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Game: **PARANORMAL DETECTIVES**
Publisher: **LUCKY DUCK GAMES (2019)**

Page 1: **Rules summary**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



PARANORMAL DETECTIVES

SETUP

Place the **main board** and the **quill pen sheet** in the middle of the play area. Place the **ghost meter markers**, **talking board markers**, **wound markers**, and **hangman's knots ropes** next to the board.

Decide who will play as the **ghost**. That player takes the **ghost sheet**, 1 random **story card** (stories can only be used once), the 3 **ghost interaction cards**, the deck of **tarot cards**, and a **pen**. The ghost sheet should always be facedown on the table so the detectives can't see it.

All other players choose a **detective** and take their matching **screen**, 1 **investigator sheet** (placed behind their screen), all **interaction cards** with their detective's icon in the upper left corner, and a **pen**.

Each detective returns to the game box all interaction cards without the player count icon matching the total number of players (including the ghost player).

In a 2 player game, the detective player should pick 2 sets of 7 interaction cards (from any 2 detectives).

Each detective should end up with the following number of cards (based on player count): 2 players: 14 cards; 3 players: 7 cards; 4 players: 6 cards; 5 players: 5 cards; or 6 players: 4 cards.

The ghost player secretly reads the chosen story card, then puts wound markers on the chalk outline on the main board as shown on the story card (in some stories there are no wounds), and 1 wound marker on the victim's gender indicator. These indicate to the detectives where the victim has **visible** wounds, and their apparent gender.

Finally, the ghost player reads aloud their description of their body's appearance (text in italics).

The detective player who most recently witnessed something scary is the **first player**.

GAME ROUND

Starting with the first player, the detective players each take turns in clockwise order. This repeats until the end of the game. The ghost player never takes a turn.

On your turn, perform these 2 phases, in order:

1. Ask the ghost a question (mandatory)

Perform the following steps in order:

1. **Choose an interaction card** from your hand and play it faceup on the table.
2. **Ask out loud any question** for which the answer cannot be **yes** or **no**.
3. **The ghost answers** in the manner suggested by the interaction card you played.
4. After the ghost answers, **all detectives make notes** on their investigation sheet.
5. **Discard the interaction card** you played to the box (it cannot be used again this game)

2. Try to guess the story (optional)

After asking a question, you (and only you) may make an attempt to guess the ghost's death story by **saying out loud** what you believe are the story's **5 key words**.

Each detective may only try to guess the story twice during the game. After you make your second guess, if you do not win, you may not take any more turns.

A guess consists of 5 key words written on the story card:

WHO was the person or creature responsible for the victim's death? This is not necessarily the murderer; it may be the person whose actions led to the victim's death, but not on purpose. It might be the victim themselves. WHO usually refers to an occupation or their relation to the victim.

WHERE was the place or location where the death happened? It is usually an area, type of building, or even a specific room in the house.

WHY What was the motive or reason why the killer's (the WHO above) actions led to the ghost's death?

HOW What was the method of the ghost's death? Usually, it is an action or medical condition which was the direct cause.

WEAPON What was the weapon, object, or tool that was the direct cause of the ghost's death?

On the left side of the story card, the ghost has a list of all phrases they should accept as the keys to the story. If a detective uses a clear synonym of a key word, it should be accepted as a correct answer.

After you make a guess:

The mystery is solved If you guessed all 5 key words correctly, the game ends and you win, together with the ghost.

Partial progress If you guessed some but not all of the keys, the ghost secretly notes anywhere on your investigation sheet the single number from 0 to 4, telling you how many keys were guessed correctly (but not which ones). Then the ghost gives *all* detectives an additional clue by playing 1 of their 3 interaction cards and giving a clue via the method described (no detective is allowed to ask a question before this clue is offered).

Each ghost interaction card can only be used once per game and is returned to the box after use.

Then the ghost secretly makes a note on their ghost sheet of the number of correct guesses in the row with the current detective player's icon, in the leftmost empty column. This allows the ghost to track the order and level of success of all the detectives' guesses.

INTERACTION CARDS

Tarot cards

The ghost chooses up to 3 tarot cards and arranges them on the table to answer the question. The ghost may use the back sides of some of the chosen cards to cover part of the other cards to show the detectives only a crucial part of the image.

Talking board

The ghost uses the talking board to give their answer. The board consists of 9 groups of 3 letters each. The ghost uses up to 5 numbered markers to spell out up to the first 5 letters of a word. The ghost places their markers one by one, each pointing towards 1 group of letters (not a single letter). More than 1 marker can be placed on a group.

Ghost meter

The ghost tries to answer the question by playing up to 3 ghost meter markers on different scales of the ghost meter: small-big, light-heavy, slow-fast, good-evil, silent-loud, cold-hot, young-old. Optionally, the ghost is allowed to put 1 or more of the markers on colors instead of on a scale.

Quill Pen

The ghost holds the detective's wrist while the detective's hand holds a pen, and attempts to draw the answer on the quill pen sheet. The drawing line must be continuous; when the line is broken, the detective loses paranormal contact and the drawing ends. The ghost can only draw shapes and symbols; words, letters, and numbers are not allowed.

Hangman's Knots

The ghost arranges the 2 pieces of rope on the table in an attempt to communicate the answer. The ghost can only form shapes and symbols; words, letters, and numbers are not allowed.

Ghost Scream

The ghost answers the question by either making a sound (that cannot be a word of any kind) or pointing with their finger to an object in the room.

Whisper of Shadows

Without making a sound, the ghost answers the question by moving their mouth and lips to communicate a single word.

Ghost Touch

The ghost draws the answer with their finger on the detective's back without revealing it to any others. The ghost can only draw shapes and symbols; words, letters, and numbers are not allowed.

Haunted Mirror

Without making any sound, the ghost answers the question by performing a mime of up to 3 seconds.

GAME END

The game can end in 1 of 2 ways:

1. **A detective guesses all the keys to the story.** The detective wins the game, together with the ghost.
2. **All detectives run out of interaction cards or have made 2 attempts to guess the story,** and no one has guessed all keys correctly. The detective who correctly guessed the most keys is the sole winner. On a tie, the player who guessed the most keys first is the winner.

COOPERATIVE VARIANT

The detectives work together to solve the mystery, and may freely communicate their ideas. All detectives, as a group, have only 2 attempts to guess the story, and must cooperatively decide when to make the attempt. All players (including the ghost) only win if they correctly guess all 5 keys. The number of interaction cards used is their score:

# Used interaction cards	Score
14+	Novice ghost hunters
12-13	Subtle spirit chasers
10-11	Determined poltergeist hunters
9 or less	The ultimate ghostbusters