

Carnival of Souls

The Board Game

Carnival of Souls is a board game for 1 to 5 players, who take on the role of Guardians who protect the mortal world from the forces of darkness.

They only have until midnight on Halloween night to defeat the six ghosts of the evil Blackwood clan, or the forces of darkness will spill over into the land of the living, and turn it into a barren land of everlasting nightmare.

BEFORE PLAYING FOR THE FIRST TIME

Before you can play for the first time, you will need to print out all the game pieces on card stock and cut them out.

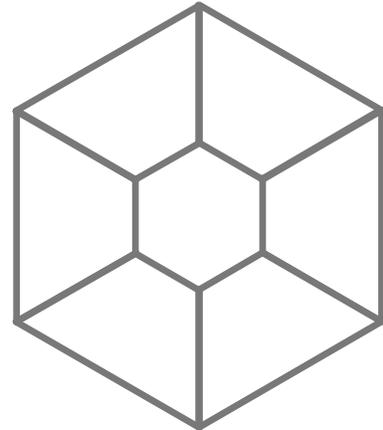
Fold and glue the “t” shaped pieces along the gray lines to form the Fortune (white) and Fate (black) dice. Then fold and glue the crypt door cards and the tombstone cards in half to form double-sided cards

SETTING UP FOR PLAY

Arrange the seven game boards as shown at right to form a hexagon.

Madame Sarita’s Spirit Parlour goes in the middle, and the short edges of the trapezoid boards go against the edges of the Spirit Parlour.

There is no set order to the trapezoid boards around the perimeter; just place them randomly or choose a configuration that you like.



Place the timeline on one side, and place the time marker pointing to “Noon”. This marker marks the passage of time. If the marker ever points to “Midnight,” the game is over.



Place the Advance marker on the Werewolf Forest.

Shuffle the Blackwood Family Ghost cards, and place one face down next to each of the six trapezoidal boards. Set the remaining cards aside; they will not be used in the game. Shuffle the Artifact cards, and deal one face down next to each of the Ghost cards. Set the remaining cards aside; they will not be used in the game.



Separate the different types of chips and place them in piles, in a place where they can be easily reached.



Place two Werewolf and Spider tokens on their respective boards, and set aside the remaining tokens nearby.



Shuffle and place the Crypt Door cards face down next to the Mausoleum board.



Shuffle and place the Gravestone cards face down next to the Crypt of the Phantasm board.



Place the Magic Mirror mood token on "Start."

Once everything is set up, each player gets to roll the Fortune (white) die four times, and take a chip with the matching symbol for each roll. Then, each player takes four health chips.

OBJECT OF THE GAME

The object of the game is to defeat the six Blackwood Family Ghosts which are plotting to break into the mortal world. You have until midnight (tracked on the timeline) to defeat them; otherwise, you all lose.

As mentioned in the sidebar, *Cooperation*, at right, this is a cooperative game. Either everyone wins the game, having worked together to defeat the Blackwood Family Ghosts, or everyone loses, having failed to stop the ghosts from bringing their terrible plans to fruition.

Also, you lose if all the players are reduced to zero health, because you will have all succumbed to the evil machinations of the Blackwood Family.

SEQUENCE OF PLAY

The youngest player goes first, and players take turns, going clockwise around the table.

On your turn, you will do the following things:

- Roll the Fortune die twice, and collect more chips as indicated by the symbols on the die.
- If desired, attempt a challenge on one of the boards. (See *challenges*, below.)
- If desired, spend a health chip to attempt a second challenge on one of the boards.
- At the end of each player's turn, he or she must roll the Fate die, and carry out its dire instructions. (See *Rolling the Fate Die*, below.)

Cooperation

Carnival of Souls is a different kind of game - a cooperative game, not a competitive game. All the players are competing against the game, and either everyone wins, or everyone loses the game.

While playing the game, you will have to work together to defeat the challenges that are laid out before you, or you will most likely lose.

In particular, you will find that, often, you will need to make personal sacrifices in order to help the other players have a chance at defeating your collective enemies.

Remember, you are playing the part of the Guardians of humanity. You all have a common enemy, and you must cooperate to save us all from eternal darkness!



CHALLENGES

Each board has a “Challenge” spot on it. To accept a challenge, you simply state which challenge you are accepting, and follow the directions on the board.

