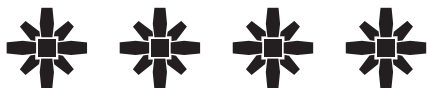


SEPULCHRE



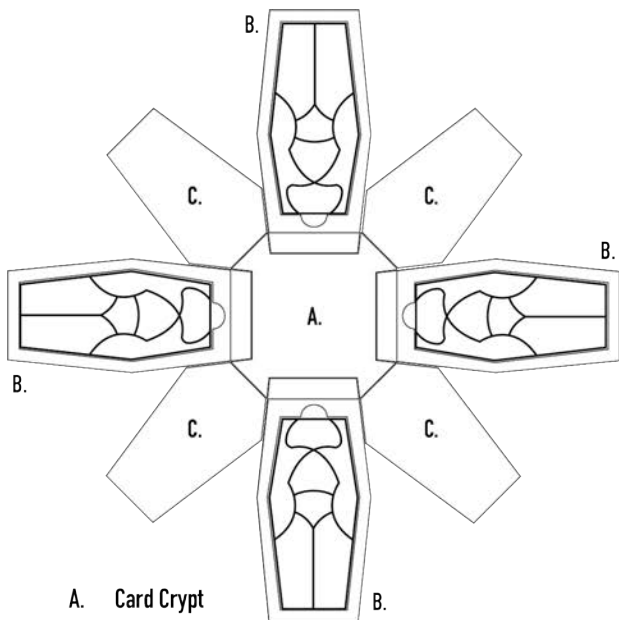
A GRAVE GAME

RULES

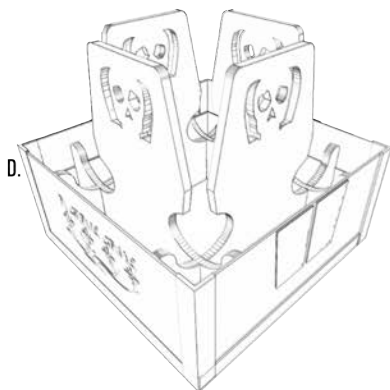


Created, Designed, and Illustrated by Matt Johnson

Sepulchre Game Board



- A. Card Crypt
- B. Grave
- C. Discard Plot
- D. Ossuary



You are exploring the attic of a Victorian mansion that once belonged to an old widow with a reputation for dabbling in the occult, witchcraft, and all things supernatural.

What you find at first does not surprise you—a seance table covered with an ornate black tablecloth, a collection of crystal balls on elaborate stands, a human skull, a taxidermied owl, a beautifully presented collection of moths. Behind a crate of candles and potions, is what you expected to find: a very old and well-used Ouija board. You gingerly pick it up to wipe away some cobwebs when you see a tall rectangular box next to where it is resting.

Grasping it with two hands, you lift it up to the surface of the seance table and wipe away the dust obscuring the Art Nouveau titling. It reads “Sepulchre”...

Game Objective:

The first player with three complete skeletons in their grave wins.

Game Set-Up:

Assemble the Sepulchre by attaching the player’s graves (B.) to the sides of the center Card Crypt board (A.). Then attach the Discard Plots (C.) to the corners of the center Card Crypt board.

Suggested: Remove the skeleton puzzle pieces from their coffin box and arrange the pieces in groups in the lower box Ossuary (D.): legs and arms in the outer slide slots. Place the skulls, ribs, and pelvises in the center. Otherwise, just work from a bone pile.

Remove the deck from its box and shuffle the cards before placing them on the center Card Crypt game board.

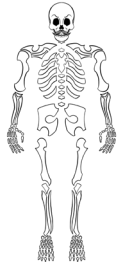
Game Tip: Assign one player to be the “Undertaker” to manage and distribute the skeleton pieces from the Ossuary. If your group doesn’t want to use the Ossuary, pulling pieces from the skeleton piece coffin box or just working from a big pile at one end of the game table works also.



Grimmy the Clown



Sam



Doc Holliday



Princess Margo



Helga



El Diablo



Mr. Friday



Fido



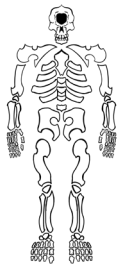
Capt'n Tyler



Scratchie



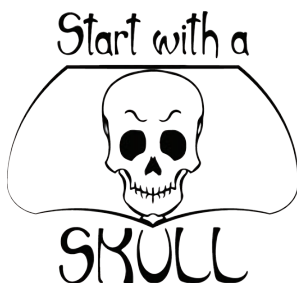
Reginald



Aunt Gertrude

Note: You can mix & match Skeleton pieces

Skeleton Cards & Building Skeletons:



