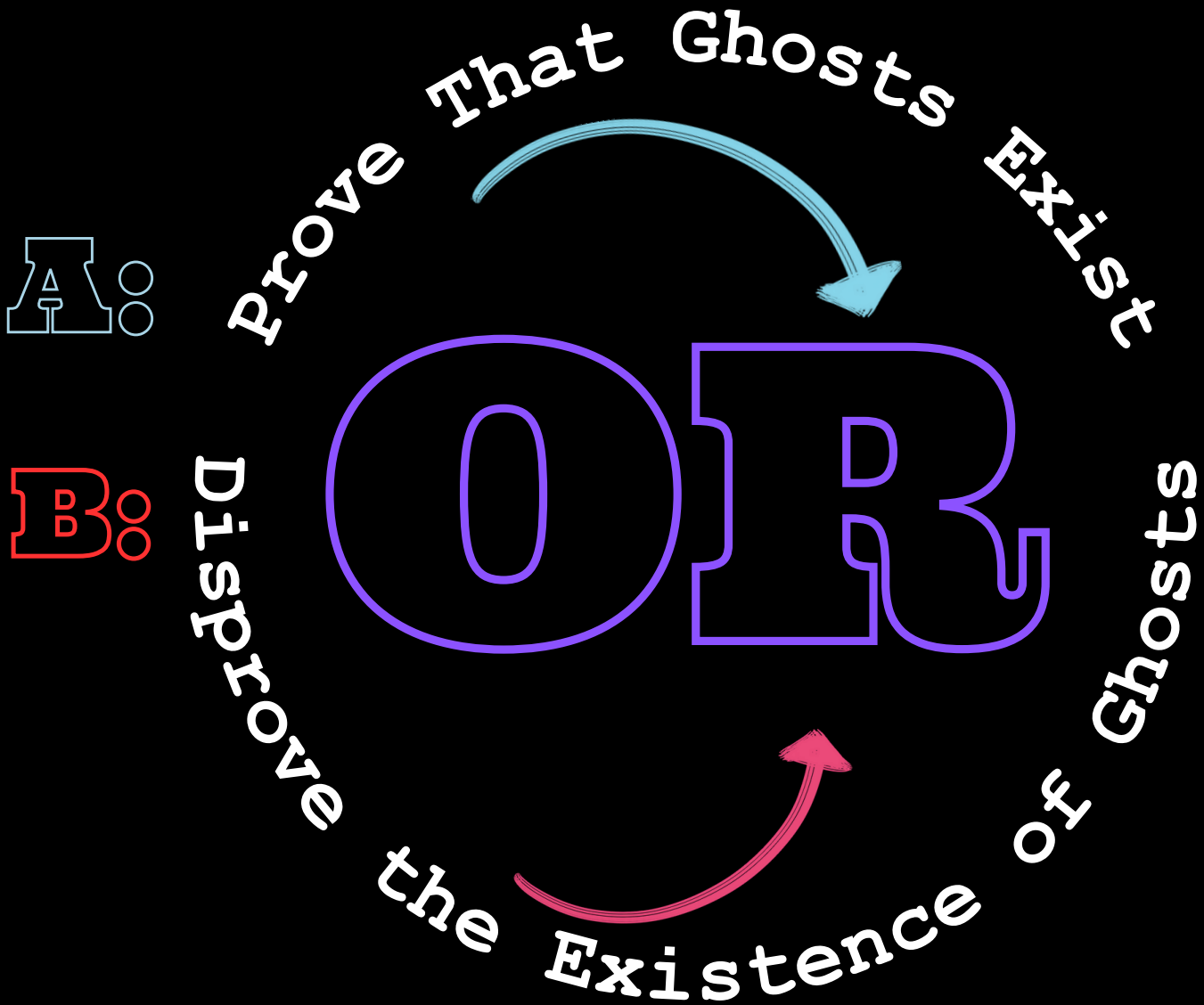


# AFTER LIFE PARTY

How To Play:  
RULES, ROLES, ROLLS,  
& GHOST EFFECTS

# Your Mission:



**SKEPTIC  
VS  
BELIEVER  
MODE**

# Play as an expert on the unexplained.

Believers:



PSYCHIC



TV  
HOST



CAMERA  
GUY

Skeptics:

PRIEST



ACADEMIC



AGENT



*AFTER*  
- LIFE -  
**PARTY**

# Explore 5 Haunted Locations.



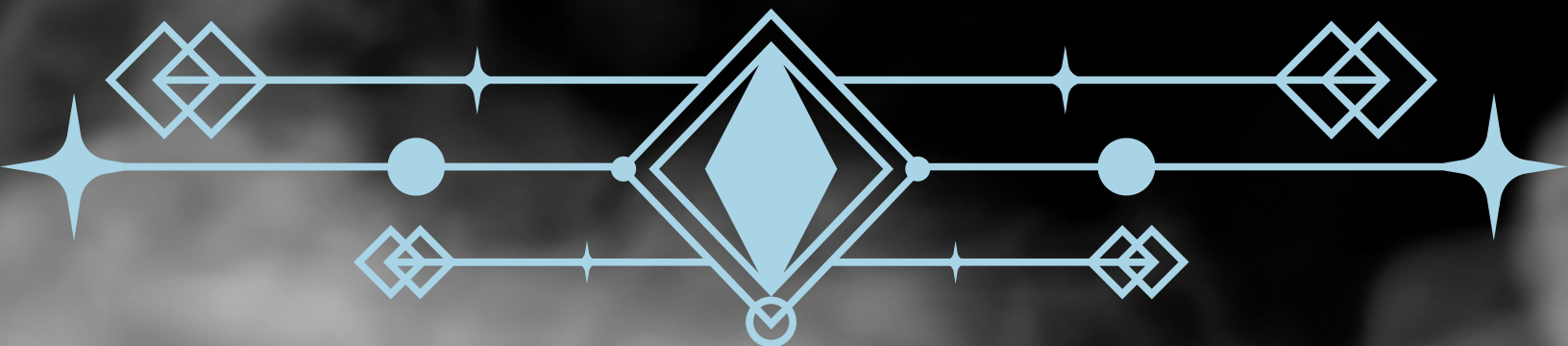
WOODROW  
WAYWARD H.S.

