

Polter-Heist:

The Haunted House Treasure Hunt



2 - 4



45 - 60+



6+

Every town has one. Everyone in town avoids it. Stories have been told; sleepless nights have resulted. Haunted houses terrify everyone, young and old alike. In your town the local haunted house has a legend associated with it. The mansion was once owned by an eccentric recluse who has long since passed away. While he was alive there were rumors of dark magic, murder, ancient mysteries, and odd habits. Was the inhabitant a vampire? Or a scientist who had finally cracked? Maybe he was a paranoid conspiracy nut, afraid of... well, everything. But one thing was common among all the legends. The crazy old man who lived there was fantastically wealthy and had hidden a Treasure in the abandoned mansion. Since the man's demise several have braved the ominous mansion on the outskirts of town, only to return frightened, mad, or never to return at all. With each visitation occurrences around the house become more and more



bizarre. Lights are seen in the windows, despite the electricity to the building being turned off for years. Strange sounds, screams, thumps, and groans can be heard from the building nightly. Birds, squirrels, and other creatures are never anywhere around. On some nights you can hear classical music, or cackling laughter, even though the house is dark. Most are content to experience the house's haunts from well beyond the property line, but a few have been brave enough to enter the house as far as its grand foyer. Those that have entered are never the same again. But that legend of a great treasure is calling, taunting you even. You and several friends have decided to take as many precautions as you can, prepare a base camp protected by the latest paranormal investigation equipment, and explore the mansion to find the Treasure rumored to be hidden somewhere in one of its peculiar rooms. So one evening you set up a small camp in the large foyer of the house and set off in search of adventure and Treasure. But beware! The house is protected by more ghosts and spirits than you realized. While you hunt for their Treasure, they will hunt you down and attempt to scare you away or even attack you outright. If you stay too long you may just meet your demise, but you are determined not to leave without the Treasure. But remember the old saying, "If you can't beat 'em, join 'em." With the last of your sanity gone, you may get scared to death. Should you perish you'll be doomed to join the ranks of the spirits cursed to protect the house and its secrets. You'll then be cursed to work against your former friends to make them share the same fate as you.



Object

Polter-Heist is for **2-4 players**, ages **6+**, with a playtime of **45-60 minutes** or more. The object of the game is to explore the haunted mansion, uncovering rooms and searching for the hidden Treasure. Along the way you'll make discoveries that can help you out and encounter ghosts that will deplete your courage or hinder your search. Occasionally you may encounter a benevolent spirit that will help you along the way. Be careful though, because if you get scared to death you'll become a ghost that can chase down your former friends! You win the game by acquiring the Treasure and getting it out of the house. The ghosts win if everyone in the house gets turned to a ghost. You lose if you are a ghost and one or more players are able to make it out of the house with the Treasure.

Setup

- Separate the room tiles into four piles, one for each floor: Attic, 2nd Floor, 1st Floor, and Cellar. Make sure the tiles are face down and mix/shuffle each pile.
- Randomly choose 5 tiles for each floor and arrange them face down in the recessed area according to the grid on the main game board.

(Figure 1)

- Make sure the hallways for the 1st and 2nd floor rooms are touching. (Figure 2) Position hallways for the Attic and Cellar downward on the board.
- Place the Time Indicator chip onto the 4:00pm starting time space (light blue). For more difficult games start at 6:00pm.
- Each player chooses a colored pawn and places it in the Base Camp area near the front door in the foyer. The Base Camp counts as a single space that all players may occupy (except when a player is carrying the Treasure or trying to escape the house – see below). When exiting the Base Camp players may move to any adjacent space in the first floor foyer.
- Each player starts with their Courage Meter set to 8 points. Or for a more difficult game, start each player with 7 or 6 Courage Points. Alternately, for a more varied game, each player can roll a die to see what their initial courage level is and will use a marker to indicate that on their reference card. 1 or 2 = 6 Courage Points, 3 or 4 = 7 Courage Points, 5 or 6 = 8 Courage Points.
- There are 72 cards in the Ghost Deck. For an easier game take out 2 Wraiths, 4 Apparitions, and 2 Poltergeists for a 64 card deck). For a more difficult game take out 6 Creepy Feelings and 2 Spooks (again for a 64 card deck).
- Shuffle the Ghosts deck and place face-down.
- Remove the Treasure card from the Discoveries deck. Shuffle the Discoveries deck thoroughly. Cut the Discoveries deck roughly in half. Place the Treasure card into one of the halves and shuffle that half of the deck. Place face down. Place the other half face down on top of the first half. This ensures that the Treasure won't be found until later in the game, giving players time to make discoveries and explore the house. NOTE: For a faster game, simply cut the Discovery Cards deck and place the Treasure in the middle at the cut.

