

SKEPTICS™

BOARD GAME

RULEBOOK

A white silhouette of a person wearing a trench coat and a hat, standing in a doorway. The person is facing forward, and the doorway is a simple rectangular frame.

SKEPTICS™

BOARD GAME



Introduction

It's getting close to midnight. I need to hurry back to the team. This is about the time when things started getting weird the last few nights... but I'm still not sure what to believe...

Our task here, like with the other places we have investigated before, is to find out if there is any truth to the reports from people who have supposedly encountered "spirits." They tell their stories, and we show up to try to find any proof -- any truth -- to what they say they experienced. So far, we have not encountered a true haunting; everything has always been easily explained. This place though... this one seems different compared to the others. Strange things have happened that we cannot explain yet, and some of my partners even claim to have seen the ghost themselves! This time, it may actually be the real thing...

OBJECT OF THE GAME

SKEPTICS is a cooperative, dice rolling game, where players explore potentially haunted locations to prove the existence of ghosts. 1-4 players take on the role of Investigators gathering evidence of the paranormal.

Investigators race against the clock exploring rooms and rolling dice to match icon sets to Search, Reveal, and Solve Clues. Each Clue will lead Investigators one step closer to revealing the Ghost. Environment Cards are drawn every hour, which may have hazards and conditions that will impede the Investigators' progress. Investigators win if the existence of the Ghost can be proven in time, but Investigators fail if time runs out.

GAME COMPONENTS

- Rulebook
- 1 Double-Sided Environment Board
- 1 Clock with Clock Hand and Rivet
- 4 Plastic Investigator Stands
- 1 Ghost Pawn
- **Dice:**
 - 5 Clue Dice
 - 4 Key Dice
 - 7 Summon Dice
- **Wood Pieces:**
 - 25 Blue Marker Cubes
 - 25 Red Marker Cubes
 - 15 Green Door Markers
- **Cards:**
 - 4 Reference Cards
 - 16 Clue Cards
 - 10 Item Cards
 - 6 Special Item Cards
 - 20 Environment Cards:
 - 10 Common
 - 5 Asylum
 - 5 Museum
 - 20 Room Cards
 - 6 Ghost Cards
- **Cardboard Tokens:**
 - 4 Investigator Tokens
 - 10 Search Markers
 - 5 Magnifying Glass Tokens
 - 33 Search Tokens:
 - 7 Clue
 - 10 Item
 - 3 Special Item
 - 13 Nothing Here
 - 1 Summon Token
 - 1 Barrier
 - 4 Fires
 - 3 Timers
 - 1 Corpse
 - 7 Evidence Tokens
 - 14 Numbered Clue Tokens #1-7
 - 10 Numbered Item Tokens #1-5

Setup

Environment Board

Players choose either the Asylum or Museum Environment for play. The Asylum is recommended for first time players, since the Museum adds another level of difficulty to the game. Place this board in the middle of the table within reach of all players.



Investigators

Each player selects one of the four Investigators to be used during the game. If this is the first time opening the box, carefully punch out all the game Tokens from the punch board and assemble the four Investigator Tokens onto the plastic base stands as shown. Place each chosen Investigator at the game board Entrance and place the remaining investigators into the game box.

Environment Deck

Go through all the Environment Cards and find the ten Common Cards and the five cards specific to the Environment chosen to play. Shuffle these cards and place the stack face-down off to the side within reach of all players. Place the rest in the game box; they will not be used this game.



Environment Card Name

Room Deck

Shuffle the Room Cards. Without looking, randomly remove a number of Room Cards from the deck based on the number of players:

- 2 players** – Remove 2 cards
- 3 players** – Remove 8 cards
- 4 players** – Remove 11 cards

Place the Room Cards face-down within reach of all players. Place the removed cards in the game box; they will not be used during this game.

Note: see **Variant Rules** on page 18 for a 1 player game.

Clue Deck

Shuffle the Clue Cards. Without looking, randomly select seven Clue Cards and place them face-down side by side along the top of the board (see **Setup Diagram** on page 5). Place the remaining Clue Cards into the game box; they will not be used during the game.



Item Deck

Shuffle the Item Cards and place the deck face-down within reach of all players.

Special Item Deck

Shuffle the Special Item Cards. Select three at random without looking and place these face-down within reach of all players. Place the remaining Special Item Cards into the game box; they will not be used.

Do not use more than three cards.

Note: On the back of each Ghost Card, there is a list of recommended Special Items players may use instead of choosing at random.

For Advanced game play, players may choose not to use any Special Item Cards.



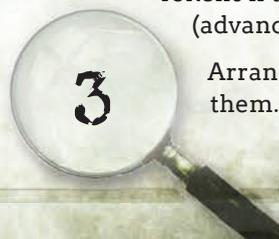
Search Tokens

Take the Search Tokens and create a Search Token pile.

Special Item Tokens

Some Search Tokens are Special Items. For each card in the Special Item deck, add one Special Item Search Token to the Search Token pile. Do not use these Tokens if the Special Item Cards are not being used (advanced rule).

Arrange all Search Tokens face-down and shuffle them.



Search Markers



For each Special Item Search Token added to the Search Token pile, randomly add one Search Marker face up to the game board on any icon free furniture piece (see the following example).



For example, if you are using all three Special Item Cards, place three Special Item Search Tokens into the Search Token pile, and three Search Markers onto the game board onto any free furniture object that has no other icon. Players decide where to place these markers. A Search Marker cannot be placed in the Entrance.

After shuffling the Search Tokens, place a Token face-down on each set of Blue icons on the game board, including any placed Search Markers. Only place one token for icons bridged together (see below). Try not to completely cover the icons.



The icons shown here are bridged icons; they only get one token placed on them.



Do NOT place a Search Token on the yellow Magnifying Glass icon.

Doors

Place a green door marker on each green colored door space (next to a set of green Key icons). For icons bridged together, only place one marker.



Example of a bridged door icon.

Do NOT place Search Tokens on door icons.



Ghost Cards & Ghost Pawn

Select one of the Ghost Cards for the players to investigate and place it along with the Ghost Pawn within reach of all players. Place all other Ghost Cards back into the box; they will not be used. A Ghost may be agreed upon, or chosen at random.



Important! Each Ghost has a difficulty level displayed on its card. The Child Ghost is recommended for beginners, since it should be the easiest. Players should read the Ghost Hour Ability and Lingering Effects of the Ghost before the game begins.

Evidence Tokens

Place all seven Evidence Tokens face-down and shuffle them. Place these tokens off to the side within reach of all players, next to the Ghost Card.



Magnifying Glass Tokens

Arrange the Magnifying Glass Tokens into their own separate pile within reach of all players.



