

Gefangen in der Geisterbahn

(Translation by Thomas Müller aka stormcloak, March 26th '08. Feel free to send me a message if you spot errors or have any question about the rules or translation.)

Objective

- find the **Key Code**
- get the matching **Key Cards**
- and use them
- or – if you're a **Ghost** – stop the other players from achieving these objectives

Game Material

- 37 Track Tiles
 - 6 *red* Key Chambers
 - 1 *green* Gate House
 - 1 *dark green* Chamber of Encounters
 - 1 *blue* Chamber of Items
 - 28 normal Track Tiles
- 76 Game Cards
 - 51 Horrors
 - 15 Items
 - 10 Encounters
- Key Cards (5x 1-6)
- Code Cards (1x 1-6)
(They look exactly like the Key Cards.)
- 5 Morale Indicators
- 10 Game Pawns
- 5 Markers for the Morale Indicator
- 1 Tile Turning Device *(which is of no relevance for the rules)*

Preparation

The player with the most terrifying hairstyle begins – he is the first **active** player. After the **active** player completes his turn, the player to his left-hand side is the new **active** player and so forth.

The board is setup according to the picture on page 2 (of the official rule book).

There are three different codes: Colour, number and symbol. Only one of these codes is used during the game, so players decide whether to use colour, number or symbol before the game starts.

The **Key Cards** are sorted by the chosen code and then placed next to the **Key Chambers**. *Example: If you decide to use colour, you sort the Key Cards by colour and place all cards of the same colour next to one Key Chamber.*

The **Code Cards** are shuffled face down. One player then draws three cards face down and puts them back into the box. The remaining three cards are placed next to the game board face down. The latter three cards are the **Key Code**.

The **Horror Cards** are shuffled and placed next to the board face down. Every player draws 3 cards.

Take the top card from the Horror deck and shuffle it into the **Item Cards**, then place them face down next to the board.

Take the top card from the Horror deck and shuffle it into the **Encounter Cards**, then place them face down next to the board.

Every player takes one **Morale Indicator**. The morale is set to the *green 9*. (Thus, the white numbers are face down.)

Every player takes the **Pawn** matching his/her Morale Indicator's colour and places it on the Gate House.

Game Turn

The active player completes the following 4 steps:

1. Turn a Track Tile
2. Move your Pawn
3. Special action depending on the Pawn's position
4. End the turn

1. Turning Tiles

The active player may turn one and only one Track Tile in any direction by as many degrees as he wishes. It is possible to turn tiles that have a player's Pawn standing on them.

Because in step 2 the active player's Pawn has to move, the player is forced to turn a Track Tile in a way that allows his Pawn to move afterwards (thus if movement wasn't possible in the beginning of his/her turn the player may not forfeit this step).

Exceptions:

- *After all players have left the Gate House, the Gate House is flipped over. It now shows only three functional tracks. It may not be turned during the game.*
- *The Key Chambers may only be turned in a way that keeps the track facing to a tile of the game board.*

2. Movement

The active player moves his Pawn until he hits an obstruction (walls, occupied Key Chambers, occupied Gate House tracks). The ghost may move through walls, but not through other obstructions.

- *Switches:* A player may chose the direction his Pawn moves on a switch track tile.
- *Roundabouts:* A player may chose the direction his Pawn moves on a roundabout track tile. He may even proceed into the direction he/she came from.
- *Special Movement:* If the active player did not turn a Track Tile this turn, all the tracks leading out of the game board are considered teleporters for this turn. If his pawn leaves the board through a teleporter, it may continue its movement through any other teleporter. Ghosts may not use teleporters!

3. Special Actions

- *Dead Ends:* If a Pawn reaches a dead end track, **it gets terrified**. The player with

the lowest morale plays one Horror Card from his hand. The active player then rolls a die – if the result is higher than his/her morale, he fails the test. If it is equal or lower than his/her morale, it's a success. His/her morale is then changed according to the Horror Card.

