

## Components

50 Tombstone Tiles  
4 Dry Erase Markers  
1 Graveyard Map

7 Question Tiles  
4 Ghost Tableau  
4 Reference Cards

## Setup

Place the Graveyard in the center of the table and have each player sit on one side of the board.

Give each player a Ghost Tableau, dry erase marker, reference card and the Question tile that matches the side of the board they are sitting on.

*Example: the player sitting closest to the "South" icon would start with the "South" question tile.*

Place the remaining Question tiles near the Graveyard.

Shuffle the Tombstone tiles face down on the table.

Have each player take 7 tiles, **keep them secret!**

Select 1 tile to be your "Haunt" and 2 tiles to be your "Decoys". Place these face down on the matching spots on your Ghost Tableau.

The remaining 4 tiles become your "hand", these are also kept secret and will be used for questioning.

Finally, everyone draws 1 more Tombstone Tile and places it on it's matching spot in the Graveyard faceup. The player that drew the highest number will play first.

## How to Play

**OBJECTIVE:** Be the first player to reveal the "Haunt" Tombstone of the player sitting to your left.

On your turn do the following in this exact order.

1. Ability (optional)
2. Seek (actions)
3. Rest

### ABILITY (optional)

You have 3 abilities that can be used before Seek. You can use more than one per turn.

Whenever you use an ability cross out the matching icon on your tableau. That ability is spent for the remainder of the game.

**Raven**- Before using the "Spot" action cross out the Raven. If your guess is wrong, take no penalty.

**Vanish**- Exchange the Tombstone on your "Haunt" secret with one of your "Decoys" secrets.

**Hand**- All players must pass one Tombstone from their hand to the player seated on their left.

### SEEK (mandatory)

To find your opponents "Haunt" you will use Seek actions.

**Seek**- Choose a question tile. It must either be next to your tableau or in the Graveyard. Whatever you choose, place it next to your tableau and return the other Tombstone to the Graveyard.

Follow the directions on the tile to ask a question of the player to your LEFT. Questions will require you to discard a Tombstone(s). The number on the Tombstone you discard will impact the question.

*Example: "Do you have a Secret within 3 spots of 25?"*

Questions are always about your opponents **Secret Tombstones**- not their hand!

Questions must be answered truthfully.

Tombstones used for questioning are discarded to the Graveyard faceup.

**Candle**- This is similar to a "Seek" question, but you may only use it twice per game. Cross out one candle on your tableau, discard a Tombstone to the Graveyard and ask the question to the player on your left.

**Spot**- Ask the player on your left if one of their "Secrets" is a specific Tombstone. If they answer-

**Yes!**- They reveal the Tombstone. If it is the "Haunt" you win! If it is a "Decoy" you immediately take a free turn.

**No!**- Reveal one of your own secrets. Be careful if you are out of Decoys you must reveal your Haunt!

Any revealed Secrets are placed in the Graveyard.

### Taking Notes

Taking notes is encouraged!

You may write notes on the Graveyard or on your own tableau. Play nice in the Graveyard and try not to destroy other players notes!

### REST

At the end of your turn draw Tombstones until you have a hand of 4 tiles. If there are no more tiles to draw, draw none. The player on your left takes the next turn.

### FAQ

**What if I Spotlight wrong and only have my Haunt remaining?** Instead of revealing your Haunt, discard your hand to the board. Continue to answer questions about your Haunt. Your turn will be skipped for the remainder of the game and you can't win.