
REST IN
PEACE

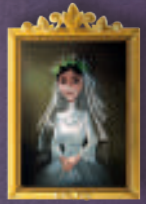
# STORY

For more than a century, a story has been told in our lands of two families whose hatred for each other was like none other. This deep loathing was such that it endured even after their death...

Ready to do anything in order to claim the greatest mansions of the land for their own lineage, these two families of ghosts have since been haunting manors and castles to scare away the poor souls that dared to come close.







# GOAL OF THE GAME

**Gain the majority of Castles or Manors.**

To take control of each Mansion, the two families will play their Ghost cards on each side of it. The family who will have sent the most frightening Ghosts will be able to claim the Mansion.



# COMPONENTS

## 42 Ghost Cards





21 cards for each player, with the following distribution: **6 cards worth 1 / 5 cards worth 2 / 4 cards worth 3 / 3 cards worth 4 / 2 cards worth 5 / 1 card worth 6.**

Even-numbered cards are marked with a . Odd-numbered cards are marked with a .

## 29 Psychic Cards





**9 starter cards** (1 to 9)
**20 advanced cards** (10 to 29, labelled ◆, ◆◆, ◆◆◆ or ◆◆◆◆)

## 1 special Psychic card for the 10th round.



## 10 Mansion Tokens



6 Manors



4 Castles

## 2 Player-aids



# SET UP

1 Shuffle all the **available Psychic cards*** and randomly draw 9 of them. Place them face up in a line between you and your opponent.

*for your first games, all the cards are not available (see "Learning the game" p.18 and "Psychic Cards" p.12).

2 Place in **10th** position **the Special Psychic card for the 10th round**, at the end of the line.
The other Psychic cards will not be used during this game. You can put them away.

3 Shuffle **the 10 Mansion tokens** face down, then randomly place one Mansion token (Castle or Manor) on each of the 10 Psychic cards, face up.

4 Each player shuffles **their deck of cards, green or blue**, and places it in front of them, face down.

5 Each player draws **5 cards** from their deck.

Then, pick a starting player, in your preferred manner. For example, who's the last person to have seen a ghost?



# GAME TURN

Both players will fight for **each of the 10 Mansions**, in a series of rounds, from the beginning of the Psychic card line to the end.

In turn, each player can play one or more cards to try and exceed the total value of the opponent's ghosts... until one of them gives up and decides to leave the Mansion.

**The player who wins the round will gain the Mansion** in play.
**The defeated player will get the Psychic card** associated with the Mansion.

## Fight for a Mansion

### During your turn:

You can play **as many cards as you like, even none.** It can be one or several **Ghost cards** and / or **one or several Psychic cards**.

**The Psychic card effect applies instantly**.

You must play your cards on your side of the Mansion in play so that **they stay visible**. The cards played stay visible until the end of the game.





### At the end of your turn:

- Either **the total value of your cards** (including the effects of the Psychic cards) **is higher than your opponent's by at least one point**. In that case, it is their turn to play.
- Or it is not the case and you must **withdraw from the Mansion**. You lose this round and your opponent wins it.

NOTE: it is possible, and often relevant, not to play any card during your turn and withdraw directly from the Mansion, even during the first turn of the round.

- ▹ **The winner gets the Mansion token** (either a Castle or a Manor).
- ▹ **The loser gets the Psychic card of the round** and keeps it in front of them, face up. This card can be used, in addition to Ghost cards, in a future round.

Each player then draws **2 additional Ghost cards** and adds them to their hand.

After drawing, **the player who withdrew from the Mansion** can, but does not have to, play **a Ghost card from their hand or a Psychic card** (in that case, it will be activated during the 10th round), **face down, on the 10th round** (see end of game).



The player who won the round starts the next round.





## END OF GAME

You instantly win the game as soon as you obtain:

**4 MANOR TOKENS OR 3 CASTLE TOKENS**





After the 9th round, if no one has reached one of the winning conditions, **then each player reveals their cards played face down during the game on the 10th round.**

If the total value of your cards is the highest, then you gain the Mansion token.



If none of the winning conditions are met, then the player who won the 10th round is the winner of the game.

In case of a tie on that 10th round, it is cancelled and the player with the most Mansion tokens wins the game.

In case of a new tie, the endless fight between the two families continues...

# EXAMPLE

1st Round: Green starts by playing a 1 & a 2. Blue plays a 1 & a 3. Then Green withdraws, get the Psychic card and **Blue wins the Mansion**. After drawing, Green decides to play a card on the 10th round.




2nd Round: Blue starts and withdraws immediately. Blue gets the Psychic card and after drawing, plays a card on the 10th round. **Green wins the Mansion.**





3rd Round: Green starts with a 2 (total = 2). Blue plays two 2s (Total = 4). Green plays a 5 (Total = 7). Blue plays a 4 (Total = 8). Green plays two 1s (Total = 9). Blue plays the Psychic card they previously won: their even numbered cards are worth + 1 (Total = 11). Green withdraws and gets the Psychic card. **Blue wins the Mansion**. After drawing, Green decides not to play a card on the 10th round.





