enter the impassable spaces.
- You cannot target player pieces in the **Mushroom Forest** with Telekinesis or Possession. If a possessed player piece enters the Mushroom Forest, the possession turn ends immediately.
- You and Artifacts may enter **Magma** without effect.

Possession in Two-Player and Solo Games

Instead of being able to possess an opponent, you can briefly summon the ghostly remnants of long-lost adventurers and other cave-dwelling creatures to do your bidding before they disappear.

Set up the Possession deck as follows:

- In a two-player game, remove the Possession card matching the non-Ghost player.
- For any position (1–7) in turn order—except the position of the non-Ghost player—that has multiple roles, randomly remove cards from that position until only one remains.

3. If the non-Ghost player shares a position with other roles, randomly remove cards of the other roles from that position until only the non-Ghost player and one other role remain.

4. In a solo game, remove the *Ghost Possession* card, so that positions 1–6 each have only one Possession card.

(For example, two players are setting up and are playing the Ghost and Dragon. The Ghost starts setting up her Possession deck. She cannot possess her opponent, so she returns the Possessed Dragon card to the box. Next, she sets out the remaining Possession cards, finding that the Possessed Goblins and Possessed Vile Ghoul share position 2 in turn order. She shuffles those two cards and draws one, the Possessed Goblins, so she returns the Possessed Vile Ghoul to the box. Now that each position in turn order only has one card, she collects them to form her Possession deck.)

The Resolve Possession Card phase works as normal. However, If you reveal the *Ghost Possession* card, **remove it from the game at the end of your turn**.

The Select Possession Card phase works as normal.

Revealing a Possession card to begin a possession turn works differently:

- If the position in turn order of the Possession card is **before** the non-Ghost player, reveal the card at the end of your turn.
- If the position is **after**, reveal the card at the end of the non-Ghost player's turn.

(For example, if playing against the Dragon, you could choose the Possessed Knight card during the Select Possession Card phase. At the end of your turn, before the Dragon's turn begins, you could reveal the Possessed Knight card to begin the possession turn with the Knight. If you instead chose the Possessed Thief, you could reveal the card at the end of the Dragon's turn.)

At the start of a possession turn, place the player piece (*if any*) of the possessed role on the map according to its setup rules for placement on its first turn. It does not begin with any Artifacts, but may collect an Artifact from the map to carry.

At the end of a possession turn, drop the Artifact (*if any*) carried by the possessed player piece onto its space, remove the possessed player piece from the map, and then **remove the revealed Possession card from the game**.

Player Variants

If you are also playing with the Ghoul, set up the game using the instructions in the Ghoul's **Player Variants** section first, **then** add the Ghost using the appropriate instructions below.

In games without a Cave player:

- The Ghost reveals a Possession card **after** a player places or collapses Dark tiles at the end of their turn.
- The Ghost places or collapses tiles only at the end of her turn, not after possession turns.

4+ PLAYERS

The Ghost can be added as a player role to any variant designed for 3 or more other players.

In games without a Cave player:

- The Ghost always gets the **Past Plunder** Variant card, even if another player would get it or if the variant would not include it.
- Each player places or collapses **only 1 tile** at the end of their turn (*instead of placing 1 or collapsing 3*).

3 PLAYERS

The Ghost can be added as a player role to any 2-player variant designed for 2 players.

If another player would get the **Past Plunder** Variant card, the Ghost gets it instead.

2 PLAYERS

The Ghost can be added as a player role to the solo variant of any other role.

Neither player takes the **Alone in the Dark** or **Alone in the Dark II** Variant card.

During setup, place **all** Artifact tokens on the Entrance tile, and form the Possession deck as described in **Possession in Two-Player and Solo Games** (page 4).

If you are playing **Goblins vs. Ghost**, the Goblins must smash 4 or 5 Crystals to win. (*Players should agree during setup on the goal number.*) The Ghost must lock **one more** Artifact than the number of Crystals the Goblins must smash.

1 PLAYER / SOLO

Take the **Alone in the Dark II** Variant card. Place or remove tiles only at the end of your turn, not at the end of possession turns. During setup, place **all** Artifact tokens on the Entrance tile, and form the Possession deck as described in **Possession in Two-Player and Solo Games** (page 4).

Take the **Flare** Variant card. After placing tiles according to **Alone in the Dark II**, roll **Flare** for **each** Artifact on a Dark tile, using the Artifact as the center space for the roll.

