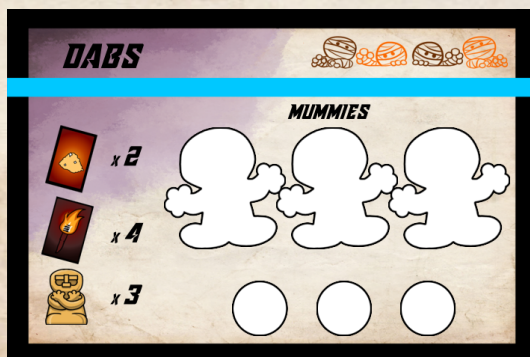


## SETUP

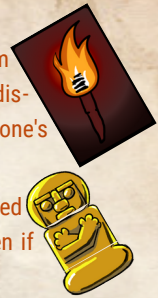
- Put the **Central Room (the one with compass illustration)** in the center of the table face up and sort 6 modular rooms **faces down**. After positioning the last room randomly, reveal the rooms and fit them next to central room keeping passages open among the rooms (A) and pointing mark rocks to direction **1 of compass** (B).



- Each player choose a character and get its **character sheet, 3 mummy meeples and 3 search markers** of corresponding color. The meeples and search markers should be positioned in the character sheet till them moment of use them (and they will return to the sheet if they get out of game).



- Draw the number of **torch cards** corresponding to the sum of the values indicated on character sheets in play and distribute them **face down** to the group reserve within everyone's reach.
- Mark the sum of **confidence points** of the group indicated on the sheets in the confidence rule (maximum 20, even if the sum is higher).
- Players choose any number in the compass and put the Character tokens next to it (and over the number) in the central room.



- Distribute the **Treasure cards** in this order:
  - Each player get the number indicated in your characters sheet. (This is the only moment in that cards with an **instant effect** don't trigger)
  - Each room around the central room receives 1 treasure card in the center face down.
  - Divide the rest in the "back" of each room forming decks face down for **search action**(page 6).



- To play an **easy game** put the Day&Night rule face Night up and consider the confidence rule minimum as 10, instead of 7.
- To play a **hard game** put the Day&Night rule face Day up and use the entire confidence rule.

- If players want to play a 100% coop remove the Group/Traitors deck (it is strongly recommended in a 2 - 3 players game too).
- The first player is the last person to turn off a light.

In the following rules you will find the standard rules for 4 - 6 players. To play the game in 2 or 3 players you will need to read the session "Rules for 2 or 3 players" in page 8.



## INTRODUCTION

In I Saw Something in the Shadows, a group of explorers searched for an ancient catacomb that legend promised would be full of treasure but suddenly the floor opens and everyone fell.

The good news is that they found the mythic catacombs and that there really is the treasure!

Now, bad news... There is no exit in sight, and everyone has the feeling that there is something watching them during the journey.

Fortunately, the group has a sufficient supply of torches to, with some planning, explore the location, gather treasure, and find their way out... or so it seems.

Work as a team, stay close, keep the torches burning and...

