## Instructions:

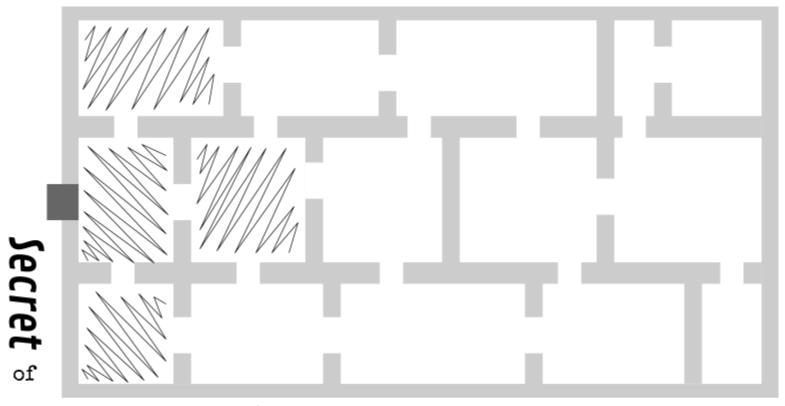
- 1. Place your marker (ex. A coin) at the front door (darkest rectangle).
- Move through the manor and conduct a seance (roll one d6) in each new room, looking for hidden treasure
- Seances may cause a Haunting, which can increase your Fear. If your Fear rises above a 5, you flee the manor and lose the game
- Shaded rooms (zigzags) do not contain treasure, and cannot be Haunted until you have obtained the treasure
- Once you have found the treasure, you must make a Fear Roll at the beginning of each turn (see Roll chart)
- Find the treasure and make it out of the house before your Fear is too high and you win!

## Roll Charts:

## Seance

- 1 Advance (Move into new room and roll again)
- 2 Secret Door (Move through wall and roll again)
- 3 No Answer (Turn over)
- 4 Haunting (Turn over)
- 5 Haunting (Turn over)
- 6 Treasure Found (Turn over)

Fear Roll: a 5 or 6 increases your fear by 1



Manor Mysterium