

Chaos Manor

Instructions



By: Joel Shuart

Table of Contents

Table of Contents	1
Overview	2
Introduction	2
Goal	2
Turn Flow	2
Actions	2
Playing	3
Setup	3
Step 1: Setup the board and tiles	3
Step 2: Setup Directional Cues	3
Step 2: Prepare the decks	4
Step 3: Pick Rituals	4
Step 3: Distribute Barricades	4
Step 4: Choose characters	4
Step 5: Play!	4
Rules & Mechanics	5
Player Hand	5
Taking Actions	5
Move	5
Steal	5
Place/Break Barricade	5
Shift Building	5
Escape	5
Escaping the house	5
Completing Rituals & Earning Keys	6
Exit Conditions	6
Rooms	6
Interacting with rooms	6
Chaos	7
Move	7
Turn	8
Break	8
Searching & Items	8

Overview

Introduction

There's an old Haunted House on sycamore street where the rooms seem to move around you, the corridors twist and shift with each step. Everyone in town hears horror stories of the house, people going in and never coming out, screams heard at all hours, dogs insistently barking at its empty windows. On a dare you and your friends have entered the haunted house, unfortunately, the spirits trapped inside the house don't want any of you to leave and you're not sure any of your friends are still themselves.

Goal

Players want to be the first to escape the house, leaving the rest locked inside forever.

Complete rituals inside the house to find two(2) of the **Golden Keys**, and use them at the exit in order to escape.

Turn Flow

1. Draw card(s) from the Chaos Deck
2. Do Actions, or Play Item Cards
3. Search Room for Items

Actions

Players get three (3) actions every turn.

- Move
- Place Barricade
- Break Barricade
- Steal from another player
- Move room tile
- Rotate room tile
- Break room tile
- Discover room tile
- Escape

Playing

Setup

Step 1: Setup the board and tiles

The game space is made up of a 6x6 grid. Columns can be identified by A,B,C,D, E, and Rows 1, 2, 3, 4, 5

Find the four corner tiles, which are the same colour backing as the exit.. Place these in the four corner positions, highlighted in the below diagram. Additionally place the exit tile in the middle.

	A	B	C	D	E	
1	Yellow	White	White	White	Yellow	Brown
2	White	White	White	White	White	Brown
3	White	White	Orange	White	White	Brown
4	White	White	White	White	White	Brown
5	Yellow	White	White	White	Yellow	Brown
	Brown	Brown	Brown	Brown	Brown	Brown

Once the play area has been set up- Shuffle all the remaining tiles, and set them aside face down for play.

Step 2: Setup Directional Cues

Place the compass rose, and turn cues at the top of the board. These will help you identify what direction to interact with tiles based on Chaos cards.

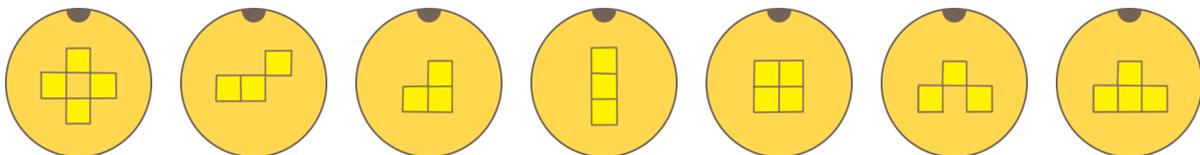
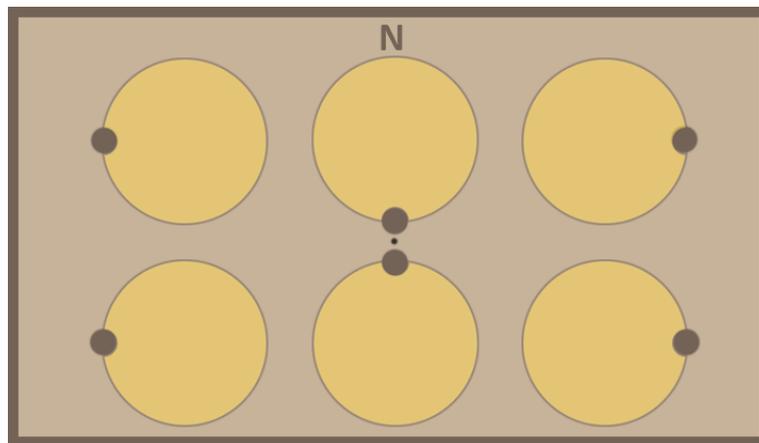


Step 2: Prepare the decks

Look through the search deck and set aside the six(6) golden key cards. Shuffle the search deck, and distribute 3 cards to each player to start. Place the search deck aside. Finally, shuffle and place aside the building shift deck.

Step 3: Pick Rituals

Look for the ritual board. Pull out six ritual tokens, and place them face up on the board. Each semi-circle should line up with the dot on the ritual board. The N on the board indicates North!



Step 3: Distribute Barricades

Give each player four (4) barricade tokens.

Step 4: Choose characters

Each player can choose a character, and place them on one of the four starting tiles. Order is decided by going clockwise around the table, starting from the last person to cross through a doorway. This is also the turn order.

