

# 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.



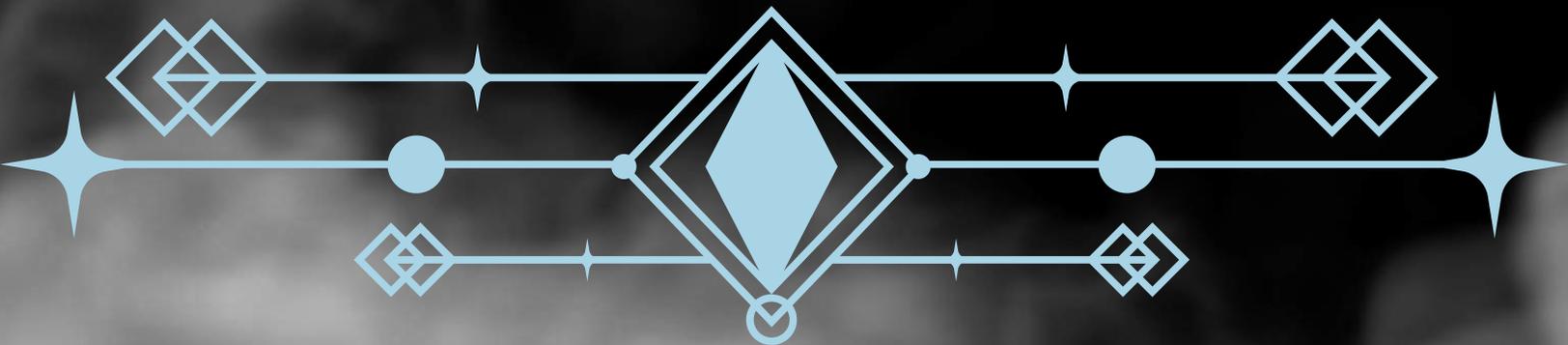
WOODROW  
WAYWARD H.S.

Battlefield  
Barn

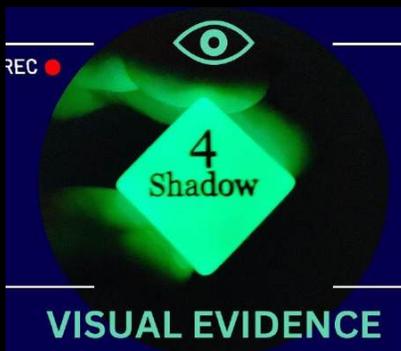
Erie Hills  
Cemetery

FORECLOSURE  
ESTATE

N.W. ER  
HOSPITAL



# Solve or Debunk the right type of Evidence:

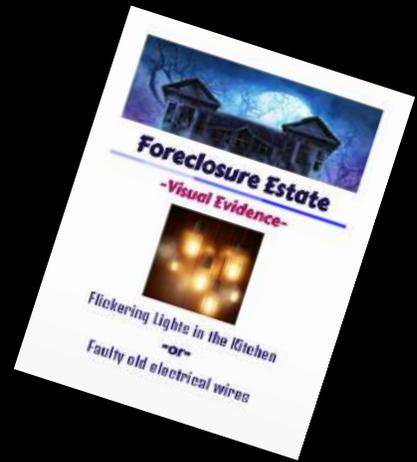


## But beware!

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:



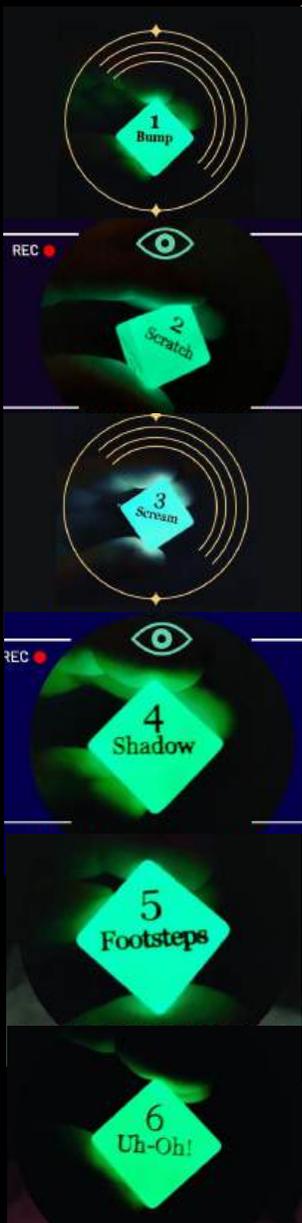
Be the first player to  
prove or debunk 7  
evidence cards

&

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

**SKEPTIC  
VS  
BELIEVER  
MODE**

# Roll The Die & Read the Pip Value



**1 = "BUMP!"**

**AUDIO**

MOVE 1 space  
or PLAY 1 card

**2 = SCRATCH**

**VISUAL**

MOVE 1 space + play 1 card,  
or move 2 or play 2 cards.

