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Game: **THE PRESENCE**
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THE PRESENCE

Setup

Return any components marked with a higher number than your current player count to the box.

Place the **main board** and **basement board** on their A side. For 4 players, also use the **west wing board**. For 5 players, use both the west wing and **east wing boards**. Place the **fireplace marker** in the *Dining Hall*, dark side up. Place all unlocked **door markers** in their positions, with the one to the *Cellar* locked (keyhole side up).

Visitors may enter the west and east wing boards (upper floors) by using the stairs. The *Cellar* is accessed by the kitchen stairs.

Set up the **hope track** on its B side with the **time marker** (⌚) in the first space and the **HOPE** (🕊️) and **NERVE** (😬) markers in their starting positions.

Take the 2 matching sets of **script cards** (📜) to be used in the game. Place the **display scripts** faceup above the board. Shuffle the **spirit scripts** to form the script deck.

Session mode: See pg. 22 for deciding which scripts to use.
Campaign mode: The scripts are determined by the scenario.

Take the **secret board** corresponding to the number of players, and place it and the **clue board** near the spirit. Place the **4 secret cards** (🔑) to be used in the game near the secret board.

The last player to have seen a ghost plays the **spirit** and selects an available **spirit character**. Each character's components are identified by their unique symbol.

The spirit player takes the 12 **spirit cards** (👤) with their character symbol and shuffles them to form the spirit deck.

Take the **4 secret cards** (🔑) with your character symbol. Shuffle the **spirit scripts** (📜) to be used in the game to form the script deck. This deck should match the previously chosen display scripts.

Take a number of **presence dice** (🎲) equal to the number of characters (3, 4 or 5). Return the rest to the box.

Put in the bag all the general **spirit clues** (🕒), plus the 5 spirit clues with your character symbol. Shuffle all of the 16 **small clues** (🕒) in a facedown pile.

Each **visitor player** selects a **character** to play and takes their **character board**, **pawn** (♟️), **fear tracker**, and **candle token** (🕯️).

Place all visitor pawns in the *Great Hall* with their candle tokens under them on their **light** side. Each visitor player takes and shuffles their corresponding deck of 10 **action cards** (🃏).

Take the **item cards** (📜). Find the special items (2x *Manor Key* (🔑), 2x *Match* (🔥)) and place them facedown. For a 3/4/5 character game, add 8/12/16 random item cards facedown to the 4 special items. There should be a total of 12/16/20 cards in this item deck. Shuffle the deck and place it on its spot on the **basement board**. Return the remaining item cards to the box without looking at them.

The spirit player sets up the **secret cards** (🔑) and **clue cards** (🕒), keeping these steps hidden from the visitor players.

Each of the secret cards has a unique **trauma symbol**:

Betrayal (🗡️) **Tragedy** (💀) **Suffering** (😭) **Death** (💀)

Randomly place your 4 secret cards facedown on the 4 upper locations of the secret board. You may look at these during the game.

Take the clue cards. For normal difficulty, add 2 random **fear cards** (👤) per visitor and return the remaining fear cards to the box.

Look at the setup symbols beneath the secret cards on the secret board. Randomly remove that number of clue cards (🕒) matching the trauma symbol of that secret card and return them to the box. Shuffle the clue deck and place it on its spot on the **clue board**.

The spirit player shuffles the deck of **spirit scripts** (📜) and draws 1 card in secret. Study it carefully: it describes your objective during the game and is kept hidden from the visitors.

Draw 1 **spirit clue** (🕒) from the bag, look at it in secret, and place it facedown in any empty room. Add a **presence die** (🎲) to the same room, set to 1. Repeat this until all your dice are placed.

Then, randomly place a **small clue** (🕒) facedown into each empty room. All rooms, except the visitors' starting location, should now have 1 spirit clue or 1 small clue.

Finally, the spirit player draws **spirit cards** (👤) equal to the number of characters in the game (3, 4 or 5). All visitor players draw 5 cards from their personal deck of **action cards** (🃏). Give the **active player marker** to the visitor to the left of the spirit player.

2 players: The visitor player instead draws 7 cards from their combined deck of action cards.

Check your character boards for any abilities that trigger when the game starts. The game starts with the visitor holding the active player marker.

2 player game setup

The visitor player must pick **2 characters** to play. Shuffle their 20 action cards together, forming a single deck to draw from. Use the active player marker with **5 main actions**.

