

Central Brook College is infamous for its unconventional initiations — for these four students, initiation means being dragged out of their beds and loaded into the back of a car, only to be locked inside Eidenbery House, the local haunted mansion located just outside of town. Rumour has it that the mansion's former occupants were found brutally murdered by an unknown assailant — one who turned up dead at their doorstep a month after the incident. Unfortunately for everyone involved, what is supposed to be nothing more than a harmless test of courage transforms into a death trap when it turns out that the resident ghost is a little more than just a story. The only way they can make it out of this alive is by putting their teamwork to the test — by working together to either exorcise the ghost, or escape the mansion entirely.

The Haunting of Eidenbery Set-up.

1. Player meeples all begin in the main lobby. Which is a safe zone.
2. The Ghost deck is shuffled and then added to the Ghost deck card zone.
3. The Search deck is shuffled then added to the Search deck card zone.
4. The Item deck is shuffled and then added to the Item deck zone.
5. Players select a character which they wish to play as and choose which meeple they would like to use.
6. The player that fears the paranormal the most starts first.

The haunting of Eidenbery Rules.

1. Players characters can move a maximum of 4 spaces in one turn.
2. Players may only move up, down, left and right. No diagonal movement.
3. At the beginning of a turn a ghost card is drawn and players must follow its effects.
4. On the first turn at the beginning of the game the players do not draw a ghost card as they are in the safe zone and the Entity does not know they are in the house.
5. When a player enters a room, they search the room.
6. When a player searches the room they draw a Search Card, they read the card and see if they get an item or not. If the player receives an item the player draws an item card from the item deck.
7. When a player gets an item, they put the item into their item zone on the character card.
8. If there are 3 or more players, a room can only be searched once per player. If there are 2 or less players, then the same room may be searched twice.
9. When a Haunting Chill card is drawn the players will place it on the Haunt Card zone.
10. When 3 Haunting chill cards are drawn the players lose the game.
11. The players will explore the house and must find 3 keys to escape. Once all 3 keys are found, all players must return to the main lobby to escape.
12. If all 3 keys are found and all players are in the main lobby they win.