

RULES WITHOUT A DESIGNATED MASTER OF CEREMONY

This option allows you to play
HAUNTING without a designated
Master of Ceremony.

SPECIFIC COMPONENTS

- 1 Turn-counting deck of 7 cards
These cards replace the MoC Torment cards
- 1 3-minute timer, not provided



SET UP

- Remove the MoC Torment cards.
- Place the Turn-counting cards in a pile, in decreasing order, face with the number up.

The number on the top card indicates the number of turns remaining.

- Place a 3-minute timer on the Ceremonial Table.

TEMPORARY MASTER OF CEREMONY

On each turn, the 1st medium to come back to the Ceremonial Room will act as the Temporary Master of Ceremony. For the 1st turn, the owner of the game takes on this role; they read the Story card and deal with the Preparation phase.

TURN SEQUENCE

Each turn proceeds with the same phases as the base game.

1. PREPARATION PHASE

The temporary MoC:

- deals the Saviour and Possessed roles,
- draws the first card from the Saviour deck for them (the temporary MoC is bound to be a saviour),
- waits for the possessed to be in place, then starts the 3-minute timer by saying:

“Saviours, I am counting on you!”

then leaves the Ceremonial Room with the saviours.

2. EXPEDITION PHASE

Nothing changes except that if no medium returns to the Ceremonial Room before the end of the 3-minute timer: **the game is lost.**

This means that at least 1 possessed medium has to be freed during the Expedition phase.

TO NOTE:

- **Case 1: No medium comes back in time**

If the timer runs out and no medium came back to the Ceremonial Room, the game is immediately lost.

- **Case 2: Several mediums come back at the same time:**

These players agree immediately to designate the temporary MoC.

3. VALIDATION PHASE

The 1st medium to come back becomes the temporary MoC and can announce the end of the Expedition phase whenever they want before the end of the timer.

The temporary MoC is not affected by the revealed Divination cards and remains the guardian of their application.

The MoC checks for successes and failures as in the base game for the possessed and saviours.

Then the MoC discards the top Turn-counting card. If it is card number 1: **the game is lost.**

Besides the addition of the loss to the timer (cf. Card 4), the winning and loss conditions are the same as in the base game.

RULES OF THE CURSES

SPECIFIC COMPONENTS

- 10 Saviour Curses cards
- 10 Possessed Curses cards



SET UP

Shuffle the Curses cards into their respective decks.

WHEN YOU HAVE A CURSE CARD

You leave the Ceremonial Room with the possessed if you have a Possessed Curse, and with the saviours if you have a Saviour Curse.

During the next Expedition phase:

- You turn off your light.
- You must follow the text of the card and do nothing else. So if you have a Curse, you cannot free possessed mediums nor be blocked by a possessed medium.
- Unless stated otherwise on the Curse card, come back to the Ceremonial Room when it ends and give your card to the MoC.

The Curses **THE CHILD** and **THE DEMON** are only to be added to their respective decks in 10-player or more games and block saviours. These saviours will put  even if they had accomplished their mission before being blocked by the Curse.

Note:

A medium affected by a Curse will exhibit erratic behaviour, generating craziness and disruptions during the exorcism.

The Candle tokens

The 6 Candle tokens allow you to play with up to 18 players (17 mediums + 1 MoC, or 18 mediums with no designated MoC).

NEW SAVIOUR/POSSESSED/ TORMENT CARDS

SPECIFIC COMPONENTS

- 30 new Saviour cards
- 30 new Possessed cards
- 10 new MoC Torment cards



SET UP

Shuffle the cards into their respective decks.

RULE CHANGES

None.

Note that the Saviour cards 02.46 and 02.47 allow you to free a possessed medium automatically but do not allow you to do a thumbs up 👍.