



Spook Mansion



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An intrepid paranormal investigator has just arrived at Spook Mansion. Eager to see if the rumors of this famous haunted house are true, he rushes inside. Standing now inside the house he realises that they are. Now the question is - will he ever leave?

Spook Mansion is an asymmetrical two player game. One player is the investigator trying to escape and the other is the house itself attempting to ensure that this does not happen.

Materials

A printed set of Spook Mansion cards.

1. 1 meeple for the investigator (recommended color: yellow).
2. 9 action point cubes (recommended color: yellow).
3. 3 meeple for ghosts (recommended color: blue).
4. 3 blocking cubes (recommended color: black).



The meeples and cubes can be exchanged with something else, as long as the four different types are distinguishable from each other.

Setup

Choose who plays the investigator and who plays the house.

Give the investigator meeple and the nine action point cubes to the Investigator player.

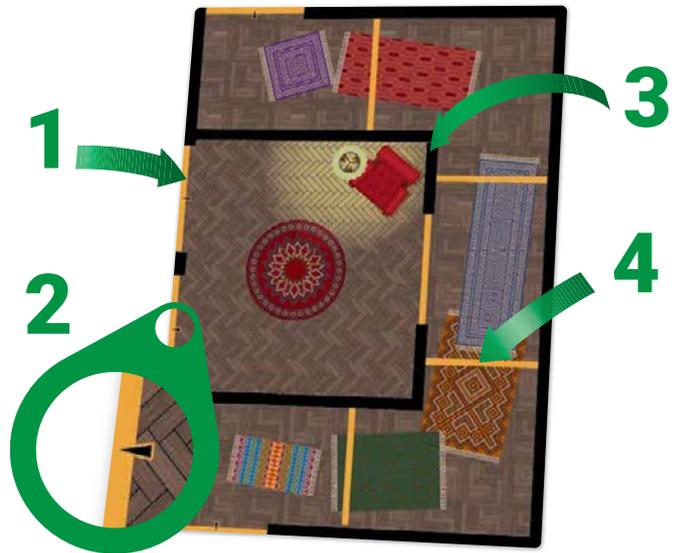
Shuffle all nine cards together and deal four to the house player, set the rest of the cards aside to form the house deck. Also give the house player the three blocking cubes and the three ghost meeples.

The house player choose one of the four cards and plays it face up.

The Investigator places the meeple on the card in an area of his choice.

You are now ready to play.

Card anatomy

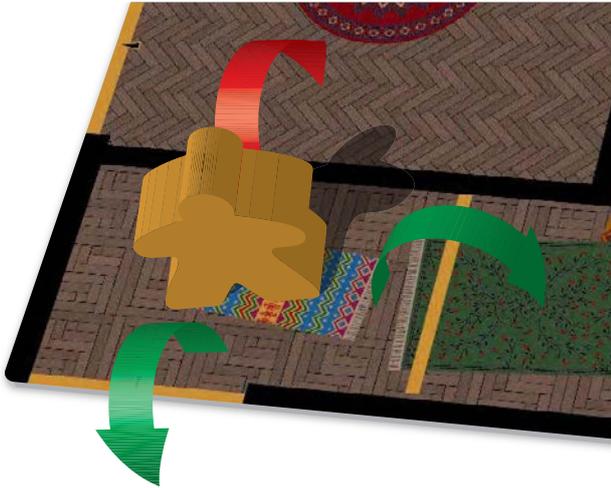


1. Exit - openings where the investigator can move off the card or to an adjacent card. Exits can be blocked by cards or blocking cubes.
2. Half exit mark - used to determine if the meeple can pass through. An opening is passable if at least one exits half is unblocked.
3. Wall - walls separate rooms and are impassable.
4. Opening - openings separate areas and are passable. Openings can not be blocked.

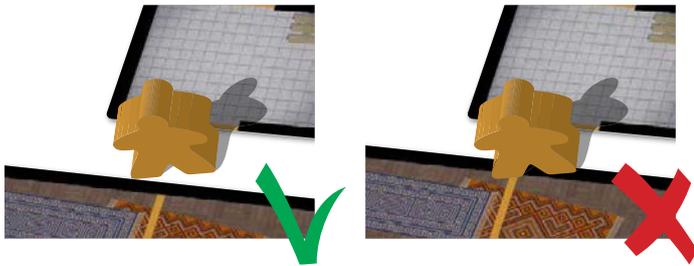
Investigator

You win the game by moving the meeple through one of the exits on a card without the house player being able to stop you.

To move the meeple pay one action point. A legal move is from the current area to any adjacent area through an opening. When moving off a card, declare which exit you use and pay one action point.



There can be small gaps between played cards. If the meeple can stand between the cards without touching, the gap is considered wide enough to escape through, otherwise it is considered blocked.



You cannot move into a room containing a ghost, you can however pay two action points to remove a ghost from a room, the ghost is removed from play and cannot be placed again.

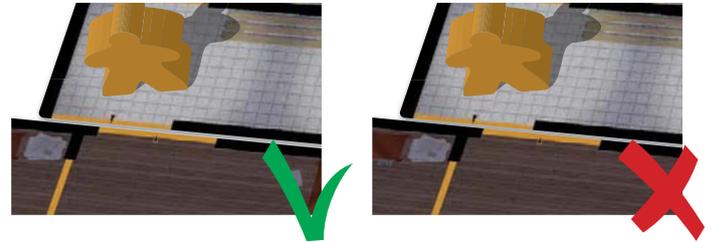
When you have used all nine of your action points. The house player places a ghost, you then regain all nine action points. The house player has three ghost to place. If all three ghost has been used and you run out of action points while the meeple is still in the house you loose.

House

You win the game if the investigator runs out of action points before escaping.

When the player declares an exit to use you can either play a card face up from your hand or place a blocking cube on the chosen exit.

When playing a card you have to place an exit adjacent to the exit chosen by the investigator and in such a way that at least half of one of the exits is not blocked by wall.



Cards may never overlap. Adhering to these rules a card can be placed any way you like. When an exit leads to another card, it is no longer considered an exit but is then a regular opening.

When blocking an exit place a cube on that exit. This exit is now considered a wall and is thus impassable. You can never place a block on the last remaining exit. After you have placed the cube draw cards from the deck to refill your hand to three. If you already have three cards in hand, do not draw any cards.

When the investigator runs out of action points you get to place a ghost. You can place this ghost in any area on any played card, except the area containing the investigator.

„Ooooooh ooh“
~ Burt the ghost

