



DON'T GO IN THERE

RULEBOOK

SETUP

A Each player chooses a color and takes the **Screen** and the 5 matching **Friend Meeples** to form their supply.



B Put the plastic insert in the box. The box is used as a **Dice Tower**. Place the **Ghost Dice** in the Dice Tower tray.

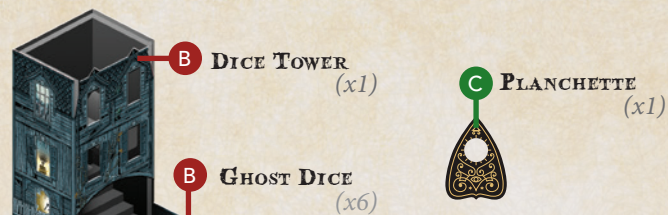
C Place the **Planchette** near the Dice Tower.

D Place the **Ghost Tokens** in a pile.

E Separate the **Cursed Cards** by type (There are 8 cards of each type). Assemble the deck according to the table below. Select which types to use in this game. Shuffle the chosen types together and remove the indicated number of cards. Place the deck face-down in the play area. Remove unused cards from the play area.

2 Players	Select 5 types and remove 16 cards.
3 Players	Select 6 types and remove 12 cards.
4 Players	Select 7 types and remove 8 cards.
5 Players	Select 8 types and remove 4 cards.

Randomly choose a starting side for the **Room Boards** and place them in the center of play. Draw and place 3 Cursed Cards in a row above each Room. The Library and Secret Passage have special rules for how the cards are placed. See the back of the rulebook for details.



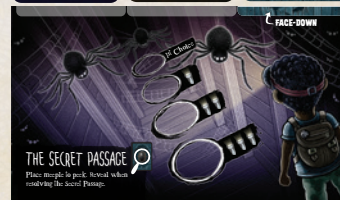
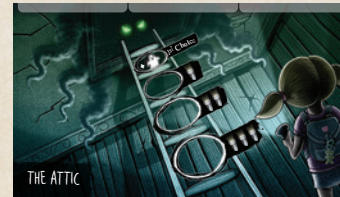
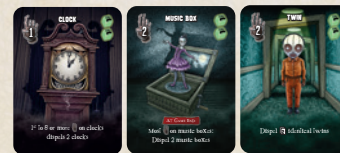
D **GHOST TOKENS**
(x24 ones, x20 twos, x2 fives)



E **CURSED CARDS**
(12 types, x8 each)



F **ROOM BOARDS**
(x3)



DON'T GO IN THERE!

"They're just trying to scare us," your friends laugh at the ominous warning painted on the boarded up gate of the abandoned house. "I don't know about this..." you nervously stammer as your friends knock down the gate and wave for you to follow. Inside you find an old spirit board with ornate letters and numbers. "Let's touch it!" your friends exclaim. You all place your hands on the planchette. Suddenly, the front door slams shut and the planchette spells,

**You've been cursed. Now seek 12 more.
The 13th curse will open the door.**

You see a long, dark hall of doors and wonder what horrors might be hiding in each of those rooms. "We better split up," a friend chirps. You click on your flashlight and mutter, "I knew this was a bad idea..."

OBJECTIVE

In this game you will make a series of bad decisions and get cursed a lot. But the player with the **FEWEST** Curses 🖐️ wins the game!



During the game, you will get Cursed Cards. Try to collect cards with fewer Curses and dispel cards with lots of Curses. When you dispel a card, flip it. Now its Curses don't count.

Sometimes you'll get haunted by Ghosts. Having a few Ghost Tokens 👻 is okay. But if you end with the **MOST** Ghosts, you get a bunch of Curses.



Flashlights 🔦 protect you from Ghosts. It's risky going further into the haunted house, but you can get 1st choice of the cards.

HOW TO PLAY

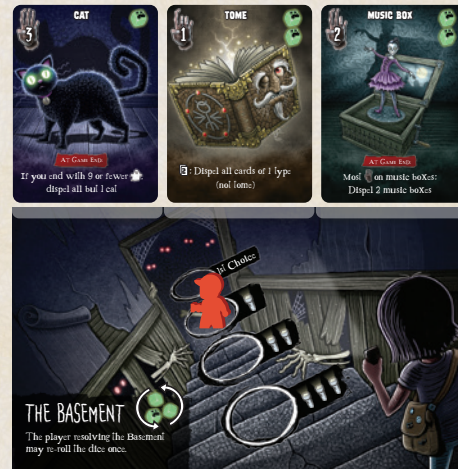
The player who is brave enough to take the first turn goes first. Take turns in clockwise order.

