

Mystic Manor

A competitive ghost hunting game
of courage and strategy

LAST
NIGHT
games

Designed by Nate & Jake Jenne



10+



30-45



2-5

Mystic Manor

Contents

50 House game sheets	10 Wood heart tokens
1 Attic mat	61 Item tokens
1 Actions mat	16 Revenge tokens
45 House cards	15 Inventory tokens
12 Attic cards	1 Rubber stamp
10 Player mats	1 Ink pad
15 Wood ghost tokens	1 20-sided die
9 Wood apparition tokens	This rule book
8 Wood imp tokens	
5 Wood player tokens	

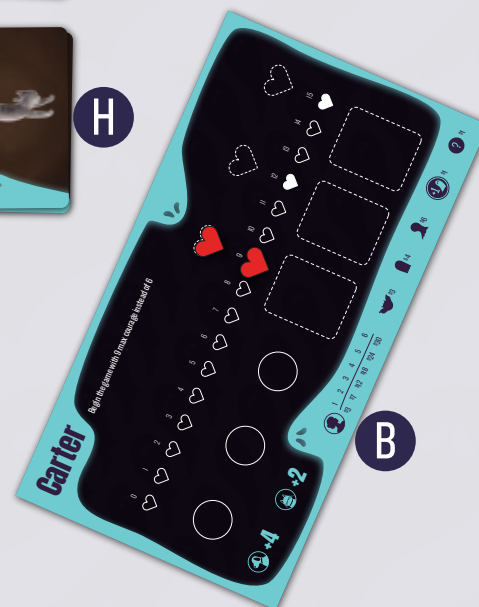
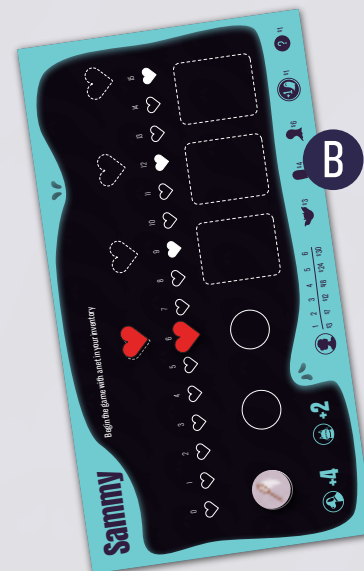


Overview

As a renowned team of ghost hunters, you've been hired to rid a haunted house of its unwelcome guests. You'll earn money for each ghost, apparition and imp you dispel. It takes courage to move around through the house and you'll need the help of special items and pets to defeat the ghosts inside. Find the balance between upgrading your inventory and exploring the mansion to earn the most money before the game ends!

Game setup

- A** Place an unused House Map sheet in the center of the table. Place the Actions Mat below it and place the Attic Mat above. Both the House Map and the Attic Mat are double-sided. Be sure to use the correct side for your number of players.
- B** Have each player choose their own Player Mat. Each Player Mat has its own character with a name and special ability. Place a Courage Token (wood heart) above the Courage Meter of your Player Mat at level 6. (Note that one character's special ability indicates that his/her heart should start at level 9). Place another Courage Token on the Courage Meter at the same level.
- C** Each player should choose a wood character token and place it on the first space on the Actions Mat.
- D** Shuffle the Attic Cards and place the deck face down near the Attic Mat on the table. Reveal two cards and place them face up on the Attic Mat—one in each of the two designated areas.
- E** Place one of each of the tool tokens (flashlight, ghost bait, spirit sucker, sparkle bomb) in random order on the Actions Mat next to the tool chest in the four designated positions. Place the remaining tool tokens face down on the table.
- F** Place all the remaining tokens, ghosts, imps, apparitions and die on the table within reach of all players. Open the ink pad and place it and the rubber stamp on the table.
- G** For a 2-3 player game, put all the House cards containing the 4-6 player symbol back in the box. For a 4-6 player game, use all the House cards. Find the card in the House deck containing the Level 20 ghost and set it aside. Shuffle the remaining cards and then place the deck face down on the table with the Level 20 ghost card on the bottom.



Game setup video



Complete rules video



H

Finally, you will need to use the House cards to reveal the items found in each of the entry spaces of the house on the House Map. On the 2-3 player House Map there are only 3 spaces designated as entrances at the bottom of the house. The 4-5 player House Map has 3 additional entrances at the top. Follow the instructions for **Revealing Spaces in the House** on page 10 to determine which items to place on each of those entrance spaces.

