

QUICK REFERENCE CARD

OBJECT OF THE GAME

Collect at least one Keystone from each of the 6 Provinces and return Home to face your greatest fear or WIN the game!

START OF GAMEPLAY

Write your greatest fear on a piece of purple paper and place in the "Well of Fears". Take a Numb Skull from The Chosen One and put it in the corresponding numbered groove in the Hub. Start the video.

BECOMING A HARBINGER

Move to any Headstone. If you land directly on the Headstone, pick up the playing piece and the corresponding Character card.

COLLECTING KEYSTONES

Travel through the Provinces collecting at least one Keystone from each Province. Each Keystone gives you a unique power.

RETURNING HOME

Return to your own numbered groove. Roll a '6' and select a fear. If it's not your fear, say NOT! Stop the video - you WIN!



Slab = Character card/Keystone holder.



Hub = Middle of the board.
Where the Numb Skulls start game.
Where the Harbingers return Home.



Province = World of a Harbinger.



Sewer = Underworld of a Soul Ranger.

QUICK REFERENCE CARD

Black Hole = If you land on a Black Hole or are Banished, you must remain there until you are released by The Gatekeeper - or if you have the power to free yourself.



Numb Skull = Starting square for Soul Rangers in the Sewers on The Dark Side of the board. Allows Soul Rangers to Dice Duel with other Rangers, if landed upon. Rangers must move on their next turn, if they have Duelled.



Once you become a Harbinger, landing on certain spaces allows you to perform certain actions:

Keystone = If there is a Key on this space, take it and place it in your Slab facing you. If there is no Keystone, do nothing. Keystones give you certain powers, as listed on your Character card. Collect one of each Keystone and head Home to win the game or face your fear!



Duel = By landing on the Lightning Strike, you may Duel other Harbingers with your Duel cards. Harbingers must move on their next turn, if they have Duelled.



Flight = When you land on the Compass, you may move to any other Compass on the board, if you have the Power of Flight.