**BE CAREFUL NOT TO BE ALONE!**

## COMPONENTS

Character sheets



40 treasure cards



40 torch cards



16 traitor cards



6 Aid cards



16 event cards



6 Character tokens



18 Search markers



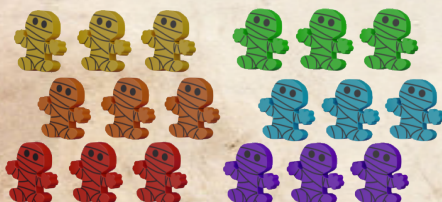
Character tokens



Day&Night rule



18 mummies



Confidence rule

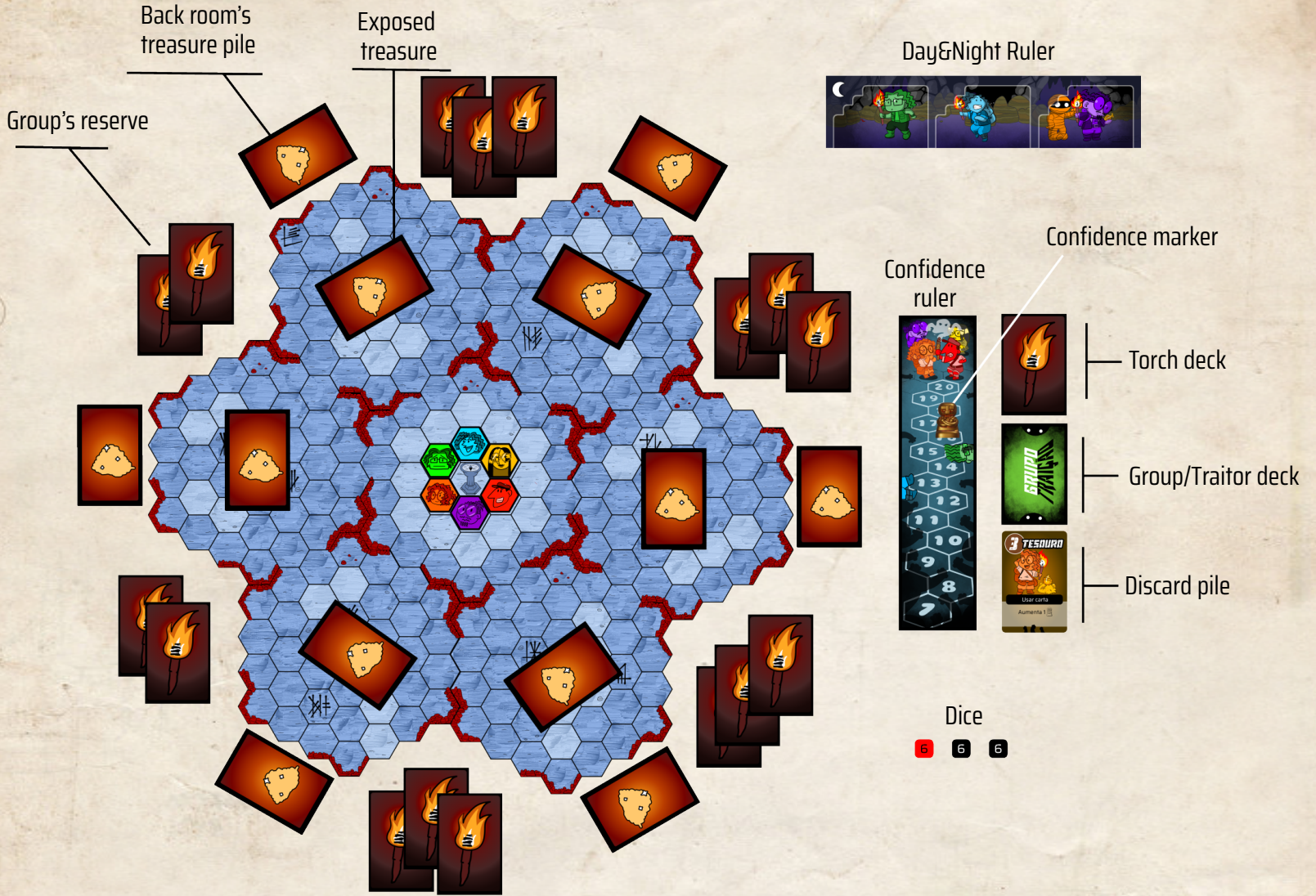


Confidence marker

7 modular boards



# SETUP SUGGEST



Player aid

Mummies

Search markers

Initial cards

## RED PLAYER START EXAMPLE

## I SAW SOMETHING IN THE SHADOWS

A character who is more than 3 hexagons away from the nearest other character is **alone**.

A character who ends its turn **alone at night** without using one of his actions to **Yelling** (page 6) or who draws an "I saw something in the shadows" torch card (in this case at day or night): **sees something in the shadows** and must perform the following effects:

- x Reduce in 1 the group's confidence.
- x Lost your high value treasure from hand to discard pile (if you have one).
- x Buy a card from Group/Traitors deck.

## ADD A MUMMY

When a card effect says to add a mummy the player that is solving that effect must add a mummy from the character sheet and the mummy will enter in game following 3 rules: It must be in the same room, maximum 3 hexagons distant of your character and out of illuminated hexagons (if it's day).



Each character can have 3 mummies of its color simultaneously in game. If a 4th mummy would be placed in game for any reason then the character's furthest mummy is removed and it enters in game again following the normal placement rules (if there is a tie as to which mummy is the furthest the player chooses one).