On your turn, **Go In There** by sending a Friend Meeple 🧑 into a Room. If it is the 3rd Meeple there, a **Haunt** begins.

GO IN THERE

Place 1 Meeple from your supply on an unoccupied space in any Room. Each Meeple you place will allow you to claim 1 of that Room's Cursed Cards during the Haunt step. A Meeple placed further up has a better chance of getting 1st choice of the Cursed Cards, but there is also increased risk of taking Ghost Tokens.


Each Room has a special effect that may activate after you place a Meeple in the Room. You can find descriptions of all the Rooms on the back of this rulebook.






Charlotte decides to place her Meeple in the Basement because she likes the cards there. Charlotte chooses the 2nd space from the top, which is a little risky, but will get her 1st or at least 2nd choice of the cards.

In the rare event that you have no Meeples left to place, use a Meeple of an unused player color instead.

HAUNT

If the Meeple you placed is the 3rd Meeple in a Room, take the Planchette  as a reminder that you are the active player. Then perform these 3 steps:

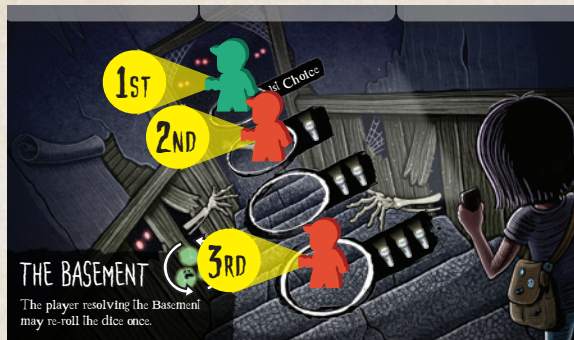
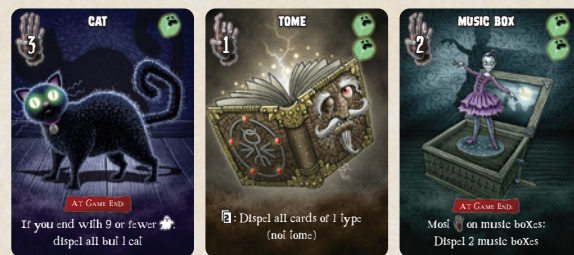
1. Roll for Ghosts. Remove all dice from the Dice Tower tray. Then take a number of Ghost Dice equal to the Dice Icons  on the 3 Cursed Cards in the Room, and drop them into the Dice Tower.

Resolve each of the 3 Meeples using this same roll result. The owner of each Meeple takes Ghost Tokens  equal to the number of rolled Ghosts minus the number of Flashlights  on their Meeple's space. Keep your Ghost Tokens hidden behind your screen.

If no Ghost Tokens remain, use any reasonable substitute token.



2. Take Cursed Cards. Beginning with the player with the Meeple at the top and continuing down, take a Cursed Card of your choice from the Room. Keep your Cursed Cards face-up in front of your screen, separated by type. When taking a card, check its text. If you meet the condition, immediately trigger its effect (unless it says “At Game End”). Then return your Meeple to your supply.



Jonah picks 1st and chooses the tome because it has the fewest Curses.
Charlotte picks 2nd and 3rd and takes both remaining Cursed Cards.

3. Reveal a New Room. Flip the Room to the other side. Then draw 3 cards from the Cursed Card deck and place them above the Room. But if no cards remain in the deck, instead remove the Room from the play area. The player to the left of the active player (with the Planchette) takes the next turn. Continue taking turns clockwise until every card has been taken and all 3 Rooms have been removed. Then the game ends.

GAME END

The game ends when all Cursed Cards have been taken. Trigger Cursed Card effects that say “At Game End.” Then reveal all players’ Ghost Tokens and determine who has the most. Add up the Curse values on your face-up cards, and **if you have the most Ghosts (or are tied for most), add 1 Curse per 2 Ghosts**. The player with the fewest Curses wins. If tied, the player with fewer Ghost Tokens wins. If still tied, the tied players share victory.



