

## Golden Rules

## 7-8 players Quick rules

- In general, you are not allowed to SHOW each other ANYTHING (hand cards, role, etc.), you are allowed to TALK ABOUT EVERYTHING, EXCEPT ...
  - ... about your role. However, you may always claim to belong (or not) to a particular side.
  - ... about the number of investigators you have murdered as cultists (whether you yourself are still alive or not).
- Movements must never end where they started.

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

... you have reached 12 Victory Points (7 players) / 13 Victory Points (8 players) OR

... both cultists identified & eliminated by vote/assassin attack (& the cultists had not already fulfilled their required number of murdered investigators at least in the previous turn).

### As Cultists, you will win if...

... succeed in having 4 (7 players) / 5 (8 players) investigators murdered at the end-of-game check without having eliminated the last living cultist by vote/assassin attack in the same round, OR

... were able to prevent the investigators from reaching the required victory points before the end of the 10th round by successful sabotage actions, OR ... (8 players!) identified the Seer-in at the end of the game, - **regardless of how the game ended for 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 deal event.

The events lightning strike & secret doors 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 Murdered card found (char becomes ghost, vote starts). <b>Cultist may lie, his target is still alive!</b><br>Place 1 face-down draw card on the room deck (or Unsafe Passage deck if in the corridor) at the location. | <br>Alive |
| Secure a Hallway        | <i>You're in a corridor?</i> Put 1 card ( <b>Success</b> , <b>Failed</b> , <b>-1 Sabotage</b> ) face down on the Unsafe Passage deck. (Unsafe Passage starts: <b>1x Success</b> , <b>1x Failed</b> ).  |  |
| 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 corridor, you have the knife?</i> Scare it back into the water. Corridor can be entered again even without knife.   |  |
| Assassinate a Character | <i>Your target ♥player is with you and you are also ♥?</i> Eliminate your target (becomes a Ghost). If this was the last ♥ Cultist, game could be over.  |  |

| 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 (<b>Success</b>, <b>Failed</b>, <b>-1 Sabotage</b>) face down on room deck.</i><br>→ <i>First time 3 cards here?</i>  switch! If  : Shuffle Unsafe Passage deck (on broken window), draw 1 card and handle it: ( <b>Success</b> = Nothing, <b>Failed</b> = 1 Cultist marker reveal and spawn into their room, <b>-1 Sabotage</b> = Fishman spawns in corridor top right, card goes back into the Unsafe Passage deck afterwards. |  <b>Alive</b><br>and<br> <b>Dead</b> |
| Check a Room  |  <i>already turned (first time 3 cards in deck)?</i> Shuffle deck, then draw 1 card face up ( <b>Success</b> = 1 book progress, <b>Failed</b> = Nothing, <b>-1 Sabotage</b> = -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 counts double. If majority is at 1 player = Murdered! Switch V marker afterwards. If it was the last living cultist: Game over! <b>IMPORTANT:</b> Now all players remain inconspicuous! Cultist can still expose the seer and win!   | <br>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:** Turn voting marker to V, set clock to next hour (=round). Turn the phase marker to Move and pass it on with the knife. If already in round 10, now check victory conditions! Otherwise, new starting player starts new round.