House Map

The House Map is a pad of large single-use sheets. You'll be using the included rubber stamp to permanently stamp your progress each game. Take a moment to familiarize yourself with the House Map. This will make the rules of the game much easier to follow.

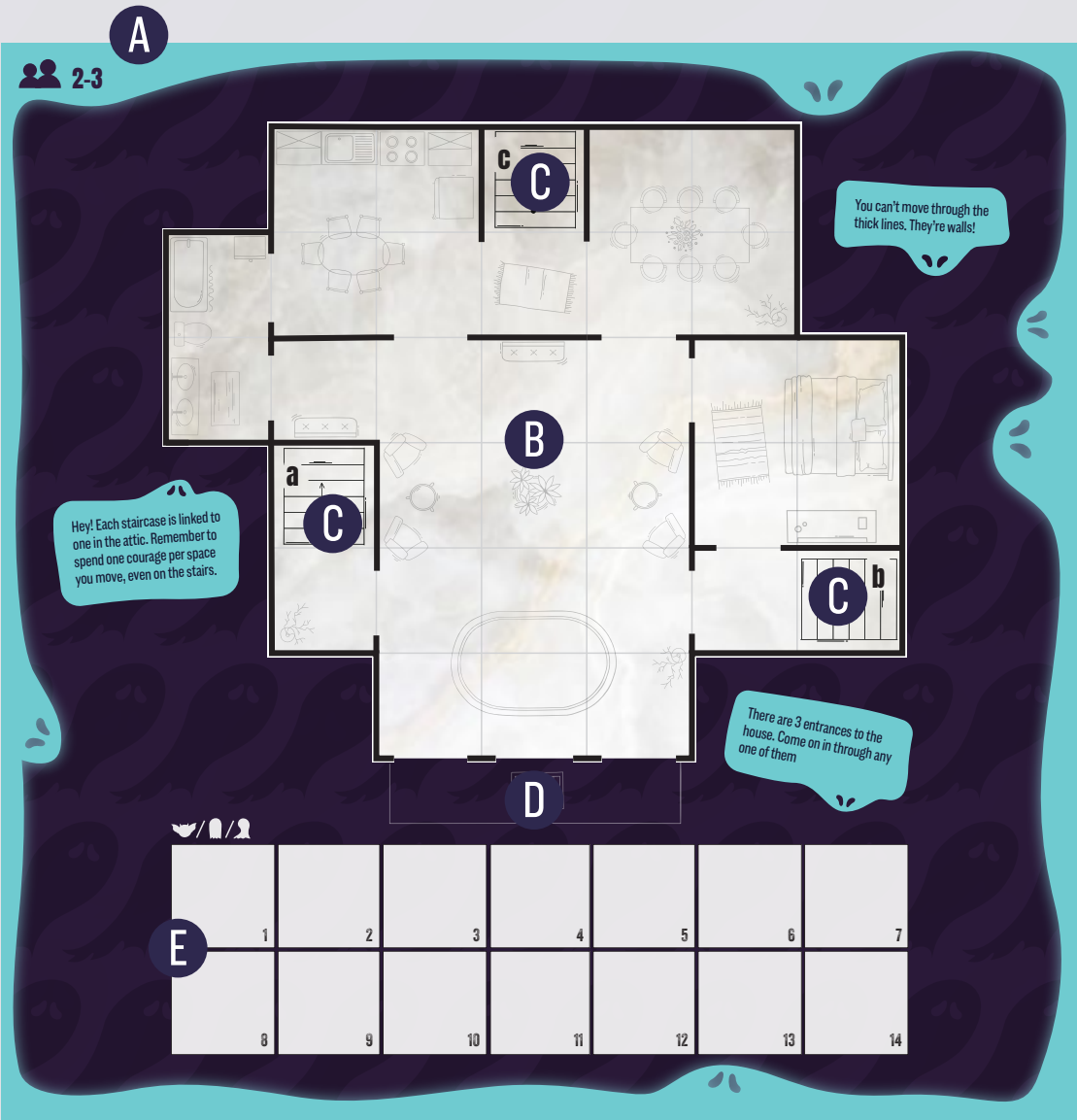
A Player Count
The House Map is double-sided. Be sure to use the side that matches the number of players you have.

