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in a video on our
YouTube channel!



HAUNTING

FOREWORD

HAUNTING is an atypical game taking place in the dark that plays with the feeling of fear. Keep in mind that it is, after all, a game.

A few days ago, a desperate call brought you to these walls where an Evil spirit torments the living. As a medium, you are their last hope.

Concept

Haunting is a cooperative party game that is played in a location in the dark, only using the screen of your phone as a source of light.

The players are mediums whose objective is to exorcise a haunted location. To do so, they will have to accomplish missions and forfeits in different parts of this location.

A Master of Ceremony (referred to as Moc in the rules) oversees the course of the game. Even though it is a player, **the Moc is not considered a medium.**

Throughout the game, called "Ceremony", Divination cards will be revealed, adding additional restrictions to make the task of the mediums more difficult.

Each turn, some mediums will be **possessed** by the Spirit and will have to bend to its will; others will be **saviours** and will have to free the possessed mediums as well as fulfilling missions if they can.

Freeing the possessed mediums is the most important action to be done, but also the riskiest! Indeed, the saviours can remain trapped among the possessed ones in case of failure!

The bottom part of the box has a part in the game. It represents an ancient Relic called “The Spirit Box”. It must be placed in the scariest and furthest place from the Ceremonial room. The energy it releases attracts evil and the scariest behaviours.



The Spirit Box

Phone screen

We advise you to play using the screen of your phone and to set the brightness just high enough to go through the locations and read your cards as if it was a small candle.

Use the screen and not the flashlight of the phone as the screen offers a dimmer light.

If you do not own a mobile phone, you may use a flashlight, a headlamp or any other source of light you can hold in your hand. If needed, reduce the brightness using the settings or by placing your fingers or a cloth in front of the light.



Light on



Light off



HAVE FUN!

- Choose a safe place to play.
- Act your role (Possessed, Saviour and Moc) as you please. You may overplay, add elements to your mission forfeits/missions/torments and adapt them if you wish or if you think it is needed.
- You may play as a possessed who wants to block the saviours at all costs, or, on the contrary, play as a possessed who wants to be saved.
- The Moc may be loose about how to apply the Divinations, or on the contrary, rather strict.
- For the possessed, the actions to free you or to trap a saviour are open to your judgment.

Keep in mind that the goal of the game is to have fun and have a great time, **so if you have a doubt, just pick the solution that seems fun to you!**

Goal of the game

To win, the mediums and the Moc must flip 3 Divination cards before the end of the seventh turn. Otherwise, the game is lost.

If all the mediums are trapped in the game areas and cannot come back around the Ceremonial Table, the game is lost.

Game components

- 1 Ritual board
- 2 Game aid cards
- 11 Divination cards
- 42 Saviour Mission cards
- 75 Possessed Mission cards
- 11 Moc Torment cards
- 6 Moc History cards
- 17 Candle tokens
- The bottom part of the box, called “The Spirit Box”

You will also need one mobile phone per player.
Find the description of the cards on pages 15 and 16.

Game Sequence

The game is played in 7 turns. One turn is made of 3 phases:

1. Preparation Phase

The Moc deals cards to determine who is a saviour, and who is possessed among the mediums and then draws its Torment card.

2. Expedition Phase

The possessed and the saviours spread into the places and must apply their forfeits/missions described on their cards. The Moc ensures the game goes on properly while dealing with its torment.

3. Validation Phase

The Candle tokens move forward on the Ritual board for each freed possessed, for each mission accomplished successfully and if the Torment card of the Moc allows it.

Setup of the game area

- Choose a precise zone to play, a zone that must be known to all players.


Clarifications:

- If you play indoors, indicate clearly which are the rooms to be accessed and those which should not.
- If you play outside, determine a zone to play with 4 to 6 important areas.
- We advise you to have a number of rooms or play areas about half the number of mediums.

- Choose a zone to be the Ceremonial Room.

Clarifications:

- If you play indoors, choose a room with a table.
- If you play outside, you can use a blanket on the ground to set up the game board and the cards, this blanket is considered as the "Ceremonial Table". It must be separated from the other zones.

- Select the room furthest from the Ceremonial Room and/or the scariest. Put "The Spirit Box"  there so it is clearly visible, with inside it, 3 Saviours cards picked randomly.

- Choose a player to be the Master of Ceremony, referred to as Moc in this booklet and on the cards.