## ILLUMINATION

In the board there are hexagons that are illuminated by natural light trespassing the damaged roof of the catacombs: during the day this light is strong enough to dispel a mummy **that ends its movement staying** in an illuminated hexagon (during the night the light is weak and nothing happens).

When a mummy is removed of game it returns to character's sheet of the player that adds it and will enter again normally if needed.

When revealing torch cards and performing their effects, the card goes to one of the 12 spaces on the **Day & Night rule**, marking the time spent by the group in exploration of the catacomb.

If the rule starts with the Night side facing up, for example, when the 12th torch card reaches it, the rule turns over and the torches are finally discarded. The lighting returns (in the Day) or ceases (in the Night) and twelve more torches accumulate to turn the rule over again.

**And so on for each completed rule.**



The player who revealed the 12th torch card already plays its turn with the light change (including removing mummies in illuminated areas from play before they move if the change is from Night to Day).

If the player reveals a torch card that adds a mummy, the player first add the mummy dealing with the limits of the lighting, and then adds the torch card to the Day&Night rule, triggering the rule to flip.

## WHAT TO DO? - PLAYER'S TURN

In **I saw something in the shadows**, each round in the catacomb players must search for treasures and the exit while they are still avoid being alone, seeing things in the shadows or running into the treasure guardians, the mummies!

The turn is made up of two types of actions: Players must first perform the compulsory actions **in order** and then up to three of the optional actions in **any order**, and can only choose to pass the turn during the optional part of the turn. When an action can be **repeated** during the turn, it will be marked as repeatable on the player aid card as follows:





## REVEAL A TORCH CARD

The first thing to do each turn is to reveal a torch card from group's reserve and solve its effect that can be one of the following:

### LASTING TORCH

This torch did not go out, the torch card goes to the Day&Night rule to count time, but the player draws another torch card, face down, to replace it in the group's reserve representing its longest duration.

### TORCH OFF

The most common effect, the torch is out and time is running out. This card has no effect other than going to the Day&Night rule.

### I SAW SOMETHING IN THE SHADOWS

The noises of exploration, the light of your torch or just the bad luck of being seen caught the attention of those watching in the shadows, see *I saw something in the shadows* on page 4.

### MUMMY

Searching for the treasure, the players found who that protects it. When revealing this card, the player must add a mummy. To add mummies, see Add a mummy on page 4.

## MOVING A MUMMY

When a player has one or more mummies in game the second thing to happen in player's turn is move them. They move one by one, from the nearest to the furthest, the player must roll 2 dice and follow the rules:

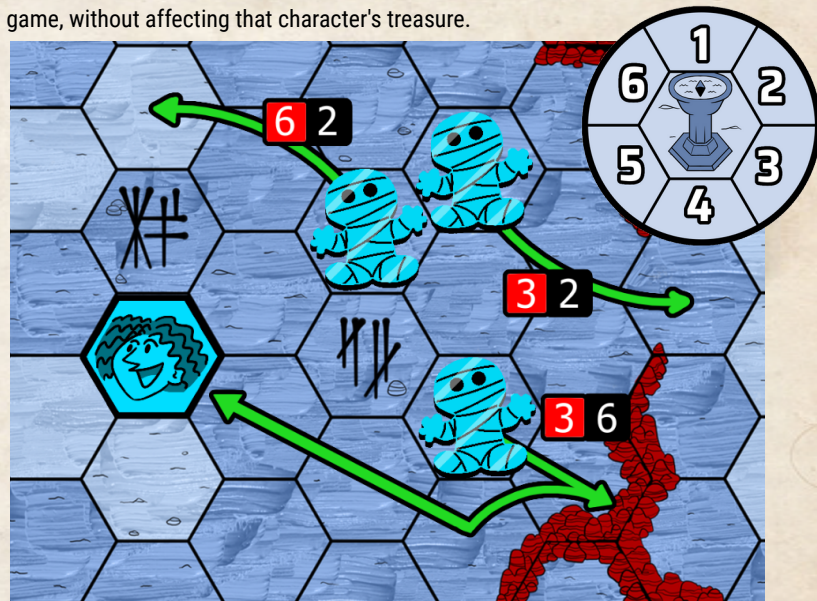
- x The red dice determines the direction on the compass (in the central room) that the mummy will attempt to follow. The black dice determines the number of hexagons the mummy will walk.
- x The mummy walks in a straight line as long as there is free space.
- x If the mummy finds a wall or the edge of the board before its movement ends, the mummy will complete the number of steps following the shortest possible path towards the nearest character.