General rules

Distance

Objects in the same room are **nearby** each other. Doors are nearby all rooms they are connected to. You are always nearby yourself. Components next to your board are nearby all characters in the room. Components placed on your board are nearby only you.

Anything nearby you is always **within hearing**. Also, all connected rooms that share an open door to your room are within hearing.

Light and darkness

Rooms are **dark** (🌑) unless a source of light is nearby, in which case the entire room is **light**. Visitors carry a **candle token** (🕯️) that illuminates their current room. If your candle is smothered, flip the marker to its dark side. You may always smother your own candle as a quick action if you wish.

The *Dining Hall* contains the fireplace marker. Once lit by a *Match*, it acts as a light source similar to a candle, but may not be moved.

Fear

When a visitor suffers **FEAR** (😬), they move their fear tracker 1 space to the right on the fear track on their character board. If the tracker reaches the end, the visitor is **knocked out** (👤) and cannot suffer additional **FEAR**. They must also move the **NERVE** (😬) marker down 1 space on the hope track. If the marker has been lost and they cannot, the visitor **succumbs** instead.

If you suffer **FEAR** near (👤), the spirit may immediately increase one nearby (👤) by 1.

Communication

Any conversation or communication should be heard by everyone, including the spirit. Communicating in hidden ways is not allowed, and visitor players may not show their hidden cards to each other. There are no restrictions on what information can be shared.

Alone

When a player is **alone**, they may not communicate by speech or by expressions, noises, signals etc. A visitor is alone if no other visitor is within hearing or they are knocked out. The spirit is always alone.

The visitor players may not communicate if an alone visitor holds the active player marker.

While alone you may not give strategic advice; ask others for advice; share general strategy; share hidden information; point out the game-state with strategic intent; or remind players of rules with strategic intent.

While alone you may always describe actions you're taking; tell people when it's their turn; ask about/clarify rules; point out rules violations; and speak about anything outside of the game.

Game round

0. Start of a round

Resolve any effects that happen at **start of round**.

1. Visitor turns

Starting with the visitor to the left of the spirit player and going clockwise, each visitor takes a **turn**.

When you cannot, or do not want to, perform further actions, end your turn by discarding down to 5 cards in hand and passing the active player marker to the next visitor.

Most visitor actions are found on action cards, clue cards, or item cards. A visitor can also take basic actions and room actions.

Action cards are discarded to your personal discard pile (reshuffle them to form a new deck when required). Item cards are discarded to the *Cellar*.

You may take up to **3 main actions** (👤), which you track using the dial on the active player marker. An action must always be fully resolved before taking another. If you are awarded an extra action by an effect, it must be used before the effect ends.

You may also take any number of **quick actions** (👤) on any player turn, including the spirit turn. If you want to take a quick action on another players' turn, announce it so they can pause and let you resolve it. If several visitors want to take a quick action simultaneously, ties are broken towards the active player. You may not interrupt another action that is being resolved to perform a quick action; you must wait until after it is fully resolved.

If an action has a **darkness** (🌑) effect, apply it (before resolving the card's effect) only if the room you are in is **dark**.

Reactions (⚡) are not actions, and may interrupt an ongoing effect. If one triggers, resolve it, then return to the interrupted effect and continue. Unless specified, reactions do not require discarding the card they are on. Reaction effects are mandatory, but may include a choice for the visitor.

Basic actions

Basic actions are always available and do not cost a card to take.

Play card

Use (👤) or (👤) to perform 1 action on a card in your hand or on a carried item card, then discard it. You must always perform as much of an action effect as you are able.

Walk

Most of your movement actions come from your action cards, but you may always spend (👤) to take the **walk** action, which gives you 1 movement point. You do not need to use all of the movement points you receive from a movement action. A point can be spent to open or close a door, or to move through an open door to the room beyond.

Doors can be open or closed. Visitors can only move through open doors, and open doors determine whether adjacent rooms are within hearing.

A locked door cannot be opened. A door can be locked while it is already open, to later be closed.

Rest

You may always use (👤) to perform the **rest** action. Discard any cards in your hand, then draw cards from your deck until you have 5 in hand. *2 players: Draw up to 7 cards.*

If you are **knocked out**, the only action you may take is to **rest**. In this case, you also rise and cure 1 **FEAR** (move the fear marker 1 space to the left on your fear track).

Use room

Use (👤) to perform the action of your current room. Room actions are only available to the visitor in that room.

Trade

You may always **trade** as a (👤). If a nearby visitor agrees to trade, you may give them your clue or item cards; but you may not trade action cards or other components.