***Alternate Rule:** Have each player begin the game with their first skull in their respective grave.*

Skeleton Cards represent skeleton pieces which, when played on a player's turn, allow the player to build a skeleton in their grave. In order to build a skeleton in a player's grave, the player must begin each skeleton by playing a skull using one of the following options:

- A Skull Skeleton Card
- Stealing a skull piece from another player's grave with the Mad Scientist Cemetery Card
- Receiving a skull piece from the Ossuary when another player uses the Exhume Cemetery Card on the player's behalf
- Declaring a skull when playing an Unmarked Grave Cemetery Card

During a player's turn, as many skeleton cards in their hand may be played as possible to build a skeleton, so long as there is a skull piece already in their grave or if there is a card that brings a skull into their grave (see above).

***Note:** In theory, with a player hand of 7 cards, a player could play a complete Skeleton with a single hand. This is called a "Full Skeleton" and gives the player annoying bragging rights.*

A player must complete a skeleton by placing all 7 pieces in their grave before beginning to build their next skeleton.

Players may NOT build multiple skeletons simultaneously.

A player may NOT begin building a new skeleton on the SAME TURN as completing a skeleton.

Decay Cards: Decay Your Opponents

Decay Cards represent skeleton pieces, when played, allow a player to return a skeleton piece from an opponent's grave to the Ossuary.

A Decay Card cannot remove a skull. Ever.

A Decay Card cannot remove a piece from a complete skeleton.

Decay Cards return skeleton pieces to the Ossuary, they are NOT taken by the player of the Decay Card. *Taking a piece as your own when playing a Decay Card is called cheating, Elena. (Don't be like Elena.)*

You can only play one Decay Card per player per turn.

You cannot play a Decay Card against an opponent if you play a Cemetery Card against them. You can only play 1 card per opponent.

Example: *You play a Decay Card and your opponent blocks it with a Family Heirloom card. You cannot play a second Decay Card on the same opponent on that turn.*

Playing a Decay Card against an opponent to remove a piece of a skeleton being constructed in their grave counts as a card played against that player.

Example: *You cannot play both a Decay Leg and a Decay Arm Card to remove both an arm and a leg piece from the same opposing player on the same turn. However, you can decay a leg from one opponent and an arm from another opponent.*

When played, Decay Cards can be countered by the opposing player if they play a Family Heirloom or the Midwatch card from their hand when a Decay Card is played against them.

Cemetery Cards: Sepulchre Strategy

Be sure to read Cemetery Cards carefully.

Cemetery Cards are limited in number – most are one of a kind – and they allow a player to take specific actions when played. Please refer to the Sepulchre Deck Guide for details and examples.

***Pay Attention:** A number of Cemetery Cards specifically state that they are the ONLY card that may be played on a player's turn, or that no other action or cards may be played on that turn.*

A player may play either a single Decay or a single Cemetery Card per opposing player on the player's turn to benefit themselves, another player, or to prevent the success of another player.

When the impact of a Decay or Cemetery Card is prevented by a counter Cemetery Card, this does not create an opportunity for a second attempt on the same player.

***Example:** You play an Arm Decay against an opposing player with an incomplete skeleton in their grave. The player you are attempting to play a Decay card against plays a Family Heirloom Cemetery Card, which negates the Decay Card. Despite the fact that you still have additional Decay Cards in your hand, you must wait to play them on future turns or play them against other players.*

(4 players = total combination of any 3 Decay or Cemetery Cards per turn, 1 card per opposing player unless stated otherwise on a card.)

One Card per Player, Multiple Impacts?

While a player may only play one Cemetery Card per opposing player, depending on the combination of Cemetery Cards, opposing players may be impacted by more than one card.

***Example:** On your turn you play the following Cemetery Cards: Mad Scientist to steal a skull from a player with a complete, exposed skeleton to start a new skeleton in your grave. You then play Wild Animal, allowing you to steal an arm piece from a second player's incomplete skeleton. Then you play Columbarium, exchanging 1 unwanted card from your hand with 1 random card from each of your 3 opponents. For good measure, you play 1 last card, Exhume which doesn't count against any of the opposing players, giving the player who's skull you stole a replacement – because you're a nice person. Right?*

Cemetery Cards, cont. next page

Cemetery Cards: Sepulchre Strategy cont.

Cards to play when it's not your turn:

Cemetery Trees, Family Heirloom, and Haunt must be played on an opposing player's turn.

The card Midwatch can be played either on the player's turn or on an opposing player's turn.

***Note:** The cards Exhume and Midwatch do not count as cards played against opponents when played during your turn..*

A player may not play more than 1 card that requires that a card be either the first or last card played on the player's turn. If permitted, a player may play a single card that requires it be played first in addition to a single card that requires that it be played last on their turn.