Setup of the Ceremonial Table

- Place the Ritual board at the centre of the table.



- Take 2 Divination cards, picked at random, and place them face down, one on the spot A and the other one on the spot B of the board. Take the Divination card with the door on its back and put it, face down, on the spot C.






- Place as many Candle tokens that there are mediums +1 on the first Divination card (Spot A).
 Example: if there are 6 mediums and the Moc playing, place 7 Candle tokens on the first Divination card.



- Add 2 Candle tokens on the second card (spot B).

- Add 3 Candle tokens on the last card (spot C).

- Shuffle the Possessed cards  and Saviour cards  separately and place them on their dedicated spot .



- Shuffle the Moc Torment cards, take 7 of them at random and make a pile, face down, on the Moc draw area of the board.

- Choose or pick at random, a Moc History card that matches the atmosphere you want to give to the game and to the environment you play in, 🏠 or 🍷. Then place it, face down, on the pile.

- Put all the unused cards in the game box lid, aside. They will not be used for this game.

- Turn off the lights, keep only the glow of your phone screen, and settle down around The Ceremonial Table: The Ceremony can begin.

POSSESSED CARDS AND MODULES

At each game, you play with all the Possessed cards with no icons at the bottom of the card, next to their identification number. You may add one or more modules according to the environment you play in and what you want:

- If you play in a house or a flat, add the 🏠 cards.
- If you play outside, add the 🍷 cards.
- If you want to play with forfeits with physical contact between the mediums, add the 🤝 cards.
- If you want to play with more complex forfeits, add the 🧠 cards.

According to the environment in which you play and what suits you, you may add different modules.



1. Preparation Phase

Only for the first turn of the game:

The Moc reveals the History card on the top of the Moc deck and reads it out loud.

A. The Moc deals a Saviour card 👁️ to the medium on its left, then a Possessed card 🌀 to the next one, clockwise, and so on by alternating Saviour and Possessed cards until all the mediums get one card.

B. The possessed mediums and saviours read their mission secretly and in silence. The Moc draws the top card from the Torment deck and reads secretly the text on its back.

C. Once all the cards have been read, you can keep them in your hand or put them in one of your pockets. Then, the Moc proclaims with a loud voice:

“Saviours stay with me!”

The saviours remain by the Ceremonial Table, while all the possessed go and split up between the different locations.

D. The saviours and the Moc may take some time to discuss their strategy or about the possible possessed mediums to be freed and how to proceed if needed. Then, the Moc proclaims:

“Saviours, I count on you!”

The saviours leave the Ceremonial Room and must split up to explore the locations and accomplish their missions.

Note: when the Moc draws its last Torment card, it indicates that this is the last Expedition before the end of the game (cf. End of the game, page 10).

Note: At each preparation phase, we advise you to change places between the turns when you come back to the ceremonial table so that you do not always have the same role, possessed or saviour.



2. Expedition Phase

A. After they have left the Ceremonial Room, the **possessed** split up in the different zones of the game, and then turn off their light until they are freed. Each must do its **forfeit**, which is **mandatory**. As soon as they have been freed, the possessed go straight back to the Ceremonial Room without interacting with the other mediums.


TRAPPED SAVIOUR

- When a saviour tries to free a possessed medium and does an action that traps them with the possessed, the possessed medium says: *"Turn off your light. Act like me now."* Then, they explain the forfeit or make them read the Possessed card.

This saviour turns off their light and stays in the same zone as the possessed doing the same forfeit. They will be freed at the same time as the possessed medium who trapped them.



RELEASE OF A POSSESSED/TRAPPED MEDIUM

- When a possessed medium is freed by a saviour, they turn their light back on and say *"Thank you"*. They must go back to the Ceremonial Table straight away, without any interactions with other mediums.
- If a possessed/trapped medium is freed, all the possessed/trapped mediums with the same forfeit are freed too at the same time. They all turn their light back on and go back straight away to the Ceremonial Table.
- A trapped saviour, then freed, must  in the next validation phase, even if they had done their mission before getting trapped.



B. The **saviours** must remain alone for this phase and cannot constitute groups, but they can talk to each other when they meet as they go through the zones. They have to remain in the different zones of the game until the Moc proclaims: *"The Ceremony starts again."*

Their primary mission is to **find the possessed mediums and free them**. They can also accomplish the mission from their card before the next Validation phase.