Attic					
2 nd Floor					
1 st Floor					
Cellar					

Figure 1

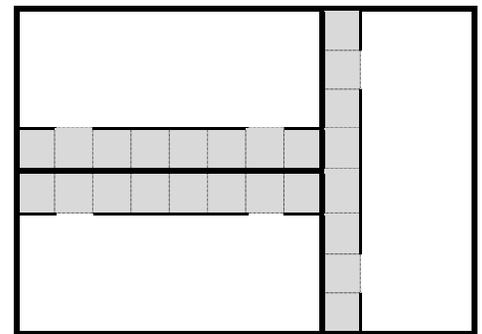


Figure 2

Playing the Game

Rolling the Dice & Movement

- The player that last visited someplace haunted goes first. Turns proceed clockwise.
- Players move around board and enter rooms. Roll 2 dice per turn.



- Players move orthogonally up to the number of spaces indicated, unless a value is rolled which results in a ghost encounter (see below). Players may choose to stop before moving the full amount rolled, e.g. if they stop on a ? space or land adjacent to another player for possible trade or discovery exchange. A player may choose to not move at all and continue searching a space if they are on a ? where they had a ghost encounter on their last turn, however they must still roll the dice to see if they encounter a ghost.
- Players may move throughout the foyer and hallways and between the floors via the stairs. Players may not retrace their steps during their turn (e.g. they may not move back and forth between two spaces as their move), unless they find themselves in a dead end and have to retreat. Players cannot move through walls, bannisters, or any other heavy lines on the board, or between tiles, except in the hallways (i.e. the gaps between the tiles are considered walls, except in the hallways). Players may enter rooms through the doorways.
- When entering a room, the player may flip the tile over to see what room they have entered. Some tiles will reveal two rooms.
- Landing on a ⚡ Secret Tunnel space lets the player move to another revealed tunnel space of the same color. The player may choose to move through the secret tunnel or not. Landing on the space counts as one move and moving to the connecting space counts as a second move (as if the two Secret Tunnel spaces were adjacent). If no other tunnel spaces of the same color have been revealed yet players cannot use the tunnels.

Moving the Time Indicator

- When revealing an Increased Ghost Activity Discovery Card players move the Time Indicator forward to the next space on the Time Chart. There are 4 Increased Ghost Activity cards in the deck. You may discover the Treasure before midnight!
- As the night progresses players will encounter ghosts more frequently when rolling the dice and the effects of Poltergeists increases.
 - 4:00pm-5:45pm – No Ghost Encounters when rolling dice. Poltergeists steal 1 card, but no Ghost Detector pieces.
 - 6:00pm-7:45pm – Ghosts encountered on rolls of 2 and 12. Poltergeists steal 1 card or 1 Ghost Detector piece.
 - 8:00pm-9:45pm – Ghosts encountered on rolls of 2 and 12. Poltergeists steal 2 cards or 1 Ghost Detector piece.
 - 10:00pm-11:45pm – Ghost encountered on rolls of 2, 7, 12. Poltergeists steal 2 cards or 1 Ghost Detector piece.
 - Midnight – Ghost encountered on rolls of 2, 7, 12. Poltergeists steal 2 cards, including Ghost Detector pieces.

