

# Paranormal



**SOLO**  
GAME OF THE MONTH

**DESIGNED BY GABE BARRETT**

# COMPONENTS

35 Basic  
Monster Cards



9 Spread  
Monster Cards



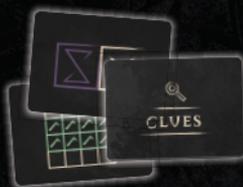
25 Minion  
Monster Cards



6 Hero Cards



19 Clue Cards



3 Boss Cards



45 Asset Cards



Dice:



17 Energy Dice

2 Combat Dice

2 Spawn Dice

16 Location Cards



1 Summoning  
Ritual Card



1 Opening the  
Rift Card



4 Celestial  
Chain  
Cards



29 Tokens:

12 Health Tokens

3 Reroll Tokens

2 Wild Tokens

5 Assist Tokens

1 Ongoing Token

6 Rift Tokens

3 Red  
Cubes



1 Doom Track



2 Boss/6 Hero Standees



# INTRODUCTION

*The world is a far stranger place than most people will ever realize. Those fortunate enough get to go about their lives oblivious to our work, and to the rumbling, churning undercurrent of unseen forces, both good and evil, that shape our reality. That's the side of the world we face each and every day - the realm of the Paranormal.*

*The things we've seen would make your skin crawl, but to us it's just a day job. And sure as hell, it's a job that needs doing. Let's get to it.*

## OVERVIEW

Paranormal is an action-point-allowance puzzle game for one, where the player takes on the role of a team of paranormal investigators attempting to discover the location of one monstrous entity or another, and to bring them down. During the game you will use your limited number of actions each round to fight Monsters, gain Assets, interact with Locations, and ultimately find the Clues you need to discover the location of the Boss, who you can be certain is up to no good. Your job is to take them down!

## WINNING AND LOSING

In order to win the game, you must locate the Boss using Clues, reach their location, and defeat them before reaching the final space on the Doom Track. If ever you need to increase Doom but can't, or if all of your Heroes have been downed, you immediately lose!

# SETUP

1. Randomly place all 16 Location Cards into a 4 by 4 grid on the table, with the light colored front sides of the cards facing up. Make sure the Home and Crossroads Locations are somewhere in the 4 central spaces of the grid. This grid is called the Map.

2. Select 3 Heroes to start the game with and place their corresponding Standees on the Home Location Card.

3. For each Hero in play: place their Hero card in front of you, place Health Tokens (♥) next to them equal to their Max Health (♥), and place black Energy Dice on their card equal to their Energy Dice Allowance (🎲) (note that one of Dan's dice should be a D8 instead of a D6). Then find their Starting Item (with their picture on it) among the Assets, and place it in your Inventory, next to your Hero cards. All unused Hero cards and Standees can be returned to the box.

4. Select a 4th Hero to start the game Lost: set their Hero Card, Health Tokens, Energy Dice, Standee, and Starting Item card aside, to be Discovered using Clues later on.

5. Place all Reroll Tokens (🔄), Wild Tokens (★), and



Assist Tokens  into a Token Supply.

6. Choose a **Boss** to fight for the game (see **Bosses & Finales** on pg. 21), and follow the **Start-of-game Setup** instructions for your specific Boss. For your first game, we recommend fighting **Tanin the Witch**, who is the lowest difficulty Boss.

*The Asset card listed under each of the Bosses you aren't fighting remains in the game, but all other unused Boss components can be returned to the box.*

7. Place the **Doom Track** card near the **Boss Card**.

8. Place the 3 different types of **Spread Monsters**  into 3 separate face up stacks.

9. Shuffle all remaining **Asset Cards** (aside from those in your inventory and the one required by your Boss setup), **Basic Monster Cards** and **Clue Cards** into separate face down draw piles, and place them within reach.

10. Draw and place 1 **Monster** and 1 **Asset Card** face up on each of the 4 corner **Location Cards**.

11. Place all remaining dice into a **Dice Supply**.



## GAMEPLAY

Paranormal plays over several rounds, each round consisting of a Hero Turn and an Enemy Turn.