Clue, Key, & Summon Dice

Separate out three blue Clue Dice and three green Key Dice. Players will begin the game with these dice. More dice can be gained as the game progresses when specific Items are collected. Place all other dice aside for now within reach of all players.





Clock

If this is the first-time playing SKEPTICS, assemble the Clock by using the plastic rivet to connect the clock face and hand as shown here. Set the Clock hand at the XII (Ghost Hour). Give the Clock to the last player in the turn order to control during the game (see **Turn Sequence** on next page).



Clue Tokens

Organize the Numbered Clue Tokens (Typewriters) in order by placing them on top of the seven Clue Cards. Stack tokens that share the same Clue number.

Miscellaneous Tokens

Organize all other tokens by type placing them within reach of all players. This includes Fire Tokens, Timers, Numbered Item Tokens (Flashlights), Summon Token, Barrier, Corpse, and the red and blue markers. Certain conditions or Environment Cards will determine when these tokens and markers are used during the game.



GAME SETUP DIAGRAM



Once setup is finished, the game is ready to begin!

Turn Sequence

Play begins with a chosen starting player and continues clockwise after every turn. If a starting player cannot be decided, then the player who had most recently been to an Environment similar to the board being played, the oldest player, or whoever has seen a ghost, goes first. One round of play consists of the following sequence in order:

1. Each Player takes a **turn** (one round)
2. Advance the **Clock** fifteen-minutes
3. Activate **Ghost Mode**, if applicable
4. If Clock approaches XII (the **Ghost Hour**) activate Environment Card first then reveal the Ghost

A full rotation of the Clock is considered one hour. So, each player will have taken four turns within each hour.

PLAYER TURN

A player's turn consists of up to three actions. These can be taken in any order or combination, including the same action multiple times. Players do not have to use all three of their actions on their turn.

TYPES OF ACTIONS

1. **Move/Run**
2. **Unlock**
3. **Search**
4. **Solve**
5. **Pick Up, Give, or Exchange** an Item
6. **Prove** (if player is in room with Ghost)
7. **Pull** (if Ghost is active)
8. **Summon** (before Ghost Mode begins and not during Ghost Hour)

Each player's turn ends after the third action is taken. Once all players have taken their turn, a full round has passed, and the Clock advances fifteen-minutes (see **Advancing the Clock** on page 12). Play proceeds back to the first player in the turn order, continuing clockwise.

ACTION 1

Move/Run

A player may use a **Move Action** by moving their Investigator one space. Spaces on each board are represented and divided by white borders or walled enclosed rooms. White borders will have line breaks (||) indicating the possible spaces a player may move between. More than one player may share the same space.



A space also includes a room enclosed by walls.



RUNNING

If all *three* consecutive actions in a turn are **Move Actions**, a player may run. When running, the player may move a *fourth* space as long as the path they take is not blocked by a door or another obstacle.

If a player's movement is restricted from moving a third consecutive space, due to another action taken, Environment Card restriction, or other condition, that player cannot run.

SECRET PASSAGES



A player may move through a secret passage at the cost of ending all remaining **Move Actions**. The player moves his character to the corresponding room. The player may continue using other actions, if available.



Here the player may move through the secret passage to the Bed Ward from the Padded Room on the Asylum board. The player may not use any more **Move Actions** that turn, but may still use other actions.

Note: A player may use their fourth **Move Action** through a secret passage, thus ending their Move. Items like the Boots cannot add another movement space after moving through a passage.

Note: A Ghost cannot be pulled through a Secret Passage (see **Pull Ghost** on page 14).

ACTION 2

Unlock



Players may not move through a door until it is unlocked. At the start of the game, a **Key icon** that has a door marker on top of it indicates that this door is locked. Players may use an **Unlock Action** to unlock a door by rolling *three* green **Key Dice** and additional dice provided by specific Items (see **Item** on page 9).



The player must roll enough **Keys** to unlock the door. The number of Keys necessary is represented by either a single Key icon or an icon with a number above it. For example, a Key icon with a x2 number above it requires at least *two* Keys to be rolled to unlock the door.

If the door is unlocked, it opens, and the player removes the green door marker associated with that icon from the game board. The player may then move into the next space without spending an action.

Note: Moving for free may only be done immediately after unlocking a door.

Unless a card says otherwise, once a marker is removed from a door, that door is now unlocked and opened for the rest of the game. Players may now move through the door unrestricted.

Note: A door can be unlocked from either side. Once a door is unlocked, it cannot be closed by the players.



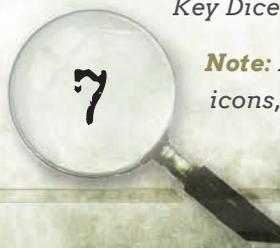
Note: Doors that have a Padlock icon cannot be permanently opened (see **Red Icons** on page 17).

FAILING UNLOCK ACTIONS

If the roll is unsuccessful, the player may use another action, if they have any left, to try the door again. The player may keep any previously rolled Keys from their actions this turn, only re-rolling the failed dice. If the roll is successful, the player removes the marker and has the option of moving freely into the space on the other side of the door.

Important! Players may only keep dice from the previous actions only if it is still being used for the same attempt. If the player performs a different action or their turn ends, they do not keep any previously rolled Key Dice.

Note: Each Key Die has half of its sides as Key icons, and the other half blank.



UNLOCK ACTION EXAMPLE

In this example, the player must roll three Key icons to unlock the door. The player has three actions left.



First Action

The player rolls the default three Key Dice and only rolls one Key. The player is unsuccessful unlocking the door.

Second Action

The player uses a second action to try to unlock the door again, keeping the Key from the previous roll, and rolling the other two dice. On the second attempt the player rolls one more Key, again unsuccessful at unlocking the door.

Third Action

The player tries the door one more time using up their third action keeping the previous two Keys. On the third attempt, the player rolls the third Key needed and unlocks the door. The door marker is removed from the board, and the player freely moves into the room. The door remains unlocked for the rest of the game.

Note: Clue Dice are not used during Unlock Actions.

ACTION 3

Search



Players may search objects containing a **Search Token** on the game board by using the blue **Clue icon** sets. An icon set can be a combination of one or more icons. These are indicated by Eyes, Cameras, and Cobwebs. A Clue icon set that has a Search Token on top of it indicates that this object has not been searched yet. Players may use a **Search Action** to search these token areas by rolling three blue **Clue Dice** and matching the icon set on the respective object.

Players begin the game with three Clue Dice and may add more dice as specific Items are found (see **Item** on next page).

Important! Players may not exceed five Clue Dice!



Search Token



In this example, the player may search the wheelchair since it still has a Search Token upon it. A roll of one Eye icon on the Clue Dice will make a successful search.