Making Discoveries

- When landing on a ? space a player must draw a Discovery Card.
- A Discovery Card can be:
 - Encounter Ghost – If a player draws an Encounter Ghost card they must then draw from Ghost deck and follow the actions indicated on the ghost card. (See below.)
 - Increased Ghost Activity – Move the Time Indicator to the next level and encounter a Ghost. Remove this card from the game after use. If the Time Indicator is already at Midnight, just treat this card as a Ghost Encounter and then remove it from the game.



- Floor Plans – The Floor Plans card allows a player to reveal rooms indicated if they are not already revealed. Tiles indicated on the card may be turned over. Remove this card from the game after use.
- Liquid Courage – Liquid Courage will increase a player’s Courage Points by 1. Can be saved and used later. Discard after use. Liquid Courage cannot be used on the turn it is picked up. A player must wait until their next turn to use Liquid Courage. Multiple Liquid Courage cards may be played at once, but only before drawing a ghost or after resolving the ghost’s effects.
- Candle – Lessens a ghost’s effect by 1 Courage Point for Startle, Scare, or Attack. Can be saved and used later. Discard after use. Only one Candle card can be played per turn.
- Run In Fear – This card lets the player run back to the Base Camp if their Courage is a 3 or less. It can be saved until used, but must be discarded after use. If a player carrying the Treasure uses a Run In Fear card they must drop the Treasure to run. The Run In Fear card can be used either at the beginning of a turn, after rolling and instead of moving, or at the end of a turn. If the player rolls and then encounters a ghost the instructions on the ghost card must be followed before using the Run In Fear card.
- Satchel – The Satchel makes it easier for you to securely carry discoveries. If you have a Satchel the effects of a Poltergeist are reduced by 1 card.
- Bad Discovery – There are 2 each of 3 Bad Discoveries:
 - Haunted Doll – The Haunted Doll will follow you around and alert other ghosts to your presence. If you have the Haunted Doll in your inventory the effects of Spooks, Apparitions, and Wraiths is increased by 1 Courage Point. You can get rid of the Haunted Doll by letting a Poltergeist steal it, or by dropping it when you encounter a Spider. If you have both Haunted Dolls their effects are not multiplied.
 - Ancient Mask – The Ancient Mask hinders your movement. Each turn that you have the Ancient Mask in your inventory your movement is reduced by 3. This means you may not be able to move at all if you roll a 3. You can get rid of the Ancient Mask by letting a Poltergeist steal it, or by dropping it when you encounter a Spider.
 - Giant Spider – The Giant Spider jumps out at you while you are searching the house. You drop 1 Discovery Card that you are carrying (it can be a Haunted Doll or Ancient Mask) and then move 5 spaces away. Do not make a discovery if you land on a ? space though. If you have both Ancient Masks their effects are not multiplied.
- Ghost Detector Pieces – Sensor Array, Control Module, Audio Filter, and Output Display
 - The Ghost Detector requires all 4 parts to properly function. Once a player has collected all four parts they can draw up to 3 Discovery Cards when landing on a ? space until they get a non-ghost card. The player must keep the first non-ghost card they draw, or the third card even if it’s a ghost.
 - The Ghost Detector also enables players to move instead of encounter a Ghost on rolls of 2 & 12 when carrying the Treasure.
 - If the player encounters a Poltergeist they may have to disassemble a Ghost Detector if they don’t have any other discoveries that the Poltergeist can steal.
 - A player may carry more than one of the same part of the Ghost Detector (e.g. they may have two Sensor Arrays), but they must have one of each part to have a functioning Ghost Detector.
 - Players may trade parts or leave parts for other players (see below).



- Instant Courage – This card gives the player 2 Courage Points immediately and then is discarded.
- Find Treasure – If the player finds the Treasure they must carry the Treasure with them and attempt to flee the mansion with their friends. See more details below.
- If the Discovery card is not Encounter Ghost or Increased Ghost Activity, cover the space with a marker chip. No more discoveries can be made on the space, until it becomes uncovered again later. If there are no unplaced markers available you may take one marker that has already been placed from a different floor than what you are on, including markers from  Secret Tunnel spaces that have been blocked by Ghost Players. Searching under Discovery Markers for a  Secret Tunnel is not allowed, the first marker chosen must be used. You may not remove Discovery Markers from occupied rooms.