Each Hero Turn, you will activate all of your Heroes in the order of your choosing, taking actions with them to accomplish various tasks around the Map, fighting off Monsters, and so forth.

Each Enemy Turn, the Enemies (Monsters + The Boss) will activate, increasing the amount of Doom on the Doom Track, and then new Monsters will spawn.

## HERO TURNS

Each Hero Turn:

- Activate all your Heroes, one at a time, in any order you like. You may choose to skip a Hero if desired.
- All actions must be taken with one Hero before moving onto the next.
- Each Hero gets 3 Actions to use on their turn.

The available Hero Actions are:

1. Move
2. Combat
3. Interact (with an Asset or Boss card)
4. Rest

• **Combat Actions and Location Abilities** require a Hero to spend Energy, removing an Energy Die  from their card. Once an  is spent it can't be used again until regained. Whenever a Hero is at 0 , actions requiring Energy can't be taken until that Hero recovers Energy (see Resting on pg. 13)

# HERO CARD ANATOMY



- Each Hero has a **Combat Ability**, which may only be activated using a die during **Combat**, and a **Passive Ability**, which may affect **Combat** or other actions that they take.

## I. MOVE

To **Move** the active Hero, move their standee up to 2 spaces orthogonally from its current location on the **Map**:



Heroes may move freely through each other, and through or off of **Locations** that contain **Enemies**. The **Map** does not “wrap around” and allow you to move directly from the leftmost **Location** to the rightmost.

## 2. COMBAT

To Combat a Monster (or the Boss) the active Hero must be at their Location, and then:

1. Take all  currently on that Hero's card, and roll them for combat.
2. Lock any dice you wish to keep from this initial roll, setting them aside (you may keep them all).
3. You may reroll any dice you haven't locked ONCE to try and get a more favorable result.

*Note: Some Asset cards and tokens may allow you to take additional rerolls.*

4. Compare your final roll results to the Enemy's Defeat Condition to determine success or failure.
5. If successful, gain any  or  rewards and discard the Monster.



**Defeat Condition**

**EXAMPLE**

Let's say you have 2  remaining on a Hero, and decide to take a Combat action against this Ghost. You roll the 2  and get a 1 and 3. The Ghost needs a sum of 6 or more to be defeated, so you reroll the 1, hoping to get at least a 3 instead. Lucky you, you get it, defeating the Ghost with a 3+3=6!

Whenever a Monster is defeated, place it in a discard pile next to the Monster deck. If you fail to defeat a Monster, it remains where it is and you must attempt to defeat it again using a separate Combat action.

Spending Energy  for Combat: Whether or not you defeat an Enemy in Combat, remove one Energy

from the active Hero's card at the end of each Combat action (all others are returned to them).

*Note: Any time are removed from a Hero, it reduces the number of dice they can roll during Combat until they regain Energy. You cannot take a Combat action with a Hero that has 0 .*

## COMBAT ABILITIES

Each Hero (and some Assets) have a Combat Ability ( ) on them, which can be used by locking dice on them during Combat:

**5+** Requires a single die that meets or exceeds the specified number.

**6** Requires a single die of the specified number.

**sum 7** Requires one or more dice that sum to meet or exceed the specified number.

A die that gets locked onto a Combat Ability cannot simultaneously be used to satisfy the Defeat Condition of an Enemy. Using a Combat Ability does not count as spending additional Energy .

### EXAMPLE

You're taking Brie's turn and roll 3 for a Combat action, resulting in a 2, 4, and 6. The 2 and 4 are enough to defeat the Vampire you're facing, so you can also use the 6 to activate Brie's combat ability and get a discarded item back!



**Combat Ability**

# MONSTER CARDS



## MONSTER ABILITIES

Abilities with numbers above them are activated immediately each and every time the active Hero rolls any of the numbers during any Combat roll. Rerolling can't prevent these effects, but Assist Tokens  can:



**Damage** - The active Hero takes 1 Damage (Flip  to )



**Elusive** - Dice with the specified numbers are lost. Set them aside. They cannot be used for the remainder of this Combat action.



