

CHILL

# BLACK MORN MANOR



Adventure Board Game



For 2-6 Players

Age 12 to Adult

WELCOME ... heh, heh, heh

*Good evening ... . Welcome to the Black Morn estate, where evil dwells, and the Unknown creeps, and crawls, and slithers through the dark of a moonless night.*



Before you enter this realm of terror, you must meet three important "creatures": The **Master** is Lord of the Estate—such as a Vampire or a Ghost (the Master is different in every game, but always deadly). **Envoys** are foolish mortals who must discover and destroy the Master. **Minions** were once mortal Envoys, too. But now they linger between life and death, serving the Master's evil ways. (*Both Envoys and Minions are players.*) And I? I am the Raven; your "tour guide", you might say. Heh, heh, heh ...

## OBJECT OF THE GAME

### Envoys



Find the Influence Item. Then follow the instructions on the Item card to destroy the Master in his favourite Haunt Sometimes, *two* Masters reside at Black Morn Manor; you must destroy both to win. Note: if one Envoy wins, all players who are Envoys at that moment win, too.

### Minions

To emerge victorious over everyone else on the board, find the Influence Item listed on the Master's card and take it to the Gate before the Envoys destroy the Master. If two Masters reside at Black Morn, you can win by taking *either* Influence Item to the Gate. Note: If one Minion wins, he or she wins alone.



| Envoy                                                                                                                                                                                                                                                                  | Minion                                                                                                                                                          |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>• <b>Discover</b> the Master's identity</li> <li>• <b>Find</b> the Item to which he/she is vulnerable: <i>the Influence Item</i>.</li> <li>• <b>Follow</b> the instructions on that Item card to destroy the Master.</li> </ul> | <ul style="list-style-type: none"> <li>• <b>Find</b> the <i>Influence Item</i></li> <li>• <b>Take</b> it to the Gate, to remove it from the grounds.</li> </ul> |
| <i>When one Envoy wins, they all win. (cooperative)</i>                                                                                                                                                                                                                | <i>Minions win alone. (competitive)</i>                                                                                                                         |

## SETUP

### Tiles

Separate tiles into two stacks:

- Manor tiles
- Grounds tiles



Shuffle each stack and place them face down and so it is known which stack is which.



### Board Area

Place the **Gate** and **Crypt** tiles so that they mark the corners of a 7 by 7 grid.

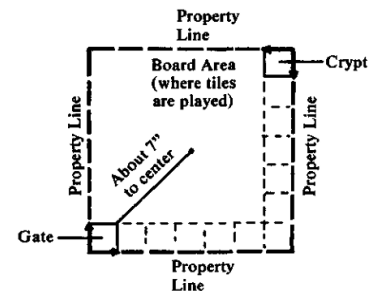
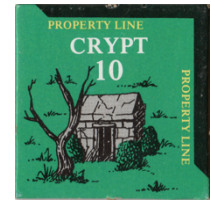


DIAGRAM A



### Find the Minion

Each player rolls a die. Whoever rolls lowest starts the game as a Minion. Everyone else starts as Envoys.

### Find the first player

The Envoy rolling highest, poor soul, moves first when the game begins. Note: always read "0" as "10" on the dice.



Roll = 10



Roll = 4

### Cards

Separate the cards into the 6 groups of cards, according to its colour.



### Choose Characters

Each player chooses a Character card, to represent the "role" he or she plays during the game. Set your Character card in front of you, with "Minion" or "Envoy" showing as appropriate. (Cards are two-sided because Envoys may turn into Minions during play ... heh, heh. Unfortunately, Minions may switch sides, too.)

## Pawns

The Minion selects a pawn to represent his or her character, and places it on the Crypt tile. Envoys select pawns, too, but place them together on the Gate.

## Willpower



Each Envoy takes 6 Willpower counters, or *chips*. These show "lifeblood" and "fortitude," especially in combat Set extra Willpower chips in a pile, where everyone can reach them. (Minions never have Willpower.)

## Choose the master

The Minion randomly draws a card from the Master pile, *showing it to no other player*. (Set other Masters aside.)

## Create the Playing Deck

The Master card shows Setup numbers at the bottom, which correspond to numbers on all Evil Way, Envoy, and Minion cards. The Minion carefully selects all cards whose Setup numbers are listed on the Master and shuffles them together with the Item cards: this is the Playing Deck. (Set remaining cards aside; they won't be used in the current game.)