Encountering Ghosts

- If the player rolls a value where they encounter a ghost they do not move. Instead draw the top card from the Ghost deck. Follow the instructions on the ghost card.
- A Ghost Card may be:
 - Creepy Feeling cards mean the player can't move that turn. If they draw this card after drawing an Encounter Ghost Discovery Card nothing happens.
 - Spooks startle the player – lose 1 courage point.
 - Apparitions scare the player – lose 2 courage points.
 - Wraiths attack the player – lose 3 courage points.
 - Phantoms disorient the player – the player must move to the location indicated on the ghost card (Attic Landing, 2nd Story Landing, 1st Floor Foyer, or Cellar Landing). Place the player's piece on the  space in the indicated area. If the  space is already occupied, place the piece on an adjacent space.
 - Poltergeists will steal discoveries from players – the player must discard Discovery Cards that he/she is carrying (including Liquid Courage, Candle, Run In Fear, and Ghost Detector cards). Poltergeists will steal a different number of cards depending on how late it is (see above). Poltergeists do not steal the Treasure.
 - Benevolent Spirit – Benevolent Spirits do not harm the player and may actually help them out. But beware; when you have the Treasure Benevolent Spirits are driven away by the other ghosts. If you are carrying the Treasure and draw a Benevolent Spirit discard it immediately and do not follow the instructions on the card. Your turn ends immediately. There are four Benevolent Spirits:
 - Gus – Take 1 card out of the discarded Discovery Cards pile.
 - Georgie – Gain 2 Courage Points.
 - Casper – Move to the hallway side of any doorway on a revealed tile.
 - Timmy – Sends you back to Base Camp instantly. You also gain 1 Courage Point for entering the Base Camp.
 - Homer – Trade places with any other player (including Ghost Players).
 - Phineas - Lets you roll again.
- After following the instructions on the ghost card, discard to a face up pile.
- If the Ghost deck is depleted, shuffle the discard pile and turn face down.

Using Discovery Cards

- Players may use Discovery Cards in their hand at any time before drawing a Ghost card or after following the instructions on the Ghost card. Players may use a Candle card to reduce the effect of a Ghost, however a Liquid Courage card must be played before drawing a Ghost card or after applying the effects of a ghost, thus



a player may still be scared to death while they have Liquid Courage if they haven't used it in time, e.g. if a player has 3 Courage Points and draws a Wraith card they will be scared to death, even if they had a Liquid Courage card that they hadn't used before drawing the Wraith.

Tracking Courage

- If a player's courage runs out they have been scared to death and they become a ghost. Replace their pawn with a Ghost Pawn to identify them as a ghost. The player will start their next turn from their current space, but as a ghost.
- Players can return to the Base Camp to regain Courage Points. Players will gain +1 Courage Points upon entering the Base Camp (including when using a Run In Fear card or when Timmy sends a player back to Base Camp) and another +2 Courage Points for each turn they spend in the Base Camp. Players can't have more than 8 Courage Points, thus a player that enters Base Camp with 2 courage would immediately jump to 3 and then wait for 3 rounds to get to a full 8 Courage Points (5, 7, then 8). Players can't move or roll if they are in the Base Camp area (except to leave). Players must leave the Base Camp the turn after they reach 8 Courage Points. If a player attempting to leave the Base Camp rolls a value that would encounter a ghost they must roll again.

