

Golden Rules

- In general, you may talk about ANYTHING, EXCEPT...
 - ...about your true Team affiliation and Role. However, you may always claim to belong to a certain side (or not)
- You may NOT SHOW each other anything, e.g. Routes, cards in hand, etc.
- A Movement must never end where it started.

4-6 players Quick rules

As Investigators, you win within 10 rounds as soon as...

... you have reached 10 Victory Points (4-5 players) / 12 Victory Points (6 players) OR

... you have identified all the Cultists and eliminated them by majority vote. (Before they could present their finished eliminated investigators in the cleanup phase).

As Cultists, you will win if...

... you succeed to kill 3 (4-5 players) / 4 (6 players) of Investigators and report this in the cleanup phase, OR

... you successfully sabotaged the Investigators and prevented them from scoring the required Victory Points before the end of round 10 OR

... you identify the *Seer* at the end of the game, regardless of how the game turned out for the Investigators.

Movement Phase:

Phase marker shows movement. **Important!** *A Movement must never end where it started!*

Starting at the player with the knife, all players move 1 by 1. **Any ♥ Char has max. 3 Movement points, †(Ghosts) have ∞ Points.** Always give the Phase marker to the active player clockwise as a reminder.

An encounter triggers if you enter a place (**Ghosts will be ignored for all encounters!**):

Power supply ON: Exactly 2 ♥players in 1 place: **Encounter!** (Both players place 1 card **Alive/Dead** face down to target Pulse Deck)

Power supply OFF: 2 or more ♥players in 1 place: **Encounter!** (Anyone place 1 card **Alive/Dead** face down to 1 target Pulse Deck)


Event Phase:









The player with knife draws 1 event from bag. Players resolve event.

The events lightning strike & secret doors revealed can lead to new encounters.

Action Phase:

Phase marker shows gear (action). Starting with the knife each player uses exactly 1 Character OR Room action. Then always pass Phase marker to the active player.

Character Actions:	Not linked to your route!	Allowed for
Check a State	<i>Min. 1 ♥player with you?</i> Shuffle & view pulse deck of a ♥player at your place (or by camera anywhere). Reveal † if Dead card found (char becomes ghost, vote starts). Cultist may lie, his target is still alive! Place 1 face-down draw card on the room deck (or Unsafe Passage deck if in the Hallway) at the location.	 Alive
Secure a Hallway	<i>You're in a Hallway?</i> Put 1 card (Success , Failed , -1 Sabotage) face down on the Unsafe Passage deck. (Unsafe Passage starts: 1x Success , 1x Failed).	
Fight a Cultist	<i>Cultist marker in your room?</i> Remove it from play, room available for room actions again.	
Scare away the Fishman	<i>Fishman in your Hallway, you have the knife?</i> Scare it back into the water. Hallway can be entered again even without knife.	

Room Actions:	IMPORTANT: Investigators are linked to their route! Cultists may lie.	Allowed for
Fill the Room deck	<i>You are in a room: put 1 card (Success, Failed, -1 Sabotage) face down on room deck.</i> → <i>First time 3 cards here?</i>  switch! If  : Shuffle Unsafe Passage deck (on broken window), draw 1 card and handle it: (Success = Nothing, Failed = 1 Cultist marker reveal and spawn into their room, -1 Sabotage = Fishman spawns in Hallway top right, card goes back into the Unsafe Passage deck afterwards).	 Alive and  Dead
Check a Room	 <i>already turned (first time 3 cards in deck)?</i> Shuffle deck, then draw 1 card face up (Success = 1 book progress, Failed = Nothing, -1 Sabotage = -1 progress).	
 Initiate a Vote	<i>In cafeteria, if V marker is available?</i> Start a vote (start discussion, all eyes closed, all point to 1 player / contain, all eyes open). Player with knife may still change their mind after evaluation. If majority is at 1 player = Dead! Switch V marker afterwards. If it was the cultist: Game over! IMPORTANT: Now all remain inconspicuous! Cultist can still expose the seer and win!	 Alive
Use the Camera	<i>In the red room, power ON?</i> 'Check a State' on a player OR a  room with 'Check a room' anywhere.	
Restart the Power Supply	<i>In the red room, power OFF?</i> Activate power (turn light bulb on)	
Close the Portal	Portal in green room open? 2 players in the same round use 'Close the portal' to close it, if done within 3 rounds: 1 point less needed for game end, if failed 1 point more needed!	

Cleanup Phase: Switch voting marker to V, set clock to next hour (=round). Turn phase marker to Movement and pass it with Knife. If the Cultist has the necessary dead investigators on the table, then they can actively end the game NOW. If already in round 10, check victory conditions now! Otherwise, new starting player starts new round.