

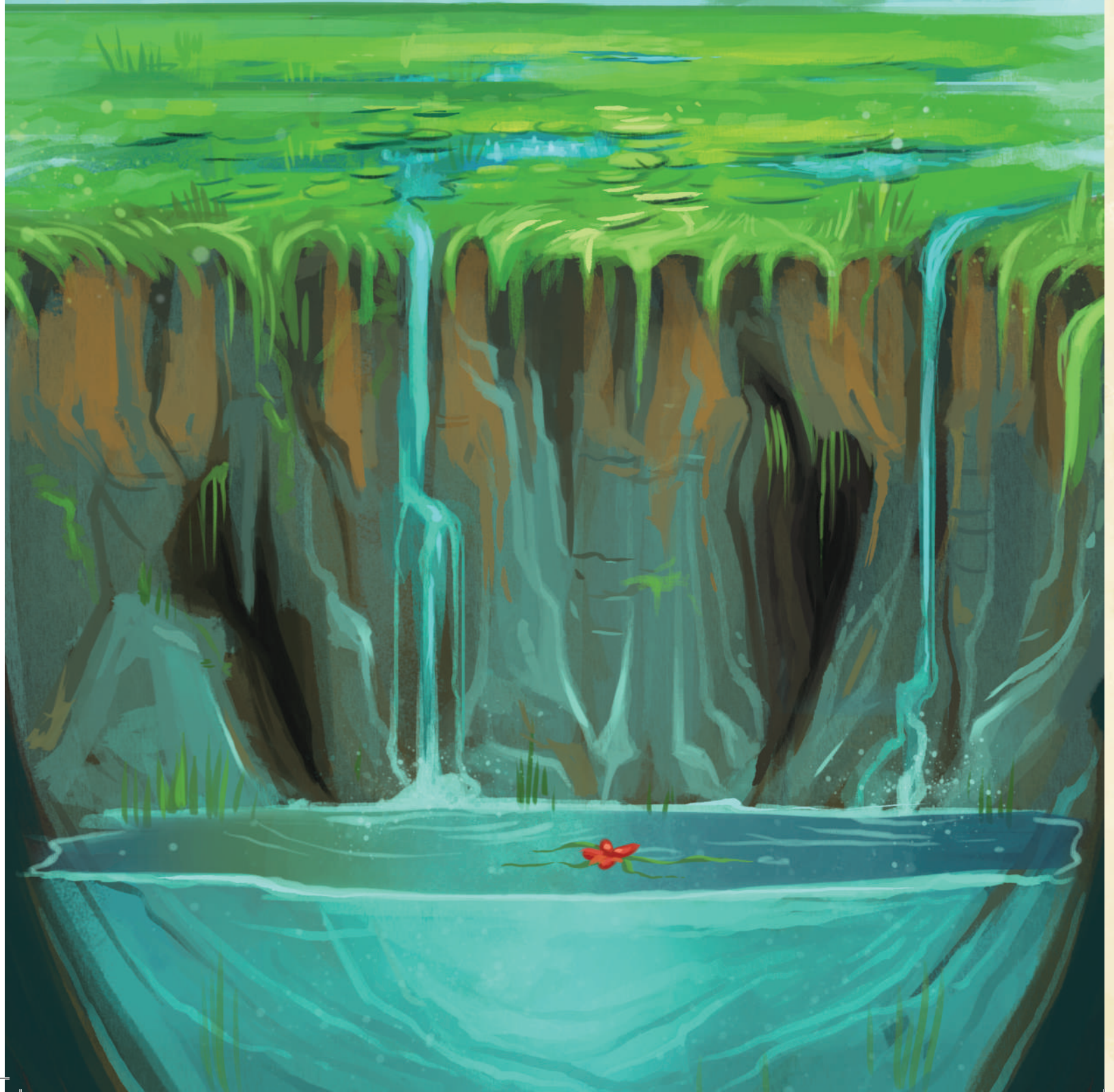
ABOVE AND BELOW *HAUNTED*



Rule Book

You and your family have lived in the marshlands for generations. But your hometown is getting crowded and you've heard of a group of villages to the west, in a landscape of azure lakes, where the constantly flowing water has created a maze of watery caves, sinkholes, underground streams, and porous bedrock. There's opportunity to start a new life there, catching fish, living in a stilt house on the lake, and exploring the deep sinkholes for rare ingredients and rusty treasures. You've packed up your favorite fishing pole and strapped the baby to your back, ready for a fresh start.

If only you'd known about the ghosts, you might have stayed where you were.