Playing as a Ghost Player

- Summary
 - Ghost Players cannot carry any Discovery Cards. Return all Discovery Cards to the discard pile.
 - Ghost players drop the Treasure when they become a ghost. Place the Treasure Token on an adjacent space (including spaces on the other side of walls). Remember, the Ghost Player is now playing against the other players, so they may choose to drop the treasure in an adjacent place that may be more difficult for other players to retrieve it from. The Treasure remains on the space it was dropped for one full round of players' turns. Players can retrieve the Treasure by landing on the space occupied by the Treasure Token. If no other player has retrieved the Treasure in the next round, the ghosts of the mansion retrieve it and hide it again. Remove the token and shuffle the Treasure card back into the Discovery Cards deck along with about half (a cut deck is fine) of the cards in the Discovery Cards discard pile (remember to shuffle the discard pile to make sure you have a mix of cards and not a bunch of Ghost Encounters).
 - Ghost Players can't search for the Treasure any more. Instead they work to attack other players and prevent them from making discoveries.
- Movement
 - Ghost players roll 1 die each turn.
 - Ghost players can pass through walls and between floors, however they cannot use Secret Tunnels.
 - Ghost players do not reveal any unrevealed tiles, but may move through them.
 - Ghost Players must take all of their moves; they cannot elect to stop after only moving partially. Ghost Players may not retrace their steps during a turn (e.g. they may not just move back and forth).
 - Ghost Players cannot move through each other. Other players may not move through a Ghost Player.
- Special Rolls
 - If a Ghost Player rolls 1 they get sent to a  space of their choosing. If they are already on a  space they must move to a different one.



- If a Ghost Player rolls a 6 they can choose to either move or send a ghost to attack any other player. If they choose to make a ghost attack they can draw 1 card from the Ghost Cards deck and then choose one other player to effect with the drawn ghost card. *Ghost Players can even send a ghost to attack someone in the Base Camp!*
- Landing on Spaces
 - If a Ghost Player lands on a ? space they can cover it with a marker chip, effectively preventing other players from making a discovery there.
 - If a Ghost Player lands on a ⚡ Secret Tunnel space they can cover it with a marker chip, effectively sealing the tunnel and preventing other players from using it. Secret Tunnels can be uncovered after all the marker chips have been used, just as ? spaces can be uncovered.
- Encountering Other Players
 - If a Ghost Player encounters another Player (is able to move onto the other player's space) the Ghost Player scares the other Player. The other Player will lose 2 courage points, unless the player uses a candle, then that player loses 1 courage point, or is followed by the Haunted Doll, then that player loses 3 Courage Points.
 - After scaring the other Player the Ghost Player returns to any open □ space (their choice).
 - Do not count moving to the □ space as a move. If the Ghost Player still has available moves they can finish their moves.
- If a Ghost Player scares another Player and they run out of courage points the other Player also becomes a ghost.
- Ghost Players may not move into the Base Camp area unless chasing a player with the Treasure of it the Treasure has already left the mansion.
- NOTE: The Ghost Player must land on top of the other player, not land adjacent to the player. This can happen at any point in the Ghost Player's move, but once they scare another player they must go to a □ space.

Trading Discoveries

- Players can trade Discovery Cards if they are in the same room, both in the Base Camp, or on adjacent spaces (without a wall or banister between them) if they are in a foyer, landing, stairs, or hallway area. Trade must happen at the beginning of one of the players' turns, before rolling the dice. Trade does not have to be 1 for 1, and players can even give Discovery Cards to other players without receiving anything in return. This is useful for passing off the Treasure during a mad dash for the exit or for giving other players Ghost Detector parts, Liquid Courage or other discoveries that can help them out.
- Players can leave discoveries in the Base Camp area for other players to retrieve. If a player is in the Base Camp they may choose to leave some of the Discovery Cards they are carrying. If a player leaves Discovery Cards in the Base Camp they can't pick it up again. It must be picked up by another player. Discovery Cards get left on the turn that a player chooses to leave the Base Camp. Discovery Cards remains in the Base Camp until another player chooses to pick it up.
- Bad Discoveries (Haunted Dolls and Ancient Masks) may not be left in the Base Camp, however they may be traded if players decide that would be advantageous for some reason.

Finding the Treasure

- Once a player finds the Treasure they must make it to the Exit of the house (one of the two spaces outside the standard playing area, adjacent to the Base Camp) without getting scared to death. Ghosts attack with a



vengeance when someone finds the Treasure. When carrying the Treasure rolls of 2, 12, 6, 7, and 8 all result in meeting a ghost (unless the player has a full Ghost Detector, then they only encounter ghosts on rolls of 6, 7, and 8).

