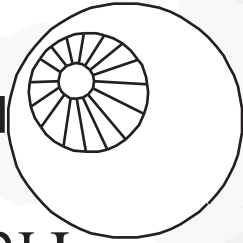


Eyesore Media



Presented By

Necromancer

Main Ruleset

You are inside of a house that was originally used for a social gathering. It has recently been chosen for the Necromancer's game, and the rooms rearranged by his will. The locks have been changed, and many things are out of place. There have even been rooms not part of the house added to make his game even harder.

Setting up-

The game board is divided into a stack of room cards. These cards can be placed using one of the following methods:

Fate: Each card is drawn from a stack as a player exits one room to enter another.

Discovery: Each card is placed upside down, and distributed to create the entire board. As a player exits one room, the room the player enters is then flipped right-side up.

The only two rooms revealed in the beginning of the game are the Entry Hall and Necromancer rooms. The Necromancer room must be accessible only by the All Keys Door. The orientation of all other rooms are negligible, and provide more of a random feel to the game.

All players are to arrange their pawns on and around the X in the center of the Entry Hall for start. Players may fight amongst themselves as to how they will determine who goes first.

Be sure all Tarot Cards are shuffled before the game begins.

Modified Ruleset

Survival Ruleset-

All players agree that the Necromancer chamber is off limits. The first player to exit the house using all seven keys wins.

Hunter Ruleset-

All players agree that exiting the house is not an option. The player that defeats the Necromancer in his chamber room wins.

Last Man Standing Ruleset-

All players agree that the Necromancer chamber is off limits. The game is replayed several times until only one player survives the game. Each player that exits the house before the end of the hour moves on to the next game. Each player that doesn't exit the house cannot play again until the last man is standing alone and exits the house alive.

GM Necromancer Ruleset-

Using any ruleset, the Necromancer is played by a separate player, thus allowing a maximum of ten players in any game. This player takes on the role as game master. They make all final decisions in a dispute, control the Necromancer pawn, and also take control of the undead player pawns as they are slaves to his magic. Any other task not assigned to a specific player is given to the Necromancer.

Uninterrupted Ruleset-

Play any ruleset game without the use of the included video. Time must be observed by a watch or clock when playing. Music is also allowed to give more to the atmosphere, but choose carefully.

The axe square alerts the Necromancer of the presence of a player. If this square is walked across, the necromancer will manifest at this location after the same player finishes their next turn. The Necromancer will then chase the nearest player. *Note: If the Necromancer is chasing a player in the same or adjacent room when this tile is crossed, ignore this rule.*



Tarot Cards offer random events. These events can benefit or hurt the player. Some cards can be used later, while others must be used immediately.



The only key that doesn't have a key square is the seventh key. This can only be received through the Tarot cards or as a gift from the Necromancer. Players that land on squares like this must roll the number on the square. If successful, the player may take the key with the number they rolled. There is no penalty or failure. Players must land on this square, but can choose to forfeit the remainder of their roll to try for the key.



The game must be played within one hour. Players are to gather all seven keys. They then have a choice to either exit the house or to fight the Necromancer in his chamber. To gather keys, you must land on a key square. Players that land on squares like this must roll the number on the square. If successful, the player may take the key with the number they rolled.

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Movement-

A player moves by rolling the die and moving their pawn the number of space rolled. A player cannot move their pawn immediately back into the square they occupied before moving forward in the same turn. A player may, however, move their pawn in a circle, covering the same squares they have traveled before in the same turn. A player cannot end their turn moving less spaces than rolled unless landing on a key square, running into a dead end with no direction to turn but backward, initiate a trade with a player, or if a Tarot card controls your movement.

Trading-

Each player has the option to trade their keys with another player. Nothing else may be traded, unless directed otherwise by a Tarot card. To initiate trade, a player must move their pawn next to the square another player occupies. Both players must agree to the terms of the trade. One player may only offer one key to the other, and the other player may only offer one key in exchange; unless a Tarot card dictates otherwise. A player that is confronted with a trade request may deny any trade, but leaves themselves vulnerable to a duel.

Dueling-

If a player denies another player their request to trade, the player offering trade has the option to duel the player for his key. The attacking player then decides which key he wants to receive from the opposing player and what key he shall wager for it. Both players then take a turn to roll the die. Which ever player rolls highest wins the duel. If a tie is rolled, the duel ends with no winner, and the keys are returned to the places they were originally found.

When a player is killed by the Necromancer, they continue the game as the risen dead. They are not to inform players that they have fallen if asked, and are encouraged to deny their undead status, unless attacking another player. They continue movement as usual, but advance towards other players instead of items. Undead players can ignore all door locks, but are encouraged to use doors they have keys for, to fool players not paying attention. When an undead player attacks a living player, each player takes a turn to roll the die. Whoever gets the highest roll wins. If the undead player wins, the living player becomes an undead player. If the living player wins with a roll of 5 or below, they are given an instant free turn to run away. If the living player wins with a roll of 6, the undead player is vanquished, and ejected from the game. If all players are either ejected from the game or have become undead, the game ends in a loss.

Main Ruleset

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Necromancer-

The Necromancer is summoned by crossing axe spaces. After the triggering player completes their next turn, the Necromancer manifests and chases after the closest player. The Necromancer will vanish if the player is two rooms away from the current room the Necromancer is in, unless there is another player in the same room as the Necromancer. If the Necromancer loses his target and doesn't vanish, he will then choose the closest player to him as his new target. If two or more players are the same distance away from the Necromancer, the one with the most keys will be followed. If two or more players have the same amount of keys and are the same distance away, all players will choose which player shall be followed.

The Necromancer moves the same way as a player. The number of spaces moved is determined by the number of players alive in the game:

- 9 - 7 Players = 1 space each turn**
- 6 - 4 players = 2 spaces each turn**
- 3 - 2 players = 4 spaces each turn**

The Necromancer is moved directly after a player moves their pawn from a dice roll. If the Necromancer is moved next to a player, they then must duel. Any player may roll for the Necromancer. The challenged player then rolls the die. Whoever rolls highest wins. If the player wins, he then moves away the number of spaces rolled. If the player wins by rolling a 6, all undead players are also released from the Necromancer's spell, but all ejected players are still lost. If the Necromancer wins, the player dies and follows the rules for the undead.