

## Frank 2

*Frank the Monster really  
gets a charge out of his  
battery collection*

Move Frank 2 rooms  
closer to the player  
with the most batteries  
that he can reach.

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# Spring Forward

*It's that time of the year again.*

Move the clock forward one hour.

# 15 Minutes Fast

*You'd think someone who could afford mansion could afford a clock that worked properly.*

Move the clock forward 15 minutes.

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# Witch

*The witch takes her job as the librarian very seriously. Is there an overdue book behind you? She'll find out.*

Roll the die. The witch visits that room and teleports anyone inside.

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*The witch takes her job as the librarian very seriously. Is there an overdue book behind you? She'll find out.*

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Roll the die twice. The witch visits those rooms in that order and teleports anyone inside.

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## Witch 3

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Roll the die three times. The witch visits those rooms in that order and teleports anyone inside.

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Roll the die three times. The witch visits those rooms in that order and teleports anyone inside.

## Overdue Book

*You accidentally step on a book. The witch is startled! She heads straight for you.*

The witch immediately visits the room you are in and teleports anyone inside.

## Ghost 2

*This mansion is filled with ghosts. As night draws closer, they start to come out in force.*

Roll twice to place new ghosts instead of once.

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Roll four times to place new ghosts instead of once.

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Roll four times to place new ghosts instead of once.

### Chasing Ghost

*But he followed me home!*

Put a ghost under your pawn. This ghost follows you around.

### Slippery Floor

*Someone should have put up those little yellow signs.*

Discard one of your cards.

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*Someone should have put up those little yellow signs.*

Discard one of your cards.

### Invisible Man

*Hey! Where'd my collection of random junk go?*

Discard all of your action cards.

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Discard all of your action cards.

## Pandora's Box

*I bet there's candy inside.*

Move Frank 2 spaces,  
move the witch once,  
and move the clock 15  
minutes forward.

## A Strange Chill

*You get a bad feeling  
about this.*

All players discard one  
action card unless you  
discard your entire  
hand.

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All players discard one  
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## Deja Vu

*Didn't that just happen?*

The most recently  
activated Misfortune  
card happens again.