2. Spirit turn

After all visitors have taken their turn, the spirit turn begins with the spirit player receiving the active player marker.

As the spirit, you may take actions in any order until you cannot, or choose not to take further actions. Then, end your turn by drawing spirit cards up to your hand limit, which is equal to the number of characters (3, 4, or 5). If your deck is empty, reshuffle your discard pile to form a new draw pile.

All your actions are taken using your **presence dice** (🎲). You may use any (🎲) on the board to take an action nearby. Several dice can be in the same room, but may only be used 1 at a time.

The pips on your dice represent your **PRESENCE**. Your spirit powers require an amount of **PRESENCE** to activate, noted to the left of each power.

Some actions require spending **PRESENCE** by reducing (🎲) the value of a presence die. If a die is ever reduced to 0, remove it from the board and set it aside next to your supply for now.

When a visitor suffers **FEAR**, you may immediately increase (🎲) a nearby die even if it is **light** nearby.

Some of your actions are hindered by light, but when a visitor with a candle enters a room where you have (🕯️), you suffer no penalty.

If one of your powers allows the visitors a choice, make sure to point this out to them. The choice must be made before the effect continues. These choices use the terms 'may' or 'either ...or...' and are marked in color. If they could do one of them but not both, they must choose that one, if able.

Actions

Play a spirit card

To play a card, declare a specific (🎲) to use and show the card to all players. You may activate one or both powers on the card, but you must fully resolve one before using the other. To activate a power, your (🎲) must have an amount of **PRESENCE** equal to or greater than its requirement (the dice face left of the power text).

Announce a power to use (top or bottom) and spend (🎲) any required **PRESENCE**. If this results in the (🎲) being reduced to 0, and thus removed, the power still resolves normally. Finally, resolve the effect.

Some effects target visitors or objects. If there are several valid targets, you always decide which one is affected. If there are none, the effect does not resolve. You must perform all effects on a power; if it is not possible to fully perform an effect, resolve as much of it as you can.

If an effect causes the (🎲) to move to a different room, the power continues to be resolved from that new room.

When a spirit card is fully resolved, discard it facedown to your personal discard pile.

Move presence die

As an action, each  that started on the board this turn may move once to an adjacent room. This movement may ignore walls and doors. Your  can also move directly up or down between floors in the house, ignoring ceilings, but cannot move diagonally.

If you move  into a room with a lit candle or fireplace, you must reduce **◆ PRESENCE** by 1 (this also applies when moving  with a spirit power, unless otherwise stated). You suffer no penalty from moving in **darkness**.

Increase presence

By discarding a spirit card, you may increase **◆** any  in **darkness** by 1, enabling you to play more powerful effects. The amount of **PRESENCE** can never exceed 6 on a single die.

Instead of increasing , you may add one die from your supply to any **dark** room and set it to 1. If you have none in your supply, or for any other reason, you can instead use another  on the board. If you do, reset its value to 1.

Drain effects

Some powers have a **drain cost** (**◆** ). When you play a spirit card with a drain cost, place it on the table instead of discarding it, as its effect remains in play. Mark the effect and the room where it is active with a matching pair of **drain markers**. If you activate 2 drain powers on the same card, they each get markers.

In each upkeep phase, you must pay the drain cost by reducing **PRESENCE** from a nearby . If you cannot, or choose not to pay, discard the markers and remove the effect from play. Once a card has no drain marker on it, discard it normally.

A power may have a cost to play, and also have a drain cost at end of each round.

Manifestation actions

Each spirit has 1 power allowing them to **manifest** onto the board. The **spirit pawn**  is the physical presence of the spirit. It can take main actions , similar to the visitors.

Manifestation is a drain power, but uses the spirit pawn instead of a card and drain marker. In the Upkeep phase, you must pay the drain cost **◆**  near the spirit pawn, or remove the pawn.

In addition to your normal spirit actions, at the start of your turn, gain    (your powers may grant you additional  on the turn you manifest). Unspent actions are lost at the end of your turn.

These actions may require you to spend **◆** 1 or more **PRESENCE** to activate. This cost must be paid using a nearby  before taking the action, just as with other spirit powers.

Move

Gain 1 movement point to spend, following visitor movement rules. When moving, you may bring 1 nearby  with you. If you do, it is *not* reduced by moving into a light room. The spirit pawn may not move like , and is blocked by closed doors just like visitors.