C. The **Moc** follows the directives of its Torment card and may go freely through the zones of the game.

DURATION OF AN EXPEDITION PHASE

An Expedition phase does not have a set duration. However, we advise you to play for about **4 minutes** so your games would be around 30 minutes long. Do not use any timer, you can, of course, check the time on your phone so you have an idea of the duration of the current Expedition phase. The exact duration is to be chosen by the Moc of course. **When the Moc hears many discussions between mediums and/or a constitution of groups, he must call to end the Expedition phase.**



When they see fit to end the Expedition phase, the Moc proclaims with a loud voice:



"The ceremony starts again!"


At this point, **all the mediums that are not possessed or trapped must come back to the Ceremonial Room**. So all the possessed and/or trapped mediums that were not freed during this phase remain in their game zone.

3. Validation Phase

Once all the available mediums are back, they can put their card in the matching discard pile (Possessed or Saviour). The mediums put their fists towards the centre of the table. The Moc proclaims:

- Each **possessed medium that has been freed** raise your thumb up .
- Each **saviour that has done its mission without getting trapped** raise your thumb up .

And, if the Torment card says so, the **Moc** raises their thumb up . In any other case, the thumb is down .

For each raised thumb , the **Moc** moves forward 1 Candle token to the next Divination card.

Important: you must move forward all the Candle tokens from spot A before being allowed to move the ones from spot B. And so on for the tokens on spot C.

Therefore, the Divination card on spot A will always be revealed before the one on spot B and the last card to be revealed will be the one on spot C.

If there are no more Candle tokens on a face-down Divination card after this, the Moc reveals the card. This will trigger an active effect for all the mediums around the Ceremonial Table (cf. The Divination cards, page 11).

Then proceed to the Preparation Phase of the next turn, except if this is the seventh and last turn. In that case, proceed to the "End of the game".

End of the game

The game ends in 3 different ways:

- **Loss by possession:** if no medium comes back when the Moc proclaims *"The Ceremony starts again"* at the end of the Expedition phase, the game is lost. The Spirit has possessed you.
- **Loss by the candles at the end of the seventh round:** you did not manage to remove all the Candle tokens from the Ritual board before the end of the game. The Spirit remains the master within those walls.
- **The Ceremony is a success:** you have managed to remove all the Candle tokens from the Ritual board before the end of the seventh turn.



The Divination cards



When a Divination card has no more Candle token on it, it is revealed at the end of the Validation phase.

Its effect will be applied from its reveal to the end of the game by all the mediums around the Ceremonial Table, not by the Moc.

When 2 Divination cards from spots A and B have been revealed, both effects must be applied together.

The Moc is not affected and is the guardian of the respect of these effects.

When the effect of a Divination card is not respected by the mediums, the Moc announces it and reminds the mediums of the effect in question, then, **he moves backwards one Candle token to the previous spot.**

Move backwards a Candle token



Take a Candle token from the spot that has the most and move it backwards by one spot. This may lead to taking a token from outside the board to put it back on the spot C.

Note: you cannot take a Candle token from spot A to move it out of the board.

Clarifications

• Glossary:

- “Sing a nursery rhyme”: you have to sing a children’s song as “Rock-a-bye Baby” or “Cottage in the Wood”...
- “Light up on purpose”: bring your light close to the face of a person.
- “Scare”: make another person jump, scream or laugh nervously.
- A forfeit or a mission always has priority over the rules and the Divination cards.
- Throughout the game, if you have a question about the game, the rules or a forfeit, ask the Moc, it is its role to settle these.

Suggestions for your first game

The setup is the same, however, the Moc does not take a look at the Torment cards and does not apply them. They will then be focused on the organisation of the game, and the respect for the effects of the Divination cards. They will draw a Torment card each turn, but without reading it, only to count the number of turns.



• CREDITS •

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Clarifications about the different roles



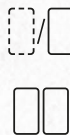
THE MASTER OF CEREMONY – MOC

- They guide the course of the Ceremony and the proper respect of the effects of the Divination cards by the mediums when around the Ceremonial Table.
 - They can move freely through the zones of the game during the expedition phase, without interacting with the mediums. They will gather information about the current state of the game they could share with the mediums in the next Preparation phase.
- Reminder: the Moc is not a medium, they can never be possessed.**

- They also fight against the Evil spirit and are affected by forfeits through the Torment cards.