Important! If there are other searchable icons in the same space, players must specify which icon set they are searching before rolling.



Some icons have numbers on them indicating how many icons of that type are needed to make a successful search. For example, if there is an Eye icon that has a x2 number, then the player must roll at least two matching Eye icons on the dice for a successful search.



For multiple icons, the player must match each corresponding icon for a successful search. Icon sets are connected by bridges as shown in the example. Here the player must roll an Eye and a Camera on their Clue Dice to make a successful search.

MORE THAN THREE ICONS



Sometimes icon sets may have more than three icons that need to be matched. Matching these icons in this case would require the use of collected Items or a Magnifying Glass (see page 11). In this example, at least four dice would be needed to resolve this icon set.

MAKING A SUCCESSFUL SEARCH

If the roll is successful, the player flips over the token revealing a Nothing Here, Item, Special Item, or Clue. See the list of possible Search Tokens on the following page.

Important! Once a token is flipped over, it is removed and that object can no longer be searched for the rest of the game.

FAILING SEARCH ACTIONS

Like **Unlock Actions**, if the search is unsuccessful, the player may use any remaining actions to try the search again. The player may keep any previously rolled Clue Dice from their actions this turn, only re-rolling the failed dice. Again, if the roll is successful, the player reveals the token.

Important! Players may keep Clue Dice from the previous actions only if it is being used for the same attempt. If the player performs a different action or their turn ends, they do not keep any previously rolled dice.

Note: Each Clue Die has half of their sides as Eye icons, two as Cameras, and one as a Cobweb.

Note: Key Dice are not used during Search Actions.

SEARCH ACTION EXAMPLE

In this example, the player must roll two Eyes and one Camera for a successful search. The player here has three actions left.



First Action

The player rolls the default three Clue Dice and only rolls one Eye, unsuccessfully searching the object.

Second Action

The player uses a second action to search the object again, keeping the Eye from the previous roll. On the second attempt, the player rolls one more Eye but has not successfully searched since the Camera is still needed.

Third Action

The player decides to try the object one more time using up their third action, keeping the previous two Eyes. On the third attempt, the player rolls the Camera needed and makes a successful search. The token is revealed. A card may be drawn depending on the token type (see below). The token is discarded, and the object can no longer be searched for the rest of the game.

Search Tokens and Cards

Below are the possible **Search Tokens** a player might find with a successful Search Action.



Nothing Here

The search has found nothing significant, and no card is drawn. This token is discarded to the game box.



Item

The search reveals an **Item**. A card is drawn from top of the Item deck, and the token is discarded to the game box. Items provide the owner bonuses for Key or Clue Dice rolls, Movement, etc. Items only affect the actions specified (**Search, Solve, Unlock, Move**, etc.). The player places the card in front of them to be used during the game, but a player may only hold up to **three** Items at a time (which may cause a player to have to Drop an Item - see page 11).



Special Item

The search reveals a **Special Item**. A card is drawn from the top of the Special Item deck, and the token is discarded to the game box. Special Items have one use before being discarded. Read the card thoroughly to understand how to use a Special Item. A player can hold any number of Special Items, and it does not count as one of the three Items a player may carry.



Clue

The search reveals a **Clue** that could be actual evidence of a Ghost! A Clue Card is drawn, in order, from the face-down cards at the top of the Game Board (see **Setup Diagram** on page 5). The Clue token is discarded to the game box. The players must try and solve the Clue Card (with a **Solve Action**). The more Clues solved, the more evidence gained, and the easier it will be to perform **Summon Actions, Pull Actions**, or a **Séance**. Revealing all Clue Tokens, however, will cause the Ghost to go into **Ghost Mode** (see **Ghost Mode** on page 15).

Read the next few pages for performing **Solve Actions, Summon Actions, Pull Actions**, and **Séances**.



SETTING UP THE CLUE CARD

When a **Clue Card** is revealed, place the numbered Clue Token (the typewriter) in the Typewriter icon slot, then place the corresponding numbered Clue Token on the icon where the Clue Card was found on the board. Players will start with the number 1 Tokens, and for each new Clue revealed, use the next set of numbers in sequence. The second Clue Card revealed would have a number 2 token placed upon it, and so on.

ACTION 4

Solve

When a Clue Card is revealed, players may make a **Solve Action** to solve the card gaining evidence to help prove the existence of the Ghost. To make a **Solve Action**, the player must be on the same space as the Clue Token. The player rolls three Clue Dice along with any bonus dice from any Items they have obtained. The dice must match all of the icons on the Clue Card. Like **Unlock** and **Search Actions**, the player may keep successful dice and may use further actions to re-roll failed dice as long as the player does not perform other actions or their turn ends.

Note: All Clue Cards are different, with varying degrees of difficulty. For example, some Clue Cards have Red or additional Clue icons, requiring Items or a Magnifying Glass to solve (see **Red Icons** on page 17).

CLUE CARD SETUP EXAMPLE



In this example, the first Clue was found on the bed of the Isolation Room during a search. A numbered Clue Token (#1) is placed on the Search icon. Off to the side, the matching numbered Clue Token is placed on the Typewriter icon of the Clue Card. This token will signify that this Clue Card is in this spot, if the players need to come back to this spot to solve the card at another point during the game.

If the **Solve Action** dice roll is successful, the players gain a Summon Die to use for **Summon** and **Pull Actions**. Then the acting player flips over one of the seven face-down **Evidence Tokens** and compares it to the Séance symbols on the Ghost Card next to the **Séance/Ghost Mode** text.



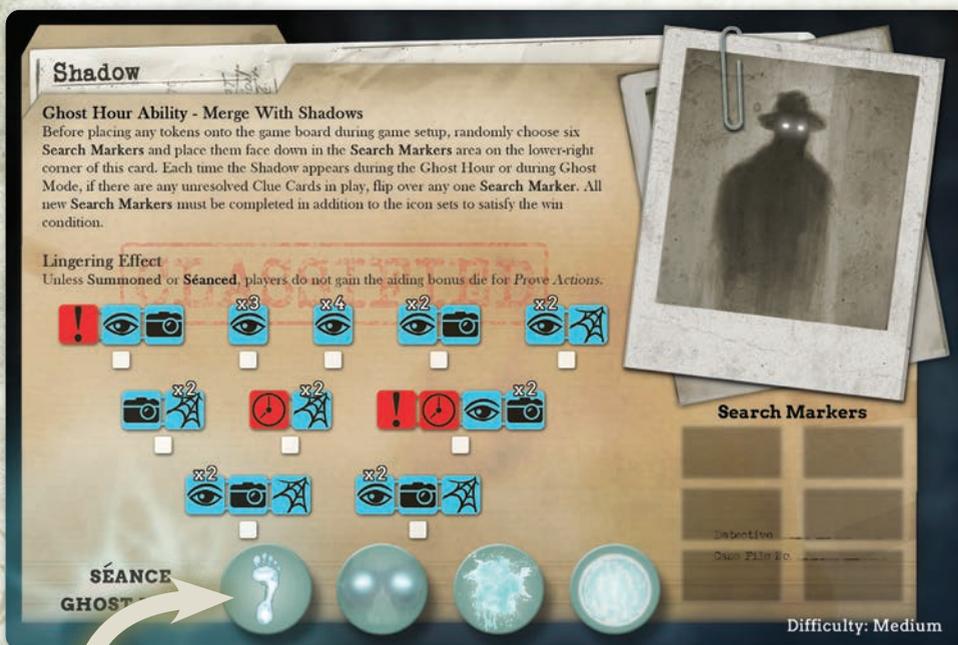
If the image on the Evidence Token matches any of the Séance symbols on the Ghosts' Card, then place that token over the corresponding image on the card as shown. As more tokens are revealed, they are compared to the Ghost Card.