Whisper

If a visitor is nearby, you may spend **◆** to whisper a single word. As with other communication, you may say anything, and you do not need to tell the truth.

Haunt

Spend **◆** to draw a **spirit clue** . If no spirit clue is nearby, you may add your drawn clue here, or return it to the bag. If there's already one nearby, return one to the bag and keep the other.

Terrify

Spend **◆◆** to make nearby visitor suffer **FEAR**. If they do, this may be used to increase nearby  as normal.

Bond

Spend **◆◆◆** to force a nearby visitor to **bond** with you.

3. Upkeep phase

1. Does the game end?

If any player(s) fulfill their victory condition, the game ends. All, some, or none of the players may win. As the visitors, you win if all secret cards are revealed, but if the spirit script is revealed, you must also fulfill its conditions.

As the spirit, you win if you fulfill the conditions on your spirit script (these may change during the game).

If no one wins, and this is the final ninth round, all players lose, and the game ends with Wrightwatch Manor as the only winner.

2. Adding spirit clues

On even rounds (2, 4, 6, 8), as marked on the hope track, the spirit player adds new **spirit clues** . Draw a number of spirit clues from the bag: 2/3/4 for 3/4/5 players, and inspect them.

You must add all of these clues to rooms on the board using the following restrictions:

- Each room must be different.
- Each room must be **dark**.
- Start with all rooms that have a  in them. Then use others.

3. Time passes

Move the **time marker**  up 1 step on the hope track. If it reaches  or , remove that marker: it is **lost** and cannot return. If the removed marker matches the spirit script, reveal the script and resolve its effects.

4. End of round effects

Resolve any effects that happen at **end of round** .

If there are any active **drain powers** **◆** , pay for them by reducing nearby , or remove the power.

The spirit then hands the active player marker to the visitor on their left and a new round begins.

The clue deck

A visitor's objective is to find clue cards by investigating clues: **spirit clues**  and **small clues** . When using the **investigate** action to reveal a clue, you immediately resolve its effects in order, then discard the clue. Small clues are safer, but offer less rewards. Spirit clues offer more rewards, but can result in **FEAR** or opportunities for the spirit to affect you.

When instructed to draw a **clue card**, draw from the top of the clue deck and add it to your hand. These count towards your hand size and are used just like your action cards.

Each secret card has a clue discard slot beneath it. After a clue card is fully resolved, you must discard it beneath 1 of the 4 secret cards of your choice.

When a clue card is **revealed** from the clue deck, place it faceup. All revealed clue cards stay visible. When drawing a clue card, a visitor may choose to draw a revealed card instead of drawing from the clue deck.

Fear cards

When drawing a **fear card** from the clue deck, read it carefully and announce its effects to the other players. Each has a **reaction**  effect that will result in you suffering **FEAR**.

Fear cards are placed faceup in front of you, visible to all other players. They may not be removed unless an effect allows it.

Some effects, such as the **comfort** action, allow you to cure **FEAR**. When you do, move your fear marker 1 step left on your fear track.

Item cards

The **search** action allows you to draw **item cards** from the item deck. When you gain one, place it faceup next to your board.

- If it has an **action**  , use it the same way as a card in hand, then discard it.
- If it has a **reaction** , its effect determines whether it needs to be discarded or not.

You are limited to a maximum of 2 items, and must immediately discard one if you exceed this limit.

Bonding with a visitor

Some powers allow the spirit to **bond** with a visitor. If successful, give them the **bonded marker**. Only 1 visitor can be bonded at a time. If a new visitor becomes bonded, give the marker to that visitor instead.

Any time a bonded visitor is offered a colored choice on a spirit effect, the spirit player makes the choice for them. However, the visitor still chooses how the effect is resolved if there are further choices, such as which cards to discard.

Knocked out and succumbing

Knocked out

When you are **knocked out** , place your pawn on its side. If you were taking an action, end it immediately. Discard all cards in hand, trash your fear cards, and smother your candle. Then, end your turn.

While knocked out, you are always **alone**. You cannot be targeted by visitor or spirit actions, unless the action specifically specifies a knocked out visitor. You may take no other action than the **rest** action, and you must **rest** as your first action on your next turn.

Succumbing

If a visitor is forced to reduce **NERVE**  by an effect (most commonly by reaching the end of their fear track), but cannot because the  marker has been lost and removed from the hope track, they **succumb** at the end of that action and are eliminated from the game. Follow the rules for being knocked out, but afterwards you may take no further action and may not win the game. Leave your pawn in the room. You are allowed to speak with a ghostly voice to anyone within hearing, but no longer count as a visitor. Your items may be picked up with a quick action.