**Fear** - Dice with the specified numbers are locked. They can still be used, but their values cannot be changed or rerolled.



**Doom** - If still on the Map during the Enemy Turn, add +1 Doom to the Doom Track (in addition to the basic 1 Doom per Monster).



**+1 Monster** - As soon as a Monster with this icon is added to the Map, immediately draw and add another Monster and Asset to the Map (rolling for their position as usual).



**Move** - If still on the Map during the Enemy Turn, roll the Spawn Dice to reposition this Monster.



**Tough** - This Monster can only be fought if you spend an Assist  token or use an ability that ignores Tough.



**Spread** - If on the Map during the Enemy Turn, add a Spread Monster of the same type to any adjacent Location (ignore if no valid Location is available or all same-type Monsters are out).

## DEFEAT CONDITIONS

These are the dice results you must get in order to Defeat a Monster. There are a few different types, and each Monster will list either 1 or 2 Conditions. If it has 2 Conditions, you must satisfy both in the same Combat Action, using different dice, in order to Defeat that Monster. Defeat Conditions may specify...

**6** A number that you must get exactly on a single die.

**4+** A number that you must meet/exceed on a single die.

**SUM** A value that you must meet or exceed using one or more dice.

**EVEN** A number of dice that you must roll with an EVEN result (2,4,6, or 8).

**ODD** A number of dice that you must roll with an ODD result (1,3,5, or 7).

**RUN OF** A number of consecutive roll results (ie. 1,2,3 or 3,4,5, etc.)

**OF A KIND** A number of dice you must roll of the same value (ie. 3 of a kind = 2, 2, 2 or 5, 5, 5, etc.)

**INCREASING NUMBERS** A number of dice results that must all go up in value (ie. 1, 4, 6, but not 2, 4, 2)

**10** Take # of damage with your active Hero (this is the only condition that does not require dice to satisfy)

If you fail to satisfy an Enemy's Defeat Condition(s), that Enemy remains on the Map, and you must attempt to Defeat them again in a future Combat.

### 3. INTERACT

When on a Location that has an Asset or Boss card on it, and that has no Enemies on it, a Hero may use an action to Interact with that card. There are 3 types of Asset cards:



**Gain a Clue** cards are resolved immediately, allowing you to draw and place a Clue card (see pg. 15).



Items are added to your Inventory when found. Each Item in your Inventory, including Starting Items, may be used by any Hero on their turn. Most are discarded immediately after use, but some bear the Ongoing  icon, and may be used once per round by any Hero for the rest of the game.



Allies work the same way Items do - they get added to your Inventory and may be used/discarded on any Hero's turn. Some are also Ongoing . Allies are not considered Items.

Once Discovered, you must also Interact with the Boss in order to move onto the final chapter of the game. See Bosses & Finales (pg. 22) for more details.



## USING ITEMS AND ALLIES

Item and Ally Cards have all sorts of different abilities on them, and they can be used at any time during any Hero's activation.



Unless an Item/Ally features the Ongoing  icon, it is discarded as soon as you use it for its ability. If it is an  card, rotate it 90 degrees once used by any Hero. It cannot be used again this round, but will be refreshed at the end of the Hero Turn. In other words,  abilities are once-per-round abilities.

Some Items/Allies also have a Combat Ability  with a specified die value on it. You must place an Energy Die of equal or greater value on the card during Combat in order to activate its ability. As with Hero Combat Abilities, dice used to activate these Combat Abilities cannot be simultaneously used to satisfy an Enemy's Defeat Condition, and are not considered spent Energy.



## 4. RESTING

A Rest action can be taken at any Location to give the active Hero 1 of their Energy Dice  back, placing it back on their Hero Card. However, if taken on the Home Location (becomes the Motel during the Boss Finale), they instead regain ALL of their .

