

Creepy Mansion

*"You and three of your best/worst friends have decided to enter an old abandoned mansion in the woods, as you enter, the front door is slammed shut and won't budge, you're stuck here! As images of eldritch horrors fill your minds, an ancient evil decrees to your little group: "A sacrifice is required to open the door!" Shaken by the dark revelations you are all struck with paranoia and no longer trust each other, who will lose their sanity in the **Creepy Mansion?**"*

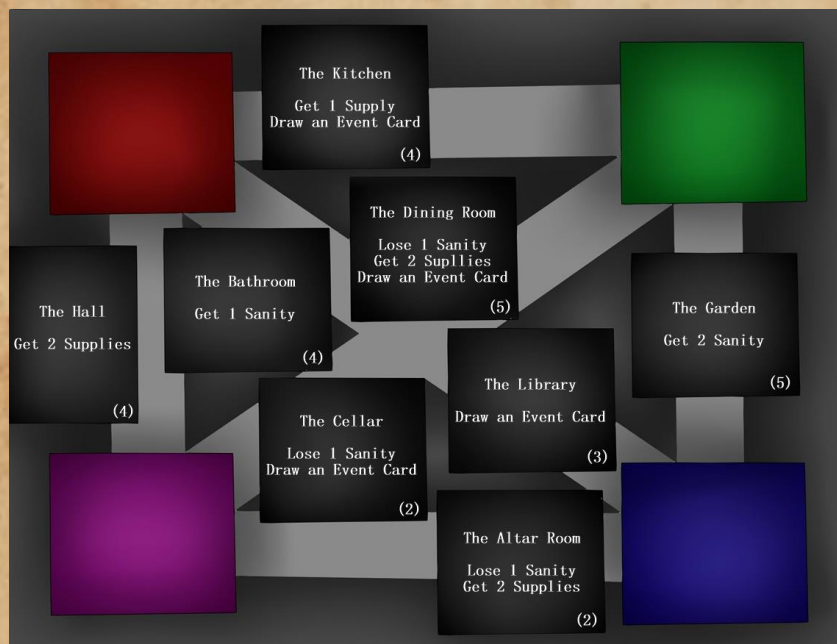
Objective

Be one of the survivors to escape the Creepy Mansion!

Content

1 Game Board
4 Player Pieces
4 Sanity Sliders
16 Dice
21 Exploration Cards (3 of each)
50 Event Cards
15 Barricade Tokens (3 extras)
50 Supply Tokens

The Game Board



Game Setup

Open game board and place it in the middle of your playing area. Place 3 *Barricade Tokens* in each player's *Bedroom*. Place *Supply Tokens* in the rooms; 2 tokens in *The Hall*, 4 in *The Dining Room*, 4 in *The Altar Room* and 2 in *The Kitchen*. Place the rest of the *Supply Tokens* in a pile next to the game board. Shuffle the *Exploration Cards* and the *Event Cards* and place them in two separate piles next to the game board as well. Distribute the dice so each player has 4 dice.

Each player decides, which character they would like to play as.

They receive the *Sanity slider* corresponding to the color of their chosen *Player piece* - all *Sanity sliders* should be set to **10 sanity points** before game start.

Each player places their *Player Piece* in the *Bedroom* corresponding to the color of their *Player piece*.

You are now ready to play; each player throws a dice - highest roll starts.

Gameplay

Days & Nights

The game is separated into **days** and **nights**.

During daytime the players can explore the different rooms and gather supplies and sanity. The length of each day is determined by the dices. Each player has 4 dice to use throughout the day and can not play anymore when they have used up their dice. The day ends when all players have used their dice.

During night time all *Player pieces* return to their designated *Bedrooms* and 1 *Barricade* is removed from each *Bedroom*. Each *Bedroom* may contain a maximum of 3 *Barricades*, for each missing *Barricade* the player loses 1 **sanity point**. If a player has no more *Barricades* they lose all their **sanity**, thus the game.



Barricades: *Barricades* can be replaced in exchange of 5 *Supply Tokens*, which the player may decide to utilize during their turn.

Sanity

Sanity works as the health of the players, all players will start with **10 sanity points** at the beginning of the game. During the game, the players will have to be careful to keep their sanity above 0, otherwise they will lose the game. The player can regain **sanity** by entering certain rooms or by picking certain *Event Cards*. The **sanity** of each player is represented on the *Sanity Slider*, which each player adjusts during their turn.

EXPLORING THE MANSION – ENTERING ROOMS

The current player chooses a room to explore and declares it to the other players. A room may not be entered if it is already occupied by another player. Each room has a set (dice) number the player will have to roll in order to enter the room.

If the player rolls the number of the room or higher, they may place their *Player piece* in the chosen room. The thrown dice is put aside and the player now has one dice less left for the remainder of the day.

If the player rolls a number too low, they may not enter the room, but must instead draw an *Exploration Card*. The player has to go to the room stated on it, while also losing the stated amount of **sanity**.

EXPLORING THE MANSION – SUPPLIES & EVENTS

Each room leads to player action. It may affect the player's amount of **supplies** and/or **sanity**, it may also give the player the opportunity to pick an *Event Card*.



Supplies: The player picks up the stated amount of supplies, unless they have already been looted by another player.



Events: An *Event Card* presents the player with a **scenario** or an **object**.

A scenario can cause the player to lose or gain **sanity**, **supplies** or **barricades** and includes a **player action**. This may require the player to use 1 or more of their dice. For example, if encountering a monster, the player must roll a specified number (for example 6 or above) to escape and lose a smaller amount of **sanity**. The player may decide to use more than one dice (if they have any left) to improve their odds.

An object may similarly provide the player with **sanity**, **supplies**, **barricades** or other advantages. Some objects may be saved by the player for later use or traded with other players. A player may decide to use or trade one of their saved *Event Cards* at any point during their turn.

ENDING YOUR TURN

When all the properties of the room have been addressed, the turn passes to next player.

LOSING

The game is about keeping your sanity. The first player to go insane loses and the game ends. The remaining players are considered victorious and can safely leave the mansion.

PITCH – CREEPY Mansion

...is a four player survival horror game, focused on exploration and encounters, the game is a boiled down mix of games like "Lords of Waterdeep" and "Betrayal at House on the Hill" featuring resource nodes with limited amount of player space per turn, and potentially punishing exploration of an old abandoned house.

The Game is set up in a day/night cycle, giving each player daily resources in the form of dice, used to go out and gather supplies and find ways to keep sane. The players take turns completing an action of exploration, attempting to navigate the shifting halls of the old house attempting to find a certain room and sometimes being lost.

Once all players have used up their dice night falls. At night players hide in their bedrooms behind barricaded doors, hoping to escape the maddening sights of the eldritch horrors in the old halls.

The night will wear on both the physical and mental defenses of the players, driving them to exploration and trade in order to stay alive, by gathering supplies to build barricades.

By managing dice as a resource, ganging up on your friends and exploring the old house you will find interesting opportunities, allowing for both powerful moments of luck to narrowly escape some dark horror, as well as executing brilliant strategies to occupy that crucial room to humiliate your favorite friend/enemy and drive them further towards insanity.