If all *matching* symbols are found, the ghost will also go into **Ghost Mode** (see page 15). However, the players may now initiate a **Séance** (see **Séance** on page 16).

Note: Each Ghost has a different set of symbols to match with Evidence Tokens.

NON-MATCHING EVIDENCE TOKEN

If the revealed Evidence Token does not match any of the Séance symbols on the Ghost Card, then the token is placed above the Ghost Card. Each time a Clue Card is solved (whether the Evidence matches or not), the players permanently gain a Summon Die to use toward making **Summon** or **Pull Actions**. If two Clues have been solved, players will have two Summon Dice; if three Clues



This token matches one of the Séance symbols on the Ghost card. It is placed to cover the symbol on the card.

10

are solved, players should have three, and so on. The more Summon Dice obtained, the easier it will be to **Pull** or **Summon** the Ghost (see pages 14 and 15).



Evidence Token

Example: This Evidence Token does not match any of the Séance symbols on the Shadow Ghost Card on page 10, so it is placed above the card. Although the token doesn't match, the players still gain a Summon Die.



Summon Die

Important! If ALL Séance symbols are matched or if ALL Seven Clue Search Tokens have been revealed onto the game board, the Ghost goes into Ghost Mode, which is detailed on page 15.

ACTION 5

Pick Up/Give/ Exchange Item

On their turn, a player may use one action to give an Item to another player, receive an Item from another player, or exchange one Item for another player's Item. To do this, the players must be occupying the same space. A player may also use an action to pick up one dropped Item (see **Dropping Items** below). For the purposes of this action, an item also refers to Special Items and the Magnifying Glass.

Note: Remember players can hold three Items maximum. Players are not limited to the number of Special Items they can carry.

MAGNIFYING GLASS



When a player lands on a space containing a **Magnifying Glass icon**, the player may use one action to take a Magnifying Glass Token. A player can only hold one Magnifying Glass at a time, but it does not count as one of the three Items a player may carry.

When a player takes a Magnifying Glass Token, they will point the number '3' toward them. At any time during a **Search**, **Solve**, or **Prove Action**, the player may use this token to add 1 Clue Die to their roll. The use of the Magnifying Glass remains in effect until the player performs a different action (moving, attempting a different icon set, etc.) or runs out of actions. The player orients the token to the next number down after the action has expired.

Note: Using the Glass itself does not count as an action. The Glass cannot be used more than once during an action to add more Clue Dice.

For example, if a player uses the Magnifying Glass for a **Search Action**, it remains in effect for all rolls during that search until the search is successful, the player performs a different action (including switching icon sets), or the player's turn ends.



Magnifying Glass Token

For each use of the Glass, the player rotates to the next number down in sequence (3>2>1). Once the player expires the last use, the token is discarded. The player may go back to the Magnifying Glass icon on the game board at any point of the game to reset their Magnifying Glass or pick up a new one. This counts as an action, even if the player is just resetting the Glass.

Note: Players must specify before rolling if they are using the Magnifying Glass. This Glass cannot be used on Pull, Summon, or Unlock Actions, or on Environment Cards.

DROPPING ITEMS

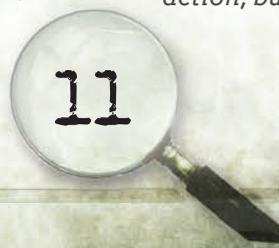
(Non-action)

A player may drop an Item at any time, even when it is not their turn. There are two reasons to do this. Since players can only hold three Items at once, they may have to drop an Item in order to pick up another. They also may want to drop an Item so that another player may pick it up. When dropping an Item, place any numbered Item Token on the space where the Item was dropped and the matching token on the Item Card off to the side. While on a space with a dropped item Token, players may use a **Pick Up Action** to take the item.



In this example, matching numbered Item Tokens are placed on the Item Card and the room where the item has been dropped.

Remember: Dropping an Item does not count as an action, but picking one up does.



Advancing the Clock

Before the next few actions are explained, it is important to be familiar with the Clock system. During game set up, the Clock hand is set to the XII (called “the Ghost Hour”) with the last player in the turn order controlling the Clock.

At the end of every round (after each player has taken a turn), the last player moves the Clock hand clockwise fifteen-minutes from XII to III, III to VI, VI to IX, and back to XII consecutively.

XII (THE GHOST HOUR)

During the game when the hand comes back around to the XII, at every full hour, the Ghost Hour approaches.

When the Ghost Hour is activated:

GHOST HOUR SEQUENCE

1. An **Environment Card** is drawn and played immediately (see page 16). If there are no cards left, reshuffle the deck and play one.
2. A **Room Card** is drawn, and the Ghost appears in the corresponding numbered room on the game board. A red marker is placed on that space, indicating that Room Card has been revealed, and the Ghost will not show up in that room again (see image).
Note: An Environment Card is always drawn first, then a Room Card.
3. Once the Ghost appears, the Ghost will use its **Ghost Hour Ability** (see **Ghost Card** on next page).
4. The Ghost remains in this space for one full round. It then disappears after the last player in the round takes their turn. The Clock then moves ahead fifteen-minutes to the III, starting a new round and a new hour.



In this example, Room Card #8 is drawn, so the Ghost Pawn is placed in the Bath along with a red marker.