- *Occupied Dead Ends*: If a Pawn stops on a dead end track already occupied by another player's Pawn, **it first gets terrified**, and then the active player may **mug** the other Pawn's controller. To do so, make a morale test – if the test fails, the mug was successful. You lose 1 morale point, but may take one of the other player's hand cards, Code Cards (face down!) or played Item Cards. The mugged player loses 1 morale point, too. If the test is successful (that is, if the mug fails), nothing happens.
- *Key Chambers*: If a Pawn reaches a Key Chamber, **it gets terrified**. Instead of the player with the lowest morale, the player on the left-hand side of the active player plays a Horror Card from his hand. If the active player's morale is >1 after getting terrified, he draws one of the Key Cards that are placed next to the Key Chamber. He/she and only he/she may look at it, and then he/she places it face down in front of him/her.
- *Chamber of Encounters*: If a Pawn reaches the Chamber of Encounters, the top Encounter Card is turned face up. The active player then follows the text on the Encounter Card (i.e. he/she changes the morale accordingly). If the Horror card turns up, the active player **gets terrified**.
- *Chamber of Items*: If a Pawn reaches the Chamber of Items, the active player draws the top Item Card to his hand. If the Horror card turns up, the active player **gets terrified**.
- *Gate House*: If the active player has no Key Cards, nothing happens. If he/she has at least 1 Key Card, he/she may secretly look at one of the Code Cards from the Key Code. If the active player has at least 3 Key Cards, he/she may try to crack the code and thus win the game.

Cracking the Code: If the active player chooses to crack the code, he/she plays one of his/her Key Cards face up. The first Code Card from the Key Code is then turned face up. If the cards match, the same is done for the second and then for the third Code Card. If all three cards match, the active player wins the game. If a card does not match the Code Card, all face up Code Cards are turned face down in the correct order. The player's face up Key Cards are put on the respective piles next to the Key Chambers. The active player loses 1 morale point per Key Card he played in the process (1-3).

4. End Turn

If the active player has more than 5 cards on his hand, he must discard excess cards (of his choice).

Drawing New Cards

If a player plays the last card from his/her hand, he/she immediately draws 3 new cards.

The Ghost – Summary

If a player's morale drops to 0, he turns into a ghost. Gameplay is very different for ghosts. A ghost player/Pawn...

- ... may not turn Track Tiles (i.e. step 1 is skipped).

- ... may not use teleporters.
- ... may move through walls. Movement always ends after moving through a wall.
- ... must still follow the tracks.
- ... may not move through or into the Gate House, the Chamber of Encounters or the Chamber of Items.
- ... may not have or use items or keys. When a Pawn is turned into a ghost, the controlling player's Item Cards are discarded, the Key Cards are put back onto their respective piles.
- ... is not considered an obstruction when he/she is in a Key Chamber or on a Gate House dead end track.
- ... always terrifies other players when he/she is on the same tile as another player's Pawn, either by stopping on the said tile or by moving through it. The terrifying is always resolved before the active player takes any actions (such as drawing a Key Card).
- ... gets 1 Victory Point if another player fails his/her morale check when terrified by the ghost. The Victory Points are counted on the back side of the Morale Indicator.

Encounter Cards

These cards usually state „x-y: +z“ - if your morale currently is in the range of x-y, it is immediately increased by z. There are two cards that work slightly differently:

Aleister Crowley

Morale: Increase to 5.

H.P. Lovecraft

Morale: Increase to 6.

Horror Cards

Dracula (Unhold)

Failed test: This card is placed face up in front of the player. The player loses 1 morale point every turn. If he/she meets another player (on any Track Tile), the latter player must make a morale test. If this test is failed, the Dracula card is placed in front of that player. He/she then loses 1 morale point per turn, until he/she manages to pass the Dracula card to the next player, and so on.

Dracula (Fiend)

Geisterzug (Gespenst)

Failed test: Next turn the player may not turn a Track Tile nor use a teleporter.

Ghost Train (Wraith)

Gespenstische Rikscha (Gespenst)

Successful test: The player may terrify any one another player (i.e. by playing a Horror Card).

Haunting Rickshaw (Wraith)

Hand, Die (Gespenst)

Failed test: The player chooses one of his/her Item Cards and discards it.

Hand, The (Wraith)

Horla, Der (Außerirdischer)

Failed test: Next turn, the Pawn of the player to the right hand side is moved, even if it's a ghost. Normal movement rules apply.

