

Example of a Play Session

1. Player 1 starts with 3 *Barricades*, 10 **sanity points**, 4 dice and 0 **supplies**.
2. He wants to go to *The Kitchen*
 - He needs to roll a 4 or more to get there
3. He rolls his dice, but gets 3 and may not enter *The Kitchen*. He instead has to pick an *Exploration Card*. The *Exploration Card* says: 'Go to *The Dining Room*, lose 1 **sanity**'
 - The *Sanity Slider* is thus moved from 10 to 9 **sanity points**
 - The player has used 1 dice and now has 3 dice left.
4. The properties of the room are applied to the player resources. Because he has entered *The Dining Room*, the player loses 1 additional **sanity point**, receives 2 **supplies** and picks 1 *Event Card*
 - The *Sanity Slider* is moved again from 9 to 8 **sanity points**
 - Player 1 now has 2 **supplies**
5. *Event Card*: 'Monster: Roll a +8 or lose 4 **sanity**, if you defeat it gain 1 **supply**' The player rolls 2 dice and gets 9, so he doesn't lose any **sanity**
 - Player 1 has 1 dice left and 3 **supplies**
6. Player 2, 3 and 4 has their turns
7. Player 1's turn again. He wants to go to *The Library*
 - He needs to roll a 5 or more to get there
8. He rolls his dice and gets 6, so he may enter the room
 - He has 0 dice left
9. For entering *The Library* he gets 2 **supplies**.
10. Because Player 1 has no dice left, he returns his *Player piece* to the *Bedroom* and his night cycle begins. He must wait until the rest of the players go into night cycle
11. When all the players have entered the night cycle, they all lose 1 *Barricade* and 1 **sanity point**.
 - As the night cycle begins all players regain their dice
 - Player 1 now has: 2 *Barricades*, 7 **sanity points**, 4 dice and 5 **supplies**
12. Player 1 uses his 5 **supplies** to buy 1 *Barricade*