- A Player can choose to drop the Treasure and stop carrying it after rolling the die (i.e. they may move off of a space and leave the Treasure behind), or drop the Treasure if they get scared to death and turn into a ghost. If they drop the Treasure they go back to experiencing ghosts only on rolls of 2, 7, and 12. The Treasure remains on the space it was dropped (place the Treasure Token there) for one full round of players' turns. Players can retrieve the Treasure by landing on the space occupied by the Treasure Token. If no other player has retrieved the Treasure in the next round, the ghosts of the mansion retrieve it and hide it again. Remove the token and shuffle the Treasure card back into the Discovery Cards deck along with any cards in the Discovery Cards discard pile.

Additional Notes

- Players cannot occupy or move through the same space as another player, except for when a Ghost Player scares another player. This may make movement through the narrow Attic and Cellar hallways difficult.
- When a player is not carrying the Treasure or trying to escape the mansion the Base Camp counts as a single space that all players may occupy. When players leave the Base Camp they may exit on any adjacent space.
- If a player is in the Base Camp when another player exits the house with the Treasure the player in the Base Camp must start their move from the upper right space (the one farthest from the exit doors). If there are two or more players in the Base Camp the first player to take a turn after the Treasure exits the house should place their pawn in the upper right space. The additional player(s) should place their pieces in the spaces immediately below that space (along the right side of the Base Camp).

Ending the Game

The game ends when one of the following conditions occurs:

- The Treasure is retrieved and the player reaches the Exit. Players may opt to continue the game for a few more rounds to see which surviving players can also reach the Exit. In this case, ghosts are encountered when any player rolls a 2, 6, 7, 8, or 12 (6, 7, or 8 if the rolling player has a completed Ghost Detector) after the first player exits the mansion with the Treasure and ghost encounters may occur in the Base Camp. Pawns are removed from play as soon as they reach an Exit space. The winner(s) are any players that are able to exit the mansion alive (you can rank the players by the amount of courage remaining).
- All players have been scared to death and have become ghosts. In this case the ghosts have won!

Variations

Increased Difficulty – To increase the difficulty of the game there are several options. Choose one or more of the options below depending on how difficult you would like the game to be:

- Start the Time Indicator at 6pm.
- Remove 6 Creepy Feelings and 2 Spooks from the Ghosts Deck – Ghosts Deck will have 64 cards instead of 72.

Easier Game – A simpler game, with less Ghost Activity can be accomplished by any of the following adjustments:

- Remove 2 Wraiths, 4 Apparitions, and 2 Poltergeists from the Ghost Deck– Ghosts Deck will have 64 cards instead of 72.
- Remove 2 Increase Ghost Activity cards and/or some or all of the Bad Discovery cards from the Discovery Deck – Discovery Cards deck will have 64-70 cards instead of 72.



Pieces

1 Game Board

4 Player Pawns

4 Ghost Pawns

2 D6 Dice

72 Ghost Cards (64-72 used in a game)

- Spook x 14
- Apparition x 12
- Phantom x 12
- Poltergeist x 10
- Creepy Feeling x 10
- Wraith x 8
- Benevolent Spirit x 6
 - o Georgie
 - o Gus
 - o Phineas
 - o Homer
 - o Timmy
 - o Casper

72 Discovery Cards

- Encounter Ghost x 18
- Ghost Machine x 16
 - o Sensor Array x 4
 - o Control Module x 4
 - o Output Display x 4
 - o Audio Filter x 4
- Bad Discovery x 6
 - o Giant Spider x 2
 - o Haunted Doll x 2
 - o Ancient Mask x 2
- Floor Map x 6
- Increase Ghost Activity x 6
- Candle x 6
- Liquid Courage x 6
- Run In Fear x 3
- Satchel x 2
- Instant Courage x 2
- Treasure x 1

4 Player Courage Cards

4 Courage Marker Clips

Room Tiles

Attic – 8 tiles (3"x3")

2nd Floor – 8 tiles (3"x6")

1st Floor – 11 tiles (3"x6")

Cellar – 8 tiles (3"x3")

1 Time Indicator Pawn

1 Treasure Token

80 Marker Chips



Card Ratios:

Discoveries			
Bad Discovery	6	8.33%	8.33%
Increase Ghost Activity	6	8.33%	
Encounter Ghost	18	25.00%	33.33%
Ghost Machine	16	22.22%	
Candle	6	8.33%	
Floor Map	6	8.33%	
Liquid Courage	6	8.33%	
Instant Courage	2	2.78%	
Run in Fear	3	4.17%	
Satchel	2	2.78%	
Treasure	1	1.39%	58.33%
Total	72		

Discoveries - Easy			
Bad Discovery	6	8.57%	8.57%
Increase Ghost Activity	4	5.71%	
Encounter Ghost	18	25.71%	31.43%
Ghost Machine	16	22.86%	
Candle	6	8.57%	
Floor Map	6	8.57%	
Liquid Courage	6	8.57%	
Instant Courage	2	2.86%	
Run in Fear	3	4.29%	
Satchel	2	2.86%	
Treasure	1	1.43%	60.00%
Total	70		

Discoveries - Very Easy			
Bad Discovery	0	0.00%	0.00%
Increase Ghost Activity	4	6.25%	
Encounter Ghost	18	28.13%	34.38%
Ghost Machine	16	25.00%	
Candle	6	9.38%	
Floor Map	6	9.38%	
Liquid Courage	6	9.38%	
Instant Courage	2	3.13%	
Run in Fear	3	4.69%	
Satchel	2	3.13%	
Treasure	1	1.56%	65.63%
Total	64		

Ghosts - Easy			
Spook	14	21.88%	
Apparition	8	12.50%	
Wraith	6	9.38%	43.75%
Phantom	12	18.75%	
Poltergeist	8	12.50%	31.25%
Benevolent	6	9.38%	
Creepy Feeling	10	15.63%	25.00%
Total	64		

Ghosts - Medium			
Spook	14	19.44%	
Apparition	12	16.67%	
Wraith	8	11.11%	47.22%
Phantom	12	16.67%	
Poltergeist	10	13.89%	30.56%
Benevolent	6	8.33%	
Creepy Feeling	10	13.89%	22.22%
Total	72		

Ghosts - Hard			
Spook	12	18.75%	
Apparition	12	18.75%	
Wraith	8	12.50%	50.00%
Phantom	12	18.75%	
Poltergeist	10	15.63%	34.38%
Benevolent	6	9.38%	
Creepy Feeling	4	6.25%	15.63%
Total	64		

Dice Rolls:

Roll	Probability
2 or 12	6%
7	17%
2, 7, or 12	22%
2, 6, 7, 8, or 12	50%
6, 7, or 8	44%



Rooms:

Cellar – 5 used per game

1. Wine Cellar
2. Workshop
3. Laboratory
4. Storage Room
5. Boiler Room
6. Morgue
7. Dirt Floor w/ Hole
8. Laundry

2nd Floor – 5 used per game, double sized tiles

1. Bedroom 1 / Bathroom 1
2. Bedroom 2 / Bathroom 2
3. Bedroom 3 / Bathroom 3
4. Bedroom 4 / Bathroom 4
5. Bedroom 5 / Nursery
6. Bedroom 6 / Séance Room
7. Bedroom 7 / Hunting Room
8. Bedroom 8 / Balcony

1st Floor – 5 used per game, double sized tiles.

1. Dining Room
2. Ball Room
3. Kitchen / Pantry / Closet w/ passage
4. Library / Powder Room
5. Conservatory / Bath House
6. Parlor / Study
7. Music Room / Drawing Room
8. Art Gallery / Billiard Room
9. Archeological Display / Patio and Garden
10. Bowling Alley
11. Theater / Exercise Room

Attic – 5 used per game

1. Storage
2. Tower
3. Panic Room
4. Security Room
5. Relic/Artifact Room
6. Black Magic Room
7. Machinery Room
8. Empty Room

Credits:

Game design by: George Jaros

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

Thanks: Neal Simon for the Polter-Heist name.

Additional Play Testing: Gus Gerhardt, Doug Porter

Copyright © 2014

