

Nightmare in Beachwood Manor

A Game by Michael Burdick for 4 Players

A game in which players are teenagers who are trapped in a haunted mansion trying to survive the anniversary of a grisly mass murder. Three players are innocent kids trying to escape, while one is possessed by the murderer's ghost, and is trying to ensure no one survives.

Setup:

Take the four Character Cards and shuffle them face-down, before allowing each player to blindly select one. This represents which of the four teenagers each player will be playing. These cards will be placed face-up in front of their respective player.

Take the four Scenario Cards and shuffle them face-down, before allowing each player to blindly select one. This represents the circumstances which caused each teenager to end up within the Manor. These cards will be placed face-up in front of their respective player.

Take the four Possession Cards and shuffle them face-down, before allowing each player to blindly select one. **DO NOT SHOW THIS CARD TO ANY OTHER PLAYER.** This card indicates if a player is considered Not Possessed, or is the Possessed player. These cards are kept face-down in front of their respective player.

Allow players to retrieve any cards that they start with, as per their Character Card or Scenario Card. Then, shuffle all of the Item Cards (except for the Spectral Sword, which is kept off to the side) into a single deck, and have every player draw up to a hand size of 5 cards. 5 cards is also each player's maximum hand size. Character, Possession, and Scenario cards are not considered part of the hand.

Place the Item Deck in the middle of the play area.

Designate an area of the play space as the Discard Pile. This is where all discarded cards will be placed, face-up, when they are discarded. If, at any point, the Item Deck has no cards, in it, shuffle the Discard Pile and place it face-down as the new Item Deck.

A 6-sided die should also be in the play area-within reach of all players.

Select, via a mutually agreeable method, the first player.

How to Win:

The method by which a player wins is determined by whether they are Possessed or Not Possessed.

The Possessed player wins if all other players are killed, no matter who kills them.

The Not Possessed players win if the Possessed player is killed, or if they survive until the end of the game.

Multiple Not Possessed players can win simultaneously, but if the Possessed player wins, they are the only player who wins.

Play:

Play consists of every player taking a Turn performing actions, starting with the first player.

At the start of a player's Turn, if they are the first player, they must take the top card of the Item Deck and place it face-up next to the Item Deck. The stack of cards placed face-up this way is called **The Timeline**, and measures the progress of time through the night. When an eleventh card would be added to The Timeline, the game ends, and all surviving Not Possessed players win.

A player's Turn is divided into two phases, **Scavenging**, which is optional, and **Action**, which is mandatory.

When a player chooses to **Scavenge**, they must roll a 6-sided die. If the die comes up a two, three, four, or five, they succeed at Scavenging, and get to draw a card from the Item Deck. If they roll a one or six, they are attacked by the vengeful spirits of the house, and must discard a card. Again, Scavenging is optional.

During the **Action** phase of a player's turn, they may play as many cards from their hand as they want, so long as they maintain a minimum hand size of one. When a player uses a card, they place it face-up from their hand onto the play space so all players may see and read it, and then perform all effect text on the card to the best of their ability.

Some items are labeled as **Weapons**. When Weapons are used, the player selects another player at the table, who must then discard a number of cards equal to the Weapon's **Strength** (the number in the bottom-right of the Weapon card).

At any point during a player's turn, they may **trade** cards with any other player. However, all trades must be one-to-one (that is, cards can only be given away if an equivalent number of cards are received in exchange).

If any player is reduced to zero cards in hand due to card effect, then they are **killed**, lose the game, and may no longer participate in the game. When a player is killed, the player who killed them may take up to two cards from the killed player's hand and add it to their own, so long as maximum hand size is respected. The rest of the killed player's hand is discarded.

The Possessed player has a once-per-game **Comeback Ability**, which may be triggered at any time, including when their hand is reduced to zero cards.

To trigger the Comeback Ability, that player's Possession Card must be flipped face-up, if it is not already. When this ability is triggered, the Discard Pile is shuffled back into the Item Deck. The Possessed player's maximum hand size is increased to nine, and the Possessed player gets to draw 3 cards. The Possessed player also gets to add the Spectral Sword card to their hand.