B The House
The house is represented with a floor plan. Thick black lines are walls that cannot be moved through. Thin, light gray lines are used to divide the house in to individual spaces you can occupy. All the furniture items in the house are for decoration purposes only.

C Stairs
There are multiple staircases in the house. Each one is labeled with a letter and has a coordinating staircase on the Attic Mat. Players can move from a stair space in the house to the matching stair space in the attic and vice versa.

D Entrances
There are 3 entrances to the house (6 in the 4-5 player map). They are represented as openings in the outer wall of the House Map. These entrance spaces should be revealed before the game starts. Any time a player wishes to enter the house, he/she must start counting his/her movement from one of these entrance spaces.

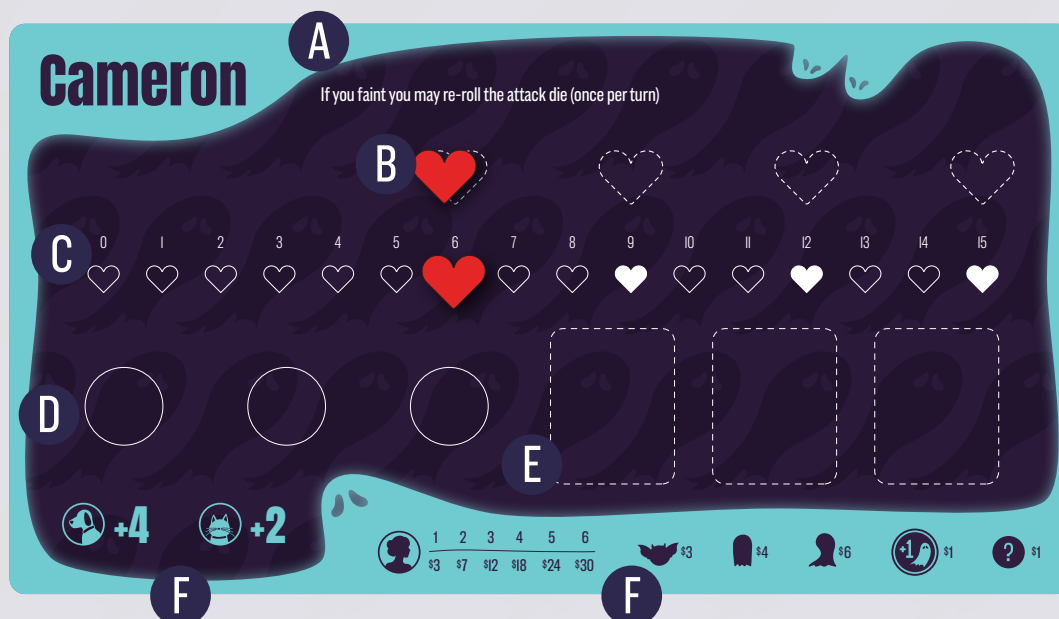
E Progress Track
The progress track along the bottom of the House Map indicates how much work is left to be done before the game ends. Every time a player defeats a ghost, releases imps, or dispels an apparition, one space should be stamped on the track. When every space on the track has been stamped, the game will immediately end.



Player Mat

Each player should choose Player Mat to use. Get familiar with your player mat before continuing with the rules of the game.

- A** Each Player Mat has a name and a special player ability on it. The name has no bearing on the game, but the player abilities are very important.
- B** It takes courage to move through the house. Your character's max courage starts at 6 (there is one special player ability that starts at 9). Use a Courage Token (wood heart) to mark what your player's max courage is.
- C** The Courage Meter measures how much courage your player has left. You'll start with your courage set to your max. Place a Courage Token (wood heart) on the track directly below your max Courage Token.



- D** Each player has a backpack which can store 3 inventory items at the beginning of the game (one special player ability allows 4 inventory items at the beginning). All items in your possession must be placed on available inventory spaces.
- E** Players can upgrade their backpack and add inventory spaces by adding backpack tiles to the rectangular placeholders on the Player Mat.
- F** The remaining icons on the Player Mat serve as reminders for the value of having a dog and cat in your inventory as well as the dollar value of each thing you can accomplish throughout the game.