1 Reputation Board

24 Ghosts



81 Goods Tokens

(12 rice/crabs/clams, 10 tea leaves/nuts/thornfruit, 8 squidroot, 7 rubyfish)



7 Dice



18 Mystic Brew Tokens



1 Round Marker



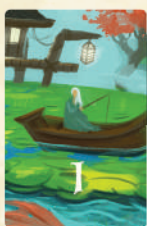
36 Cubes (9 per color)



15 Boat Tokens



1 First-Player Card



Coins (36 ones, 9 fives, 6 tens)



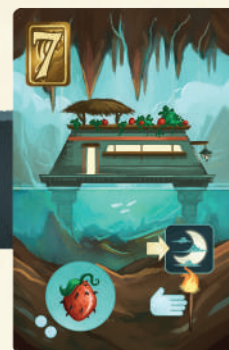
23 House Cards



4 Starting House Cards



22 Outpost Cards



9 Key House Cards



8 Star House Cards

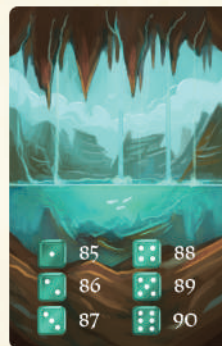


4 Player Boards



1 Encounter Book (not pictured)
43 Adventure Cards (not pictured)

25 Cave Cards (15 basic, 10 dangerous)



12 Starting Villagers
22 Villagers
2 Special Villagers



Setting up the Game

1. Give each player:

- 1 player board
- 8 coins
- 1 mystic brew
- 1 starting house card
- 1 of each type of starting villager



The starting villagers have a house on the back of the token. Separate the starting villagers from the other villagers in the game. Each player should take 3 starting villagers, 1 of each type depicted above. Place them in the “ready area” on the player board, which is the largest, left-most section of the player board. Put any unused starting villagers in the box.

If playing with four players, place each starting villager with the hammer in the player’s “ready area”. Place the other two starting villagers in the “exhausted area” (the middle area with the moon symbol). In the first round of play, each player will only be able to use the villager with the hammer. The other two villagers will move to the “ready area” at the end of round one.

2. Place the 8 star house cards face up on the table in a row. Shuffle the 9 key house cards and draw 5 at random, placing them in a row, face up, below the star house cards. The remaining key house cards are placed in the box and are not used for this game.

3. Put the reputation board in the center of the table. Place the special villagers aside (special villagers have a cave on the back of the token). Place the remaining villagers face down in a pile and draw 5, putting them along the top of the reputation board in a row.

4. Place the round marker on the first slot of the time track.

5. Place the coin tokens, goods tokens, mystic brew tokens, ghost tokens, pearl tokens, and boat tokens within reach of the players. This is the supply.

6. Separate the 2 types of cave cards into 2 piles (“Dangerous” has a red serpent in the water and a pearl in the top left corner). Shuffle each pile and place them next to the reputation board, face up.

7. Give each player a set of wooden cubes that matches the color of the banner in the top left corner of their player board. Each player places 1 cube on the torch space on the reputation board.

8. Decide who will be the first player. Turn order is clockwise. Give the first player the first-player card.

If playing with two players, give the second player one extra coin.

If playing with three players, give the second and third players one extra coin.

If playing with four players, give the second and third player one extra coin and the fourth player two extra coins.

9. Shuffle the house cards and the outpost cards separately and place them in two piles face down underneath the reputation board. Draw the top four cards of each deck and place them face up in a row next to their respective decks.

10. Place the pile of adventure cards face down near the play area. **Important: Keep these in numerical order and do not read the card faces until drawn during explore actions.** Place the encounter book and dice near the play area.

Note: Coins, goods, pearls, mystic brews, and boats are not limited by components. If you run out, use a suitable substitute.



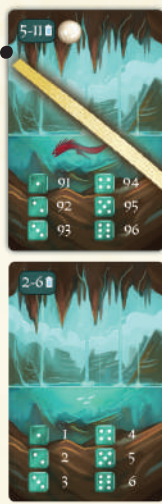
2.

1.



3.

4.



6.



5.



9.



7.

Playing the Game

Above and Below: Haunted is played in **rounds**. Each round, players take turns assigning their villagers to take actions. When a player is done taking actions in the round, they state that they wish to pass. When all players have passed, the round ends (this means that some players will sometimes have more turns than others).

After seven rounds, the game is over.

Each round starts with **player actions**. After all players have passed, perform the **end of round** steps.

Player Actions

Starting with the first player (the player with the first-player card) and continuing in clockwise order, each player may take one action per turn until all players have passed. When you take an action, choose one of the following: explore, build, banish, hire, or labor.

Explore



Your villagers explore the cavern in an attempt to find a place for an underground outpost.