Typically, this will involve spending one or more of the chips you earn by rolling the Fortune die. You cannot accept a challenge unless you can discard the required chips to begin the challenge. (For instance, you cannot accept the challenge to remove a Werewolf unless you have three Might chips to spend on it.)

You want to complete challenges on the boards, because bad things happen if they go unchallenged for too long (see *Rolling the Fate Die*), and because you cannot face the Blackwood Ghost for that board until all the challenges on that board have been met.

Eventually, if you keep working on the challenges on a board, you will “complete” the board, and not have to worry about that type of challenge any more.

Detailed descriptions of the individual challenges follow later.



ROLLING THE FATE DIE

At the end of each player’s turn, he or she must roll the Fate die. There are two types of sides to the Fate die that can come up: Advance and Time.



When you roll a Time symbol on the Fate Die

When you roll a Time symbol on the Fate Die, it has grown another hour closer to the witching hour. Move the time marker one step to the right.

The time marker never moves back to the left, so eventually, it will reach Midnight, if you don’t beat the game first. If the time marker reaches Midnight, the game is over, and all the players have lost.

When the time marker reaches *dusk*, the sun has gone down, and it is now nighttime. Some of the challenges become more difficult, and the penalties for failure become more severe at night, so try to get as much done during the day that you can!

When you roll an Advance symbol on the Fate Die

When you roll one or more Advance symbols, a Blackwood Ghost is stirring in the shadows. Move the Advance marker counterclockwise around the outer trapezoidal boards by one board for every symbol you rolled. Then, read the *Advance* paragraph for the final board, and follow its instructions. Usually, it’s something bad happening.

However, once you have completed all the challenges on a board, the *Advance* effects do not occur when the Advance token stops on it. If the Advance token lands on a board that has been completed, nothing happens as a result of the Fate Die for that round, because you have already thwarted that menace.

THREAT BOARD DESCRIPTIONS

Below are descriptions of each of the boards and their challenges.

Werewolves and Spiders

The Blackwood Ghosts would enjoy nothing better than to see the nightmarish denizens of the Carnival of Souls break loose upon the world and wreak havoc, so they are haunting the forests and caves where they live, instilling them with a hatred of all humanity in the hopes that they will set out on a rampage.

When the game begins, there are already two of each type enraged and ready to go, but they need a pack of five to go out and attack. Each time these threats advance, another werewolf or spider is added to the total, up to five, and if there are already five when it advances, they go out and attack, causing all players to lose one health chip.

To defeat this threat, players must defeat all the werewolves or spiders on the board by spending three might chips (for werewolves) or three cunning chips (for spiders). At night, the cost to defeat one of these creatures goes up; in addition to the three chips, any other chip must be discarded, too.

Blackwood Mausoleum

The Blackwood Mausoleum is where the corpses of the Blackwood family lie in repose. You will need the grave dust from all six of the Blackwood Ghosts that haunt the Blackwood cemetery in order to foil a plan to raise an army of zombies from the nearby tombs.

When the game begins, all the crypt doors in the mausoleum are closed. You must open all of them to find the grave dust you need. During the day, it only requires a courage chip to open a door, but at night, it requires two. Worse, some of the Blackwood corpses still have a little life in them, and will fight to keep you from getting the grave dust you need.

To open a door, flip over one of the crypt door cards to see what is sleeping inside. If the crypt is not empty, then there will be a number of dice to roll. Roll the die that many times, and discard the same symbols you rolled, or else lose a health.

To defeat this threat, players must open all the doors. Unfortunately, whenever this threat advances, one of the doors closes. If all the doors are already closed, and it is nighttime, all players must discard two chips to fight off the group of zombies that stagger out of the cemetery. Luckily, zombies only come out at night, so if the threat advances during the day with no doors open, nothing happens.

Magic Mirror

No one really knows where the allegiance of the Magic Mirror stands. This mystic artifact has an intelligence all its own, and while it has served the Blackwood family faithfully for over a century, it has also been known to give out advice helpful to those seeking to fight evil. But one thing is certain: the Magic Mirror knows what the Blackwood Ghost in his den is up to, and if you can win him over to your side, you have a chance to stop the Ghost before it is too late.