Game Play

The goal of Mystic Manor is to earn the most money. You'll get paid for defeating ghosts, dispelling apparitions and catching and releasing imps. You can also earn money for collecting and selling paintings and achieving bonus cards. Players will take turns collecting items, upgrading their abilities and exploring the house. Each time a ghost is defeated, an apparition is dispelled, or a group of imps is released, a stamp is made on the progress track at the bottom of the House Map. Once all the spaces on the progress track are stamped, the game is immediately over.



On Your Turn

Each turn is **very quick** and simple, so players must plan several turns in advance in order to create a meaningful strategy. In general, you will move around the house collecting items into your inventory so that you can interact with unwelcome guests. On your turn you will only choose whether to a) take a single action found on the Actions mat or b) move your Player Token inside the house to a new space and resolve whatever you encounter there.

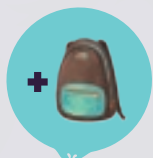
Actions

Regardless of where your player piece is located, you may always choose to perform one of the actions on the Actions Mat. Place your Player Token on the action of your choice and perform the steps for the matching action. The spaces on the Actions mat can be occupied by any number of players at once and you may even repeat the same action on consecutive turns.



Reset Courage

Move the wood heart token **on** your Courage Meter up to your current max value. This is determined by the position of the max courage heart token above your Courage Meter. Note that your max courage can only be 6, 9, 12 or 15.



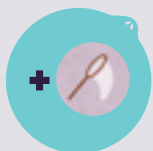
Expand Inventory

Take an inventory token from the supply and place it on an available matching spot on your Player Mat. This adds one more available spot to store inventory on your Player Mat.



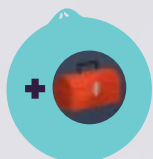
Increase Max Courage

Move the max courage heart token **above** your Courage Meter to the right one space. This raises your max courage level by 3. When you take this action you do not increase your actual courage, only the **maximum** courage of your player. To increase your current courage, you need to use the Reset Courage action. Note: you cannot increase your max courage beyond 15.



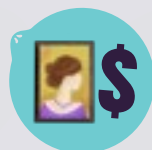
Acquire a Net

Take a net token from the supply and place it in an available inventory space on your Player Mat. If you don't have an empty inventory space, you may drop another item to make room for it. If you drop an item, place it back in the supply.



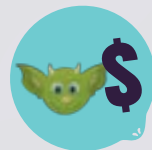
Collect a Tool

Randomly draw a new tool token from the supply. Adjust the tools on the Action Mat so that the tool type you have collected is now in the top-most position (+3 attack value) and slide down any other tools that were valued higher in order to fill in the gap. This way the value of each of the tools changes throughout the game.



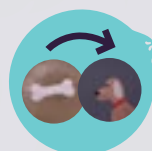
Sell Paintings

You may sell any number of paintings in your inventory. Paintings must be sold before the end of the game in order to earn you money, however, you'll earn more if you can manage to sell a larger quantity all at once. Gather all the paintings from your inventory that you wish to sell and place them near your Player Mat in a single stack. Each time you sell paintings, place the tokens sold in a new stack near your Player Mat so that you have a single stack for each sale. This is important so that you can accurately calculate your score at the end of the game.



Release Imps

If you have collected imps, they will all be stacked on a net token in a single inventory space on your Player Mat. Remove the stack of imps and place them near your Player Mat. **Then stamp the next space on the Progress Track of the House Map.** Return the net token to the supply. You will earn money for each imp released at the end of the game, but imps that are not released before the game ends will not earn anything.



Befriend a Dog

If you have a bone in your inventory, discard it and take a dog token from the supply into your inventory in its place. A dog in your inventory will increase your attack against ghosts by +4 (noted on the bottom left of your Player Mat).



Movement Through the House

It requires courage to move in the house. If your wood Courage Token is **above zero** on the Courage Meter, you can choose to move around in the house. Each space you move in the house costs one courage point. You may only move orthogonally through the house counting one courage point for each space as you go. Once your movement is complete, you may interact with whatever is found on the space occupied by your Player Token.

- If your Player Token is outside the house (on the Action Mat), you may only enter the house through one of the designated entrances. There are 3 entrances at the bottom of the 2-3 player House Map (and 3 more at the top if using the 4-5 player map). Entrances are designated by a break in the thick outer border of the house.
- You may freely move through spaces with other players, ghosts, apparitions, imps, and any items. **You may only move on and through spaces that have already been revealed or cleared.** Simply put, if a space is empty (has nothing on it and no stamp on it), then it has not yet been discovered and you cannot move there yet.
- There are staircases found on the House Map which are labeled with a letter. Each staircase corresponds with another set of stairs on the Attic Mat. You may move from the main house stairs to the matching attic stairs by counting each staircase as one space. Note: you can also move from the attic back down to the house.