First, draw a cave card from the top of one of the cave card decks and place it to the left of your player board. Basic cave cards have explore numbers between 2 and 6. Dangerous cave cards have explore numbers between 5 and 11. Slide 2 or more villagers from the ready area on your player board to the card (there is no limit to the amount of villagers you may send exploring, but you must send at least 2).

Then roll a die and compare it to the grid of numbers on the lower half of the new cave card—the resulting number indicates which paragraph should be read to you from the encounter book. The player to your left turns to the indicated paragraph in the encounter book and reads it to you aloud. The reader reads the entire paragraph, including any choices below the description (in **BOLD CAPS**) and the associated explore numbers. The only thing the reader does not read aloud are the possible rewards after each explore number (in parentheses).

An encounter paragraph might look like this:

27

You descend a deep chasm until you reach a wide, dark chamber. Rancid, cloudy water covers the cave floor, and soon you see glowing red eyes in all directions. You raise your lantern and realize that you're surrounded by giant rats, their brown, oily coats slick and wet. They close in, ready to make your party their next meal.

BEFRIEND THE RATS: Explore 5 (27.1)

STAND AND FIGHT: Explore 3 (27.2)

After reading the description, the reader reads the two available choices like this: “Befriend the rats—explore 5. Stand and fight—explore 3.”

You, the active player, then select one of the available choices (for example: “Stand and Fight”). You must state aloud the choice. You must then attempt to meet or exceed the explore number following that choice.

Roll 1 die for each villager you sent. **You must indicate for which villager you are rolling each time you roll.** Once rolled, you place the die on the villager. The amount of lanterns gained by the villager depends on the roll, as described below:

A roll of 1
or more
gives one
lantern
(1 explore).

