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## Ghost Types

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Ghost Name | Evidence | Special Ability | Hunt Countdown | Speed |
| Spirit | * EMF * Spirit Box * Writing | None | 6 | 4 Squares |
| Wraith | * EMF * Spirit Box * DOTS | Moving through salt takes up 2 movements but does not leave footprints | 6 | 4 Squares |
| Poltergeist | * Spirit Box * UV * Writing | Ghost events can be detected at a further range | 6 | 5 Squares |
| Demon | * UV * Writing * DOTS | The demon can choose for a hunt to last an extra turn. | 4 | 3 Squares |
| Obake | * EMF * UV * DOTS | UV evidence fades faster | 6 | 4 Squares |
| Myling | * EMF * UV * Writing | A ghost even occurs when a 4 or higher is rolled | 6 | 5 Squares |
| Yokai | * Spirit Box * Writing * DOTS | Reduce hunt countdown by 2 | 6 | 4 Squares |
| Goryo | * EMF * UV * DOTS | DOTS can only be seen in the truck | 6 | 4 Squares |

## Set up

Select a player to play the ghost. This player then decides their Ghost-type and Ghost room, placing their token on the spawn square in their room of choice on their map. THE GHOST-TYPE AND GHOST ROOM IS NOT REVEALED.

The remaining players are now ghost hunters. They now choose two items from the item deck to keep in their hand, which are not revealed to the ghost. All ghost hunters place their tokens in the van.

Play order is begins with the ghost player, going clockwise around the other players.

## Ghost Gameplay

The first three rounds of the game are Grace Rounds, in which the ghost is unable to initiate a hunt and should not roll for one.

In all subsequent rounds, the ghost can be in one of two states – Hunting or Passive.

### Passive

Gameplay when the ghost is passive is focused on the ghost hunters attempting to find the evidence.

At the start of each of its turns, the ghost will roll for if it leaves physical evidence – that is, Ultraviolet and Book, if a book is placed (Note: it is important that the ghost rolls these every time, not just if they have that evidence type – to avoid the hunters being able to confirm if the ghost has those types or if the book is in the correct room).

After this the ghost may choose to move as many spaces as allowed by that ghost type.

Next, The ghost may also choose to perform a Ghost Event – halving the movement of any hunters within range (4 spaces, blocked by walls), at the cost of revealing its general location.

Finally, the ghost rolls to begin a hunt.

### Hunting

After the grace rounds, the ghost rolls a die at the end of each turn to determine if a hunt starts. A hunt starts when the rolled number meets or exceeds the hunt countdown. The hunt countdown decreases by one each round until a hunt starts - at which point the hunt countdown returns to the ghost's original countdown number.

When a hunt begins, the ghost player must announce the fact to the other players, and then is immediately teleported to their spawn square. If this square is occupied by a player, they are killed. The ghosts turn then immediately ends.

During a hunt, the ghost does not leave evidence. Instead, they move about and attempt to hunt down the hunters.

The ghost will kill any player within a one-square radius (not including through walls), unless they are in a hiding spot. To kill a hunter in a hiding spot, the ghost must start their turn directly in front of said hiding spot.

If a ghost successfully kills a Hunter, the hunt immediately ends.

## Hunter Gameplay

During their turn, a player may both move (base: 4 squares) and perform an action. They may do these in any order, and may choose to perform part of their movement, perform an action, and then move the rest. They are also not required to use their full movement.

A hunter's action allows them to use one of their items or, during a hunt, Listen or Hide.

### Items and Gathering evidence

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Usage | Range | Placeable? |
| DOTS | When placed in the ghost room, if ghost has DOTS evidence type will give evidence when walking through. Can be seen from the van. | 2 Square | Yes |
| Ghost Writing Book | When placed in the room the ghost may interact with it leaving behind evidence. The book must be checked again to see if any evidence has been left. | Room | Yes |
| Ultraviolet Flashlight | The ghost may leave behind ultraviolet evidence which can be checked for with this item. Ultraviolet evidence fades away after 5 rounds. | 2 Square | No |
| Thermometer | When used, checks if the room you are in is the ghost room. | Room | No |
| EMF Reader | When used in the ghost room, it may give evidence of the ghost. | Room | No |
| Crucifix | When placed in the ghost room will prevent the next hunt. | Room | Yes |
| Saltshaker | Can be used 3 times. If the ghost walks through the space with the salt tile, it will be flipped to a stepped in salt tile | Space | Yes |
| Spirit Box | When used within a 2 square radius of the ghost, will provide evidence of the ghost type if ghost has Spirit Box evidence type. | 2 Square | No |

When using a placeable item, the corresponding token should be placed under the hunter placing it.