You win if you lock 5 Artifacts and then escape the Cave.

Choose a difficulty level:

- **Easy:** Form the Possession deck as normal. You lose if 5 Crystal tiles collapse.
- **Medium:** After forming the Possession deck, shuffle the deck, draw three cards to use, and remove the rest from the game. You lose if 5 Crystal tiles or 2 Ghost tiles collapse.
- **Hard:** After forming the Possession deck, shuffle the deck, draw three cards to use, and remove the rest from the game. You lose if 5 Crystal tiles or **any** Ghost tiles collapse.

Difficulty Variants

You can adjust the difficulty level for the Ghost as follows:

- **Spirit (Easiest):** You must lock 3 Artifacts.
- **Specter (Easy):** You must lock 4 Artifacts.
- **Ghost (Standard):** You must lock 5 Artifacts.
- **Phantom (Hard):** You must lock 5 Artifacts. During setup, remove the *Ghost* card from your Possession deck.
- **Wraith (Expert):** You must lock 6 Artifacts. During setup, remove the *Ghost* card from your Possession deck.

FULLY FOCUSED VARIANT

You can combine this variant with any Difficulty card except *Wraith* to increase your difficulty.

Your victory condition changes as follows: After locking the number of Artifacts specified by your Difficulty card, you must end your turn on any Ghost tile without a locked Artifact, or you can simply lock another Artifact. (*On Ghost or Phantom, this Ghost tile will be the last one remaining.*) After doing so, you win if you escape the Cave by entering the Entrance tile.

The Cave Ghost

The spirit of a long-lost adventurer, cursed to haunt the Cave for eternity. Rather than seeking escape or merely an end, she has claimed the Cave as her own, twisting its powers so she might destroy all trespassers.

How to Win

Collapse the Cave. To do so, you must first place all of the Cave tiles, then remove Cave tiles until 5 Crystal tiles have been removed.

Setup

Place the Ghost tiles near you. (Do not shuffle them into the tile stack, as the Ghost does.)

Take the Possession cards matching the roles being played, except for the *Ghost* card. Return the other Possession cards to the box.

Leave the Artifact tokens in the box.

Follow all of the setup rules for the Cave (page 12 in *Vast: The Crystal Caverns*).

At the start of your first turn, place the Ghost piece on any unoccupied Dark tile. If no such tile exists, place a Dark tile from your hand, and then place the Ghost piece there.

Turn Summary

The Cave Ghost replaces the Cave in turn order, after the Dragon and before the Thief.

During your turn, resolve the following phases in order:

1. Collect Omen Tokens
2. Shape the Cave
3. Move and Use Powers
4. Place Treasure
5. Check Past Plunder

Your turn ends when you complete these phases.

1) Collect Omen Tokens

Collect Omen tokens based on your Isolation plus the number of Crystal tokens and Ghost tiles on the map, as shown below. Do not count those removed from the map, and do not count Treasure tokens (as the Cave does).

ISOLATION + CRYSTALS & GHOSTS	OMEN TOKENS
1	1
2	2
3–4	3
5–7	4
8–11	5
12+	6

2) Shape the Cave

Choose a tile from your hand and place it, Dark side up, adjacent to any tile on the map. Then, draw a new tile from tile stack and add it to your hand.

If you have any Crystal tiles in your hand, you must place them before placing any other tiles. (*Tiles placed during other players' turns do not have to be Crystal tiles.*)

Once the last tile in your hand has been placed, the Collapse begins on your next turn.

3) Move and Use Powers

During this phase, you may move and use powers in any order and combination, up to the limits described in their sections.

Moving

During this phase, you may move up to six spaces.

You may move through walls and into any spaces, including open spaces, freely and without effect. (*Likewise, other players may enter your space freely and without effect.*) However, you cannot end this phase on an open space.

Using Powers

You may use the **powers** shown on your player board by spending Omen tokens, following the rules for the Cave. Place spent Omen tokens in the Past Plunder space on your player board (*instead of returning them to the bag*).

Rockslide, **Hatred**, and **Crystal Curse** function as the Cave's same omens, except for the following changes:

- **Rockslide:** The Rockslide token can only be placed on an edge **adjacent** to your space.
- **Crystal Curse:** This power can only affect a space **surrounding** your space.
- **Hatred:** This power can only affect a space **surrounding** your space. During the Collapse, tiles you wish to remove with Hatred still follow the normal requirement based on the number of tiles they touch, while also needing to be in a surrounding space. (*Tiles added or removed during the Shape the Cave phase do not need to be in surrounding spaces.*)

Plot Twist lets you place a Ghost tile (*of your choice*), Dark side up, in a surrounding space.