Card Count: At the end of their turn, a player draws up to 7 cards or discards down to 7 cards unless a card explicitly states otherwise.

Drawing marks the end of a player's turn.

The only time a player may discard 1 card at the end of their turn in exchange for a new card is if they were unable to play a card on their turn.

One last note about card count: There are several instances where a player can lose cards to another player or play a card when it is not their turn. A player does not draw back up to 7 cards until the end of their respective turn. The only card that allows an immediate replacement to be drawn is Family Heirloom (see card).

When the Draw Pile is Depleted:

When all of the cards in the center board Card Crypt have been drawn, all of the player discard piles in their Discard Plots are collected, reshuffled, and placed on the Card Crypt as a fresh draw pile.

***Game Tip:** If you're wanting to play a card like Gravedigger or Resident Murder, you'll want to do this before the draw pile runs out!*

Getting Started:

Shuffle the coffin box deck of cards.

Each player draws 7 cards from the center Card Crypt, or conversely, have a player deal 7 cards to all of the players.

Determine which player starts by determining who visited a cemetery most recently.

Don't be a stranger: If the same person in your playing circle keeps getting to go first, visit your local cemetery!

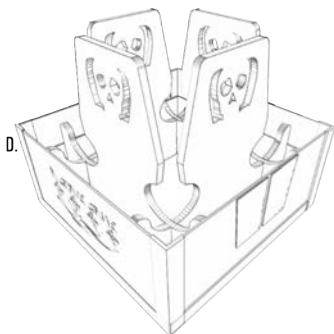
Players play in turn, going around the board to the left of the starting player.

When a player plays cards on their turn, the cards are placed **FACE UP** in their Discard Plot next to their grave.

Card Count: At the end of their turn, a player draws up to 7 cards or discards down to 7 cards. This action marks the end of a player's turn.

The only time a player may discard 1 card at the end of their turn in exchange for a new card is if they were unable to play a card on their turn.

Reminder: Assign one player to be the "Undertaker" to manage and distribute the Skeleton pieces from the Ossuary. If your group doesn't want to use the Ossuary, pulling pieces from the skeleton piece coffin box or just working from a big pile at one end of the game table works also.



Lower Lid Ossuary

What You Can Do on Your Turn:

Play as many Skeleton Cards as possible to complete a skeleton, provided there is a skull in your grave or if a skull can be placed in your grave on your turn.

Play one Cemetery* Card OR one Decay Card for each opposing player.

Play any Cemetery* Cards that don't count as cards played against other players.

*Play a Cemetery Card that is the only card that can be played on a player's turn.

Discard 1 card to end your turn in exchange for a new card if you are unable to play any cards on your turn.

What You Can Do on Your Opponent's Turn:

Play a Cemetery Trees Cemetery Card before another player draws or obtains new cards.

Play the Midwatch Cemetery Card to protect any skeleton from being decayed, stolen or removed.

Play a Family Heirloom Cemetery Card to prevent a Decay Card from removing a piece of an incomplete skeleton from your grave. Don't forget to draw a replacement card afterward.

Play the Haunt card to use or discard a Cemetery Card played by another player on their turn.

What You Can't Do (ever):

Build a skeleton without starting with a skull.

Build multiple skeletons simultaneously.

Begin building a new skeleton on the SAME TURN as completing a skeleton.

Play a Decay Card on a complete skeleton.

Play multiple Decay Cards against a single player.

Play multiple Cemetery Cards against a single player.

Place a skeleton piece in your grave that was removed from another player's grave using a Decay Card.

Empty the Ossuary: Longplay Variation

This is an alternate longplay version by turning it into a game of elimination.

Once the first player has successfully completed three skeletons, keep the funeral procession going by continuing to play with the remaining players!

Note: with each player that drops out of the game, the number of Decay and Cemetery Cards that can be played on each player's turn is reduced by one.

Leave the discard piles of the players that have finished in their respective Discard Plots. Once the draw deck is depleted, gather all of the discarded cards, reshuffle, and place back in the Card Crypt center board.

Avoid the Argument:

Can Gold Tooth and Phantom be played on the same turn? YES.

Can Gold Tooth and Phantom be played on the same turn as completing a skeleton? YES. In the right order.

Can Phantom be played even when you have a third incomplete skeleton? YES. Yay, extra bones!

Can a player interrupt a player with Cemetery Trees who has played Resident Murder or Gravedigger and already started sorting through a discard pile? NO. Play it before they begin sorting.

Can a player interrupt Graveside Service with Cemetery Trees if the player has already discarded and drawn new cards? NO.