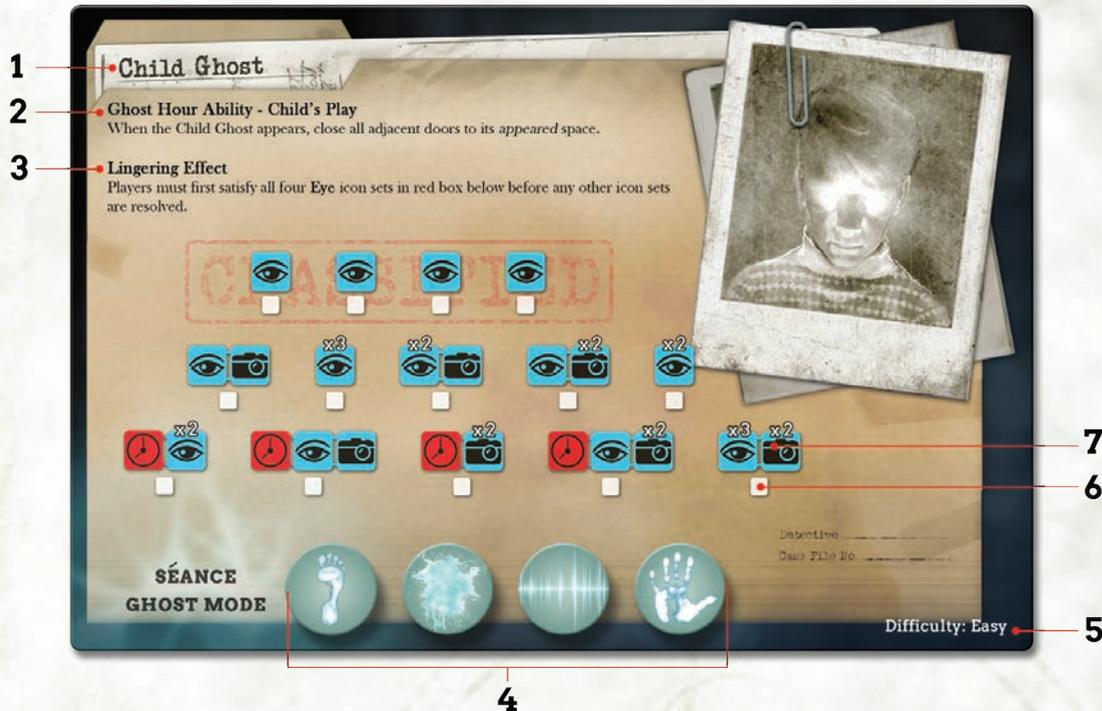


Caution: If players are in the middle of a Summoning or Séance (see following pages) when the Clock strikes XII, the Ghost Hour supersedes, ending that Summon or Séance. The Ghost will reappear in another room.

Note: During the game, players may end a round to advance the Clock at any time. This may be a case if most Search Tokens are found, and players are positioned in places for the appearance of the Ghost, without risking a Summon Action.

Ghost Card

Each Ghost is different, offering varying degrees of difficulty. The Ghost Hour Abilities and Lingering Effects should be thoroughly understood before the start of the game since these abilities will affect gameplay. Here is an example of a Ghost Card.



1. Name of Ghost

This is the name of the Ghost. The back of each Ghost Card gives a brief history of the Ghost.

2. Ghost Hour Ability

Each time the Ghost is revealed at the Ghost Hour or during Ghost Mode (see **Ghost Mode** on page 15), the Ghost will immediately use its Ghost Hour Ability. For example, the Child Ghost will close all adjacent doors, the Poltergeist will fling objects to all adjacent spaces, etc. Players should read these abilities carefully during game setup.

3. Lingering Effects

Each Ghost has a Lingering effect, which is always active when the Ghost appears and remains active until the Ghost disappears. For example, the Child Ghost requires the top row of icons to be solved before any other icon sets can be resolved. A **Séance** or **Summon Action** does not affect Lingering Effects. Players should read these Effects during game setup.

4. Séance Symbols

Once all Séance symbols have their matching tokens, the Ghost enters Ghost Mode, and players may now initiate a **Séance** (see **Séance** on page 16).

5. Difficulty

This is the Ghost's level of difficulty. This can vary based on other factors occurring during the game.

6. Resolved Conditions

Place blue markers here when an icon set is satisfied. These markers remain until the end of the game.

7. Icon Sets to Resolve

All icon sets on a Ghost Card must be Proven to win the game (see **Prove** on page 14). If the round ends during which the last Room Card was drawn and these icon sets are not all resolved, the players lose the game (see **Losing** on page 18).



ACTION 6

Prove

On a Player's turn, if they are on the same space as the Ghost, the player may make a **Prove Action** by rolling three Clue Dice, adding any additional dice from Items that give bonuses for **Prove Actions**. Players must match the icons in a chosen set. Like **Unlock**, **Search** and **Solve Actions**, players may keep any dice and re-roll others as long as the player continues with the same action or until their turn ends.

Note: Players must call the icon set they are proving before any dice are rolled.



If an icon set is successfully **Proved**, place a blue marker on the white box of the icon set to indicate it has been resolved. It will require several Ghost appearances throughout the game to resolve all sets of icons. As the Ghost is removed from the board, the resolved markers remain on the Ghost Card until the end of the game.

If all icon sets are resolved, the players will provide enough evidence to prove the Ghost's existence to the town Skeptics and **win the game!** If the round ends during which the last Room Card was drawn and these icon sets are not all resolved, the players **lose the game**.

Note: Some Ghosts may require more than three dice to succeed on some attempts or may have unique challenges. Players must use help from collected Items, Magnifying Glasses, and aid from other players (see below).

AIDING PLAYERS

If at any time two or more players are on the same space as the Ghost, each player on that space gains one additional Clue Die for their **Prove Actions**. Be advised that this is only for **Prove Actions** and only one additional die maximum is given as a bonus to players no matter how many players occupy the space. Players may not exceed five Clue Dice.

Note: It is possible that no player can reach the Ghost during the Ghost Hour. As more Room Cards are discarded, players can try to pinpoint where it may next appear, making it easier to plan ahead.

ACTION 7

Pull Ghost

At any time that the Ghost is on the board, players may try and move the Ghost closer by making a **Pull Action**. To perform a **Pull Action**, the players need at least one Summon Die (gained from solving Clues).

To perform a **Pull Action**, the player rolls their collected Summon Dice. If the player rolls one or more **Summon icons**, the roll is successful, and the Ghost can be moved up to two spaces in any direction as long as the Ghost moves through adjacent **connected** spaces using the movement line breaks. The Ghost can only move **one** space if it is pulled through a closed door. The player may attempt as many **Pull Actions** as they can, granted each roll is successful.

If the roll is unsuccessful, the Ghost disappears.