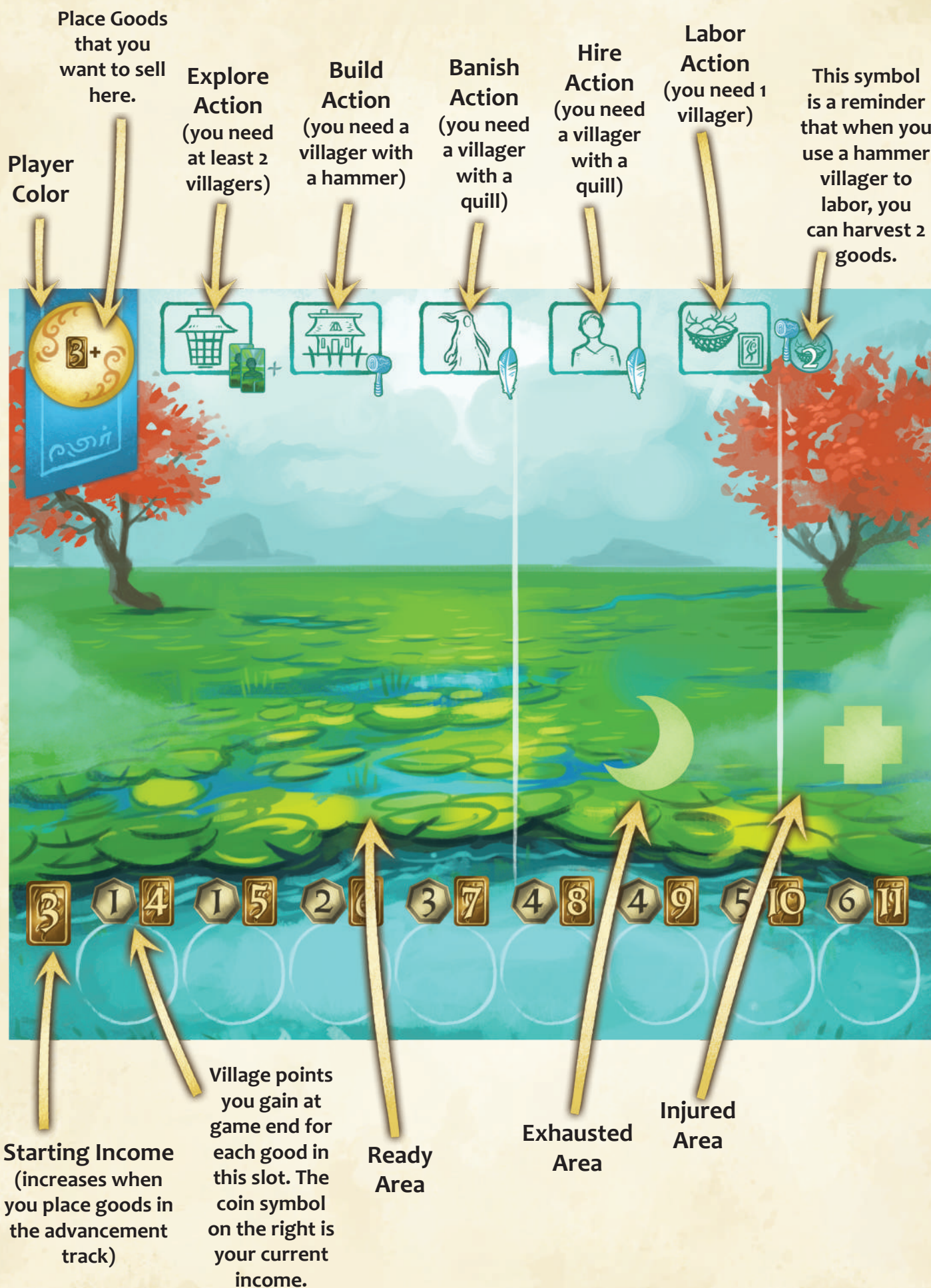


A roll of 3
or more
gives two
lanterns
(2 explore).

This villager could give either 1 or 2 lanterns (not 3).

After one die has been assigned to each villager, add the total number of lanterns from your villagers together. If the total is equal to or greater than the explore number associated with your choice, you succeed. If you do not have a sufficient number of lanterns, or you want more lanterns to reach the bonus (explained on pg. 8), you may then choose to **exert** one or more of the villagers from the cave card to gain extra lanterns.

To **Exert** a villager, remove the villager from the cave card and place them in the injured area on your player board. Each villager you exert gives 1 extra lantern.



If the final total of lanterns meets or exceeds the explore number associated with your choice, you succeed. The reader turns to the paragraph indicated next to the choice and reads it, giving you any listed rewards from the supply. For example, in this case, the reader would turn to 27.1 and read.

BEFRIEND THE RATS: Explore 5 (27.1)

There will be a reward for the explore number you reached. The list of rewards also includes a **bonus**. You only gain any listed bonus rewards—in addition to the basic rewards—if you exceed the required explore number by 2 or more. *For example, if the required explore number is 5 and your final lantern number is 7, you gain the rewards AND the bonus.*

- When a reward lists a good, coin, or other, without a specified amount, you receive 1 of that reward.
- If the reward lists “Adventure Card” followed by a number, retrieve the card from the adventure card deck. These cards give special abilities to the player as described on each card.
- When you gain the “lowest available villager” this means that you take the villager from the reputation board with the lowest cost. Unless you have an ability that instructs otherwise, these new villagers are added to the exhausted area of your player board.
- If you gain a building as a reward, you do not have to pay the cost of the building.

After gaining rewards, move any villagers remaining on the cave card to the exhausted area on your player board. Place the cave card to the right of your player board, underneath the row of houses, in the same row as any other cave cards and outposts you already own. If you successfully explored a dangerous cave, also gain 1 pearl token.

If you do not have enough lanterns to meet or exceed the explore number associated with your choice, you fail and do not gain any listed rewards. **You do, however, get the cave card even if you fail (this is a change from the original Above and Below).** Some paragraphs have failure descriptions, which must be read if you fail a specific choice. If you fail while exploring a dangerous cave, do not gain a pearl token.

Note: If a choice requires you to pay a good or a coin, you can only make that choice if you can pay the full cost before rolling the dice.

Build



Build a house, star house, key house, or outpost.

First, slide 1 of your villagers from the ready area of your player board to the exhausted area. The villager must have a hammer symbol.

You may then choose to purchase one of the available house cards, star house cards, key house cards, or outpost cards. You must pay an amount of coins to the supply equal to the cost of the card.

Card Cost



If you want to purchase an outpost (or star outpost), you must have an open, available cave card (gained from a previous explore action). You place the new outpost on top of the available cave card.



Houses, key houses, and star houses are placed in a row next to the starting house. Outposts and star outposts are placed in a row underneath the row of houses.

Houses, key houses, star houses, and outposts give you a special ability, increased income, and/or other benefits. These are described in the “Symbols” section on pages 14-15.

After you place the new card, if you built a house or outpost, draw a new card so that there are four available choices for the next player.

Banish



Banish all the ghosts from your buildings and gain a reward.

You must have at least 1 ghost on 1 of your buildings to perform this action.

First, slide 1 of your villagers from the ready area of your player board to the exhausted area. The villager must have a quill symbol.

Then return all ghosts from your buildings to the supply except 1. Take that ghost and place it on an opponent player's building that doesn't already have a ghost. You gain a reward depending on the building (as detailed on the reputation board). If there are no open buildings, simply discard all your ghosts and gain no reward.

- If you place it on a building without a bed, gain 2 reputation and 2 coins.
- If you place the ghost on a house with a bed, gain 1 mystic brew and 3 coins.
- If you place the ghost on an outpost, gain 1 mystic brew and 1 boat.