**3 = "SCREAM"**

**AUDIO**

MOVE 1, 2, or 3 + play cards  
(total of 3 actions)

**4 = SHADOW**

**VISUAL**

MOVE spaces or play cards  
(total of 4 actions)

**5 = FOOTSTEPS**

**ANY TYPE  
+ STEAL**

Play up to 5 cards, or take 4  
actions + take 1 unsolved  
card from a rival.

**6 = UH-OH! ANY TYPE + BONUS**

Pass hand to the player  
on your right. They play up  
to 6 actions for their gain.

# Spin for Ghost Effects

## GHOST EFFECTS

 **RUN!-**  
**DROP ALL CARDS.**

 **Nightmare-**  
**GIVE 2 CARDS to a rival.**

 **Quack!-** **GIVE UP 1  
SOLVED CARD**

 **FEAR-** **Move BACKWARDS  
1 Site & DISCARD 1  
UNPLAYED CARD**

 **Silence-** **Drop ALL  
audio cards.**

 **Freeze!-** **Give All  
VISUAL cards  
to a rival.**

# 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

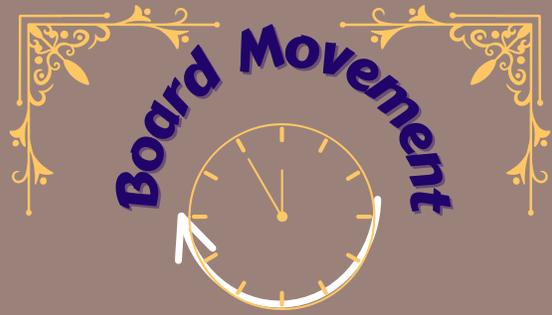