Look, Cemetery Trees requires an element of timing. How you manage it at your game table is up to you. I might be there in spirit, but I can't be your referee.

If a player plays a Cemetery Card that is the only card that can be played on a turn, and another player plays Haunt and uses or discards their card, can the first player resume playing other cards in their hand? YES. Treat this as a reset for the player's turn with whatever remaining cards they have.

Does a player draw the remaining cards in the draw pile first before the discard piles are collected and reshuffled? YES.

Sepulchre Deck Expansion/Modification

The card deck for Sepulchre – A Grave Game is designed to be modified and enhanced with additional expansion cards or by removing cards for different game play experiences. Below is a list of recommended cards to build a viable and playable deck.

Minimum Deck Requirements:

Skeleton Cards:

6 skull cards

4 rib cards

4 pelvis cards

8 arm cards

8 leg cards

Decay Cards:

4 Wild Decay cards

2 Ribs Decay cards

2 Pelvis Decay cards

2 Arm Decay cards

2 Leg Decay cards

Cemetery Cards:

2 Family Heirloom cards

2 Unmarked Grave cards

1 Cemetery Trees card

1 Exhume card

1 Midwatch card

1 Wild Animal card

20 - 30 additional Cemetery cards (Game outcomes will vary depending on the mix of cards selected. For best results, keep most Cemetery cards limited to being one-of-a-kind.)



Sepulchre – A Grave Game is copyright 2024 Matt Johnson, owner of Raven Portents, LLC.

SEPULCHRE



DECK GUIDE

SKELETON CARDS

Players use these cards to build skeletons in their graves.

8 Skull Cards

Play this card to place a skull piece in your grave.

5 Ribs Cards

Play this card to place a ribs piece in your grave.

5 Pelvis Cards

Play this card to place a pelvis piece in your grave.

10 Arm Cards

Play this card to place an arm piece in your grave.

10 Leg Cards

Play this card to place a leg piece in your grave.

Reminder: You need a skull to begin a skeleton.



Play as many Skeleton Cards as possible on your turn to complete a skeleton, provided there is a skull in your grave or if a skull can be placed in your grave.

DECAY CARDS

6 Decay Cards

These cards force the removal of a specific piece of a skeleton being built.

Play this card against another player to return (a piece) of their incomplete skeleton to the Ossuary. Cannot remove a piece from a complete skeleton.

1 Decay Ribs Card

1 Decay Pelvis Card

2 Decay Arm Cards

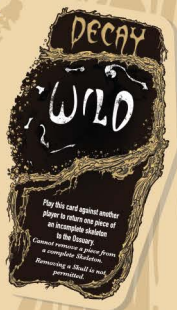
2 Decay Leg Cards



4 Wild Decay cards

These cards force the removal of any single piece of a skeleton being built.

Play this card against another player to return one piece of an incomplete skeleton to the Ossuary. Cannot remove a piece from a complete skeleton. Removing a skull is not permitted.



The Cemetery Card *Family Heirloom* prevents a Decay Card from removing a skeleton piece from your grave on another player's turn.

CEMETERY CARDS



ASHES TO ASHES

(1 card)

Must be the last card played on the player's turn.

All Decay Cards in all players' Discard Plots are collected and shuffled into the Draw Pile.

This action can be prevented by Cemetery Trees or a Family Heirloom.

Strategy: Destroy as much as you can, when you can.

Example: You're certain that most of the Decay Cards in the deck have been played and discarded. Play this card and increase your odds of drawing cards to destroy your enemies.

Fact: "Ashes to ashes" is a phrase meant to remind us that we must all return to the earth.



BELL RINGER

(1 card)

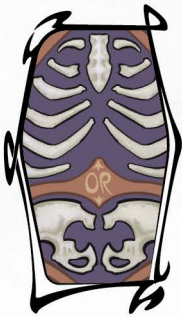
When played on your turn, forces a player to discard their hand and draw a new hand of only 3 new cards.

This card can be cancelled by Cemetery Trees.

Strategy: Rattle your opponent's nerves.

Example: The player to your right just played Resident Murder and collected some valuable cards from another player. Thwart their advantage by making them discard.

Fact: Bodies were sometimes buried with wires or strings attached to bells in case they were accidentally buried alive.



BODY SNATCHING

(1 card)

Remove either the ribs or pelvis from another player's grave and add it to a skeleton you are building in your own grave.

Strategy: Steal what your opponent already has.

Example: If a player needs either a ribs or pelvis piece to build a skeleton in their grave, they would play this card on their turn to obtain either a ribs or pelvis piece from a skeleton being built in another player's grave.

Fact: The act of graverobbing was commonly referred to as "body snatching".

CEMETERY CAT

(1 card)

Must be the last card played on the player's turn.