In order to defeat this threat, players must move the Magic Mirror mood token from its starting position all the way to the right where it says "Happy." To do this, you simply spend an Arcana chip to engage the Mirror in a discussion of arcane knowledge.

But if you neglect the mirror, the less happy he becomes. Whenever this threat advances, the Mirror's mood shifts one to the left. If the threat advances when the Mirror's mood is already "Angry," then the timeline advances instead. It is unwise to anger the Magic Mirror.

Crypt of the Phantasm

Hovering in the lonely graveyard outside of town, a mysterious and deadly Phantasm haunts a lonely crypt. The Blackwood Ghost there has been desecrating the graves of the Phantasm's loved ones, in an attempt to make it boil over in rage at the mortal world. And it has succeeded. Come midnight, the Phantasm will be free to leave its crypt, and fly out to drain the life from the town it believes has brought torment upon its kind.

Each time this threat advances, you will roll the Fortune die and place a matching symbol on the Phantasm board. This represents the great rage building in the haunted crypt which is about to explode.

To defeat this threat, the players must find the bones that have been desecrated in the cemetery and re-consecrate them with a spiritual ritual. Flip over one of the face-down grave marker cards to see if there are bones beneath it. If there are, you may spend a Spirit chip to leave it face up. Otherwise, turn it back over to be face down. Empty graves remain face up after being searched.

Once all four sets of bones has been consecrated, you must then face the Phantasm in an attempt to appease it. Discard symbols equal to the symbols placed on this card, and it will calm down until next year.

The Cursed Carnival

For their part in the tragic tale of Sarah Beaumont and Marius Blackwood, the Carnival is doomed to exist between the lands of the living and the dead. Because of the strange magic used to bind up this place and move it through the veil, it can also serve as the conduit for an ambitious Blackwood Family Ghost to personally escape the shadow world and emerge among us.

To defeat this threat, you must win in a game of chance at a cursed carnival game. Discard Luck chips to place another one of your chips, of any type, onto the board. This represents how much spiritual energy you've devoted toward the outcome of the game.

But beware! Each time this threat advances, one of the chips are removed, as Blackwood ghost exerts its own will over the Carnival. If there are no chips to be removed, and it is daytime, the current player must discard a Luck chip or lose a health. If there are no chips to be removed, and it is nighttime, then *all the players* must discard a Luck chip, or lose a health.

To defeat this threat, you just need to decide when to play the game. Any player may do this at any time by declaring that they are playing the game. Roll the Fortune die, and if there is a chip on the Carnival card with the same symbol as the one that came up, then the carnival game goes in your favor, and you have defeated the threat.

However, if you play the game and lose, all the chips you have collected so far on the card are discarded; you must start again.

FIGHTING THE BLACKWOOD GHOSTS

Once you have completed all the tasks on a threat board, it stops being affected by the Advance token (although the Advance token can still land on it). The threat has been thwarted, but you still must deal with the Blackwood Family Ghost who set the evil plot into motion.

When the last task is completed on a threat board, the ghost card is turned over and displayed.

The player who completed the last challenge may immediately challenge the ghost for that board as a free action, or wait and let someone challenge it later (which would take a normal challenge action).

The ghost card will have a number of symbols on it. Whoever is challenging the ghost must discard chips with matching symbols in order to defeat the ghost.

If the ghost is defeated, the card lists a reward for defeating that ghost; typically, the player who defeated the ghost gets an *artifact*, and a number of tokens.



ARTIFACTS

When you defeat a ghost, you get an artifact. Take the artifact associated with the ghost you just defeated. Basically, each artifact lets you do something special, beyond the normal rules of the game, such as ignore one advancement of the timeline or change the types of chips you have. Only the player that has an artifact can use its power, and there is no trading of artifacts; these mystic objects choose their owners.

LOSING HEALTH

Health chips are special. Because there are no health symbols on the Fate die, you can never regain health chips once they are lost.

Worse, they represent your life force. If you run out of Health chips, then you are out of the game (but still win if the remaining players defeat the ghosts!). Discard all your chips and artifacts, and you get no more turns in the game.

ENDING THE GAME

The game ends when:

- The timeline reaches midnight, in which case the players lose, OR
- All six ghosts are defeated, in which case the players win, OR
- All players have been reduced to health zero, in which case the players lose.

We hope you enjoy this game!
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