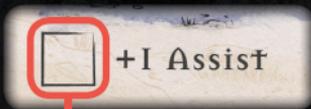
Remember that as a Hero Expend Energy, they will roll fewer and fewer dice for Combat Actions until their Energy is regained.

## OTHER HERO TURN DETAILS

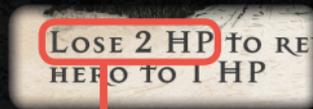
Before moving on to the Enemy Turn, there are a few other things to discuss about what you might do on a Hero Turn.

### LOCATION ABILITIES

When on a Location that contains text at the bottom of it, you may activate it as a free action - with the exception of the Home Location (see Rest action), these don't count towards your action limit. Each Location Ability may be used once by each Hero per Hero Turn. They cannot be used during Combat.



Spend 1  to activate this ability. Cannot be used if the active Hero has 0 Energy .



Lose a specified number of HP in order to activate this ability

### GAINING TOKENS



Whenever a game effect says "+X REROLLS", gain that many Reroll Tokens from the supply (limit 3). These may be used to take additional rerolls during any Hero's Combat. You may use as many Reroll tokens as you like in a given Combat, returning one token to the supply for each reroll.



“+X ASSISTs” effects grant you Assist Tokens from the supply (limit 5). Each Assist Token may be returned to the supply to ignore a , , , ,  or  ability ONE TIME. Assist  tokens cannot prevent  or .



“+X WILDS” effects grant you Wild Tokens from the supply (limit 2). Each Wild Token may be spent during Combat to count as a die of any number (even to activate Combat Abilities), and is then returned to the supply.

Once gained, all tokens may be used by any Hero on their turn, but you may not use a token in the same action it is gained.

### EXAMPLE

Sean is in a Combat action, and you decide to use one of your  to activate his Combat Ability. You gain 2  Tokens, but may not use them during this Combat. They will become available to you once the current action is over.

**5+** +2 Assist

## GAINING CLUES

Whenever you “Gain a Clue,” draw a card from the Clue Deck and place it below 1 of the 3 possible Discoverables:



1. The Boss Card
2. The Boss Asset Card, or
3. The Lost Hero

Clue Cards help you narrow down the locations of Discoverables, which you will need to do in order to win the game. You MUST find the Boss and Boss

Asset's whereabouts before you can Activate and Fight the Boss. Finding the Lost Hero is just, well, the most heroic thing to do... but it's optional.

There are 5 basic types of Clue Conditions:



Cannot be next to a Location bearing the symbol shown.



Must be next to a Location bearing the symbol shown.



Cannot be on a Location bearing the symbol shown.



Must be on a Location bearing the symbol shown.



Must be on one of the Locations marked with  in the grid diagram.

As you add more Clues to a Discoverable, its Clue conditions will stack together and bring you closer and closer to identifying a single Location on the Map that meets all conditions of the Clues you've added to it. Once you've done that, immediately place the Discoverable on the Map, then discard the Clue Cards used to find it.

When placing a Clue next to one of the 3 Discoverables, you must not create an impossible set of Clue conditions - the Clue conditions must make logical sense together, and must leave you with at least 1 possible Location that meets all of them.

*For example, you cannot add a  Clue and a  Clue to the same Discoverable, because it isn't possible for something to both be and not be in a  Location.*



## EXAMPLE

You've placed all 3 of these Clues on Tanin The Witch, and now know that she must be somewhere in the middle two rows of the grid, can't be next to a Location with , and can't be next to a Location with .

By this point it's likely there would be very few possible Locations that meet all 3 of these conditions, but let's say there are still 2 of them. You would need to continue adding Clues to Tanin until you found a Clue that would eliminate one of the possible 2 Locations in order to find her!

Whenever a Clue cannot be legally added to any Discoverable, you may either choose an existing Clue to replace (altering an existing set of Clue Conditions), or discard the Clue instead of placing it.