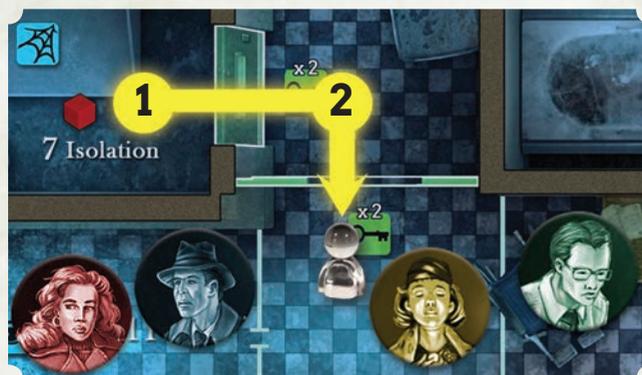
Summon Icon

PULL ACTION EXAMPLE

At the Ghost Hour, a Room Card is drawn revealing the Ghost in Room #7/Isolation, away from the players. The yellow player is the first player in the turn order. Instead of moving to the Ghost using **Move Actions**, the yellow player decides to use a **Pull Action** to try to bring the Ghost closer to all players.

The players have accumulated four Summon Dice from solving Clue Cards. So, the yellow player rolls the four dice and gets a Summon icon, making the roll successful. The player moves the Ghost two spaces closer allowing each player to move onto its space and attempt **Prove Actions**.

If the roll had failed, the Ghost would disappear, preventing the chance of making **Prove Actions** this round.



Note: A player cannot pull a Ghost off the space that both they and the Ghost occupy.

Note: Each Summon Die only has a 1 in 6 chance of success!

ACTION 8

Summon

During the regular hours of the Clock (not at Ghost Hour or during Ghost Mode), a player may use a **Summon Action** to attempt to Summon the Ghost. They may only do so if the players have accumulated, at least, one Summon Die (gained from solving Clues; see **Solve** on page 10).

So, if the players solved four Clues, they would obtain four Summon Dice. The player attempting the summon would roll the appropriate number of dice, and if one or more **Summon icons** are rolled, the Ghost is summoned.

SUMMONING THE GHOST

When successfully **Summoned**, the Ghost is revealed.

Follow these steps:

SUMMONING SEQUENCE

1. The player takes the **Summon Token** indicating they summoned the Ghost.
2. The player draws a face-down **Room Card**. A red marker and the **Ghost Pawn** are placed in that corresponding room on the board.
3. As a free action, the player may **Pull** the Ghost two spaces in any direction or one space through a closed door following **Pull Action** rules. Any further Pulls will count as a separate **Pull Action** and will disappear if the attempt is failed.

Important! *The Ghost will not use its Ghost Hour Ability when summoned but will still apply its Lingerin Effects.*

Players have one full round to make successful **Prove Actions**. The Ghost disappears once play comes back to *beginning* of the **Summoning** player's turn, even if that player summoned the Ghost at the end of their turn.

FAILING SUMMON ACTIONS

If the player fails the **Summon Action** by rolling no Summon icons on the Summon Dice, a Room Card is drawn and discarded without looking at it, and the Ghost is not placed on the board. The player may still attempt another Summon with any remaining actions.

TIMING A SUMMON EXAMPLE

In a four-player game, the third player decides to Summon the Ghost fifteen-minutes before XII (the Ghost Hour) and rolls their Summon Dice successfully. A Room Card is drawn, and the Ghost is placed onto the board in the corresponding room. The Ghost is also pulled up to two spaces towards the players freely.

The current player takes their turn moving to the Ghost and rolling **Prove Actions**. The fourth player does the same. However, at the end of the fourth player's turn, the round is complete, and the clock moves to XII, thus ending the **Summoning** and preventing the other two players from having a chance to roll against the Ghost.

At XII, an Environment Card is drawn as well as a new Room Card, thus repositioning the Ghost on the board in the new corresponding room.

Important! *While the Ghost is on the board during a Summon, don't forget to move the Clock fifteen-minutes if the round passes over the last player in the turn order. If the clock strikes the XII, the Ghost Hour WILL override the Summon. A new Room Card is drawn, and the Ghost will reappear in a new room and use any Ghost Hour Ability it has.*

Ghost Mode

If all matching Séance symbols on a Ghost Card are found or if *all* seven Clue Search Tokens have been revealed, the Ghost goes into Ghost Mode. The Ghost will now appear at the end of *every* round at *each* fifteen-minute increment. Ghost Mode will continue for the rest of the game.

During Ghost Mode:

- Players lose the **Summon Action** for the rest of the game.
- A Room Card is drawn, and the Ghost is placed into that numbered room along with a red marker.
- The Ghost uses its Ghost Hour Ability.
- Players have one round to make **Prove Actions** on the Ghost before it moves to a new location during the next fifteen-minute increment.
- Players may still attempt **Pull Actions**.

Note: *Environment Cards are still ONLY drawn at The Ghost Hour (XII).*

Séance

A **Séance** is a ritual summoning of the Ghost from its place of unrest. The **Séance** allows the team to summon the Ghost directly into their room for a short time in order to make many **Prove Actions** rapidly. When the Ghost is summoned via a **Séance**, no Room Card is drawn, and the Ghost does not use its Ghost Hour Ability, giving the players a strong advantage. A team that strategically sets up their positions for a **Séance** can knock out a lot of **Prove Actions** in one round.

Once all Evidence Tokens that match the Séance symbols on the Ghost Card have been discovered, the players may choose to perform a **Séance**.

- A **Séance** cannot be made during the **Ghost Hour** (XII on the Clock).
- A **Séance** must be declared *before* a Room Card is drawn during Ghost Mode.
- A **Séance** can only be performed *once* per game.
- A **Séance** ignores the **Ghost Hour Ability** but not Lingered Effects.
- Players can take their turns in *any* order for this round only, but a **Séance** can only be performed on the space of the first player in that order.
- A **Séance** does *not* take an action to perform and does not require rolling dice but only requires that the **Séance** be declared.
- A **Room Card** is *not* drawn during a **Séance**, but the **Séance** lasts only *one* round, ending after all players have taken their turn.
- Players may still aid other players and all other ways of making **Prove Actions** against the Ghost remain the same.



Example of performing a Séance. Here, all players can make Prove Actions against the Ghost.

Environment Cards

Every time the Clock strikes XII (the Ghost Hour), an Environment Card is first drawn before the Ghost becomes active. Environment Cards may end right away with one-time effects, may last for a full hour until the next one is drawn, or may last until the card's objectives are met. If it is not stated on the card, then the card lasts until the conditions are met. Make sure to read the card thoroughly for its effects.

Important! Items, including Magnifying Glasses, cannot be used on Environment Cards.

Some Environment Cards may make players roll specific dice to discard the card or remove specific tokens that come with the card. These rolls are considered Actions.