Draw the same number of cards you have in your hand, then discard down to 7. Cards drawn using this card cannot be played on the same turn.

This card can be cancelled by Cemetery Trees.

Strategy: Pause and regroup.

Example: A player with this card plays a skeleton card to help build a skeleton in their grave. They then choose to play this card last, leaving them with five cards in their hand. This would allow them to draw five cards instead of two. They would then choose which cards to keep and discard back down to 7 cards.

Fact: Many cemeteries have resident felines in light of the abundance of small rodents.





CEMETERY TREES

(2 cards)

Play this card during another player's turn.

Prevents a player from discarding, drawing, obtaining, or exchanging cards.

Cannot be played once a player begins to draw, obtain, or exchange cards.

Cemetery Trees can cancel the following cards:
Bell Ringer, Cemetery Cat, Columbarium, Exedra, Funeral Wreath, Gravedigger, Graveside Service, Resident Murder, Whistling Past the Graveyard, Witching Hour

Strategy: Timing is everything.

Example 1: *An opposing player plays 6 of the 7 cards in their hand on their turn, just as they declare they are done and are preparing to draw back up to seven cards from the draw pile, you would play this card, thus preventing them from drawing back up to seven and leaving them with a hand of one card until their next turn.*

Example 2: *An opposing player plays Resident Murder to take your discard pile into their hand and take useful cards you've already played. You immediately play Cemetery Trees, preventing them from acquiring your discarded cards.*

Example 3: *A player plays 2 skeleton cards and then proceeds to play Graveside Service. In response to this, you play Cemetery Trees, preventing the player from discarding their current hand and drawing a new hand.*

Note: *Should not be allowed if attempted to play once the process of drawing or obtaining cards has begun. Manage accordingly.*

Fact: In many historic cemeteries, it is common to see gravestones that have been overturned or absorbed by large mature trees.



COLUMBARIUM

(1 card)

No other cards may be played on this turn.

Exchange 1 card in your hand for 1 random card from another player's hand.

The player may exchange one card per opposing player but are not required to exchange with every player.

This card can be cancelled by Cemetery Trees.

Strategy: Dump your junk and burn it.

Example: *You have 2 cards you can't use or need in your hand. Play this card and exchange the unwanted cards with 2 of your opponents (1 each), forcing them to allow you to draw a random card from each of their hands in exchange for your unwanted cards.*

Fact: The first columbaria for human remains were built in ancient Rome around the 1st century AD.

DUST TO DUST

(1 card)

No Decay cards may be played on the same turn.

Forces another player to remove the top incomplete skeleton being built in their grave and return those pieces to the Ossuary.



Strategy: Reduce your enemies to dust.

Example: *You have no other option to play to prevent a player from completing a skeleton. Wipe it out, even if you don't benefit from it directly.*

Fact: "Dust to Dust" is a phrase that conveys the idea that humans are made from the earth and will return to it after death.

EPITAPH

(1 card)

When played, no other cards may be played on this turn.

Complete an incomplete skeleton with a skull and at least two other skeleton pieces in your grave.

Strategy: Have the last word.

Example: You have a Skull, an Arm, and a Pelvis already in your Grave. Play this card and complete the skeleton entirely.

Fact: Epitaphs are inscriptions on a tomb or gravestone.



EXEDRA

(1 card)

No other Cemetery Cards may be played on this turn.

Pass an unwanted card in your hand to the player on your left.

If the player chooses to keep the card you give them, they must pass an unwanted card in their hand to the

next player on their left. Repeat this until a player chooses to discard the card passed to them instead of keeping it and passing a different card.

This card can be cancelled by Cemetery Trees.

Playing Tip: This action could theoretically make several rounds around the playing table.

Strategy: Why simply discard?

Example: Play Exedra and pass the card you would have discarded to the player to your left.

That player looks at it, decides it's useful and chooses to keep it. That player then selects a card that they don't currently value and passes it to the next player to their left. This third player looks at the card passed to them, decides they don't need it and places it in their Discard Plot.

Fact: An Exedra is a gravesite monument that is also a bench for loved ones and visitors to use.





EXHUME

(2 cards)

Add 1 skeleton piece – including a skull – to another player's grave to start or build a skeleton on the card player's turn.

Does not count as a

card played against another player on that turn.

Strategy: Sometimes the best way to win is to help another player out.

Example: You just completed a skeleton, which is now exposed. Perhaps giving a skull to the player with an empty grave will make them less inclined to play the Mad Scientist card and steal your skull?

Fact: To exhume means to remove from a place of burial.

FAMILY HEIRLOOM

(4 cards)

This card is played on the turn of a player attempting to play a Decay Card.