You can interact with anything you find **on the space where you end your movement**. That is to say, **you can only do one thing per turn!** Interactions for each type of encounter are detailed in the next section.

Note: if your Player Token is already inside the house and you really want to leave the house and immediately re-enter at one of the valid entrances, you may do so. Simply pick up your player token and start counting courage from one of the entrances.

Clearing Spaces in the House

Regardless of what you encounter on a space in the House Map, if you clear the space (by collecting everything on it), you should stamp the space with the included rubber stamp and ink pad. This will help you remember that the space has already been revealed and resolved.

If you end your turn on a space that is **adjacent** to any spaces that have not yet been revealed, you must reveal all adjacent spaces. You must reveal them one at a time in any order you choose. See the section titled Revealing Spaces in the House on Page 10 for details. Note that spaces with a wall between them are not considered adjacent.



In this example the red player chooses to move 5 spaces (costing 5 courage) over and up through two stamped spaces, a ghost and another player, finally landing on the level 12 ghost. The purple player moves through the painting token and onto staircase B, up to the attic and over to the number 2 apparition.



The red player just cleared a space and stamped it. There are 2 adjacent spaces that have not yet been revealed. Each space should be revealed one at a time.

Things You'll Encounter in the House



Ghosts

When you end your movement on a space with a ghost you must fight it. Each ghost has a strength value printed on it. You must roll the 20-sided die equal to or higher than the ghost's strength in order to defeat it. But you get to use items in your inventory to help boost your attack making things much easier. Roll the die, then add each item's benefit to your roll value:

- Each dog: +4
- Each cat: +2
- Each tool (flashlight, ghost bait, sparkle bomb, spirit sucker): +0 to +3 according to its ranking in the tool section of the Action Mat (see illustration)

If your total attack value is still too low to defeat the ghost, you may add 1 more to your attack for each Revenge Token in your possession. If Revenge Tokens are used to defeat a ghost, they are spent and placed back into the supply. All other items are retained in your inventory. You may choose not to defeat a ghost if it would require you to give up more Revenge Tokens than you want to lose. In this case, follow the rules for fainting below.



In this example each flashlight in your inventory will add +3 to your attack, each sparkle bomb adds +2, each ghost bait adds +1 and spirit sucker tokens have no value.

Success: Defeating a Ghost

If your total attack value including the roll of your die plus the attack value of any items, plus any Revenge Tokens is equal to or greater than the strength value of the ghost, then the ghost is defeated. Claim the Ghost Token and place it near your Player Mat to be counted toward your score at the end of the game. In addition to stamping the space in the House Map, **you should also stamp the next space in the Progress Track.**

Failure: Fainting

If your total attack value does not match or exceed the strength of the ghost, your character faints. Reduce your courage level to 0 on your Courage Meter and leave your Player Token on the space with the ghost. Take 2 Revenge Tokens from the supply to help improve your attack on a future turn. Since your courage level is set to 0, you won't be able to move within the house on your next turn. Your next turn will have to be an action found on the Action Mat.



There is one special player ability that allows the player to not faint when failing to defeat a ghost. That player should not collect Revenge Tokens or reduce his/her courage to zero. Another player ability allows that player to re-roll the attack die one time per turn.

Hayden Begin the game with four revenge tokens

Hayden ended his turn on the space with the level 19 ghost and must attack. He needs a total attack value of 19 or more to defeat it. He rolls a 14. He has a cat in his inventory which adds +2 to his roll. He also has a ghost bait token and a flashlight. According to the item chart (top right), the ghost bait adds nothing to his roll, but the flashlight adds +2 giving him a total of 18. Fortunately, Hayden has a Revenge Token which he spends to give the final +1 needed to reach 19. He defeats the ghost. He stamps the space, claims the ghost and returns the Revenge Token to the supply. All other items are kept for future use.