Barrier (Museum Board)

For example, when the **Barrier Token** is placed onto a specific location on the game board, it can only be removed when all icons on the token are satisfied. Players roll three Clue Dice without the use of Items. Players are allowed to save and re-roll dice, similar to a **Search Action**, until they perform another action (including change icon sets), resolve the set, or until their turn ends. As each icon set is resolved, a blue marker is added to that icon set. When all sets are satisfied, the Barrier is removed.

Fire Card

When a Fire Card is drawn, *one Fire Token* is placed onto *each* Fire icon on the game board. Players entering or sharing a space with a Fire cannot take *any* further actions until the fire is extinguished. A fire is extinguished by rolling one **Cobweb** with three Clue Dice, as an action, without help from Items.

Fires remain on the board until extinguished.



Corpse (Asylum Board)

When the Corpse Environment Card is drawn, a player must roll a Clue Die to see where the Corpse appears. The overpowering stench will reduce all players to two Actions per turn, *excluding Move Actions*. So, players have all their **Move Actions** available but are limited to only two other Action types.



The Corpse must be brought back to the Entrance using **Move Actions**. To move the Corpse, a player must land on its space and then start moving toward the Entrance. The Corpse will be attached to that player until another player moves on the space and decides to take over. Once the Corpse is at the Entrance, all turns continue as normal, and the card is discarded.

Players, however, cannot run with a fourth **Move Action** if in possession of the Corpse.

Note: It is possible that Environment Cards could overlap each other if the previous card's objective is not met before the next card is drawn during the next Ghost Hour. Use the best judgment for any conflicting issues.

Important! If a third collected Timer causes the Clock to go to the Ghost Hour (XII), an Environment Card is drawn as normal and the Ghost appears. If in Ghost Mode, the Ghost will disappear and reappear following Ghost Mode rules. Collecting a third Timer also ends a Séance! The Ghost disappears after the last player's turn as normal.

The Clock advances as normal after the last player's turn.

Caution: The Clock will advance twice if it's the last player in the turn order who activated the Timer!

If during the last player's turn, the Timer advances the clock to the Ghost Hour, an Environment Card is still drawn and played. A Room Card is drawn and shown, but the Ghost disappears immediately since the Clock advances again at the end of the player's turn. If Ghost Mode is in effect, the Ghost will appear at the next fifteen-minute increment as normal.

Note: For Items that allow free re-rolls, Timers are not gained unless the re-roll is also unsuccessful. A single Timer would be given in this case.



Locks

Found on doors. This icon indicates that once a door is unlocked, it will re-lock immediately on that player's next action (players should enter the room with their free movement after unlocking this door). The green door marker will always remain on doors with a red lock icon.



Disruption

If this icon is shown with another icon, then the player is not allowed to save any dice while completing the objective.

Note: Using Items that allow re-rolls will not allow saving of dice but will allow re-rolls of ALL dice.



Restricted Movement

Players cannot occupy the same space as another player with this icon shown. Players may still move through each other as long as their movement ends on a non-shared space.



Fire

These icons on the game board are used when the Fire Environment Card is drawn (see **Fire Card** on previous page).

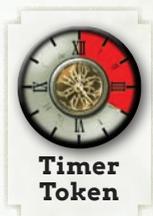
Red Icons

The following red icons may appear in several areas during the game including the game board, Clue Cards, Ghost Cards, etc. When a red icon shows up, follow the rules below on its effects.



Timers

If this icon is shown in an icon set, the team gets a **Timer Token** for each unsuccessful roll. If a third Timer Token is received as a result of an unsuccessful roll, then that player's turn ends immediately, and the Clock is advanced fifteen-minutes. The three Timer Tokens are discarded, ready for the next unsuccessful Timer attempts.



Game End

FAQ

WINNING

If the players satisfy and complete all icon sets on the Ghost Card before the last Room Card is drawn and that round ends, the players win the game and prove the existence of the Ghost.

LOSING

At any point during the game if the last Room Card is drawn, players have one more round to make **Prove Actions** against the Ghost, trying to fill in the rest of the icon sets on its card. If the round expires or the Ghost does not appear, the game ends and the players lose.

Variant Rules

1 PLAYER GAME

Rules for a one player game are the same except for the following changes:

- All Room Cards are used during setup.
- A **Summon Action** ends at the end of the player's turn. Be mindful of when this Action is performed on your turn.
- The player may add the Aiding bonus on a **Summon** or **Séance** to a maximum of five dice.
- A third timer token ends the player's turn and advances the clock twice! Follow all the rules on Timers for the Ghost Hour and Ghost Mode.

EASIER PLAY

You may want to try these changes if you are still learning the game:

- Start with the Asylum board and the Child Ghost to see how the game plays and discover potential strategies.
- Players may want to remove some Clue Cards with red icons, which makes **Solve Actions** more difficult.
- Players may remove one or two fewer Room Cards during setup.
- Use the recommended Special Item and helpful tips on the back of the Ghost Card.

Visit usiakgames.com/Skeptics-FAQ

If an Environment Card or movement through a secret passage restricts or ends movement, can a player move through a door freely if an Unlock Action is used?

Yes. Unlocking a door allows a free move into the room, even if a player is restricted. That is a perk of unlocking doors.

If the last Room Card is drawn and players have not completed all icon sets on a Ghost Card but have enough Evidence tokens to perform a Séance, can the players still Séance at the beginning of the next round?

No. Once the last Room Card is drawn, the game will immediately end at the end of that round.

If a player exchanges the Investigator Bag, do all items inside come with it?

No, the player can only exchange one item per Action. However, the bag allows an exchange of one item for free.

Are all Ghost Abilities ignored on a Summon?

Yes, just not lingering effects.

If a player has an Item that allows a free action, such as a free Search Action, can they move three times with their normal three actions, then run for a fourth action, then perform a Search for a fifth action?

Yes, any Item that allows a free action, does just that – it adds to your normal three actions, even if you are performing a fourth Move Action.

Is it possible to win the game without resolving all Séance Tokens or revealing all seven Clue Tokens?

Yes, if the players are lucky, they can resolve just enough Clues to give them enough Summon Dice to consistently roll successful Summon attempts, thus not needing a Séance or the Ghost to appear in Ghost Mode.

Can the Thermal Camera Item improve Summon Dice?

No, the Thermal Camera Item only works with Clue Dice and can only change an Eye icon into a Camera or a Camera into a Cobweb.

Can you use an Item as soon as it is picked up?

Yes, as soon as an Item is in your possession, it can be used. If you were out of actions and it gives you a free action, you can use it on that turn.

Credits

What is the difference between the Ghost Hour and Ghost Mode?

The Ghost Hour is activated at XII and an Environment Card is drawn. The Ghost appears in a selected room, indicated by a drawn Room Card and uses its ability. Séances and Summons cannot be performed during the Ghost Hour.

