

**FEAR:**

**0  
(START)**

**1**

**2**

**3**

**4**

**5**

**FLEE!  
(You've Lost)**

**Instructions:**

1. Place your marker (ex. A coin) at the front door (darkest rectangle).
2. Move through the manor and conduct a seance (roll one d6) in each new room, looking for hidden treasure
3. 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
4. Shaded rooms (zigzags) do not contain treasure, and cannot be Haunted until you have obtained the treasure
5. Once you have found the treasure, you must make a Fear Roll at the beginning of each turn (see *Roll chart*)
6. 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

**Secret  
of**

**Manor Mystery**

