

Escape from Midnight Mansion Cards

Action Cards

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- 1a) Booracell Battery (Defeat a ghost in your room or a room adjacent to you on the same floor. Remove the ghost from the board and take a bedsheet counter.)
 - 1b) Poltergeist Battery (Defeat a ghost in your room or a room adjacent to you on the same floor. Remove the ghost from the board and take a bedsheet counter)
 - 1c) Everdeady Battery (Defeat a ghost in your room or a room adjacent to you on the same floor. Remove the ghost from the board and take a bedsheet counter) // Actually, this brand is dead (ha ha). I still need a cute name for the flashlights though, and a Fraglite probably would go over kids' heads.
 - 2) Fall Back (Turn the clock back an hour)
 - 3) Clockwork Key (If you are in the Master Bedroom, you may turn the clock back 30 minutes)
 - 4) Crystal Ball (Look at the top three cards in the deck of Misfortune, rearrange them in any way you want, then put it back on top of the deck)
 - 5) Lucky Break (Everyone draws an Action card)
 - 6) Secret Passage (Play it in a room that you or another player are in. It acts as a secret passageway.)
 - 7) Surge Protector (Put this card next to Frank. The next time Frank moves more than one space, he only moves one space)
 - 8) Disco Ball (Place this card in a room and leave it there. You may play batteries on top of this card. As long as there are batteries here, no ghosts can appear in or enter this room. Remove one battery at the end of each player's turn. If someone puts in a battery when ghosts are already here, those ghosts are defeated.)
 - 9) Bag of Dead Batteries (You're never certain how to dispose of these, but this probably isn't a bad way. Drop the bag in a room you are in. Whenever Frank moves, he must take a path towards this card. When he reaches this card, discard it. Frank resumes normal movement after.)
 - 10) Too Much Coffee (You gain an additional three actions.)
 - 11) Quarter under the couch. (The witch moves to any room of your choosing and teleports players and ghosts as normal.)
 - 11a?) Sack of Marbles. Drop this in a room. The next time the witch or Frank enters this room, their movement stops. No one loses batteries or gets teleported.

12) Close Call (Play this card to prevent a Misfortune card from taking effect immediately after it is drawn. This card may be played even when it is not your turn and does not cost an action to use.)

13) Feeling Chatty (Play this card immediately when the Witch enters your room or decides to stay in it. The Witch teleports ghosts to a random room, but does not target players.)

14) A Lucky Find (You may draw Action cards until there are five cards in your hand, or everyone can draw one Action card)

15) Hoard (You may draw Action cards until there are five cards in your hand.)

20 Batteries

1 Fall Back

4 Clockwork Keys

4 Surge Protectors

2 Bags of Dead Batteries

1 Disco Ball

2 Too Much Coffees

2 Quarters

2 Sacks of Marbles

4 Close Call

2 Feeling Chatty

2 Lucky Find

2 Hoard

48 cards total

Misfortunes

1) Move Frank 1 space

2) Move Frank 2 spaces

3) Move Frank 3 spaces

6) Spring forward. Advance the clock one hour.

7) 15 Minutes Fast. Advance the clock 15 minutes.

4) Roll 1d20. The Witch travels to this room. If the room has not yet been turned over, she stays put. Any players in a room may be teleported (as a group). Any ghosts in the room may be teleported (as a group).

13) Startled the Witch. The witch teleports to your location. She teleports every player in the room randomly as individuals instead of as a group. She

still teleports ghosts as a group.

5) A ghost appears. Roll 1d20 and put the ghost in the room that matches that number. If the number has not yet been revealed, then nothing happens.

8) Two ghosts appear. Roll randomly for each one.

9) Three ghosts appear. Roll randomly for each one.

15) Possessed. Put a ghost token under your pawn. Other players must spend all of their actions to move into a room you occupy. Players that begin their turn in the same room as you have only one action. You cannot use your flashlight. A player in the same room or an adjacent room on the same floor can use their flashlight to dispel this effect. If that happens, discard this card.

10) Slippery Floor. You must discard all of your cards, or every player must discard a card.

11) The Invisible Man. You must discard all of your Action cards.

12) Pandora's Box. All Misfortune cards are shuffled back into the Misfortune deck.

14) A Bad Feeling. All players discard an Action card.

15) Deja Vu. The Misfortune on the top of the discard pile happens.

8 Frank 2

6 Frank 3

2 Frank 4

1 Spring Forward

4 15 Minutes Fast

16 Witch Moves

1 Startled the Witch

7 1 Ghost

4 2 Ghost

2 3 Ghost

1 Possessed

3 Slippery Floor

1 2 Invisible Man

1 Pandora's Box

2 Bad Feelings

1 Deja Vu

60 cards