Items which the ghost leaves permanent interactions in (Salt, Book) are checked whenever a hunter comes into sight (4 squares) range of it. The hunter should inform the ghost player of this fact.

### During Hunts

During a hunt, the ghost hunters aim turns from gathering evidence to simply staying alive. The door to the van is closed, and hunters in the van are safe.

Hunters in the house still have their movement available, however they cannot use their items. Instead, they have two options available for their action – listening or hiding

Listening: if a hunter chooses to Listen, the ghost must announce if it is within a 4 square range – including through walls

Hiding: if a hunter is in front of a hiding spot, they may choose to hide and move onto the hiding spot square. The ghost can only kill a hidden hunter if it starts its turn on the space in front of the hiding spot.

## Win Conditions

The ghost player wins if all other players are killed.

The ghost hunter players win if they manage to collect all three evidence and return to the van.

If a ghost hunter dies, they lose.

# Extras/original draft

## Turn Order

### First Round

Ghost turn:

The ghost player acts first. They roll for UV evidence and then can move from their starting space. Play order is clockwise from the ghost player.

Ghost Hunters Turns:

The players may (in any order) move up to 5 squares and use an action. The actions they may perform are:

* use an item.

or

* taunt the ghost.

A round ends when all players have had a turn.

### Subsequent rounds

Ghost Turn

* The ghost rolls for Ultraviolet and book evidence (if the book is in the ghost room).
* Then the ghost rolls to see if a ghost even occurs.
* The ghost player can then move.
* If 3 or more rounds have elapsed and the ghost is not currently hunting. The ghost player rolls to see if a hunt begins.

Player Turn

In any order:

* The player may move up to 5 squares.
* Perform an action.
  + Use an Item
  + Taut the ghost

## Hunt Rules

When a hunt is initiated, the ghost announces the hunt has begun and is immediately teleported back to its spawn square. During the rest of the first round, the ghost cannot kill.

While a hunt is active the door to the van is closed and players cannot enter or exit the van.

### Hunt Turn Abilities

Killing

* The ghost kills any ghost hunter in a 1 square radius of the ghost.
* If the Ghost hunter is in a hiding space the ghost must begin its turn in front of the hiding space.
* Killing cannot occur through walls.

Extra Ghost Hunter Abilities

* The Ghost Hunter has a new action called listen. If the player chooses to listen and the ghost is in a 3-square radius (through walls) the ghost must state that they are within range.

A hunt lasts 4 rounds.

After a hunt ends the ghost moves back to its spawn square.

## Gathering Evidence

Players must perform the ‘use item’ action to attempt to gather evidence. If the item is placeable add its token to the square in front of the player.

Items

|  |  |  |
| --- | --- | --- |
| Item | Usage | Placeable? |
| DOTS | When placed in the ghost room, it may provide evidence of ghost type. Can be seen from the van. | Yes |
| Ghost Writing Book | When placed in the room the ghost may interact with it leaving behind evidence. The book must be checked again to see if any evidence has been left. | Yes |
| Ultraviolet Flashlight | The ghost may leave behind ultraviolet evidence which can be checked for with this item. Ultraviolet evidence fades away after 5 rounds. | No |
| Thermometer | When used, checks if the room you are in is the ghost room. | No |
| EMF Reader | When used in the ghost room, it may give evidence of the ghost. | No |
| Crucifix | When placed in the ghost room will prevent the next hunt. | Yes |
| Saltshaker | Can be used 3 times. If the ghost walks through the space salt has been placed in it will show a footprint. | Yes |
| Spirit Box | When used within a 2 square radius of the ghost, may provide evidence of the ghost type. | No |