Items

Items refer to any circular token that can be carried in your inventory and include bones, cats, dogs, nets, paintings and tools (flashlight, ghost bait, sparkle bomb, spirit sucker). If you end your turn on a space with an item, you may take it into your inventory. If you do not have room in your inventory, you must drop something to make room. Place any dropped items onto the space in the house with your Player Token. In the rare event that there are multiple items in a space, you may take any or all of them and drop as many items as needed to make room.



Apparitions

If you end your turn on a space in the attic with an Apparition Token, you may bargain with it by discarding any one item from your inventory (even a pet or painting). When you do, the apparition is dispelled from the house. Collect the Apparition Token and place it near your Player Mat to be counted toward your score at the end of the game. **Be sure to also stamp the next space on the Progress Track.**

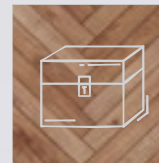


Notes: The Attic Mat has several spaces with apparition icons on it which are used to assist the placement of apparitions. These spaces do not contain apparitions until a wood Apparition token is actually placed there. Any item from your inventory may be used to dispel an apparition, including pets. If a net is used, all theimps inside it are discarded back to the supply.



Imps

If you have a net in your inventory and you end your movement on a space with imps, you may collect all the imps on that space and stack them on your net in your inventory on your Player Mat. A single net can hold as many imps as you want, and will only use one inventory space. Imps in the house will often share a space with items or ghosts. You may resolve each item/imp/ghost in any order you wish. Remember, you will only earn money for *releasing* imps on the Release Imps action on the Action Mat. Be sure to do this before the game ends or you won't earn anything for all the imps in your net!



Chests

There are two spaces on the Attic Mat with chest icons on them. Each of those spaces corresponds with a face up Bonus Card on the Attic Mat. When you end your turn on a chest, you may take the corresponding Bonus Card and keep it face down near you. You can score additional points at the end of the game by completing the objectives on each of the Bonus Cards you collect. Whenever you take a Bonus Card, immediately replace it with a new card drawn from the deck.



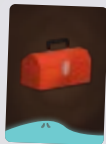
Notes: You may only take the Bonus Card that is linked with a dashed line to the chest space your Player Token is on. If the entire deck is used in a game, continue game play without new Bonus Cards.

Revealing Spaces in the House

Every space in the house has something in it which is unknown at the start of the game. The House deck represents all the things that exist on the House map. To reveal a new space in the House, reveal the top card from the House deck, locate the token that matches the card and place it on the space in the House. Possible things that can be found in the House include ghosts, imps, paintings, cats, bones, and four types of tools (flashlight, ghost bait, sparkle bomb and spirit sucker).



When a ghost is revealed, find the ghost with the matching number and place it on the space being revealed.



When a tool is revealed, take a random tool token from the supply and place it on the space in the House Map.



When a painting, cat or bone is revealed, find a matching item token in the supply and place it on the house space.

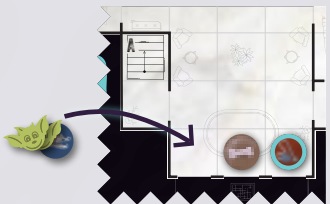
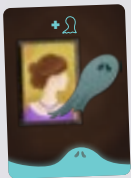
Revealing Spaces: Special Cases



Most of the painting cards have apparitions on them. When a painting is revealed with this icon, a spirit appears from the painting and flees into the attic. Find the next available Apparition Token (in alphabetical order) in the supply and place it on the space with the matching letter in the Attic. Don't forget to also place the painting token in the revealed space in the house!

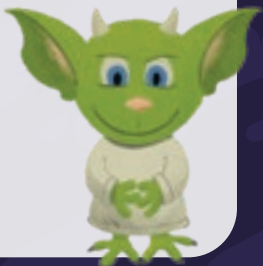


This icon indicates that you should reveal another card from the House deck to place on the same space. Note that it only appears on the imp cards. If the card you reveal from the deck is another imp (it will have the same icon on it), then continue revealing cards until one is drawn that is not an imp. Finally, place that item and the number of imps revealed all on the same space in the House in a stack.



Game End

Remember, whenever you **defeat a ghost**, or **dispel an apparition**, or **release imps** on your turn, you should immediately stamp the next space on the Progress Track. When a player stamps the last space on the Progress Track, the game immediately ends. All players should tally their scores.



Do you have questions?

Visit the Mystic Manor web page to find an FAQ or to ask anything about the rules.



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