## DISCOVERING THE LOST HERO

When you Discover the Location of the Lost Hero on the Map, immediately draw and place one of the Boss' Minions on that Location as well (if there is already a Monster there, replace it). The Minion on this Location is guarding the Lost Hero, and once you defeat it you will automatically gain the Lost Hero, placing their Hero Card, Energy Dice, and Hero Asset in front of you.

## RUNNING OUT OF HEALTH

Each Hero begins the game with only 3 , and if they take enough Damage from Enemy  abilities, flipping all  to their  side, they become **Downed**. Place their Standee on its side. You cannot take actions or do anything with a Downed Hero until they are Revived (using the Crossroads Location).

## ENDING THE HERO TURN

Once you're finished taking up to 3 actions with each Hero, end the Hero Turn by rotating all  Assets back to the upright position. Leave each Hero's Energy Dice as is! - Energy is not regained automatically at the end of the Hero Turn.

## ENEMY TURNS

Each Enemy Turn consists of 3 steps:

1. Increase Doom
2. Activate  and  abilities
3. Move/Spawn Monsters

### I. INCREASING DOOM



Using the cube on the **Doom Track**, increase Doom  equal to the number of Monsters currently on the Map, plus the number of  symbols visible on all Monster Cards and the Boss Card (counted even when it's not on the Map).

*Doom is not to be trifled with!* There are some things that can help you decrease Doom, but the best policy is to avoid gaining Doom in the first place.

## DOOM EXAMPLE

Let's say the following Enemies survived your last Hero Turn, and are still out there on the Enemy Turn:



You would then increase the Doom Track by 5:



\*Remember, if skull icon ever reaches 15, you immediately lose!

## 2. ACTIVATE AND ABILITIES

Activate any  and  icons found on any monsters currently on the Map (see Monster Abilities on pg. 10)

## 3. MOVING/SPAWNING MONSTERS

On each Enemy Turn you must Move Monsters with  and Spawn 3 new Monsters, using the Spawn Dice to determine where they end up:



First roll both dice for each  Monster and reposition them. Assets do not go with them.

Then roll to determine the row and column position of each spawned Monster, and for each result draw a Monster from the deck and add it to the Map.

### SPAWN EXAMPLE

If you were to roll row 2 and column 3, you would then draw and place a Monster...



HERE



### SPAWNING ASSETS

For each Monster spawned this way, draw 1 Asset Card from the deck and place it face up on the Monster's location. That Monster is now guarding the Asset, and you will have to defeat them before you can collect it using an Interact action.

### 1 ASSET, 1 MONSTER PER LOCATION!

A Location may only ever contain 1 Monster and 1 Asset card. Whenever you have to spawn a Monster or Asset on a Location and there's already one there, replace and discard the existing card.

If you run out of Monsters or Assets in the draw pile, shuffle the respective discard pile to create a new draw pile.

Once you've finished Increasing Doom and Spawning Monsters, the Enemy Turn ends, and the next Hero Turn begins.

Turns will alternate back and forth this way until:

1. The Doom Track reaches 15 (you lose)
2. All Heroes are Downed (you lose)
3. You Defeat the Boss (you win!)

## BOSSSES & FINALES

Once you've located the Boss Asset and Boss using Clue Cards, you must navigate to the Boss Asset and collect it using an Interact action, and only THEN do the same for the Boss. As soon as you Interact with the Boss, you enter the Boss Finale.

Each Boss and Boss Finale works a little differently and is set up a little differently. Follow each Boss' **Start-of-game Setup** when initially setting up, and then once you locate and Interact with them on the Map, triggering the Finale, come back to their **Once the Finale Begins** section and continue reading. Once set up, **every Boss Finale begins with a Hero Turn!**

### TANIN THE WITCH

(DIFFICULTY: NORMAL)



*Tanin the Witch is leading a summoning ritual to conjure an unspeakable evil from a different dimension. You must defeat an army of cultists to get to her, and if her ritual is successful, you'll have just one last chance to seal away the beast before it ravages the world.*

## Components:

- 1 “The Python” Asset card (with a  token)
- 10 “Cultist” Minion Monster Cards
- 1 “Summoning Ritual” Location Card
- 1 Tanin the Witch Boss Card

## Start-of-game Setup:

1. Place Tanin’s Boss card face down next to your Lost Hero. Tanin is a **Discoverable**, so her Location will be determined later (see Gaining Clues pg. 15)
2. Place “The Python” Asset card next to this, and put an Ongoing  token on it. This Asset must also be **Discovered** during the game, and once you gain it, it counts as an  Asset.
3. Set the Cultist Minion cards and Summoning Ritual card aside for now.