Battlefield  
Barn

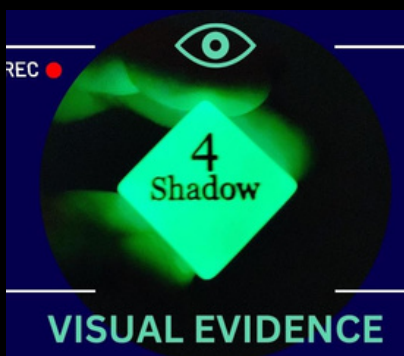
Erie Hills  
Cemetery

FORECLOSURE  
ESTATE

N.W. ER  
HOSPITAL



# Solve or Debunk the right type of Evidence:



## But beware!

Roll a 6 & You Must Surrender\* your cards to  
the player on your left for them to play with.  
They keep any evidence solved.

\*unless your role is immune.

# How to Win:



Be the first player to  
prove or debunk 7  
evidence cards

&

Begin your next turn  
with all 7 in your  
player file.

**SKEPTIC  
VS  
BELIEVER  
MODE**

# Roll The Die & Read the Pip Value

## DICE VALUES

- 1: (Audio) **Bump**, Move 1
- 2: (Visual) **Scratch**, Move 1 and Play a Card or Move 2
- 3: (Audio) **Scream**, Move 1, 2 or 3; and play cards for a total of 3 actions
- 4: (Visual) **Shadow**, Move or play up to 4 actions
- 5: **Footsteps**, Move up to 5, or Move up to 4 and take a card from another player. Solve any 1 type of evidence card.
- 6: **Uh-Oh**, Not a friendly ghost, give up your moves to the player on your left. They may solve any type of evidence (6 moves).

# Competitive Twist:

Investigate locations until the file card deck is completely drawn and discarded then sort cards by site/color.



Score 1 point for each solved card you have over your rival's amount at each site.

Example: If the Psychic has 4 yellow cards and The Priest has 3, Psychic scores 1 at that site.

## FRENEMY MODE



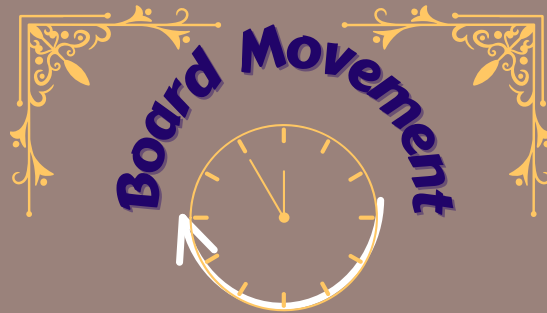


# **RULE #1: Direction**

**MOVE CLOCKWISE ALONG THE PENTACLE PATH AT ALL TIMES. MOVING BACKWARDS IS FORBIDDEN.**



## **Movement**



**YOU MUST MOVE  
CLOCKWISE.  
AS THE HOURS MOVE  
FORWARD IN OUR REALM.**

## **RULE #2: DICE ROLL**

EACH DICE PIP VALUE GIVES 1 MOVE OR  
1 CARD PLAY/SOLVE/DEBUNK FOR A TOTAL  
OF THAT AMOUNT OF TURN ACTIONS.

### **Turn Actions**



ALWAYS MOVE FORWARD.  
YOU MAY CHOOSE NOT TO USE  
ALL OF YOUR TURN ACTIONS  
AND STAY AT A LOCATION.

## RULE #3:

### To Prove/Debunk Evidence,

GO TO THE MATCHING LOCATION &  
PLAY THE TYPE OF EVIDENCE SHOWN ON  
YOUR DICE ROLL.

Evidence

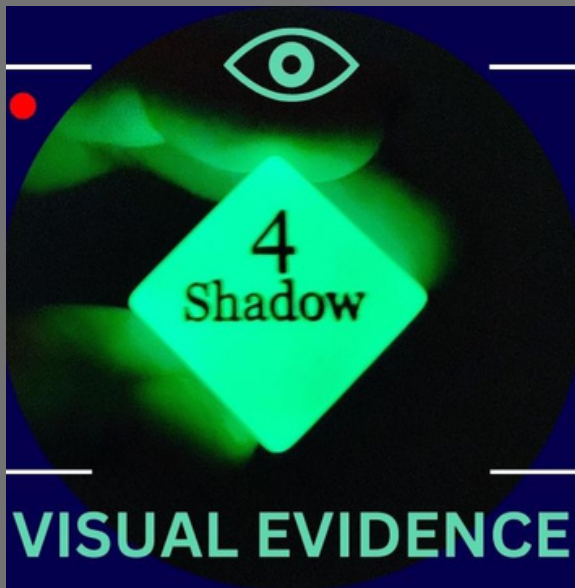
Eerie Hills  
Cemetery



Eerie Hills Cemetery  
-Visual Evidence-



A Hooded Figure Wandering  
-or-  
A Gardener Feeling Chilly



YOUR DICE ROLL DICTATES  
WHAT EVIDENCE TO PLAY.  
ODD=AUDIO  
EVEN=VISUAL

Draw 2 Cards to  
**start** your turn.



Always spin the  
planchette to **end**  
your turn.