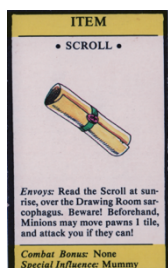
## Deal Hands

The Minion deals 4 cards to each player, face down, then places the Master *card face down* by the Crypt. The rest of the Playing Deck goes face down within everyone's reach, to form a *draw pile*.



Look at your hand (privately). If you have an Item card, place it face up beside your Character card. You may never have more than 1 Item card, so place any "extras" face up beside the draw pile: you've just started the *discard pile*. Next, discard any card stating "Play Immediately," also face up. Do not draw to replace cards.

If you have an Item card before you, set the counter for that Item on top. This shows that your character carries that Item, wherever he or she may go.



## Draw Tiles

All players draw 3 tiles (Manor, Grounds, or both) and place them before themselves, face up.

## Begin

Start playing. Play moves clockwise around the table, starting with the Envoy who rolled highest during Setup.

## TURN SEQUENCE

|    |                      |
|----|----------------------|
| A. | Card Play (at start) |
| B. | Tile Play            |
| C. | Movement / Cards     |
| D. | Combat               |
| E. | Card play (at end)   |

### A. Card Play

1. **Respond** to any card that another player placed before you, according to instructions on the card.

2. **Discard** any card(s). *[optional]*  
Don't draw to refill your hand

3. **Play** card(s) marked *[optional]*  
"Hold/Play at Start of Your Turn."



### B. Tile Play

1. **Place** 2 tiles on the board (if possible).

2. **Draw** a tile to replace each one played (if possible).

### C. Movement

1. **Move** your pawn onto a tile. *[optional]*  
Then roll a die to see if you must draw a card or Willpower.

2. **Repeat** the above step until you fail a die roll or finish your 3rd move.

### D. Combat

1. **Attack** an enemy *[optional]*  
provided you end movement on the tile your "victim" occupies

### E. End Turn

1. **Play** card(s) marked *[optional]*  
"Hold/Play at End of Your Turn."





## CARD PLAY

Card Play is easy: just follow the directions on each card keep the following rules in mind:

|                         |                                                                                                                                                                                                         |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>HOLD/PLAY...</b>     | you may hold the card in your hand and play it during a later turn. You may also discard it, however.                                                                                                   |
| <b>PLAY IMMEDIATELY</b> | play immediately, right after you draw the card.                                                                                                                                                        |
| <b>MINION CARDS</b>     | <i>are playable only by Minions;</i> Envoys must discard them or hold them in their hands.                                                                                                              |
| <b>ENVOY CARDS</b>      | <i>are playable only by Envoys;</i> Minions must discard them or hold them in their hands.                                                                                                              |
| <b>EVIL WAY CARDS</b>   | represent the Master's evil work. They never harm a Minion who draws them, but Minions may often play them on other Minions, or on Envoys. Envoys must often play harmful Evil Way cards on themselves. |
| <b>ITEM CARDS</b>       | You may never hold more than 1 Item. If you draw a second Item card, you must drop 1 Item on the tile you are on.                                                                                       |

You may play any number of cards each turn. Leave them face up on the table (before their "victims") if the effects last beyond your turn. Discard cards as soon as their effects end.

## MAINTAINING YOUR HAND



You may never hold more than **4 cards**, including an Item card before you. Discard or play cards as needed to keep your hand at 4 or less. Never draw to replenish your hand; players only gain cards during movement. Except for an Item, all cards in your hand are private.

## ITEM CARDS

You may never hold more than 1 Item. If you draw a second Item card, you must drop 1 Item: set the counter for the dropped Item next to your pawn on the board, and set the matching Item card near the Gate.

You may pick up or drop an Item anytime—as long as its counter lies on the same tile as your pawn. If you pick up an Item, place the matching Item card next to your Character card, face up, and set the Item counter on top to show who's got it.



## TILE PLAY

Each turn, you must place 2 tiles on the board, if possible. (If you can only play 1, then play just 1.) Draw immediately to replace the tiles you've played.