(9 Ghosts)

JONAH'S SCORE: 13



(7 Ghosts)

CHARLOTTE'S SCORE: 17

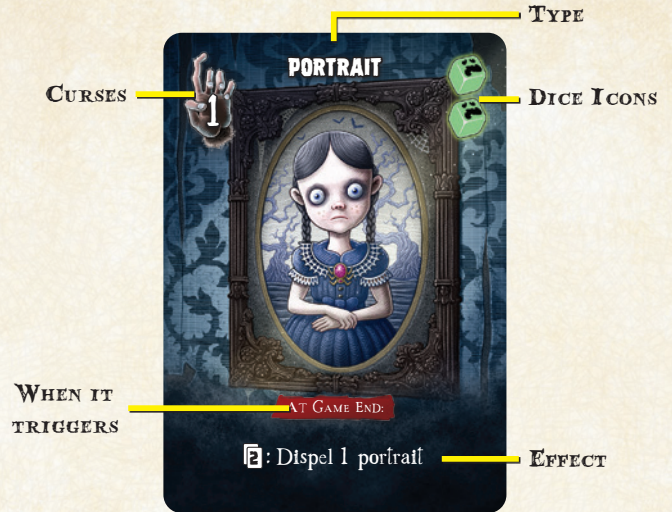


(11 Ghosts)


WILL'S SCORE: 16

Jonah has the fewest Curses and wins the game!




CURSED CARDS



There are 8 cards of each type. Curse values range from 1-4.

 : When resolving a Room, roll a number of dice equal to the number of Ghost Dice icons on the 3 cards in the Room.

AT GAME END: The effect takes place at the end of the game.

 ,  ,  : This number indicates how many cards of that type are needed to trigger the effect.

Dispel: Flip the card face-down. Curses on face-down cards do not count.

Multiple Sets: You can trigger some effects multiple times by collecting another complete set of the required cards.



Amulet: At game end, dispel the amulet cards indicated by each of your amulets. Each amulet card can only dispel 1 amulet card with the indicated Curse value.



Mirror: When you collect a mirror card, take 1 Ghost Token. When you collect 3 mirror cards, immediately dispel those 3 mirror cards.



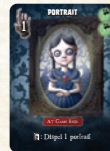
Cat: At game end, if you have 9 or fewer Ghost Tokens, dispel all but 1 cat card of your choice.



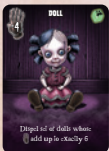
Music Box: At game end, if you have the most Curses on music box cards, dispel 2 music box cards of your choice. If tied, all tied players dispel 2 music boxes.



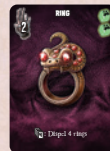
Clock: If you are the 1st player to collect a set of clock cards whose Curse values add up to 8 or more, immediately dispel 2 clock cards of your choice. After that, collecting a set of clocks has no effect.



Portrait: At game end, for each set of 2 portrait cards, dispel 1 portrait card of your choice.



Doll: When you have a set of doll cards whose Curse values add up to exactly 6, immediately dispel those doll cards.



Ring: When you collect 4 ring cards, immediately dispel those 4 ring cards.



Holy Water: When you collect 2 holy water cards, immediately discard half your Ghost Tokens, rounded down.



Tome: When you collect 2 tome cards, choose a type (not tomes) and immediately dispel all your cards of that type. Dispelled cards are not counted as part of a set.



Mask: When you collect a mask card, immediately pass 1 of your Ghost Tokens per mask card in your set to the player to your right.



Twin: When you collect 2 twin cards with the same Curse value, immediately dispel those 2 twin cards.

ROOMS

MEEPLE SPACES

ROOM
EFFECT



FLASHLIGHTS

Attic: If you place a Meeple on the top space of this Room, immediately take a Ghost Token.

Basement: After rolling the dice for this Room, the player that placed the 3rd Meeple in this Room may re-roll all the dice 1 time.

Hallway: After rolling the dice for this Room, the player that placed the 3rd Meeple in this Room may change 1 die result.

Library: Place the 3 Cursed Cards in this Room in ascending Curse value. If cards have the same Curse value, the one drawn first is placed to the left. To take the leftmost card, you must first take a Ghost Token. When choosing the rightmost card, first discard a Ghost Token.

Nursery: If you place a Meeple on the bottom space of this Room, immediately discard a Ghost Token.

Secret Passage: Place the 3rd Cursed Card in this Room face-down. If you place a Meeple here, secretly look at the face-down card. When a 3rd Meeple is placed here, reveal the card.

Game Design: Andrew Nerger & Jeffrey Chin

Illustration: Rupert Lewis Jones | **Graphic Design:** Jeffrey Chin

©2023 Road To Infamy Games. All rights reserved.