



DUSKMOURNTM

HOUSE OF HORROR

COMMANDER PARTY

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SETUP

PLACE THE GRAND HALL TILE IN A CENTRAL LOCATION THAT ALL PLAYERS CAN ACCESS. HAVE EACH PLAYER PLACE A MARKER ON THIS TILE.

SHUFFLE THE REMAINING TILES AND SET THEM NEARBY, WITH BACKS FACE UP. THIS BECOMES THE TILE DECK.

PLAY

TILES HAVE SPECIAL EFFECTS WHEN THEY ARE REVEALED AND/OR FOR OCCUPANTS WHILE THEY ARE OCCUPIED.

ON THEIR TURN, ANY TIME THEY COULD CAST A SORCERY, PLAYERS MAY DO THE FOLLOWING ANY NUMBER OF TIMES.

- 1: MOVE FROM THE TILE YOU OCCUPY ONTO ANOTHER THAT'S CONNECTED BY A SIDE.
- 2: FLIP OVER THE TOP TILE OF THE DECK AND CONNECT IT TO THE TILE YOU OCCUPY. MOVE ONTO THAT TILE. YOU CAN'T ACTIVATE THIS ABILITY IF YOU OCCUPY A TILE THAT'S ALREADY CONNECTED TO FOUR OTHERS.