Telekinesis works as the Ghost's same ability, but you can move only **one** object (*regardless of Influence*), and the distance you can move an object depends on your Isolation from the target object. You may target the same object with multiple uses of Telekinesis (*unlike the Ghost*).

Possession works as the Ghost's same ability, except that you start the possession turn **immediately** when you use the power (*instead of at the end of the target player's turn*), and other players **cannot** block it in any way. The cost in Omen tokens to possess a player depends on your Isolation from the target **plus** the role's Possession value (*the number listed in the upper corner of the Possession card*).



When using this power, treat your Influence [INF] as 2.

4) Place Treasure

Place a Treasure token on a Dark tile that does not hold a player piece or Treasure token. If no such tile exists, do not place the Treasure token.

5) Check Past Plunder

If the Past Plunder space on your player board holds 6 or more Omen tokens, return 6 Omen tokens to the bag and place a Treasure token on a Dark tile that does not hold a player piece or Treasure token. If no such tile exists, do not place the Treasure token.

Repeat this phase if 6 or more Omen tokens remain on your Past Plunder space.

Cave Rules

The Cave Ghost follows all of the rules for the Cave listed in its **Cave Tiles**, **Treasures**, and **Events** boxes, except that the Cave Ghost **cannot** examine the top three cards of the Event deck.

The Cave Ghost also follows all of the rules for the Cave listed in its **The Collapse** section.

Ghost Tiles

Ghost tiles are a new type of Cave tile. In addition to an Ambush, Event, or Treasure symbol, the Lit side of each Ghost tile shows a new symbol: the Ghost symbol.



Ghost tiles on the map contribute to the number of Omen tokens that you draw during the Collect Omen Tokens phase.

In games with the Cave Ghost, Ghost symbols only show which tiles are Ghost tiles; they have no other effect.

If a Ghost tile is removed from the map before the Collapse, return the tile to your supply (*not to the bottom of a tile stack*).

You can place Ghost tiles by using the Plot Twist omen.

Isolation

The Cave Ghost's power over entities in the Cave and her attunement to the Cave itself change as she becomes more or less isolated from them.

Isolation is measured in rings of surrounding spaces, ignoring the presence of walls, tile features, and open spaces:

3	3	3	3	3	3	3	3
3	2	2	2	2	2	2	3
3	2	1	1	1	2	3	
3	2	1	1	1	2	3	
3	2	1	1	1	2	3	
3	2	2	2	2	2	2	3
3	3	3	3	3	3	3	3

During the Collect Omen Tokens phase, measure your Isolation from the **closest player piece**. (For example, if a Goblin Tribe is in a space marked "2" and the Knight is in one marked "3", your Isolation is 2.) With **greater Isolation**, you will collect more Omen tokens.

When using Telekinesis or Possession, measure your Isolation from your **target**. With **lower Isolation**, your power will be more powerful or less expensive.

Other Players

Unless specifically noted, other players cannot target the Cave Ghost with attacks, powers, or other effects.

Player Variants

The Cave Ghost is an alternative to the Cave, so she may be used in any variant that would include the Cave player, using the setup instructions and victory conditions of the Cave. (*Like the Cave, there is no solo variant for the Cave Ghost.*)

CROWDED HOUSE (VARIANT)

Crowded House is intended for use in games with many players.

The change for games with 4 or more players applies only in games without a Cave [Ghost] player, and it slows down the Collapse to give players more time to complete their victory conditions.



The change for games with 6 or more players gives the Cave [Ghost] player a small boost to help offset the greater number of players who will be collecting Treasures, smashing Crystals, and affecting Isolation.

Difficulty Variants

You can adjust the difficulty level for the Cave Ghost as follows:

- Spirit (Easiest):** Remove 2 tiles of each type, including Ghost tiles, during setup. Remove Ghost tiles at random, returning them facedown to the box. The Cave collapses when 3 Crystal tiles have been removed.
- Specter (Easy):** Remove 1 tile of each type, including Ghost tiles, during setup. Remove Ghost tiles at random, returning them facedown to the box. The Cave collapses when 4 Crystal tiles have been removed.
- Ghost (Standard):** The Cave collapses when 5 Crystal tiles have been removed.
- Phantom (Hard):** Place 4 Hatred tokens near your board. When you use the Hatred omen while any Hatred tokens remain, you may ignore its effect to instead remove a Hatred token from the game. The Cave collapses when 5 Crystal tiles and all Hatred tokens have been removed.