Draw one card from the draw pile after discarding.

Prevents a Decay Card from being played on any chosen Skeleton.

Strategy: Great Grandma's ghost isn't letting go of her favorite brooch.



Example: An opposing player plays a Wild Decay card and claims they are removing an arm piece from a skeleton you are building. You respond by playing this card and preventing the loss of your arm piece. After discarding this card, you would draw a replacement card from the Card Crypt.

Fact: Most civilized cultures have observed a practice of burying valuables and items of personal importance with the bodies of loved ones.

FUNERAL WREATH

(1 card)

Must be the last card played on the player's turn.

Take the top discarded card from the other players' pile to their hand. Discard down to 7 cards. Cards drawn using this card cannot be played on the same turn.

This card can be cancelled by Cemetery Trees.

Strategy: Pay attention.

Example: You are able to play 2 skeleton cards to help build a skeleton in your grave. You notice that two of your opponents have recently played and discarded cards for skeleton pieces you need but do not have. Playing this card as your last, you collect the top discarded card from your opponents Discard Plots and discard your own hand down to seven, keeping the two skeleton cards you need for your next turn

Fact: A symbol of continuity, the funeral wreath represents the circle of eternal life.



GOLD TOOTH

(1 card)

Cannot be the player's third/final skeleton.

Instantly counts as a complete skeleton and all pieces to complete a skeleton may be placed in the player's grave. The complete skeleton is stacked below any

skeleton being built in the card player's grave.

May be played on the same turn as completing a skeleton.

Strategy: Luck. Pure luck.

Example: You have an incomplete skeleton in your grave. You play this card and place an entire skeleton in your grave with the incomplete skeleton on top of it.

GRAVEDIGGER

(1 card)

No other action or cards may be played on this turn.

Take your discard pile into your own hand.

Discard down to 7 cards into your discard pile. When played, this card must remain in the player's discard pile.

This card can be cancelled by Cemetery Trees.



Strategy: Recycle & reuse.

Example: *You play this card on your turn and take your entire discard pile into your hand (provided nobody blocks you with Cemetery Trees). Select the cards you want to play again and discard down to seven cards.*

Fact: In many cultures throughout history, gravediggers have been highly marginalized by their societies.



GRAVEROBBER

(1 card)

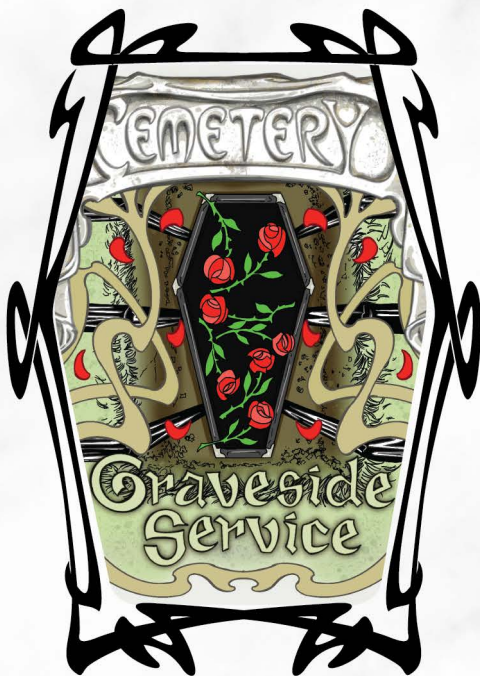
No skeleton cards may be played on the same turn this card is played. Remove the top skeleton being built from another player's grave and place what parts you need in your grave to build your own skeleton.

Any parts you don't need are returned to the Ossuary.

Strategy: Win by any means necessary.

Example: *An opposing player has an incomplete skeleton consisting of 6 pieces. Play this card and remove the pieces of your opponent's incomplete skeleton, placing the pieces you don't have to build your own skeleton in your grave and discarding the remaining pieces into the Ossuary.*

Fact: Corpses stolen from graves during the 18th and 19th centuries were typically sold to medical schools for use in the study of anatomy.



GRAVESIDE SERVICE

(1 card)

Must be the last card played on the player's turn. Discard your current hand in exchange for 7 new cards. Cards drawn using this card cannot be played on the same turn.

This card can be cancelled by Cemetery Trees.

Strategy: Avoid a rut. Try something new.

Example: *You don't have any cards you can play on your turn besides this card. Play it, and place it in your Discard Plot, and then discard the remaining cards in your hand and draw seven fresh cards from the Draw Pile.*

Fact: Archaeologists have found Neanderthal skeletons buried with flowers and other artifacts, which may indicate a belief in an afterlife.