Hire



Hire a new villager, booking passage for them by steamboat from the nearby town of Borobog.

First, slide 1 of your villagers from the ready area of your player board to the exhausted area. The villager must have a quill symbol.

You must then pay passage for the new villager on the reputation board. Select one of the available villagers. You must pay the cost in coins to the supply. The cost is listed on the reputation board below each villager.

Place the newly-hired villager in the exhausted area of your player board. **Do not** draw a new villager for the reputation board. (This will be done at the end of the round.)

The steamboat can take a short route or long route. If you choose one of the first three villagers, they take the shorter and cheaper route through the haunted area of the marshland, picking up a ghost on their way to your village.

After paying the cost, perform the listed effect below the cost of the villager.

- If you selected the 1st, 2nd, or 3rd villager from the left, you gain a ghost token and place it on one of **your** buildings. **Each building can only hold one ghost.** If you have no empty buildings, gain no ghosts.
- If you selected the 4th or 5th villager, gain 1 mystic brew, but not a ghost.

Labor



Harvest goods from houses or outposts and gain 1 coin each.

First, slide 1 or more of your villagers from the ready area of your player board to the exhausted area of your player board.

For each villager you exhaust, gain 1 coin **and** you may take 1 goods token from 1 of your houses or outposts. If you use a villager with a hammer, you may take 2 goods tokens from your houses (instead of 1); these goods can be from different houses. You may either keep the goods token for later, place it for sale in the top left corner of your player board, or place it in your advancement track.

Placing goods in the advancement track is described further on page 12. Selling and buying goods is described later in the "Free Actions" section.

Free Actions

Free actions can be performed on your turn without exhausting villagers. You may perform as many free actions as you like *before or after* performing a normal action. After ending your turn, you cannot perform any free actions. Declare when you are finished with your turn.

Put Something for Sale

You may place one of your goods for sale by placing it in the circle at the top left corner of your player board. Other players may attempt to purchase it on their turns.

You may remove the good that is for sale or replace it with something else only on your turn, and you may only have 1 good for sale at a time.

Buy From a Player

You purchase from another player any good that has been placed for sale in the top left corner of the seller's player board. You may bargain, make offers, etc., but may only pay in coins and mystic brews, and you must pay at least 3 coins/mystic brews. The seller may refuse the offer for any reason. If the seller agrees to sell the good, you pay the agreed upon amount to the seller and take the good.

Refresh Building Row

If you want new options of houses or outposts to purchase, you may pay 1 coin to replace all four available cards in one of the rows. You take the 4 current houses or outposts in the row and place them at the bottom of the deck, then draw 4 new cards from the top of the deck and place them face up in the row. **You may do this only once per turn. It is not possible to refresh the key houses or star houses.**

Use a Boat Token

When you gain a boat token, place it in the ready area of your player board. At any time on your turn, you may move a boat token from the ready area to the exhausted area to gain 1 coin. Alternatively, when exploring, you may move a ready boat to the exhausted area to change any die roll to a 6 (you may do this after rolling). A boat cannot be used to gain a coin and also change a die roll.

Claim a New Ingredient

When you are the first player to harvest or gain a goods token, immediately place one of your player cubes on the corresponding good on the ingredient track on the reputation board. Only one player may have a cube on each good. At the end of the game, gain village points for each of your cubes on the track (1 point for rice, clam, or crab, 2 points for tea leaf, nut, or thornfruit, 4 points for squidroot or rubyfish).



The ingredient track represents your village's new and diverse culinary offerings which draw tourists and business to your village.

Pass

When you are done taking actions, you declare "I pass". You may not take any more actions or free actions in this round.

If you do not have any villagers in the ready area of your player board at the start of your turn, you must pass. You may take free actions before you pass.

End of Round

When all players have passed, the round ends. Follow these steps before the next round starts:

1. Ghosts Haunt

Each player must now move down 1 space on the reputation track for each ghost token on their buildings.

Restless ghosts cause mischief in haunted houses, deterring tourists and traders from visiting your village.

2. Round Marker

Slide the round marker one space forward on the reputation board. If the round marker cannot move, the game is over. Follow the instructions in the section titled "Game End" on page 13.

3. New Villagers

Slide any remaining villagers on the reputation board to the left so that they occupy the lower cost slots and fill any open slots to their right by drawing new villagers from the villager pile.

4. Rest Villagers

Now all players may refresh the villagers on their player boards.

Players may move one villager from injured to exhausted, *or* from exhausted to ready for each bed they have on their house and outpost cards. A villager cannot sleep in two beds (the villager wouldn't be able to move from injured to ready by using two beds).

Then, players may spend any number of mystic brew tokens. For each token spent, move a villager one space to the left (from injured to exhausted or exhausted to ready). You may spend 2 tokens on one villager.

