

MARK SWANSON

FLED

THE SPECTER



The Bits



1 ghost reference tile



1 ghost corridor tile



1 ghost meeple

Playing the Expansion

In this expansion, you will encounter the Spike Island specter! Set up the game as usual, then choose to play either the solo or multiplayer variant described below.

Solo Variant

Add the **ghost reference tile** to the left of your main reference tile. Replace the chaplain tile and meeple with the **ghost corridor tile** and **ghost meeple**. Take your turn first. Then, after each of your turns, resolve the Specter's turn as follows:

The haunted corridors of Spike Island prison are no place to roam at night. But brave them you must, lest You remain in captivity—forever!

Step 1: Flip three tiles from the room tile stacks.



Step 2: Choose one tile to add to the prison following these criteria:

- If the tile features a gold scroll, you must place this if you can
- If any whistle or shamrock tiles were flipped, you must choose one to set aside and may not add it to the prison
- When adding a tile that summons a warder or ghost to the tile, you must add this tile in a manner that is most threatening to yourself

- If you are unable to add a tile to the prison, surrender one to the Governor's inventory

Step 3: If either of the two remaining tiles are a shamrock or whistle, you must discard one of them to trigger the whistle effect (see next page), otherwise, discard a tile with no effect.



Step 4: Surrender the third and final tile to the Governor.



Author: Mark Swanson
Artist: Klemens Franz
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Whistle Effect

When you or the Specter activate the whistle, you must move a warder (the most threatening) and the ghost **towards** your prisoner. Warders move 0-3 rooms orthogonally through archways and doors. However, the ghost moves 0-1 room orthogonally without restriction! Don't forget to advance the whistle at the end of the turn.

End of Game

You will lose the game immediately if the whistle travels back to the Governor's roll call tile before you escape, you are unable to replenish your hand, or the ghost meeple reaches your prisoner. If you reach the forest, you win!

Add up your VP to rate your escaping prowess:

5 vp: Awfully average

6-8 vp: Dreadfully decent

9-11 vp: Ghoulishly great

12-14 vp: Frighteningly fantastic

15-16 vp: Eerily exalted

Multiplayer Variant

Add the **ghost corridor** tile and **ghost meeple** to the game (Do not remove the chaplain tile or meeple). Whoever activates the whistle may move a warder (0-3 rooms) and the ghost (0-1 room) as he sees fit. If the ghost targets a prisoner, that prisoner is frightened back to his bunk (shackles are not added or removed during a ghost encounter).