- x If a mummy finds a character before completing the number of steps of the black dice, the mummy stops.
- x In case of tie about what character is the nearest of the mummy the player who moves the mummy must choose.
- x If the movement ends on another mummy's hexagon, the moving mummy retreats along the path it tooks until it finds a free hexagon to stop in.

When a mummy ends its movement **in a illuminated hexagon or a hexagon it occupies becomes illuminated** by the flip of the Day&Night rule, the mummy is removed from game returning to the character's sheet of the player who added it.

When a mummy ends its movement adjacent to a character, it **discards the most valuable treasure card** from that character and from each of the other characters adjacent to that first one (those who do not have treasure in their hand are not affected).

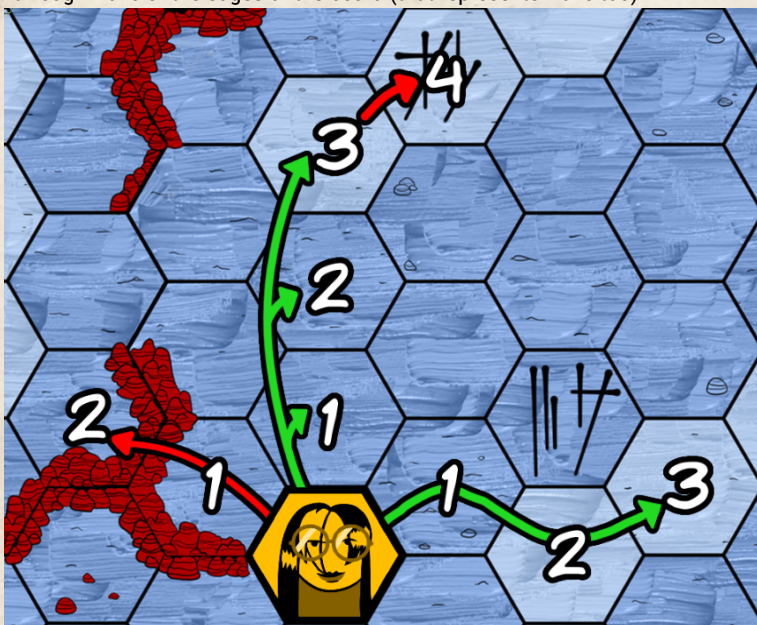
If, upon finishing the movement, the mummy stops in a hexagon that is both illuminated and adjacent to a character, the mummy is just removed from the game, without affecting that character's treasure.



**In the example:** It's Dabs' turn (blue character), and after resolving the Reveal Torch action its time to Move the Mummies phase. In past turns Dabs placed 3 mummies in the same room, two of which have straight-line movements (one in direction 6 and the other in direction 3), but the last one will collide with a wall. The third mummy will move 6 steps in direction 3, and after moving 1 hexagon it will encounter a wall and move towards the closest character using the best possible path and the remaining 5 steps. The mummy would then follow this path for 5 steps, but after 3 it is already adjacent to Dabs and ends its movement. Dabs's player then discards the high value treasure card from hand to discard pile and moves on to the optional actions phase.

## WALK

Moves the character up to **3 steps** in any direction, including curves. The character can pass through hexagons occupied by guardians and other characters in the middle of its movement, but cannot end its movement in the same hexagon as them. When performing more than one walk action in a row, only the last step of all must follow this rule. In addition, the character cannot pass through walls or the edges of the board (that represents walls too).



## SEARCH

To search for treasure, the character must **be adjacent to (or over) a rune**. The player then marks that rune with one of their search markers, rolls 3 dice, and sum the results. **If the sum is less than the group's confidence**, they draw a card from the treasure pile at the back of the room they are in. Otherwise, they find nothing (but still leave the search marked).

Other characters can still search the same rune as long as there are treasures in the pile at the back of that room, but the player who made the trial can't search the same rune again. Each player has 3 search markers and, similar to what happens with their mummies, when a 4th search is performed, the marker furthest from the character is recovered and used for the new search. Then the rune that was marked can be used again by that player.

## FIRST IN ROOM

The first character to enter each room finds an exposed treasure, and the player then draws the treasure card from the center of that room. Get treasure this way does not cost an action other than the Walk movement itself and does not require the normal dice roll for a *search action*.