Winning

Visitors

At the end of a round, if all 4 secret cards are revealed, the surviving visitors win. However, if the spirit script has been revealed, this is no longer enough to secure victory.

Discarding clue cards

When discarding a clue card, whether you played it or not, you must place it in one of the **clue discard** slots below each secret card. Your objective is to gather enough matching trauma symbols below a secret card to safely reveal it.

At the start of the game, the visitors know the number of clue cards that match each of the 4 positions, but do not know which trauma symbol corresponds to what position. The more clue cards you draw, the easier it becomes to deduce which secret card lies where. When in doubt, discard cards to the left; the leftmost secret card has the most corresponding clue cards, making its trauma the most probable to draw.

Revealing secrets

When you reveal a secret card, an effect on it triggers, based on the number of clue cards with the correct trauma that are discarded in the slot below it.

If you have enough matching clue cards, as indicated on the left side of the secret board, you will be rewarded with more time by increasing **HOPE**  or **NERVE**  on the hope track. If you do not, you will be punished, reducing **HOPE** or **NERVE**. The number of matching clue cards needed depends on the player count.

Beneath each secret card, you can see the number of clue cards in the clue deck with a matching trauma symbol.

Spirit

During setup, the spirit secretly draws 1 of the spirit scripts. This card is divided into a top section, which is active while the card is hidden, and a bottom section, which activates when the card is revealed and then overrides the top section.

Hope and nerve

If **HOPE**  or **NERVE**  ever meet the time marker , remove the hope or nerve marker immediately. It is lost and cannot return. If the lost marker corresponds to your spirit script, immediately reveal it and resolve its effect.

This can happen at the end of a round when the time marker moves up, or in the middle of a round when **HOPE** or **NERVE** is reduced and meet it.

Revealing the script

Once the spirit script  is revealed, its top section is no longer active. The bottom section now describes your new win conditions.

Once the script is revealed the spirit is normally hostile to the visitor players and will want to eliminate one or more of them to win the game. Revealing the secrets is now no longer enough for the visitors to win the game; they will also need to accomplish a secondary condition, stated on the card, to win.

Eternal darkness

The game is played in up to 9 rounds, tracked by the time marker on the hope track. At the end of the final ninth round, if no player has achieved their goal, the spirit is pulled back into the void, the visitors are trapped forever, and the only winner is Wrightwatch manor.

2 player rules

When playing with 2 players, use the rules for 3 players, with these modifications:

- The visitor player has a total of 5 main actions on their turn.
- The visitor player may take actions with either of their characters, in any order.
- The visitor player has a hand size of 7, drawing from the combined action deck.
- An action card may only be played or discarded by the character of its color.
- You on any card refers to the visitor character taking the action.
- A clue card may be played or discarded with either character.

The 2 visitor characters and their item cards are otherwise treated separately, as in a standard game. Spirit rules are unmodified.

The **rest** action replenishes the visitor player's hand up to 7 cards, drawing from the combined deck of action cards.

If a visitor is **knocked out**, discard that visitor's action cards. Additionally, *all* clue cards must be discarded. That visitor may no longer act for the rest of the turn. The first action for the visitor player on their next turn must be to **rest** with them. Their other character may still act.

If a visitor **succumbs**, their action cards remain in the deck but are treated as blank and may not be played. Once discarded, by taking the **rest** action, they are instead removed from the game.

THE PRESENCE

Game round

0. Start of a round

1. Visitor turns

Starting with the visitor to the spirit player's left and going clockwise, each visitor takes a **turn** of up to 3 **main actions** ➡. You may also take any number of **quick actions** ➡ on any player turn, including the spirit turn.

When you end your turn discard down to 5 cards and pass the active player marker to the next visitor.

If an action has a **darkness** ⬛ effect, apply it (before resolving the card's effect) if the room you are in is **dark**.

Reactions ⚡ are not actions, and may interrupt an ongoing effect.

Basic actions

Basic actions are always available and do not cost a card.

Play card

Use ⚡ or ➡ to perform 1 action on a card in hand or on a carried item card, then discard it.

Walk

Most movement actions are on your action cards, but you may always spend ⚡ to **walk**, which gives you 1 MP. 1 MP can be spent to open or close a door, or to move through an open door.

Doors can be open or closed. A locked door cannot be opened. A door can be locked while it is already open, to later be closed.

