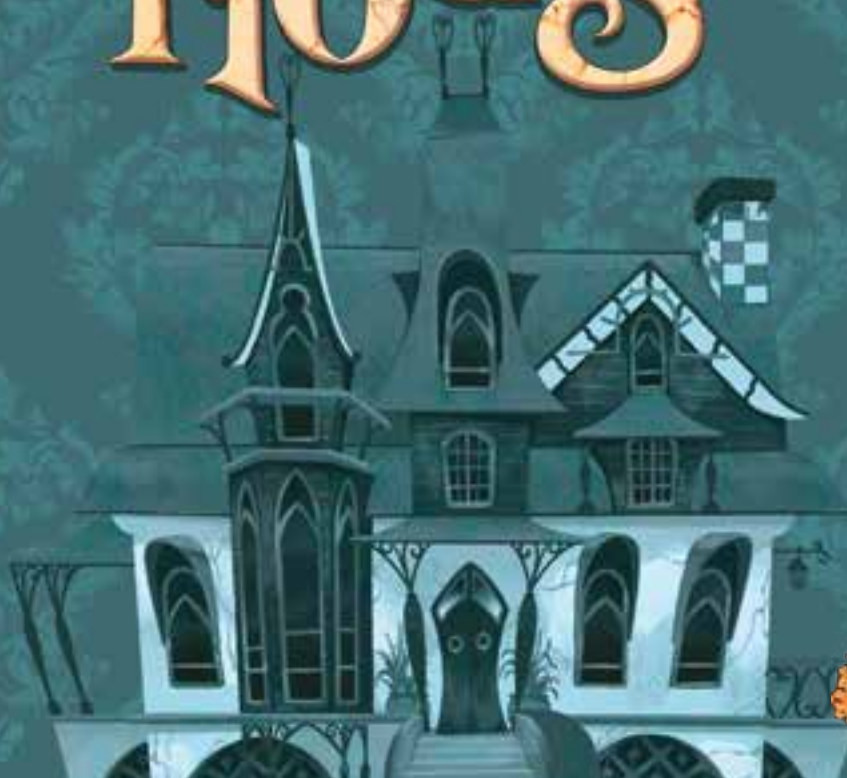




EN rules

Quiet House



The wandering ghosts in search of a refuge discovered an abandoned mansion. Inside the old and cozy mansion, the ghosts were all content, but they had different ideas about the arrangement of five statues scattered throughout the grand hall. To place the statues to their liking, the ghosts began moving them around at random. Can they find a placement that satisfies everyone before daybreak?

Credits

Game Design: Emanuele Briano

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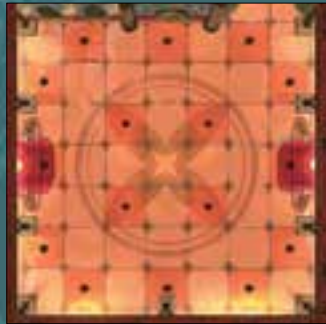
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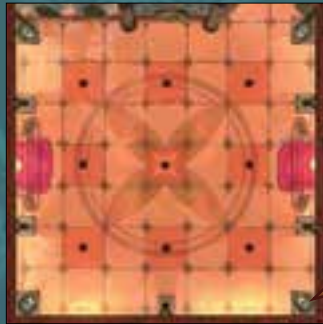


Components

• 1 Game Board



Front



Back

There is a spider web icon in the corner of the back side.

• 4 Communication Paddles



Side



Side

• 25 Time Cards



Front



Back(score 1~5)

• 5 Movement Rule Cards



Front

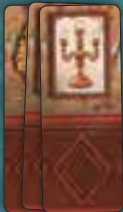


Back



*The backs of all Movement Rule cards (except the Mirror) are identified with a spider web icon.

• 5 Goal Tiles (bright wall)



Front

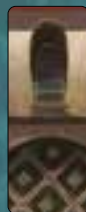


Back

• 5 Goal Tiles (dark wall)



Front



Back

• 5 Statues



Mirror



Mouse



Rook



Monkey



Candlestick

Overview

Quiet House is a cooperative game where players take turns moving statues to create arrangements that meet a specific goal. At the beginning of the game, Goal Tiles are placed around the Game Board, indicating how the statues should be placed to achieve victory. However, players only have partial information about the goals and cannot communicate with each other. You need to carefully observe how others move statues during their turns, make smart guesses about goals they know, and collaborate effectively with them to complete the correct arrangement together. If players can achieve the correct arrangement before the game ends, they win together.