## Once the Finale Begins:

1. Remove and discard all remaining Monsters and Assets from the Map.
2. Flip all Location Cards to their dark colored back sides. Do not change the positions of any of them.
3. Place all Hero Standees on the Motel Location, which acts as the Home Location for each Boss Finale.
4. Discard the top left Location card and replace it with the Summoning Ritual card.
5. Draw and place an Asset on each location with the  icon (4 total). No other Assets will be added



## Cultists:

- You may not move from a Location with a Cultist to the Summoning Ritual card:



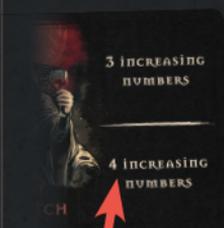
- Whenever you defeat a Cultist, remove the card from the game, and then immediately draw and place another Cultist on that same Location.
- Once all Cultist cards have been removed from Tanin's card, and you have cleared a path to the Summoning Ritual, Heroes may then move to the Summoning Ritual to try to defeat Tanin.

## BOSS COMBAT EXAMPLE

You're fighting Tanin with Lucy. Dan is also on her Location, so Lucy gets an extra red die. On her first roll, she gets:



Tanin Requires:



Lucy's roll already has "3 increasing numbers" (3, 4, and 6), so she locks these, and then rerolls the remaining two 4's to try and get "4 increasing numbers" instead. Her reroll results in:



That's a 2, 3, 4, and 6! She's done it! She then covers the Defeat Condition she completed with a red cube.

She or another Hero will still have to come back with another Combat action to complete the other Defeat Condition on Tanin in order to win the game.

## Enemy Turns During Tanin's Finale:

1. Increase the Doom track by 1 for each visible  icon (do not increase it by 1 for each Monster as well).
2. If the Doom track gets to 15, flip the Summoning Ritual card over, and remove all Cultists from the board. You must now face the Unspeakable Horror!

## The Unspeakable Horror:



Once this monstrosity is spawned, you have one full Hero Turn to do 55 or more total damage and defeat it. If you are unable to do 55 or more damage, you lose the game. (Also, the world is consumed moments later... but no pressure...)

- A hero must be on the Unspeakable Horror card to attack it.
- When a hero attacks the Unspeakable Horror, the numbers on the dice indicate how much damage has been done (for example, a roll of 3, 4, 4, 6 would do 17 damage.). After each Hero's attack, leave their combat dice on the Horror to keep track of how much damage has been inflicted on it.
- If you manage to deal 55+ damage, you immediately win, and do not need to also fight Tanin herself.

# BAAL THE DEMON KING

(DIFFICULTY: **HARD AS HELL**)



*Baal the Demon King is trying to open a rift between Earth and Hell to create a gateway for a legion of demons to pass through. You must defeat him to close the rift and save the world!*

## Components:

- 1 “Demon Sword” Asset card (with a  token)
- 8 “Demon” Minion Monster Cards
- 1 “Opening the Rift” Location Card
- 1 Baal the Demon King Boss Card
- 1 Baal Standee
- 6 Rift  Tokens

## Start-of-game Setup:

1. Place Baal’s Boss card face down next to your Lost Hero. Baal is a Discoverable, so his Location will be determined later (see Gaining Clues pg. 15)
2. Place the “Demon Sword” Asset card next to this, and put an  Token on it. This Asset must also be Discovered during the game, and once you gain it, it counts as an  Asset.
3. Set the Demon Minions, Opening the Rift card, Baal Standee, and Rift tokens aside for now.