## USE CARD

When using a card, the player discards a Treasure or Mummy card, performing its effect. The effect occurs within the Use Card action, without costing additional actions, even if the text of the card says that another action is performed a certain number of times (such as Walk or Search for Treasure).

## INSTANT

The **Instant** effect is fulfilled as soon as the card is drawn and only then it goes to the player's hand. Cards with an instant effect have a separate text block for the **Use card** action.

**In the example above**, the player adds a mummy as an immediate effect and keeps the card in his hand. When the player uses the card, the card goes to discard-pile and the player adds a guardian and buys 2 torches for the group's reserve.

## ANY TIME

Cards marked **Any time** can be played for free without costing your action and even during the other players' turn, when the torches would run out or a mummy of another color would take your treasure!

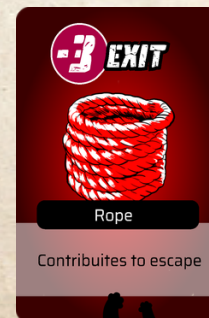
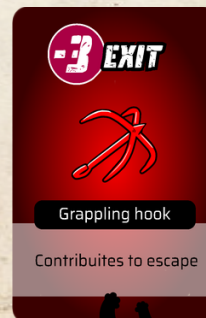
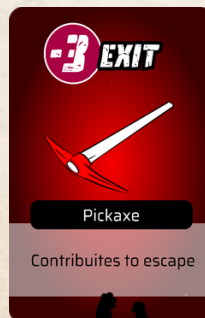
## YELLING

To prevent a character from ending their turn **alone**, the player can choose to spend one of their optional actions to yell, gesturing, and otherwise warning the group that the character are moving away, but that everything is fine there. **Yelling** prevents the character from ending their movement alone and prevents triggering an **I Saw Something in the Shadows**.

## CONTRIBUTE TO ESCAPE

To win the game, it's not enough to just have treasures; you need to find the way out of the catacomb. It's a path up, a crack in the ceiling where a person can pass and a grappling hook can be attached with a good and firm throw.

To get out, players need to put 3 different exit cards into play: **a rope, a grappling hook and a pickaxe**.



This action **cannot be performed twice in the same turn**, even if the same player has more than one exit card in the hand.

When a player contributes to the exit, roll 3 dice and sum the results:

If the sum is greater than the number of torch cards in group's reserve the card is placed near the confidence rule and is valid for the group's exit (see more on Exit page 7). Otherwise a shadow appears on the ground and steals that item, and the exit card is discarded.

Contributing to escape with a repeated card does not help to achieve an exit, but it can help to avoid counting negative points at the end of the game (details in Necessary Treasure, this same page).

## TRAITORS

The Group/Traitor deck says if there is a traitor in the group. This traitor may have been seduced by greed for the treasure itself or been taken over by the guardian spirits and started acting to preserve the treasure in the catacomb.

In the Group/Traitor deck there are only 2 Traitor cards, so there is little chance of someone actually becoming the traitor of the group, and this should be known by everyone at the beginning.

Once a Traitor card has been purchased, that becomes the player's new objective until the end of the game, regardless of what other cards from the Group/Traitor deck are purchased later.



Both Traitor cards describe a new objective that, if fulfilled, will lead that player to win the game alone and therefore it is advisable that the operation of the traitor cards be read to everyone before the game starts (details in Traitors wins this page).

## END GAME

The game ends when the torch cards in the group's reserve run out or when the 3rd different exit card is played and validated (3 dice roll sum more than actual torch cards in group's reserve).

**When the last torch is revealed, the player who did it still has a full turn before ending the game.**

It is possible for everyone to win, everyone to lose, or for the traitors to win alone or both, depending on the situation in which the game ended.

## NECESSARY TREASURE

At the end of the game, if the group leaves the catacomb before the torches run out, they must **sum the values of the treasure cards in their hands** to see if it was worth facing the catacomb and its guardians.

The group only wins if the sum of the hands values is **greater than the current confidence value**. To this sum follow the rules for adding and subtracting points must be taken into account when calculating points:

- x Each Treasure card in hand counts its own value.
- x Each Mummy card in hand counts -3.
- x Each Exit card in hand counts -3.