Important: Mystic brew tokens can only be used at the end of the round.

At this time, players also return any boat tokens they have to the ready area. Boats do not require beds to move, so you would not use mystic brew tokens to move them.

5. Collect Income

Now all players collect coins based on their income level. Players start at 3 income, but their income level increases depending on the number of different goods in their advancement track at the bottom of their player board. *Example: A player with an advancement track as depicted below would gain 6 income instead of 3.*



Three Goods on the Advancement Track

Players also collect income from any house or outpost cards that give extra income.



+1 Income per round

6. Refresh Goods on Buildings

If any player owns a house or outpost with an arrow symbol next to a good, and there is currently not a good on the card, place one of the appropriate goods there.



7. Pass First-Player Card to the Left

The first player passes the first-player card to the player on their left.

8. Start the Next Round

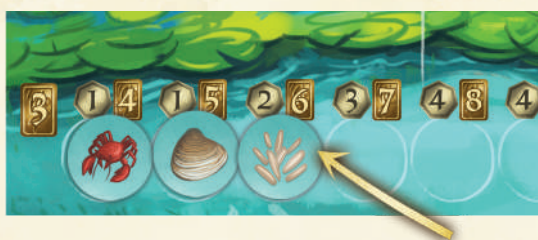
If seven rounds have not passed, the new first player begins the next round.

Other Rules

Advancement Track

A player's advancement track is the row of circles along the bottom of their player board. A player may place available goods on this track at any time. They must place goods from left to right, not leaving any empty slots. Once a good has been placed, if the player wishes to place another good of the same type, it must go on the same slot (slots can contain multiple goods of the same type). Goods can be placed in any order.

In the example below, any future rice goods that the player chooses to place in the advancement track would have to be stacked on the third slot from the left. If the player wanted to place a rubyfish good token next, they would have to place it in the fourth slot from the left.



There are 2 numbers at the top of each goods slot. The left number indicates how many village points each good in that pile is worth at the end of the game. In the example above, if a player had 2 rice goods tokens at the end of the game, each token would be worth 2 village points (for a total of 4 village points).

The right number above each slot is an indication of the player's current income. In the example above, the player would collect 6 coins (listed above rice), at the end of each round (*they would not also collect the coins listed above any of the other goods-- only the good furthest to the right*).

Once a good has been placed in the advancement track, it cannot be removed.

Special Villagers

There are 2 special villagers in the base game. They are Cave Cat and Grey Cat. They can only be obtained through specific encounters in the encounter book.

Cave Cat and Grey Cat Rules: Cats don't like to obey orders. Each time you use a cat, you must roll a die. If you roll a 3-6, the cat will perform the task you assign it. If you

roll a 1-2, the cat moves to the exhausted area without performing any task. If the cat does not perform the task, you do not lose your action this turn. You may exhaust another villager to perform an action.

Other Villagers

Ancient Robot: The ancient robot uses his own bed each day. He does not use beds on your buildings. He cannot use mystic brew.

Reputation

The reputation track is a measure of how well-known and esteemed a player's village is. All players start on the torch symbol on the track.

If a player gains reputation, they move their cube to the right on the track. If a player loses reputation, they move their cube to the left. The highest space on the track has a 7 village points symbol. The lowest space has a -7 village points symbol.

Players with higher reputation will earn more village points at the end of the game. Reputation is gained or lost as a result of choices made during the Explore action and also when ghosts haunt at the end of the round.

Pearls

Each time a player successfully explores a dangerous cave, they gain 1 pearl in addition to other rewards. At the end of the game, place your pearls in the highest slot on your advancement track that already has at least 1 good (pearls cannot be placed in a slot without a good). There is no limit to the number of pearls that can be placed in this stack. These pearls are each worth the number of VP indicated above the slot. Pearls do not count as the good type they share a slot with.

For example, if your highest goods slot is the 4th from the left and contains 4 crabs, if you place 3 pearls there they would each be worth 3 village points. If you have a card that gives 1 point per crab, you would only count the 4 crabs (not the pearls).

Game End

After seven rounds have passed, the game ends and players count up village points. Players gain village points for the following:

Advancement Track

Players count up village points for each goods token on the advancement track. The amount each good is worth is indicated just above the slot on the board. In the example below, if a player had four rice on the third slot, they would gain 2 village points each for a total of 8 village points. If they had 1 clam and 1 crab, they would gain 1 village point for each.



Buildings

Each building is worth 1 village point. This includes houses, key houses, star houses, and outposts. This does not include empty cave cards a player owns. This does include a player's starting house.