Horla, The (Alien)

Klara Militsch (Gespenst)

Failed test: The player's Pawn is moved to the Gate House. Determine randomly on which track it is placed (for instance, by using a die).

Klara Militsch (Wraith)

Mijnheer Vanderhusen (Böser Mensch)**Mijnheer Vanderhusen (Evil Man)**

Failed test: The player must choose one of his/her Key Cards and place it on its respective pile.

Schwarze Kapuzen (Außerirdischer)**Black Hoods (Alien)**

Failed test: This card is placed face up in front of the player. At the beginning of each of that player's turns, roll a die: If the result is a 1 or a 2, the player to the right hand side of the active player's moves the Pawn of the latter. If the result is a 10, the Schwarze Kapuzen card is discarded and the active player gains 2 morale points.

Unsichtbarer, Der (Unhold)**Invisible Man, The (Fiend)**

Failed test: In the following turn, the player's Pawn is moved directly to the nearest non-occupied Key Chamber (count the Track Tiles to determine the nearest one). If two or more Key Chambers are in equal distance, determine the target Key Chamber randomly (for instance, by rolling a die).

Wendigo (Unhold)**Wendigo (Fiend)**

Successful test: The player may terrify any one other player. If the target player's morale test succeeds, he may terrify another player, and so on. No player may be terrified more than once in this manner. If all players have been terrified or if a morale test fails, Wendigo is discarded.

Werwolf (Unhold)**Werewolf (Fiend)**

Failed test: This card is placed face up in front of the player. The player gains 1 morale point if he meets another player (on any Track Tile). The other player must make a morale test – if it succeeds, he/she loses 1 morale point and Werewolf is discarded. If it fails, he/she loses 3 morale points and becomes the new Werewolf.

Item Cards

Begrenzt: (Limited) Are placed face up in front of the player after use, and are discarded if their effect has been resolved.

Dauerhaft: (Permanent) May be taken back to the hand after use.

Einmalig: (Unique) Are discarded after use.

Alte Lampe (einmalig)**Old Lamp**

Instead of turning a Track Tile, the player may move through a wall (see Ghost rules for details on moving through walls) during his/her movement.

Buch (begrenzt)**Book**

The player's morale is increased by 3. If he/she fails a morale test caused by a Horror Card, the Buch is discarded.

Feile (einmalig)**Rasp**

The player loses 1 morale point and may replace one of his/her Key Cards with a Key Card from a pile of his/her choice.

Flasche Schnaps (begrenzt)**Bottle of Booze**

The player's morale is increased by 3 for 4 turns. After 4 turns the effect stops and the card is discarded.

Knoblauch (dauerhaft)

Protects against Dracula and Werwolf. These cards have no effect on the player, but are discarded immediately. The player is also immune against other players who happen to be Dracula or the Werwolf.

Garlic**Kompaß (einmalig)**

The player may turn an additional Track Tile during step 1.

Compass**Kreuz (dauerhaft)**

Protects against Schreckliche Visionen. Schreckliche Visionen cards have no effect on the player, but are discarded immediately.

Cross**Lorgnette (einmalig)**

The player loses 1 morale point and may look at any on Code Card from the Key Code.

Lorgnette**Rohrzange (einmalig)**

The player may swap two Track Tiles during his turn.

Pliers**Schirm (dauerhaft)**

Protects against Außerirdische. Außerirdischer cards have no effect on the player, but are discarded immediately.

Screen**Schreiben der Isabella von Ägypten (dauerhaft) Writing of Isabella of Egypt**

Protects against Gespenster. Gespenster cards have no effect on the player, but are discarded immediately.

Spiegel (dauerhaft)

Protects against Unholde. Unhold cards have no effect on the player, but are discarded immediately.

Mirror**Trillerpfeife (einmalig)**

The player loses 1 morale point. He/she may discard one of the cards from the Key Code and replace it with one of the three unused Code Cards. He/she may look at the latter card during this process.

Whistle**Vorderlader mit silberner Kugel (einmalig)**

Protects against any one Horror. the Horror Card has no effect on the player, but is discarded immediately.

Muzzle Loader w/ Silver Bullet**Würfel (einmalig)**

The player loses 1 morale point. He/she may swap two Key Card piles.

Die