When statues are arranged as shown in this image, the placement of statues satisfies all Goal Tiles, allowing players to win the game.



Important: Players cannot share information about the goals they see with other players.

Setting up the Game

❶ After taking out all components from the game box, place the bottom of the game box in the center of the table.

❷ Players sit at each of the four corners of the box.

(In a 2-player game, sit in opposite corners. In a 3-player game, leave one corner empty.)

Distribute one Communication Paddles to each player.

Place the remaining paddles (if any) back into the box.

❸ Lay out all 5 Movement Rule Cards where everyone can see them.

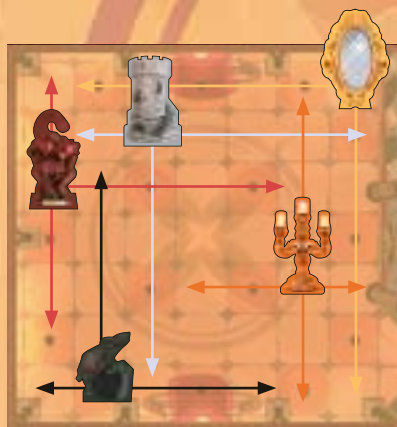
(Players can discuss or randomly decide which side of each movement rule card to use. Note that the side with a spider icon is more challenging. The Mirror Movement Rule Card has identical faces, so any side can be displayed.)



In the first game, use the standard side (without the spider icon).



❺



❹ Place the Game Board on the tray on the bottom of the game box.

In the first game, place it on its standard side (without the spider icon).

❺ Scatter the 5 statues on any squares of Game Board.

The Mouse must be placed on one of the squares marked with , and two statues cannot be in the same row or column.

Important: This is the most crucial game rule. At no point during the game can there be more than 1 statue in a given row or column.

❻ Sort out Goal Tiles by color (bright and dark) and shuffle each set separately. Place one Goal Tile of each color face down at one side of the table. Do not reveal the front side of these tiles. Insert the remaining Goal Tiles into the gap between the Game Board and the box, as shown in the left picture. Ensure that you are aligning the color with the light on the external wall. During this process, each player should only see the front side of Goal Tiles that they are allowed to see.

Important: From now on, you cannot talk with other players; you will only communicate through your moves or by using your paddle (see p.6).

Bright color wall
and Goal Tiles



Dark color wall
and Goal Tiles



⑦ Place all Time Cards with the back side facing up and create 5 stacks according to their back (one stack for each number). Each stack will have 5 cards. Shuffle each stack separately. Then, place the stacks of cards one above the other, starting with the stack of "1" and continuing in ascending order. This completes a Time Deck of 25 cards with the stack with "5" on the top.



Playing the Game

The player who has most recently watched a movie or read a book involving ghosts becomes the starting player. Players take turns clockwise from the starting player. On your turn, you do the following:

1. Flip the top card from Time Deck so that anyone can see it. The card indicates a statue that you **cannot** move during your turn. (Stack all the cards that you draw in front of you, so that only the last one is visible.)



Example: You can't move the Monkey statue on this turn.

*This icon means that if you choose to move the Mirror statue, it will be moved according to the Monkey movement rules (see Movement Rules p.6)

*If players win the game this turn, they score as many points as indicated in the bottom right corner of the card. (see End of the Game p.7)

2. After that, choose **one** of the following two actions:

2-A. Move a statue: Choose any statue (except the one on the Time Card) and move it according to its own movement rules. Then, pass the turn to the player on your left.

*You must always respect the base rule: **There can NEVER be more than one statue on a given row or column.**

2-B. Declare the puzzle as solved: If the position of the statues matches the four Goal Tiles that you see, instead of moving a statue, you can declare that the puzzle has been solved. If you do, show your Communication Paddle to the other players on its ♥ side. The other players immediately reveal their paddle as well, showing the ♥ side if the statues are in correct position according to the four Goal Tiles that they see, showing the ☯ side otherwise. If all players showed the paddles on their ♥ side, the game ends immediately with a victory. Otherwise, if at least one player shows their paddle on the ☯ side, nothing happens and the game continues with the player on your left.

Note: 2-B can only be performed when the position of the statues matches the four Goal Tiles visible to you. Otherwise, 2-A must be performed. Through the 2-B action, you can provide information to other players while also challenging for victory.