Reputation

At the end of the game, the player with the most reputation gains 5 extra village points. The player with the second-most reputation gains 3 extra village points. The player with the third-most reputation gains 2 extra village points. If playing with 2 players, only the player with the most reputation gets the bonus: they gain 3 points (this is why there is a symbol of 2 players above this village point symbol).

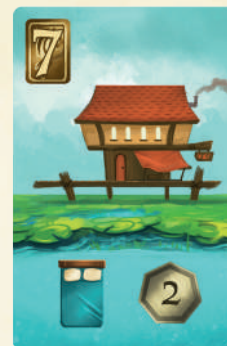


If players are tied for reputation, add the two appropriate reputation rewards together and divide by 2 (rounding up), giving each player an equal number of points. *Example: Tom and Sarah are tied for most reputation. They add 5+3 village points (because they are "1st" and "2nd" place), divide by 2, and each player gets 4 village points.*

Players also gain or lose village points indicated by a smaller village point symbol based on their position on the track. The player gains or loses the points on their space.

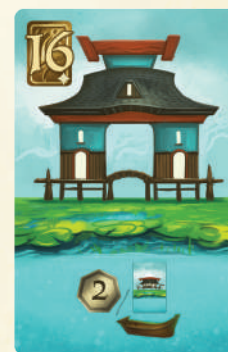
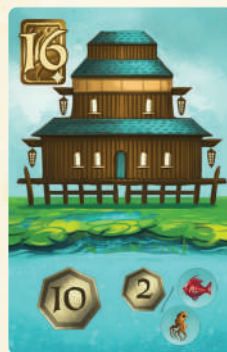
Card Bonuses

Some buildings give bonus village points. In many cases, the points are simply listed at the bottom of the card. The card below would give the player 2 bonus village points.



Some cards give bonus village points for owning specific items.

The card below on the left gives a player 10 bonus village points, plus 2 bonus village points for each rubyfish and each squidroot (to give points, goods must be in the player's advancement track or in the player's supply--not on a building). The card below on the right gives a player 2 bonus village points for each house/key house/star house and each boat they own (for example, if a player had 5 houses and 3 boats, this card would give 16 points).



Remember each house or outpost also gives 1 additional village point because it is a building.

Ingredient Track

Also gain village points for each of your cubes on the ingredient track (1 point for rice, clam, or crab, 2 points for tea leaf, nut, or thornfruit, 4 points for squidroot or rubyfish).

Compare Total

Players compare their total village points. The player with the most village points is the winner! *If tied, the player with the most coins wins the tie. If still tied, the player with the most villagers and boats wins the tie. If still tied, the player with the most buildings wins the tie.*

Long Game Variant

If you want a longer game, play 1 extra round (8 total). Recommended for fewer than 4 players.

Symbols



Rice



Crab



Clam



Tea Leaf



Nut



Thornfruit



Squidroot



Rubyfish

COMMON GOODS

UNCOMMON GOODS

RARE GOODS



Village Points: The player with the most village points at the end of the game is the winner. A card with this symbol gives 3 extra village points.



Coins: Coins are used to purchase buildings and hire new villagers. They can also be used in some encounters



Beds: For each bed symbol on a card a player owns, they may move 1 villager from “injured” to “exhausted” OR “exhausted” to “ready” on their player board.



Explore: These symbols represent how adept a villager is at exploring. For the left symbol, a roll of 1 or higher would give 1 lantern. For the right symbol, a roll of 4 or higher would give 2 lanterns.



Hammer: A villager with this symbol can complete the build action. They also harvest 1 extra good when they labor.



Quill: A villager with this symbol can complete the hire or banish actions.



Cave Cat/Grey Cat: This symbol belongs to the cave cat and they grey cat. It means that each time a player assigns a cat to do an action, they must roll a die. On a roll of 1-2, the cat does not complete the action and is placed directly in the “exhausted” area.



Ancient Robot: These symbols belong to the ancient robot villager. They represent that this villager has his own bed, and that mystic brew can’t be used on him.



Gain Reputation: When a player buys a card with this symbol or gains a banish reward with this symbol, they immediately gain reputation equal to the number of torches pictured (only once).

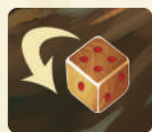
The order of goods from top to bottom indicates how often they appear in the game, with rice being the most common and easiest to obtain.



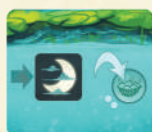
Hire to Ready: If a player owns a card with this symbol, they may place newly-hired villagers in the “ready” area instead of the “exhausted” area.



Gain a Coin When (Action): If a player owns a card with this symbol, they gain 1 coin after completing the action next to the arrow (in this case, the banish action).



Reroll: These symbols allow a player to reroll when performing an explore action. The player must keep the rerolled number unless they use another reroll ability.



Refill a 2-Good House: A card with this symbol allows a player to refill an empty 2-goods slot on one of their houses at the end of each round.