The card indicated the conduct of the Moc and/or the expected response depending on the number of Divination cards already revealed on the board:




- 0 or 1 revealed Divination card (= there is no face-up card or only the spot A card is face-up).
- 2 revealed Divination cards (=the cards from spots A and B are face up).



- The Moc never reveals the answers from their forfeit, they only indicate if it is a success or a failure in the Validation phase.

Example:

After you have asked a saviour to bring you back the Spirit Box:

- If 0 or 1 Divination card is face up: if the saviour brings you the , reprimand them and tell them to put it back where it was and do  for the next Validation phase.
- If 2 Divination cards are face up: if they do not bring it back or if they come back, you do  for the next Validation phase.




POSSESSED

- A possessed medium must do its forfeit in the play area out of the Ceremonial Room until a saviour frees them.
- They must keep their light off at all times after they have settled in a chosen part of the play area.
- They do not come back to the Ceremonial Room as long as they have not been freed by a saviour.
- When they are freed, they must immediately return to the Ceremonial Room and they will do a thumb-up for the next Validation phase.
- When a saviour, trying to free a possessed medium, does an action that traps them, the possessed tells them so and explains, or makes them read, the forfeit to be done. Then the savior will turn its light off and stay in the same zone as the possessed that trapped them.



SAUVEUR

- A saviour medium always moves alone, never in groups.
- They can free possessed/trapped mediums. In addition, they can also do their mission before the next Ceremony.
- This icon  means that to do its mission, they must put this card in "the Spirit box".
- They always keep their light on.
Clarification: they can turn it off to do a mission if this is specified on the card, or because another medium asks so for any purpose of a forfeit or a mission.
- They immediately come back to the Ceremonial Room, between each turn when they hear: **"The Ceremony starts again"**.
- If they are trapped by a possessed medium, they must remain in the same play area and do the same forfeit. They will be freed at the same time as the possessed medium.
- If they manage to do their mission without getting trapped in between, they will do a thumb up for the next Validation phase.



Cards anatomy

MOC STORY



Moc Icon



Story Icon

"THE LITTLE GIRL"
You are not alone in those walls. For a few months, the rooms have been hearing children's laughter and a little voice singing nursery rhymes at night. All the pictures eaten in the house have an elusive shadow of a child wearing clothes from an older time. Sometimes, she plays with a ball, sometimes she screams her lungs out. Desperate, the family begs you to come and exorcise the house to free the tormented soul of little girl and find peace again.
The Seance is open.

Story to be read out loud



Story fitted for indoor game



Story fitted for outdoor game

MOC TORMENT



Moc Icon



Forfeit

During the Expedition phase, turn off your light and leave the Ceremonial Room. Try to scare the first two mediums you encounter. Then come back to the Ceremonial Room.

Do a thumb-up for the next Validation phase if the forfeit has been done completely. Otherwise:

Conditions:

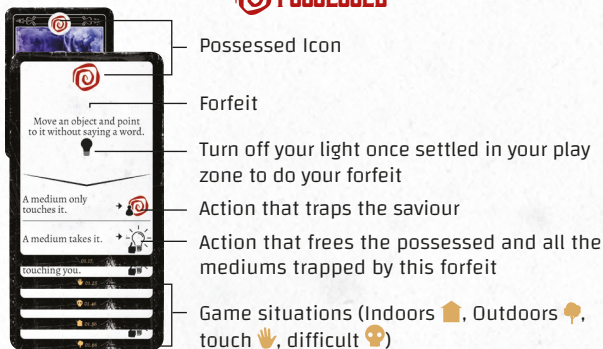


0 or 1 face-up Divination card

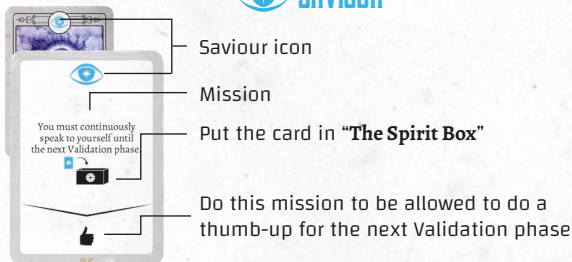


2 face-up Divination cards

POSSESSED



SAVIOUR



DIVINATION