Use room

Use ⚡ to perform the action of your current room.

Rest

Use ⚡ to **rest**. Discard any cards in hand, then draw from your deck until you have 5. *2 players: Draw up to 7 cards.*

If you are **knocked out**, the only action you may take is to **rest**. In this case, you also rise and cure 1 **FEAR**.

Trade

Use ➡ to **trade**. If a nearby visitor agrees, you may give them your clue or item card (not action cards or other components).

2. Spirit turn

After all visitors have taken their turn, the spirit player receives the active player marker.

You may take actions in any order until you can't or won't take any more. When you end your turn draw spirit cards up to your hand limit (equal to the number of characters: 3, 4, or 5).

Actions are taken using your **presence dice** 🎲. You may use any 🎲 on the board to take an action nearby. Some actions require spending **PRESENCE** by reducing (♦) the value of a presence die. A die reduced to 0 is returned to your supply.

When a visitor suffers **FEAR**, you may immediately increase (♦) a nearby die even if it is **light** nearby.

Actions

Play a spirit card

Declare a 🎲 to use and show the card to all players. To activate a power, your 🎲 must have **PRESENCE** equal to or greater than its requirement. Announce a power you are using, spend ♦ any required **PRESENCE**, and resolve the effect.

Move presence die

Each 🎲 that on the board may move once to an adjacent room, ignoring walls and doors and even moving directly between floors. If you move 🎲 into a room with a lit candle or fireplace, reduce **PRESENCE** by 1 (this also applies when moving 🎲 with a spirit power).

Increase presence

Discard a spirit card to may increase any 🎲 in **darkness** by 1. Alternatively, you may add a die to any **dark** room and set it to 1 (you may use another 🎲 on the board, but reset it to 1).

Drain effects

When you play a spirit card with a **drain cost** ♦C, place it on the table and mark the effect and the room where it is active with **drain markers**.

Manifestation actions

Each spirit has 1 power allowing them to **manifest** onto the board as the **spirit pawn** ♣. This is a drain power: in the Upkeep phase, pay the drain cost or remove the pawn.

In addition to your normal spirit actions, at the start of your turn, gain ⚡, ⚡, ⚡ (you may also gain additional ⚡ on the turn you manifest). Unspent actions are lost at the end of your turn. These actions may require you to spend ♦ 1 or more **PRESENCE** to activate, paid using a nearby 🎲 before taking the action.

Move

Gain 1 MP to move (as a visitor). You may bring 1 nearby 🎲 with you, which is *not* reduced by moving into a light room.

Whisper

If a visitor is nearby, you may spend ♦ to whisper 1 word. You may say anything, and you do not need to tell the truth.

Haunt

Spend ♦ to draw a **spirit clue** ☹. If no spirit clue is nearby, you may add your drawn clue here, or return it to the bag. If there's already one nearby, return one to the bag and keep the other.

Terrify

Spend ♦♦ to make nearby visitor suffer **FEAR**. If they do, this may be used to increase nearby 🎲 as normal.

Bond

Spend ♦♦♦ to force a nearby visitor to **bond** with you.

3. Upkeep phase

1. Does the game end?

The visitors win if all secret cards are revealed, but if the spirit script is revealed, you must also fulfill its conditions. The **spirit wins** if you fulfill the conditions on your spirit script.

If no one has won on the 9th round, all players lose.

2. Adding spirit clues

On even rounds, the spirit player draws **spirit clues** ☹ from the bag (2/3/4 for 3/4/5 players) and adds them all to rooms. Each room must be different, each must be **dark**. Start with all rooms that have a 🎲 in them, then use others.

3. Time passes

Move the **time marker** ⏰ up 1 step. If it reaches ☹ or ☹, remove that marker: it is **lost** and cannot return (if it matches the spirit script, reveal the script and resolve its effects).

4. End of round effects C

If there are any active **drain** powers, pay for them by reducing nearby 🎲, or remove the power. The spirit then hands the active player marker to the visitor on their left.

THE PRESENCE

Game round

0. Start of a round

1. Visitor turns

Starting with the visitor to the spirit player's left and going clockwise, each visitor takes a **turn** of up to 3 **main actions** ➡. You may also take any number of **quick actions** ➡ on any player turn, including the spirit turn.

When you end your turn discard down to 5 cards and pass the active player marker to the next visitor.

If an action has a **darkness** ⬛ effect, apply it (before resolving the card's effect) if the room you are in is **dark**.