Gain 1 Reputation when Build: A card with this symbol gives a player +1 reputation each time they build.



Roll Dice First: When a player owns a card with this symbol, they roll all dice before placing them when exploring. *Example: If you have 3 villagers, roll 3 dice, then assign a die to each villager.*



Gain Boat: When a player buys this card, they immediately place a boat token in their ready area.



Goods (on card): When a player buys a card with a goods symbol and two small dots, they immediately place 2 goods of the specified type on the card. The goods can be harvested from the card by taking the labor action. The card never makes additional goods.



Gain 1 Mystic Brew When Labor: Gain 1 mystic brew token for each villager used when laboring.



Replenishing Goods (on card): When a player buys a card with a goods symbol and a small arrow, they immediately places 1 good of the specified type on the card. The good can be harvested from the card by taking the labor action. At the end of the round, if the card does not have a good on it, the player places 1 of the specified good on it.



End of Round Reputation: A card with this symbol gives a player +1 reputation at the end of each round.



Mystic Brew: When a player purchases a card with this symbol, they immediately gain 6 mystic brews.



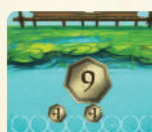
Income (on card): If a player owns a card with this symbol, they collect 1 extra coin at the end of each round.



VP for Sets of 2+: If a player owns a card with this symbol, they collect 3 village points at the end of the game for each **type** of goods tokens they own 2 or more of (not counting goods still on cards).



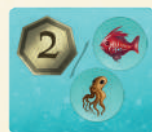
Gain a Coin with Ghost: A card with this symbol gives a player 1 coin when the player gains a ghost.



Advancement Track VP: If a player owns a card with this symbol, each good in the 3rd and 5th slots of their advancement track is worth +1 village point. (This card also grants 9 extra village points.)



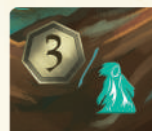
Build without Cave Card: A card with this symbol allows a player to build outposts even if they don't have an empty cave card.



This symbol gives 2 points for every rubyfish the player owns. It also gives 2 points for every squidroot the player owns.



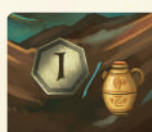
This symbol gives 2 points for each nut the player owns.



This symbol gives 3 points for each ghost on the player's buildings/outposts.



This symbol gives 1 point for each outpost the player owns.



This symbol gives 1 point for each mystic brew the player owns.



This symbol gives 1 point for each villager the player owns.

Index

Actions	6-9, 16
Advancement Track	12, 13
Banish	9
Bed	10, 14
Build	8
Buy from a Player	9
End of the Round	10-11
Explore	6-8
Free Actions	9-10
Game End	13
Ghosts	9, 10
Harvest	9
Hire	9
Income	7, 10-11
Labor	9
Mystic Brew	10, 15
Pass	10
Refresh a Building Row	10
Reputation	12, 13
Sell	9
Special Villager	4, 12, 15
Symbols	14-15
Villager	6, 9, 10, 15

Credits

Game Design: Ryan Laukat

Illustration: Ryan Laukat

Writing: Ryan Laukat, Malorie Laukat, Brenna Asplund, Alf Seegert

Editing: Malorie Laukat

Proofreading: Malorie Laukat, Diana Parkin

Playtesters: Malorie Laukat, Cid Laukat, Jamey Laukat, Zoey Laukat, Brandon Laukat, Rachel Green, Matt Green, T. Alex Davis, Brenna Asplund, Craig Knight, Tom Wetzel

Copyright 2025 Red Raven Games

Red Raven Games
625 East Sego Lily Drive
Sandy, Utah 84070

Round

Player Actions

Explore (Read an encounter, gain a cave card.)

Build (Buy any available house or outpost.)

Banish (Banish ghosts, send 1 to opponent, gain reward.)

Hire (Gain a new villager. Gain 1 ghost or 1 mystic brew.)

Labor (Gain 1 coin and harvest 1 good per villager sent.)

Free Actions

Buy From a Player

Put Something For Sale

Refresh a Building Row (Pay a coin.)

Claim an Ingredient

Use a Boat Token

Pass

End the Round

1. Ghosts Haunt
2. Round Marker
3. New Villagers
4. Rest Villagers (and Boats)
5. Collect Income
6. Refresh Goods on Buildings
7. Pass 1st-Player Card to the Left
8. Start New Round

Importer Info

Esdevium Games Ltd –
trading as Asmodee UK
6 Waterbrook Road
Alton
Hampshire
GU34 2UD

Authorised Représentative : As-
modee Group 18, rue Jacqueline
Auriol
Quartier Villaroy
BP 40119 78041
Guyancourt Cedex – France