#### 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.

## 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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fove Frank 2 rooms loser to the player with the most batteries hat he can reach.

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# Frank 2

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

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

# Frank 2

#### Frank 3

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

Move Frank 3 rooms closer to the player with the most batteries that he can reach.

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rank the Monster really gets a charge out of his battery collection

# Frank 2

Move Frank 4 rooms closer to the player with the most batteries that he can reach.

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

# Frank 4

# **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 a clock that worked properly.

Move the clock forward 15 minutes.

# 15 Minutes Fast

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

Move the clock forward 15 minutes.

# 15 Minutes Fast

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

Move the clock forward 15 minutes.

### 15 Minutes Fast

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

Move the clock forward 15 minutes.

# 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.

Roll the die. The witch isits that room and eleports anyone nside.

Witch

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

witch takes her job as rarian very seriously.

#### Witch 2

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

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

#### Witch 2

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

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

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

# Witch 3

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

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

### Witch 3

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

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.

Roll twice to place new ghosts instead of once.

This mansion is filled with bosts. As night draws closer, ey start to come out in force.

Ghost 2

Roll twice to place new ghosts instead of once.

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

Ghost 2

	Ghost 2	Ghost 2		Ghost 2		
gho.	is mansion is filled with sts. As night draws closer, start to come out in force.	This mansion is filled with ghosts. As night draws closer, they start to come out in force.		This mansion is filled with ghosts. As night draws closer, they start to come out in force.		
	oll twice to place new osts instead of once.	Roll twice to place new ghosts instead of once.		Roll twice to place new ghosts instead of once.		
Ghost 2		Ghost 2		Ghost 3		
This mansion is filled with ghosts. As night draws closer, they start to come out in force.		This mansion is filled with ghosts. As night draws closer, they start to come out in force.		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.		Roll twice to place new ghosts instead of once.		Roll three times to place new ghosts instead of once.		
	Roll three times to place new ghosts instead of once.	Ghost 3  This mansion is filled with ghosts. As night draws closer, they start to come out in force.		Roll three times to place new ghosts instead of once.	This mansion is filled with ghosts. As night draws closer, they start to come out in force.	

	Ghost 3	Ghost 4		Ghost 4					
ghosts.	nansion is filled with As night draws closer, art to come out in force.	This mansion is filled with ghosts. As night draws closer, they start to come out in force.		This mansion is filled with ghosts. As night draws closer, they start to come out in force.					
place	three times to e new ghosts ad of once.	Roll four times to place new ghosts instead of once.		Roll four times to place new ghosts instead of once.					
Chasing Ghost		Slippery Floor		Slippery Floor					
But he followed me home!		Someone should have put up those little yellow signs.		Someone should have put up those little yellow signs.					
Put a ghost under your pawn. This ghost follows you around.		Discard one of your cards.		Discard one of your cards.					
	Discard all of your action cards.	Invisible Man Hey! Where'd my collection of random junk go?		Discard all of your action cards.	Hey! Where'd my collection of random junk go?	Invisible Man			

# A Strange Chill A Strange Chill Pandora's Box You get a bad feeling You get a bad feeling I bet there's candy inside. about this. about this. All players discard one All players discard one Move Frank 2 spaces, action card unless you action card unless you move the witch once, discard your entire discard your entire and move the clock 15 hand. hand. minutes forward. Deja Vu Didn't that just happen? The most recently activaed Misfortune

card happens again.