Reactions ⚡ are not actions, and may interrupt an ongoing effect.

Basic actions

Basic actions are always available and do not cost a card.

Play card

Use ⚡ or ➡ to perform 1 action on a card in hand or on a carried item card, then discard it.

Walk

Most movement actions are on your action cards, but you may always spend ⚡ to **walk**, which gives you 1 MP. 1 MP can be spent to open or close a door, or to move through an open door.

Doors can be open or closed. A locked door cannot be opened. A door can be locked while it is already open, to later be closed.

Use room

Use ⚡ to perform the action of your current room.

Rest

Use ⚡ to **rest**. Discard any cards in hand, then draw from your deck until you have 5. *2 players: Draw up to 7 cards.*

If you are **knocked out**, the only action you may take is to **rest**. In this case, you also rise and cure 1 **FEAR**.

Trade

Use ➡ to **trade**. If a nearby visitor agrees, you may give them your clue or item card (not action cards or other components).

2. Spirit turn

After all visitors have taken their turn, the spirit player receives the active player marker.

You may take actions in any order until you can't or won't take any more. When you end your turn draw spirit cards up to your hand limit (equal to the number of characters: 3, 4, or 5).

Actions are taken using your **presence dice** 🎲. You may use any 🎲 on the board to take an action nearby. Some actions require spending **PRESENCE** by reducing (♦) the value of a presence die. A die reduced to 0 is returned to your supply.

When a visitor suffers **FEAR**, you may immediately increase (♦) a nearby die even if it is **light** nearby.

Actions

Play a spirit card

Declare a 🎲 to use and show the card to all players. To activate a power, your 🎲 must have **PRESENCE** equal to or greater than its requirement. Announce a power you are using, spend ♦ any required **PRESENCE**, and resolve the effect.

Move presence die

Each 🎲 that on the board may move once to an adjacent room, ignoring walls and doors and even moving directly between floors. If you move 🎲 into a room with a lit candle or fireplace, reduce **PRESENCE** by 1 (this also applies when moving 🎲 with a spirit power).

Increase presence

Discard a spirit card to may increase any 🎲 in **darkness** by 1. Alternatively, you may add a die to any **dark** room and set it to 1 (you may use another 🎲 on the board, but reset it to 1).

Drain effects

When you play a spirit card with a **drain cost** ♦C, place it on the table and mark the effect and the room where it is active with **drain markers**.

Manifestation actions

Each spirit has 1 power allowing them to **manifest** onto the board as the **spirit pawn** ♣. This is a drain power: in the Upkeep phase, pay the drain cost or remove the pawn.

In addition to your normal spirit actions, at the start of your turn, gain ⚡, ⚡, ⚡ (you may also gain additional ⚡ on the turn you manifest). Unspent actions are lost at the end of your turn. These actions may require you to spend ♦ 1 or more **PRESENCE** to activate, paid using a nearby 🎲 before taking the action.

Move

Gain 1 MP to move (as a visitor). You may bring 1 nearby 🎲 with you, which is *not* reduced by moving into a light room.

Whisper

If a visitor is nearby, you may spend ♦ to whisper 1 word. You may say anything, and you do not need to tell the truth.

Haunt

Spend ♦ to draw a **spirit clue** ☹. If no spirit clue is nearby, you may add your drawn clue here, or return it to the bag. If there's already one nearby, return one to the bag and keep the other.

Terrify

Spend ♦♦ to make nearby visitor suffer **FEAR**. If they do, this may be used to increase nearby 🎲 as normal.

Bond

Spend ♦♦♦ to force a nearby visitor to **bond** with you.

3. Upkeep phase

1. Does the game end?

The visitors win if all secret cards are revealed, but if the spirit script is revealed, you must also fulfill its conditions. The **spirit wins** if you fulfill the conditions on your spirit script.

If no one has won on the 9th round, all players lose.

2. Adding spirit clues

On even rounds, the spirit player draws **spirit clues** ☹ from the bag (2/3/4 for 3/4/5 players) and adds them all to rooms. Each room must be different, each must be **dark**. Start with all rooms that have a 🎲 in them, then use others.

3. Time passes

Move the **time marker** ⏰ up 1 step. If it reaches ☹ or ☹, remove that marker: it is **lost** and cannot return (if it matches the spirit script, reveal the script and resolve its effects).

4. End of round effects C

If there are any active **drain** powers, pay for them by reducing nearby 🎲, or remove the power. The spirit then hands the active player marker to the visitor on their left.