Basic Movement Rule



Rook



Moves horizontally or vertically by any number of steps.



Candlestick



1 2 3

Moves to any square it may reach within 1, 2 or 3 steps; it may change direction and jump on statues.



Monkey



Swaps its position with any other statue (including the one from the current Time Card).

Note: to swap with the Mouse both statues must be in a square.



Mouse



Moves to any square. ("teleport")
Can never occupy any other squares than squares.



Mirror



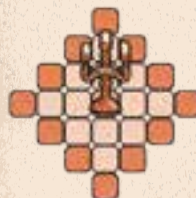
Moves as the statue from the current Time Card.



Advanced Movement Rule



Moves horizontally by any number of steps **then** vertically by any number of steps. It must move at least one step in both the horizontal and vertical directions.



Moves to any square exactly 3 square away horizontally and/or vertically from the current position; It may move to one free square among the colored squares in the image.



Moves to any square diagonally adjacent to another statue.



Movement Rules remain unchanged, but make sure to place the Game Board on its side.

Communication Paddle This paddle serves two purposes: You will use it to indicate the success or failure during a "Declare the puzzle as solved" action, but you can also use it to express your feelings when other players play their turn. You can show in a wide range of situations: feeling bored, unsatisfied with the situation, not understanding their move, etc. Similarly you can show for various reasons: simply feeling good, wanting to compliment, agreeing with their move, etc.

Of course, there are limitations to the feelings you can convey with just and . However, as silent ghosts, you are only able to communicate to that extent.

End of the Game

If, during a "Declare the puzzle as solved" action, all players show the ♥ side of their Communication Paddle, it means that the statues are placed correctly according to all the Goal Tiles: the game ends immediately. Players win together and score as many points as written on the last revealed Time Card. If there are no more cards to draw because the Time Deck is empty, players lose the game. Don't be discouraged—there's always another opportunity to succeed.

✂There is more than one winning position for each configuration:
it's the order of the statues that matters, not their absolute position on the Game Board.

Three examples of win situations :



*Variants

Challenge yourself by increasing the difficulty to earn bonus points. You can add as many of the variant rules below as you like. You can gain an additional point for each added rule. However, the maximum score achievable in a single game remains at 5 points.

① Except during the Declare the puzzle as solved action, players cannot use Communication Paddles.



② During the Setting up the Game phase, place the Goal Tiles as follows: Goal Tiles no longer indicate which statues should be the closest and the second closest to the respective wall, but instead they indicate which statues should be the closest and the fourth closest.



Score Table

If you have won the game, find the combination of movement rules used in this game and record or update your score in the table below. Place as many 'X's as points earned. The maximum score is 5.

1 point

The ghosts, exhausted after barely completing the statue arrangement once the sun had risen, couldn't overcome the heaviness of their eyelids. Without even sharing the joy of success, they succumbed to sleep. "We'll do better next time," they all vow in their dreams.

2~3 points

The ghosts completed the statue arrangement before dawn, but they still feel a sense of regret. Better strategies may come to mind, but it's time to rest now. They shake hands with others who have shared the struggle and return to their respective resting places. Although it was challenging to move the statues all night, it turned out to be more enjoyable than expected. As they drift off to sleep, the ghosts consider trying again the next night.

4~5 points

The ghosts, with excellent silent communication and a stroke of luck, quickly completed the statue arrangement. The eyes of the ghosts sparkle with joy as they enthusiastically exchange high-fives. There's still plenty of time until sunrise. The ghosts joyfully party inside the mansion, flying around and celebrating. It feels like everyone has become friends.

Rook	Candlestick	Mouse	Monkey	1	2	3	4	5
								
								
								
								
								
								
								
								

Rook	Candlestick	Mouse	Monkey	1	2	3	4	5
								
								
								
								
								
								
								
								

Thanks to

A heartfelt thanks to the spirits behind the scenes, our playtesters. Without your insights and dedication, our ghosts might still be wandering: Atlantide Giochi Savona, Marco Perrando, Augusto Astengo, Samuele Macciò, Ilaria Badino, Angela Peluso, Roberta Fiorentino, Febea Fiorentino, Alberto Merialdo, Martina Ratto, Alessandro Ciceri, Davide Isetta, Elisa Arrigoni, Daniele Gualco, Roberto Bardoni, Gianluca Giraudo, Olivia Zhu, Pier Giribone, Omar Khan, Stefania Cazzato.