## Once the Finale Begins:

1. Remove and discard all remaining Monsters and Assets from the Map.



## FIGHTING BAAL

You must defeat Baal three times to stop the rift from opening and win the game. As with Tanin, his 3 Defeat Conditions can all be met on separate Combat actions (see example on pg. 23).

### Enemy Turns During Baal's Finale:

1. For every visible  icon, add a  Token to a Location either in the same row or column as Opening the Rift that doesn't already have one. *If the sixth and final token is placed, the gates of hell are opened, and you lose the game!*



2. Roll to randomly move Baal's standee to a new location.
3. Roll to randomly spawn 3 new Demons from Baal's Minion deck. If the draw pile runs out, shuffle the discarded Demons and create a new draw pile.

## RAMIEL THE ARCHANGEL (DIFFICULTY: SOPOFABITCH)

*Ramiel the Archangel has managed to break almost all the celestial chains that attach*

*Heaven to earth. If he breaks the final four, Heaven's pearly gates will be closed forever. You must defeat him before he breaks the final chain!*



## Components:

- 1 “Blessed Knife” Asset card (with a  token)
- 6 “Angel” Minion Monster Cards
- 4 “Celestial Chain” Cards
- 1 Ramiel the Archangel Boss Card
- 1 Ramiel Standee

## Start-of-game Setup:

1. Place Ramiel’s Boss card next to your Lost Hero. Ramiel is a Discoverable, so his Location will be determined later (see Gaining Clues pg. 15)
2. Place the “Blessed Knife” Asset card next to this, and put an  token on it. This Asset must also be Discovered during the game, and once you gain it, it counts as an  Asset.
3. Set the Angel Minions, Celestial Chain cards, and Ramiel Standee aside for now.

## Once the Finale Begins:

1. Remove and discard all remaining Monsters and Assets from the Map.
2. Flip all Location Cards to their dark colored back sides. Do not change the positions of any of them.
3. Place all Hero Standees on the Motel Location, which acts as the Home Location for each Boss Finale.
4. Discard the Doom track from play. It will not be used during this Finale.
5. Draw and place an Asset on each location with



## Enemy Turns During Ramiel's Finale:

1. Move Ramiel three spaces clockwise to the next Location card with a Celestial Chain and flip the card to its Broken side.



2. Move all Minion Angels one Location towards the nearest Hero (choose path/target if equidistant).



3. Spawn 2 new Angels from Ramiel's deck, and place them on any Location cards adjacent to the Motel in the middle of the board that don't already have an Angel (place randomly using spawn dice if all are currently occupied). If the draw pile runs out, shuffle the discarded minions and create a new draw pile.

# QUICK GUIDE

## HERO TURN

Take up to 3 actions with each Hero, 1 Hero at a time:

- **Move:** Move up to 2 Locations away
- **Combat:** Roll dice to fight Enemies (costs 1 )
- **Interact:** Collect an Asset or Activate the Boss
- **Rest:** Regain 1  (or all  if on Home/Motel)

## ENEMY TURN (PRE-FINALE)

1. **Increase Doom:** 1 per Monster on Map +1 per  symbol visible on all Monsters/The Boss
2. **Activate**  and  abilities
3. **Move/Spawn Monsters:** Roll Spawn Dice and place a new Monster and Asset card on resulting row/column (until 3 Monsters have spawned)

## HERO TOKENS

-  **Reroll:** use for an extra reroll in Combat
-  **Assist:** use to prevent one , , , ,  or  (can't prevent  or )
-  **Wild:** can be used as a Combat die of any value (return to supply after Combat action ends)

## ENEMY ICONS

  
Elusive  
(Lose )

  
Fear  
(Lock )

  
+1 Monster  
(immediate)

  
Damage

  
Tough

  
Doom

Rewards:

 Gain a Wild	 Gain a Clue
 Spread (spawns Spread Monsters)	 Move (each Enemy Turn)