HAUNT

(1 card)

*Play this card on another player's turn.
A Cemetery Card played by another player on their turn is played or discarded by you instead.
The Cemetery Card in question is placed in the original player's Discard Plot.*

Strategy: What's yours is actually mine.

Example: An opponent plays Phantom to steal a complete skeleton from another opponent's grave. You play Haunt and the Phantom card is now yours to play, allowing you to steal the complete skeleton and place it in your grave instead.

Example 2: An opponent plays Unmarked Grave to give themselves a skeleton piece. You decide that this is not in your favor and play Haunt to give yourself a skeleton piece instead.

Example 3: An opponent plays Cemetery Trees on another opponent's turn to prevent their drawing back up to seven cards. Knowing the advantage this will give the first player, you play Haunt and have the Cemetery Trees discarded without taking effect.

Fact: Haunt means to stay or persist, to manifest in the same place regularly.



LYCHGATE

(1 card)

Must be the last card played on the player's turn.

When this card is played, the player to the right is allowed to play a turn.

When the player to the right of the card player completes their turn, the player rotation resumes going to the left, returning to the player of this card.

Strategy: Give someone else (and yourself) a second chance.

Example: You play Lychgate after playing any other cards on your turn. The player to your left now must wait as the player to your right plays a turn before returning to you.

Note: This card cannot be played in a two-player game. Remove from the deck.

Fact: Lychgates are roofed or covered gateway entrances into graveyards, most notably in Britain. Lych is a word derived from the Saxon word for corpse.

MAD SCIENTIST

(1 card)

Cannot be played on the same turn that a skeleton is completed.

Remove a skull from a skeleton in another player's grave and place it into your grave to start a new skeleton. All other skeleton pieces remain in the other player's grave.

The opposing player must acquire a new skull to resume building their skeleton.



Strategy: Desperation is the mother of initiation.

Example: You don't have a skull card to get your next skeleton started. Play this card and remove a skull from an opponent's skeleton and place it in your grave. Now you can place any other skeleton pieces you have cards for as well.

Fact: The average adult human skull weighs between 11 and 14 lbs (5–6.5 kg).



MIDWATCH

(2 cards)

Play on any player's turn to protect a skeleton in any player's grave for one round.

Place the card over the protected skeleton to protect it until the beginning of the card player's next turn, at which time, it should be placed in the player's discard pile.

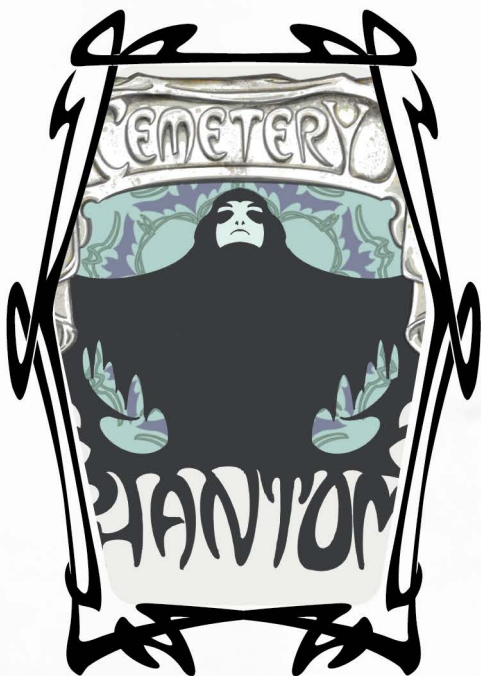
Does not count as a card played against another player on that turn.

Strategy: Be alert and ready.

Example: You have 5 of the 7 pieces needed to complete a skeleton in your grave. You think there is a decent chance you will obtain cards that will help you complete the skeleton within the next round or two. Play this card on your turn to prevent other players from decaying or stealing from your incomplete skeleton.

Example 2: You have Mad Scientist in your hand and you need the skull of another player. An opponent plays Dust to Dust on the skeleton you're eyeing, so you play Midwatch to prevent the skeleton (and the skull you need) from returning to the Ossuary.

Fact: The term "midwatch" comes from times when watchmen were stationed in graveyards to prevent corpses from being stolen or looted.



PHANTOM

(1 card)

Remove a complete skeleton that isn't covered by an incomplete skeleton from another player's grave and place it in your own grave. The complete Skeleton removed is stacked below any skeleton being built in your grave.

May be played on the same turn as completing a skeleton.

Strategy: Win. Even if it makes enemies.

Example: *One of your opponents completes a Skeleton in their grave. You play this card and steal the newly completed skeleton, placing it into your own grave, beneath the incomplete skeleton you were building.*

Fact: A phantom is an apparition that can be seen by the living. It is also a word to describe a figment of the imagination or trick of the mind.