- Wraith (Expert):** Place 8 Hatred tokens near your board. When you use the Hatred omen while any Hatred tokens remain, you may ignore its effect to instead remove a Hatred token from the game. The Cave collapses when 5 Crystal tiles and all Hatred tokens have been removed.

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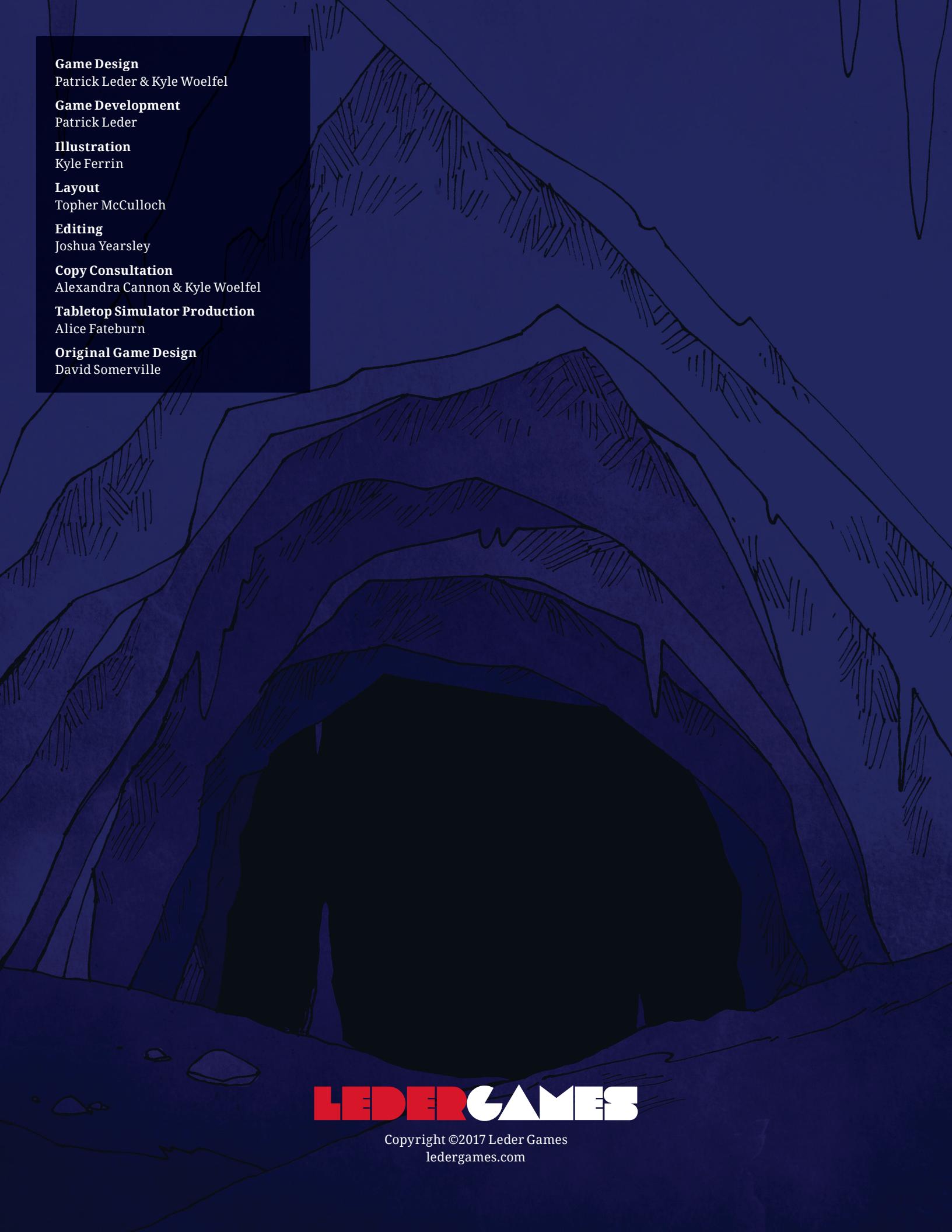
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