# **RULE #1: Direction**

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



## **Movement**

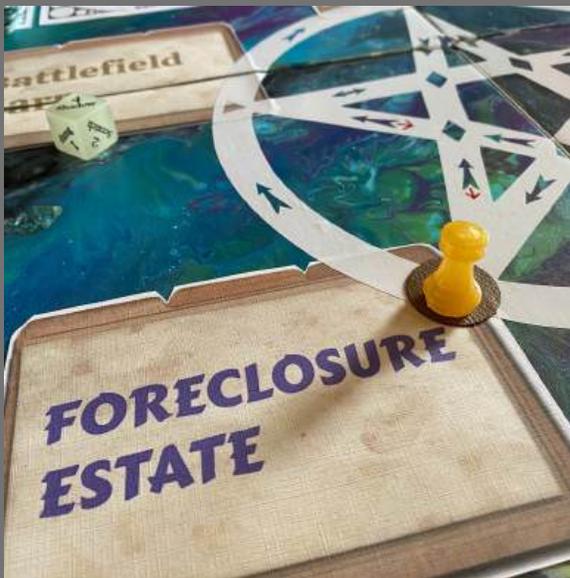


**YOU MUST MOVE CLOCKWISE. AS THE HOURS MOVE FORWARD IN OUR REALM.**

## **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.

Eerie Hills  
Cemetery



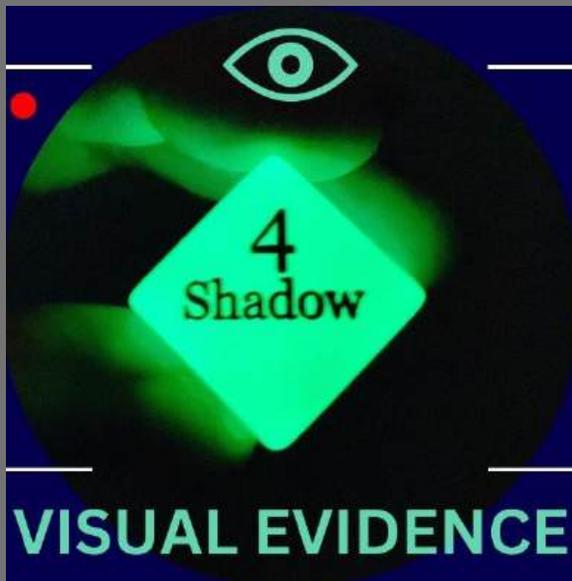
Eerie Hills Cemetery

-Visual Evidence-



A Hooded Figure Wandering  
-or-  
A Gardener Feeling Chilly

Evidence

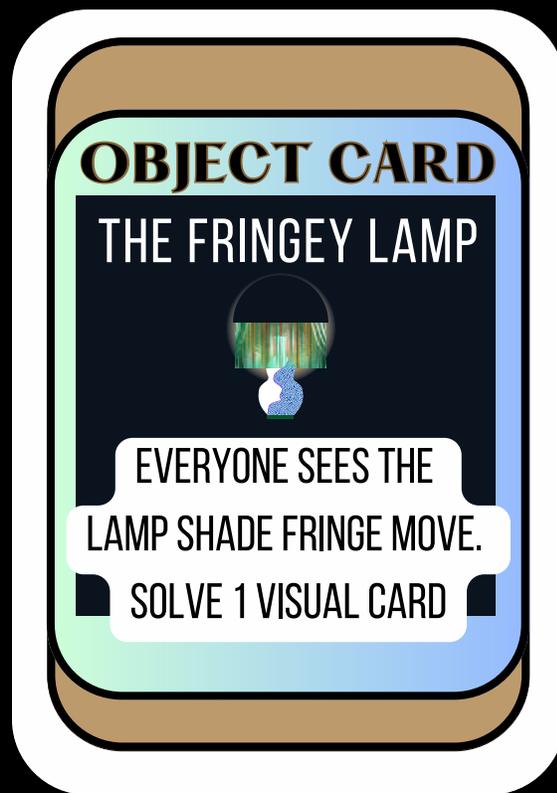
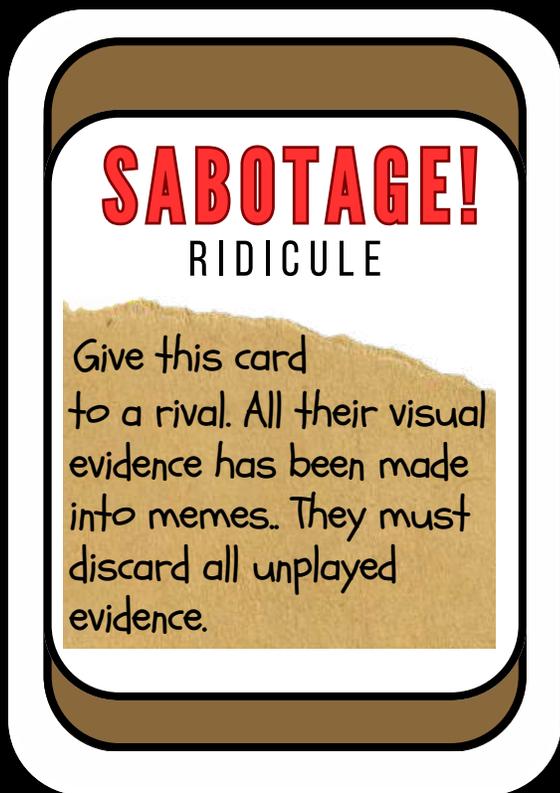


Investigation



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

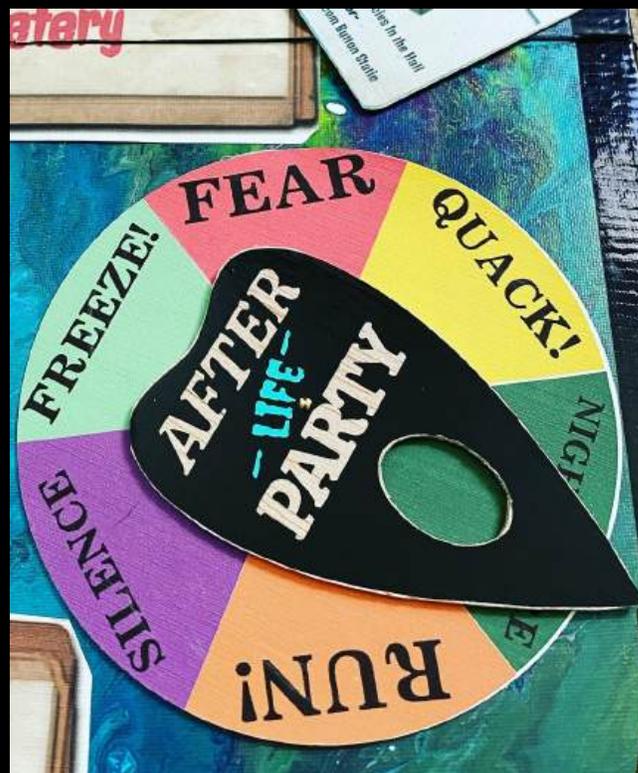
# Object Cards and Sabotage Cards



**Do as the card says.**



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



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