General rules

Distance

Objects in the same room are **nearby** each other. Doors are nearby all rooms they are connected to. You are always nearby yourself.

Components next to your board are nearby all characters in the room, and those on your board are nearby only you.

Anything nearby you and all connected rooms that share an open door to your room are **within hearing**.

Light and darkness

Rooms are **dark**  unless a source of light is nearby, in which case the entire room is **light**.

Visitors carry a **candle token**  that illuminates their current room. If your candle is smothered, flip the marker to its dark side. You may smother your own candle as a quick action.

Fear

When a visitor suffers **FEAR** , they move their fear tracker 1 space to the right on the fear track on their character board.

If the tracker reaches the end, they are **knocked out**  and cannot suffer additional **FEAR**. They must also move the **NERVE**  marker down 1 space on the hope track. If they cannot, the visitor **succumbs** instead.

If you suffer **FEAR** near , the spirit may immediately increase one nearby  by 1.

Communication

Any conversation or communication should be heard by everyone, including the spirit. Communicating in hidden ways is not allowed, and visitor players may not show their hidden cards to each other. There are no restrictions on what information can be shared.

Alone

When a player is **alone**, they may not communicate by speech or by expressions, noises, signals etc. A visitor is alone if no other visitor is within hearing or they are knocked out. The spirit is always alone.

The visitor players may not communicate if an alone visitor holds the active player marker.

Clues

A visitor's objective is to find clue cards by investigating **spirit clues**  and **small clues** . When using the **investigate** action to reveal a clue, you immediately resolve its effects in order, then discard it.

When instructed to draw a **clue card**, add it to your hand. These count towards your hand size and are used like your action cards.

When a clue card is **revealed** from the clue deck, place it faceup. All revealed clue cards stay visible. When drawing a clue card, a visitor may choose to draw a revealed card instead of drawing from the clue deck.

Fear cards

When drawing a **fear card** from the clue deck, read it carefully and announce its effects. Fear cards are placed faceup in front of you and may not be removed unless an effect allows it.

Secret cards

Each **secret card** has a clue discard slot beneath it. After a clue card is fully resolved, you must discard it beneath 1 of the 4 secret cards of your choice.

When you reveal a **secret card**, an effect on it triggers, based on the number of clue cards with the correct trauma that are discarded in the slot below it.

Item cards

The **search** action allows you to draw **item cards** from the item deck. When you gain one, place it faceup next to your board.

- If it has an **action** , use it the same way as a card in hand, then discard it.
- If it has a **reaction** , its effect determines whether it needs to be discarded or not.

You are limited to a maximum of 2 items, and must immediately discard one if you exceed this limit.

Bonding with a visitor

If the spirit successfully **bonds** with a visitor, give the visitor the **bonded marker**. Only 1 visitor can be bonded at a time. If a new visitor becomes bonded, give the marker to that visitor instead.

Any time a bonded visitor is offered a colored choice on a spirit effect, the spirit player makes the choice for them (the visitor still chooses how the effect is resolved if there are further choices).

Knocked out and succumbing

Knocked out

When you are **knocked out** , end your action immediately and place your pawn on its side. Discard all cards in hand, trash your fear cards, and smother your candle. Then, end your turn.

While knocked out, you are always **alone** and cannot be targeted by visitor or spirit actions. You may take no other action than **rest**, and you must **rest** as your first action on your next turn.

Succumbing

If you are forced to reduce **NERVE**  by an effect, but cannot because the  marker has been lost, you **succumb** at the end of that action and are eliminated from the game.

Spirit scripts

When the **spirit script** is **revealed**, its top section is no longer active. The bottom section now describes the spirit's new win conditions.

2 player rules

When playing with 2 players, use the rules for 3 players, with these modifications:

- The visitor player has a total of 5 main actions on their turn.
- The visitor player may take actions with either of their characters, in any order.
- The visitor player has a hand size of 7, drawing from the combined action deck.
- An action card may only be played or discarded by the character of its color.
- You on any card refers to the visitor taking the action.
- A clue card may be played or discarded with either character.

The 2 visitor characters and their item cards are otherwise treated separately as normal.

The **rest** action replenishes the visitor player's hand up to 7 cards, drawing from the combined deck of action cards.

If a visitor is **knocked out**, discard that visitor's action cards. Additionally, *all* clue cards must be discarded. That visitor may no longer act for the rest of the turn. The first action for the visitor player on their next turn must be to **rest** with them. Their other character may still act.

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