## ESCAPE

As soon as a player uses one of his actions to contribute to the **3rd different exit card**, and the card passes the dice test, the game ends (if it is the player's first action, he will not have a second or third, for example, but there is nothing stopping the player from taking other actions before contributing to the exit) and the point count described in Treasure Needed (above) continues in order to know if everyone will win, if there are traitors or if everyone loses because they ended the search too early. On the other hand, **if two identical exits are discarded, there is no way to leave and everyone loses immediately.**

## NO MORE TORCHES

When the torches run out, the player who drew the last torch can play the turn. At the end of the turn, the game ends unless the 3rd exit card is validated or torches are bought to the group's reserve. Otherwise no one leaves the catacomb. **Everyone loses.**

## TRAITOR WINS

At the end of the game, in the stage after the players have counted the treasures in their hands, the **Greedy Traitor must reveal itself and remove the hand treasure from the count**, but shares any decreases. If the sum of the other players' treasures is less than what is needed for the group to win, the Greedy Traitor wins the game alone.

The **Haunted Traitor must reveal itself and discards the highest treasure from each other player who finished the game within 3 hexagons its character**, but he also shares his treasures for the count. If, due to lack of these treasures, the group has less than what is needed to win, the Haunted Traitor wins the game alone.

If both traitors are in play and manage to reduce the treasure to less than what is needed, **they both win.**



## ALTERNATIVE RULES

The alternative rules can be used individually or together to make the game more challenging after your group of explorers is already familiar with the standard rules.

### OTHER CATACOMB FORMATS

On setup put the Central Room board on the table and roll two dice. The red dice will indicate a direction that points to two edges of the room. The black dice will indicate an odd number for the counterclockwise edge and an even number for the clockwise edge. With the chosen edge, sort and build the next room. Repeat in the newly built room until you are finished.

In addition, you can play with more than 7 rooms using the expansion boards. In this case, it is recommended to distribute the treasures in the center of the rooms first and then distribute the remaining 3 at a time at the back of the rooms by rolling a dice. If the result is odd, the room receives 3 treasures. If it is even, it has no treasures. Repeat the process until you run out of treasures to distribute at the back of the rooms.

### RULES FOR 2 OR 3 PLAYERS

To play with 2 or 3 players, the following modifications to the standard rules are used:

- x **Yelling** and **Contribute to escape** costs 2 action each.
- x Start the game with **12 torches** e **14 confidence points** no matter the character sheets status.
- x Ignore the Group/Traitor deck.

### POWERFUL MUMMY

Playing with the powerful mummy, the first player to enter a room other than the Central Room draws a face-down torch card from torch deck. This card will be treated as the **marked torch** and will be passed to the previous player at the end of the turn. The player must then add 2 stacked guardians to the game. This will be the powerful mummy.

The powerful mummy follows the same rules as the others except for:

- x **Moves in the turn of the player with the marked torch.**
- x When the powerfull mummy moves roll 3 dice, **1 to direction and 2 for number of steps**, raising the chance to find a wall or a character.

After the first powerful mummy comes into play, whenever a mummy finishes its movement on same hexagon of another mummy, it stacks the pieces and forms a new powerful mummy instead of moving back one space. Powerfull mummies leaves play normally if they stop in the illuminated hexagons during day, but it is not unmounted if a player needs his "4th mummy" and the powerful mummy is the furthest away.

### MY OWN SHADOW

Once per game, each player may remove a mummy from play that is adjacent to them, claiming that it was not a mummy, but their own shadow. This can be done to save adjacent characters as long as the character who spends the shadow has direct adjacency to the mummy.

Those who participated in playtests and event announcements received an extra meeple of their own shadow and can spend this meeple to have a second use of this action in the same game.

### DARK CATACOMB

Use the **alone** rule during the day too.

### MUMMY PUSH!

Whenever a mummy is adjacent to a character, whether or not it takes that player's treasure, the player rolls the red dice and that player's character moves 3 hexagons in the direction drawn. If a player has treasure, they first loses the treasure, if a player does not have treasure the player is still pushed, if a player is adjacent to another this second player is also pushed.

### A UNITED GROUP WILL NEVER BE DEFEATED

A suggestion for the first games, but which may also be the taste of many groups for use all the time, is to remove the Group/Traitor deck from the table regardless of the number of players. This way, even in games with 4-6 players, there would never be a chance of a traitor appearing and the players can focus on a cooperative challenge.

# THANKS!

## GREAT GAMES!