Step 5: Play!

Each player will take a turn following the Turn Flow, where the building will change around them, they get an opportunity to do actions, and search for items. Remember your goal is to be the first to exit the house, for only One may leave..

Rules & Mechanics

Player Hand

Players are limited to 6 cards in hand. Item cards must be discarded before more are added to your hand.

Taking Actions

On their turn players get three(3) **Actions**. Players can do a bunch of actions, like moving, interacting with room tiles, and stealing from other players. Playing cards do NOT cost an action.

Move

Players can move from one room tile to a connected room through open doorways. One move action lets players move a distance of 2 rooms.

Steal

Players can steal an item from the hand of another player in the same room as them.

Place/Break Barricade

Players can set up to 4 barricades, so use them wisely. Placing a barricade closes a doorway, barring players from going through it. Players can also spend an action to break an existing barricade in front of them. Barricades can be interacted with from the edges of the current tile.

Shift Building

Players also have the ability to alter the rooms adjacent to their current room. This includes moving, turning, breaking rooms, and discovering new rooms.. Remember, there can only be 20 rooms in the house at one time.

Escape

Players final action is escaping. This can only be done after the 2 keys have been used on the exit door while the player is standing there.

Escaping the house

The Player's goal is to escape the house. This is done by getting 2 keys and using them on the exit, and doing the "exit" action.

Completing Rituals & Earning Keys

Golden Keys can be found by completing a ritual, each of which can only be done once. There are 6 in total. After being earned, keys can be stolen as any item in a hand. However, they cannot be discarded.

Rituals can be completed by coordinating rooms of the same colour into the shape etched into the token. The player claiming the key and completing the ritual must be standing in one of the rooms part of the ritual.

When this is done all rooms involved are discarded (except rooms players are on) and the player gets awarded the key. The token for the ritual is also either flipped or discarded as it cannot be completed twice.

Exit Conditions

In order to exit, players must do three things:

1. Use two keys on the exit
2. Be in the exit room
3. Use an action to exit

This means if you cannot use items for whatever reason, or do not have an action you cannot leave yet. If you use keys but are stopped from leaving for whatever reason, the keys return to your hand.

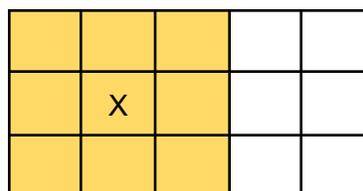
Rooms

The house is made up of 20 rooms, there can be no more than that at one time. In order to discover more rooms once players hit 20, older rooms must be broken.

Players traverse the house through rooms. Rooms can have doors on any of its sides, and in any number. So there can be rooms that create an L shape, a cross +, straight lines —, or even three doors making a T shape. Doors must line up between rooms in order to move between them.

Interacting with rooms

Players can move, rotate, break, or discover new rooms. However, players can only interact with rooms adjacent to the room they are currently in. For instance, players can rotate any of the rooms by 90 degrees around them.. Or, move a tile in a straight line (skipping to the next open space) that was in the adjacent area before it was moved.



Limitations

- Tiles with a player on them **cannot** be destroyed
- Players can move rooms with someone in them, but each cell moved counts as an action
- Exit tile cannot be destroyed

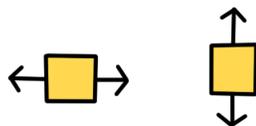
Chaos

During the chaos phase of your turn the house moves against you. The Chaos deck contains cards for changing whole rows or columns like moving, turning, breaking room tiles, and a number of special events.

Many of these shows an <?> icon that dictates that the chaos die should be rolled to figure out what row/column is being affected. For example, a card with an “A” would apply to any tiles in the A column.

A	B	C	D	E

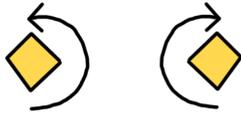
Move



Rooms can be shifted all to one side, left, right, up, or down. Moved rooms will hop over existing rooms that are in the way, moving instead to the next open spot. Room tiles will be moved in the direction indicated by the compass rose.

If a row/column is full and room tiles have no room to move, the full row/column will still shift and the edge-most room tile will fall off and be discarded.

Turn



Tiles can rotate clockwise, or counter-clockwise. This is shown by the direction of the arrow on the card. Rotations are limited to 90 degrees.

Break



Tiles can break! This card shows that a tile must be chosen to “break” and be discarded. You cannot break a tile with a player on it, and you cannot break the exit tile, this card does nothing if there are no options available.

Searching & Items

Players can **Search** rooms for **Items** to help them achieve their goals easier. Players will search once at the end of their turn. When they do they take a card from the **search deck** and add it to their hand. **Items** can be anything like just Food to get an additional action, a Magnifying glass for a better search, or a number of other random items each with their own ability.

Hands are limited to 6 cards.

Item cards can be played anytime during the action phase, no cards can be played after the final search of the player's turn. Most item effects happen instantly and only once. If otherwise an icon will show the modification.

PA indicates being able to be played anytime, not restricted to the players turn.

T indicates the cards effect is active the entire duration of the players turn.

R indicates the cards effect is active for one whole round, from when its played to the beginning of the next turn of the person who plays it.