RESIDENT MURDER

(1 card)

No other action or cards may be played on this turn.

Take another player's discard pile into your own hand. Discard down to 7 cards into your discard pile.

This card can be cancelled by Cemetery Trees.

Strategy: Be resourceful.

Example: Another player discarded a couple of Decay Cards earlier in the game but now you have an opponent that is quickly building their third Skeleton. Playing Resident Murder to obtain those Decay cards might be the only thing that stops your opponent from winning (provided nobody blocks you with Cemetery Trees).

Fact: Crows only live near human settlements.



SEANCE

(1 card)

Choose another player to look at the cards in one other player's hand on your turn.

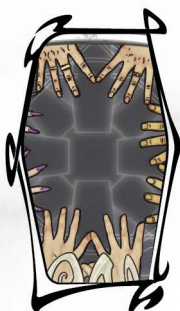
You may not choose yourself.

Strategy: Let your opponent know your other opponent's secrets.

Example: Choose a player to look at the hand of the player one turn ahead of you, and hope that it gives them some insight on how to prevent the player ahead of you from gaining an advantage.

Note: This card cannot be played in a two-player game. Remove from the deck.

Fact: A seance is a gathering of individuals attempting to communicate with the spirits of the deceased and dates back to the early 19th century when the Spiritualism movement became popular.





SHROUD

(2 cards)

May be played only once the player has one or more complete skeletons.

When this card is played on the player's turn, place the card over the player's first/ bottom complete skeleton in the player's grave.

No cards or actions can remove the covered first skeleton for the remainder of the game.

Strategy: Devoted vigilance will keep you safe.

Example: You complete your first skeleton in your grave with a leg piece. You then play this card and place it over that skeleton to prevent anyone from playing Phantom or Mad Scientist before you can start your next skeleton.

Fact: A shroud symbolizes the transition between life and death.



SPOOKED

(1 card)

Forces the player the card is played against to skip their next turn.

Place this card over the grave of the player being skipped.

Discard into your Discard Plot after the player has been skipped.

Strategy: Ghost your rivals.

Example: The player to your left only needs one skeleton piece to complete their third and final skeleton. Play this on your turn against that player to buy yourself and the other players some time.

Fact: The word "spook" is believed to be an American adaptation of the German word Spuk -- meaning "ghost" or "spirit".

UNMARKED GRAVE

(3 cards)

Select 1 skeleton piece of your choice – including a skull – from the Ossuary to add to a skeleton you are building. May be played with Skeleton Cards on the same turn.



Strategy: Building skeletons is the only way to win. Take what you can find.

Example: You have an almost complete skeleton that is only missing a pelvis and an arm. You have an Arm Card but you don't have a Pelvis Card. However, you have Unmarked Grave. Play Unmarked Grave along with your Arm Card to complete your skeleton.

Fact: It was common practice to bury criminals in prison with unmarked or numbered graves.

WHISTLING PAST THE GRAVEYARD

(1 card)

When played, discard this card into your Discard Plot.

Forces the player this card is played against to choose:

Exchange hands with the card player OR discard their hand for a new hand of only 3 cards.

This card can be cancelled by Cemetery Trees.



Strategy: Wanna bet?

Example: You don't have cards that are really helpful at the moment and you think one of your opponents is getting close to being able to complete another Skeleton. You play this card against that player, forcing them to choose. That player rightfully suspects that your hand isn't great, so they opt to discard their current hand for three new cards.

Fact: The phrase “whistling past the graveyard” means to bluff or pretend as if everything is fine when it's really not.



WILD ANIMAL

(2 cards)

Remove an arm or leg skeleton piece from an incomplete skeleton being built in another player's grave and either add it to a skeleton being built in your grave or return it to the Ossuary.

Strategy: Scavange your opponents.

Example: You only need an arm to complete a skeleton. Play this against an opponent with an incomplete skeleton that includes an arm piece and steal it to complete your skeleton.

Fact: It is widely accepted that human burials began as way to prevent animals from scavenging bodies.

WITCHING HOUR

(1 card)

Must be the first card played on a turn.

Draw 1 random card from each of the other players' active hands.

Discard down to 7 cards at the end of the turn.

No other Cemetery Cards may be played on this turn.

This card can be cancelled by Cemetery Trees.



Strategy: Use fear to your advantage.

Example: You don't have any other cards in your hand that you can play on your turn. Play Witching Hour and draw 1 random card from each of the other players. You obtain a Skeleton Card which you can now play to add to the skeleton you are currently building.

Note: *Players that have cards taken do not draw a replacement until their respective turn.*

Fact: In folklore, Witching Hour is also sometimes called the "Devil's Hour" and is believed to be when the veil between life and death is thinnest.