*Whenever you play a tile, it must (a) lie within the Property Lines (board area), and (b) touch sides fully with another tile (touching corners or parts of sides doesn't count).*

## SETS

Any tile marked "Part of a Set" has 1 or more matching tiles in the game. "Set" tiles must *always* lie next to at least one other matching tile. (If you play the first tile in a Set, however, play it like any other tile.) Lawn and Hall tiles are not considered Sets.



Sometimes, it's impossible to play a Set tile. (Other players may place unmatching tiles around them, "sealing" them off.) If this happens, your Set tile is **"dead."** You must hold it in your tile hand, and play something else if possible. If you have 3 dead tiles, discard 1 face up and draw another.

## MANOR TILES

*Always play the first Manor tile next to the Crypt!* Then follow these rules: Like Sets, Manor tiles must rest beside at least one other Manor tile on the board. And when Manor tiles touch sides, doors must always line up with other doors, and solid walls must line up with other solid walls.

## ILLEGAL PLAYS

- Never match doors to walls, or place a door on the Property Line, facing off the board.
- Never play a tile so that it is impossible to play another Manor tile, or so that it is impossible for Envoys to enter a room (or group of rooms).
- Never place two Grounds tiles next the Crypt.





## MOVEMENT



Each turn, you may move your character's pawn up to 3 tiles.

| Envoy                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Minion                                                                                                                                                                                                                                                           |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>• <b>Move</b> on to a new tile</li> <li>• <b>(Lawn):</b> draw a card, or</li> <li>• <b>(Grounds/Manor):</b> roll tile <u>number or higher</u>;</li> </ul> <p>if <b>successful</b> then gain another <u>willpower</u> (max 10) and continue to move (max 3);</p> <p>if <b>unsuccessful</b> then lose a <u>willpower</u> (<i>0 means you're a minion now</i>) and then draw a card from the draw pile, and follow any instructions applying to Envoys. You may move no further this turn.</p> | <ul style="list-style-type: none"> <li>• <b>Move</b> on to a new tile</li> <li>• <b>Roll</b> tile <u>number or lower</u>;</li> </ul> <p>if <b>successful</b> then draw a card and move again (max 3);</p> <p>if <b>unsuccessful</b> then your movement ends.</p> |
| <ul style="list-style-type: none"> <li>• You must move only through doors.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                              | <ul style="list-style-type: none"> <li>• Unlike mortal Envoys, Minions can "walk through walls" in the manor. They don't have to pass through a door when moving onto a Manor tile.</li> </ul>                                                                   |

## ILLEGAL MOVES

- Never move diagonally.
- Never move through an "empty" space without a tile.
- Never move onto the same tile twice within a turn (you may not backtrack).



## COMBAT

Combat can be used to steal another player's Item or tile; and send them elsewhere on the board.

Combat ends your movement, and you may only combat someone in the tile.

| Envoy                                                                                                                                                                                                                                                              | Minion                                                                                                                                                                                                             |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>• May only attack minions</li> </ul>                                                                                                                                                                                        | <ul style="list-style-type: none"> <li>• May attack anyone</li> </ul>                                                                                                                                              |
| <p><b>Combat Score:</b></p> <ul style="list-style-type: none"> <li>• Roll a <u>die</u>,</li> <li>• add the result to the number of <u>Willpower</u> chips you hold.</li> <li>• If you have an Item listing a <u>Combat Bonus</u>, add that number, too.</li> </ul> | <p><b>Combat Score:</b></p> <ul style="list-style-type: none"> <li>• Roll a <u>die</u>,</li> <li>• adding the number of the <u>tile</u> you occupy,</li> <li>• and any <u>Combat Bonus</u> for an Item.</li> </ul> |
| <ul style="list-style-type: none"> <li>• Sometimes, another Envoy can boost your Combat Score; see "Cooperation" below.</li> </ul>                                                                                                                                 | <ul style="list-style-type: none"> <li>• No other Minion can raise it.</li> </ul>                                                                                                                                  |

The character with the highest **Combat Score** wins the combat. In case of a tie, roll again.

## SPOILS OF VICTORY

The player who wins the combat immediately may take either the loser's Item or a tile from the loser's "hand." (The winner may take an Item and simply drop it, if desired.) Next, the winner may move the victim up to 3 tiles away, in any direction. *If the loser is an Envoy, he or she must also forfeit 2 Willpower counters after losing combat to a Minion.*



*If the loser is a Minion and moved to the Chapel, they are cured!*

## ENVOY COMBAT AGAINST A CARD

If you're an Envoy, a card may "attack" you during play. Conduct combat immediately, trying to beat the Combat Score on the card.