# PSYCHIC CARDS

The Psychic cards are numbered (in the bottom right corner). They also have a difficulty level, indicated by the number of ◆ (from 0 to 4) in the bottom left corner. We advise you to play your first games only with the starter psychic cards (1 through 9, without a ◆), and with the player aid next to you. You can then gradually introduce new Psychic cards of higher levels (1 to 4 ◆) in your games.

NOTE: when a Psychic card applies to a group of cards, it includes the cards played beforehand and after that Psychic card.

## STARTER PSYCHIC CARDS



**1. You won't have it:** the one who plays this card gets the Psychic card of the round, even if they win the Mansion.



**2. Auntie, are you there?:** the one who plays this card looks into their deck for a Ghost card of their choosing and **immediately puts it in play**.

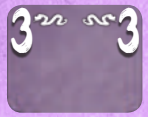


**3. Reveal yourself!:** works as a Ghost card worth 1. Moreover, as soon as the card is played, the one who played this card can look at their opponent's hand until the end of the round.





**4. Lady in White:** works as a Ghost card worth 2.



**5. Sir Nicholas:** works as a Ghost card worth 3.



**6. Tripped:** the next card played by your opponent during their next turn is drawn randomly from their hand of cards, during this round or the next (if your opponent withdraws from the round just after the card was played).



**7. Postponed wedding:** works as a Ghost card worth 3 but can only be played on the 10th round.

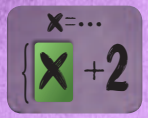


**8. Acro-bats:** all the even numbered cards (2/4/6) of the one who plays this card get +1 for this round only.



**9. Ghosssssst:** all the odd numbered cards (1/3/5) of the one who plays this card get +1 for this round only.

## ◆ LEVEL 1 PSYCHIC CARDS




**10. Poltergheist:** the one who plays this card names a value. All their cards of that value are worth +2 for this round only.




**11. Be gone!:** the one who plays this card chooses a card in play from their opponent and immediately discards it.




**12. You don't scare me:** the opponent's cards worth 1 and 2 are not taken into account for this round.




**13. Now or never:** works as a Ghost card worth 4. At the end of the round, the one who played this card places it on their side of the 10th round and it will be worth -2.




**14. Two's more fun:** during their turn and for the rest of the round, the opponent cannot play cards one by one. They must at least play 2 cards per turn.



## ◆◆ LEVEL 2 PSYCHIC CARDS




**15. Still me:** if the one who played this card wins the round, they can transfer one of their cards played during this round into the next round.



**16. Double vision:** the one who plays this card can copy any Ghost card they played during the round.




**17. Wraith to the bottom:** the one who plays this card chooses a value between 1 and 6. The opponent's cards of that value are worth -2 (minimum of 0) for this round.




**18. I'll be back:** the one who plays this card chooses one of their cards played in a previous round and puts it back into their deck. The deck is then shuffled.




**19. Ghost of Christmas yet to come:** the one who plays this card reveals the first card of one of the decks. This Psychic card takes the value of the revealed card and keeps it until the end of the round.

## LEVEL 3 PSYCHIC CARDS



**20. Let's meet at the end:** the one who plays this card chooses their opponent or themselves. That player places one card from their hand taken randomly on the 10th round.



**21. Bloody Mary:** works as a Ghost card worth 6. However, the one who plays this card must discard 2 Ghost cards from their hand.



**22. Playing dead:** the one who plays this card immediately loses the round. However, they can take back one of the cards they played during this round, into their hand.



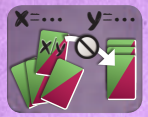
**23. Ghostly goldfish:** works as 2 Ghost cards worth 1.



**24. Private lounge: ghost only:** the opponent can no longer play Psychic cards during this round.



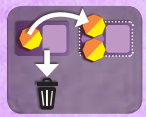
## LEVEL 4 PSYCHIC CARDS



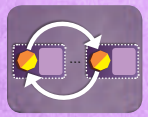

**25. They were never seen again...:** the one who plays this card names 2 values from 1 to 6. These values can no longer be played by the player or their opponent until the end of the round.




**26. I pity the Ghoul!:** the one who plays this card names a value from 1 to 6. All the cards of that value, for their opponent and themselves, are worth +3.



**27. Creepy lull:** the round immediately ends with a tie. The Mansion token is transferred to the next round. The Psychic card is discarded.



**28. House swap:** the one who plays this card can switch 2 Mansion tokens from the following rounds.



**29. We're worthless:** all the other cards are now worth 1 and lose their potential effects.

# LEARNING THE GAME

For your first game, we advise you to play with **the starter Psychic cards** (numbered 1 through 9, without a ◆).

Shuffle them and place them **face down**.

Then **reveal only the first 3 cards**.

After each round, **reveal the next Psychic card**.





# CREDITS

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# GAME TURN SUMMARY

1. During your turn, **play zero, one or several Ghost and/or Psychic cards**.

2. When you are done playing your cards:
   - either the total value of your cards is strictly higher than your opponent's and it is their turn to play.
   - or it is not the case: the round is over and you lost it.

3. The player who lost the round gets **the Psychic card**.
The player who won the round gets **the Mansion token**.

4. Both players **draw 2 cards.**

5. The player who lost the round can play a Ghost card, face down, or a Psychic card, **on the 10th round**; if they want to.

6. The player who won the round starts the new round.

You **immediately win the game** if you take hold of **4 Manor tokens** or **3 Castle Tokens**.