Ghost Mode activates when all seven Clue Tokens have been revealed on the game board or if all revealed Evidence Tokens match each Séance symbol. It appears in a selected room, indicated by a drawn Room Card, at the end of every round at fifteen-minute increments. Summons cannot be performed once Ghost Mode is activated, and the Ghost uses its ability in this mode. A Séance can be made immediately before a Ghost Mode round is activated. The Ghost is always active in Ghost Mode, moving through each room, quickly ending the game.

Can a Ghost be Pulled or Summoned onto a space containing a Fire?

Yes, it's just a Ghost! In this game, the Ghost cannot go through walls.

What if I have Items that allow me to roll more than five Clue Dice?

The maximum amount of Clue Dice you can roll is five. If you have Items that allow you to roll more than five Clue Dice, they cannot be factored into the roll.

However, if an Environment Card, such as the Watching Eyes, reduces your dice you can use the effects of those Items to still max out the number of dice rolled after the Environment Card results are played.

For example, a player has the EVP Recorder, a Magnifying Glass, and is standing on another player's space for a +1 Clue Die bonus during a Prove Action against a Ghost.

This gives the player their normal three base dice plus an additional three dice for the bonuses (six total). The Watching Eyes Environment Card is drawn, reducing one Clue Die from their rolls. However, because this player has six dice, the player can still roll five since the Environment Card is played out first and the bonuses added after.

Main Artist/Designer: Jonathan Usiak

Artists: Pat Suchatskirikuls, Renee Santagata, Jeremy Roland, Ryan Saper, William Oglesby, Matt Healey

SKEPTICS Logo Design: Dan Rivard

SKEPTICS Logo Concepts: Scott Lepir, Amit Ghadge

Advice: Brian Austin, Jason Gough, Matt Holden, Michael Schroeder, Brian Moats, Curtis Knight, Carrie Rivard

Rulebook Design: Jeff Fraser

Lead Editors: Brian Moats, Joshua Graf

Proofreading: Erin Fitzpatrick, Ryan Hall, Cameryn Gollakner

Playtesters: Brian Moats, Amanda Lynn Jones, Aaron Taylor, Jason Gough, Conner Walters, Kelly Desmond, Dan Hundycz, Kevin Lenyo, Stephan Correa, Clayton Miner, Carrie Rivard, Abby Levick, Ian Levick, Samantha Usiak, Allison Usiak, Jen Usiak, Christine Peterson, Tom Usiak, Ryan Usiak, Dave Pawlowski, Mridul Pawlowski, Curtis Knight, Scott Garrity, Bethany Scarbrough, Bethany Valint, Erin Fitzpatrick, Ryan Hall, Kyla Husvar, Derek Diem, Ester Oztolaza, Geoffrey Sierzant, Jalk Bond, Eric Chan, Laneisha Prince, Carcelius Parham, Kevin Bolliger, Chris Mijlin, Nicole Kellum, Shawn Peterson, Danielle Thomas, Owen Thomas, Bernard Harkins, Kate Fitzsimmons, Luke Aitchison, Paul Mercer, Stephen Farrell, Zachary Parker, Jesse Kopelman, Kinsol Studio's, Nate Noworyta, Ichiban Games, Justin Dilgard and anyone else I may have not mentioned.

Other Help: Buffalo Game Space, Indie Game Alliance



www.usiakgames.com

Quick Reference

Turn Sequence

1. Each player takes a turn (one round).
2. **The Clock** is advanced fifteen-minutes.
3. **Ghost Mode** is activated if conditions are met.
4. If the Clock approaches **Ghost Hour (XII)**, an Environment Card and a Room Card are drawn, and the Ghost is revealed. A red marker is placed (see **Ghost Hour** below).

Player Turn

A player may take up to 3 actions on their turn comprised of the following:

1. **Move/Run:** If 3 actions in a row are Move Actions, a player may move 1 additional space.
2. **Unlock:** Roll 3 Key Dice + bonus dice to Unlock doors.
3. **Search:** Roll 3 Clue Dice + bonus dice to Search game board icon sets and Search Markers.
4. **Solve:** Roll 3 Clue Dice + bonus dice to Solve Clue Card icon sets.
5. **Pick Up/Give/Exchange an Item:** On same space as the other player or the Item being Picked Up. Dropping an Item is free and doesn't take an action.
6. **Prove** (if player is in room with Ghost): Roll 3 Clue Dice + bonus dice to Prove Ghost icon sets. +1 bonus if sharing space with another player. 5 dice maximum.
7. **Pull** (if Ghost is active): Roll 1 Summon Die per solved Clue. Pull 2 spaces on a success (1 through a closed door). Disappears on a failure.
8. **Summon** (before Ghost Mode begins and not during Ghost Hour): See Summon below.

XII (The Ghost Hour)

At every full hour, at XII:

1. An **Environment Card** is drawn and played immediately.
2. Draw a **Room Card**. Ghost appears in the corresponding numbered room. Place a red marker on that space.
3. The Ghost will use any ability it has.
4. Ghost remains on space for a full round, disappearing after the last player in the round takes their turn.

Summoning

If a Summon icon is rolled on any Summon Die, the Ghost is revealed. Follow these steps:

1. Player takes the **Summon Token** indicating they Summoned the Ghost.
2. Draw a **Room Card**. Place a red marker and Ghost Pawn in corresponding room.
3. As a free action, the player may **Pull** the Ghost two spaces in any direction or one space through a closed door.

Important! *The Ghost does NOT use its Ghost Hour Ability when Summoned, but its Lingering Effects are still active.*

The Ghost disappears after a full round at the beginning of the turn of the player who Summoned it (Ghost Hour supersedes).

If the Summon roll was unsuccessful, a Room Card is drawn and discarded without looking at it, and the Ghost is not placed on the board.

Ghost Mode

Activates when all Evidence Tokens match the Séance symbols on the Ghost Card or when all 7 Clue Tokens are revealed. Ghost Mode follows the same rules as the Ghost Hour, but the Ghost is always active, appearing in a new room at each fifteen-minute increment. Environment Cards are still only drawn at the Ghost Hour.

Séance

A **Séance** can be performed when all resolved Evidence Tokens *match* the Séance symbols on the Ghost card.

- MUST be declared *before* a Room Card is drawn during Ghost Mode and not during the Ghost Hour
- May only be performed *once* per game on the space of the first player in the turn order. Turn order is ignored this round.
- Ignore **Ghost Hour Ability**. Lingering Effects are still active.
- A **Séance** does not take an action to perform and does not require rolling Summon Dice.
- A **Room Card** is *not* drawn, but the **Séance** lasts only one round, ending after all players have taken their turn.
- Players may still aid other players.