If you **lose**, you don't have to move, but you do suffer whatever penalties the card requires.

If you **win**, you gain nothing—but at least you may escape harm.

## ENVOY COMBAT AGAINST THE MASTER

In most games, you must combat the Master to destroy him—and you must *always* use the Influence Item to do it. The Master's Combat Score is on his card. (Another Envoy may boost your Combat Score; see "Cooperation" below.)

## WILLPOWER & SWITCHING SIDES

### Envoy becomes a Minion

Envoys gain Willpower during play. *They can never have more than 10 chips, however.*

Fortunately, heh heh, Envoys *lose* Willpower, too. So listen up, Envoys. I've got a message from the Master as soon as you run out of Willpower, you're a Minion! Turn your character card over, so the Minion side shows. **Discard all the cards in your hand—except an Item.** You work for the Master now—and must play tiles, move, conduct combat, and attempt to win in accordance with your Minion status.



### Minion becomes an Envoy



"Switching sides" works both ways: Minions may become Envoys, too. Sometimes, a card does the trick. Or if you're a Minion and lose combat to an Envoy, *who then moves you to the Chapel*, you've been "cured" as well. (Sorry, friend.) In either case, **draw 5 Willpower** immediately, **discard everything but an Item card**, and turn your Character card over, Envoy side up.

## MEET THE MASTER

Except for the original Minion, you may never view the Master card until:

- your character reaches the Crypt, or
- a card tells you to, or
- you happen to carry the Influence Item into the Master's Favourite Haunt (Envoys only). If this occurs, the original Minion must tell you to look at the Master card, and you must follow the instructions on the Influence Item card immediately.
- you happen to carry the Influence Item to the Gate (Minions only). The original Minion must declare that you've won the game.



## COOPERATION — Humbug!

During play, Envoys may play beneficial cards on one another, discuss and execute team strategies, and, worst of all: one Envoy on the same tile as an Envoy engaged in combat may add his or her Willpower to the combatant's to compute the Combat Score. In this last case, both Envoys suffer any negative effects of the combat.

Now, you Minions—such lonely, noble souls—have only one means of cooperation: you may agree on strategy. But you may not play beneficial cards on each other, or help each other out in combat.

No player may trade cards or tiles.

## STRATEGY HINTS

1) Envoys must work together. The original Minion knows what he must accomplish from the start, and that's a big advantage. Minions also have a better chance of drawing the Influence Item.



2) Until they know which Master resides at the manor, Envoys must stop Minions from reaching the Gate with any Item.

3) Clever Envoys watch for signs of a particular Master's presence, to guess who's current lord of the manor. The original Minion may hold onto a particular Manor tile, for instance, if it's his Master's Favourite Haunt And Evil Way cards correspond to the Master, too. For example, if you're attacked by Zombies, you can bet your life the Werewolf isn't the Master, Rover can't animate the Dead.

4) Use tile play to set a path to your goal: Envoys move fastest over low numbers; Minions move fastest over high numbers.

5) Begin each step with a clear goal in mind. You can always do something to improve your chances.

## CREDITS

GAME DESIGN:.....TROY DENNING

Editing ..... Andria Hayday

Art Direction, Illustration ..... Stephen D. Sullivan

Cover Painting ..... David Martin

Graphic Design ..... Andria Hayday & Stephen Sullivan

Production.....Gaye O'Keefe

Special Thanks to ..... Jamie Acres

Playtesting: Pacesetter staff, Jamie Acres, Dixie Hayday, Mark Hayday, Vera Ricketts, Suzie Sanchez, Curtis Smith, Una Smith, Geoff Valley.

If you enjoy CHILL: BLACK MORN MANOR, try CHILL, the role-playing game. Pacesetter welcomes all correspondence regarding our products. Write for a free catalog! Please send a stamped, self-addressed envelope to: POB 451, Delavan, WI 53115

CHILL and BLACK MORN MANOR are trademarks owned by Pacesetter, Ltd. of Wisconsin. Copyright ©1985, Pacesetter, Ltd. All Rights Reserved. Printed in U.S.A.

**Pacesetter**