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EfMM Playtest Notes
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Start with 3 cards, then have a max of 5?
Idea: Maybe the witch doesn't activate in a specific room. She just shows up
as soon as she's rolled for.

Consider having Flip efefects end movement
Master's Bedroom: Change Enter to Flip

Consider having tghosts ignore floor barriers

Consider having frank ONLY go after players with batteries. Maybe the
dumbwaiter's a hiding place for them.

Reintroduce a card that'd have extra dumbwaiters or secret passages

Add a dubmwaiter to the master bedrooM?


Witch and Frank are on the board. Only one ghost. It's 3:00 and each player
has just one card. The entire mansion has been explored.



Deja Vu and Possessed together are an unfortunate combo that can put the game
in an unwinnable state if the players can't flashlight others.

Consider how the Witch can separate the possessed?

Frank, if drawn, tends to get Batteries VERY easily. Is this okay?

What are the players DOING if there aren't ANY ghosts on the table?
4:15, no ghosts, both players posesssed, witch and Frank are out.
Halting test. All rooms are explored and there is no direction.
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Idea: Roll every turn to see if ghosts come out.

Consider reducing the battery supply if sheets become too easy to get


"You can shine a flashlight on a room you can enter" as possible rewording.

3, and the players have 3 sheets. Downstairs completely explored, witch
active. One active ghosts. Upstairs not explored at all.

What to do if a player starts in a room with Frank or the Witch and they
havent moved?

Frank 4 is too fast? Maybe define Frank has having actions. It takes an
action for him to take a battery except when he's revealed.

Consider rewording the Dumbwaiter.
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For ghost cards, consider "You roll <x> times for ghosts instead"

What do you do when you have too many cards in your hand and no batteries?

Consider having the witch "Hop" multiple times.

4:15 al rooms explored. Player shave 4 sheets.

Reduce the numbers of Too Much Coffees. Its utility is limited. Or nerf it a little. Overkill.

Maybe a new card to reroll the ghost die. Or prevent it altogether

The ghosts have no way of cblocking the rooms that are ACTUALLY important. It's still too esay to get around. Maybe every hour, one ghost sshows up in either the Upstairs hall or the Foyer?

COnsider havinv Frank or the witch "activate" when a player enters the room? Maybe not. Maybe just if they stay in the room.

4:30. 11 ghosts on the board, players have 4 sheets.

Expansion Idea: Specific characters, "Character ain't afraid of no ghosts". Can move one square into a ghost-occupied room if that is the ONLY thing he does that turn

Maybe players can discard cards for free.

Consider adding specifics doors to the Foyer and maybe the upstairs hall. No real choke points.

Storage closet: Maybe draw one action card for free?

Posession: Maybe word it so that the ghost is played under you, and it follows you around.

Idea: Maybe "If you run out of ghost otkens, the game is over" and ghosts are returned to the main pile when defeated

6 PM: All rooms revealed. 7 sheets. 17 ghosts on the table.

Surge protector: JUst cancels Frank's movement

Too many clockwork keys

Game ends at 7:15. Players did not hand items off to each other or use any time-delaying tricks. 21 ghosts on the field.

Considerations for more players: More chances ot hand items off. MOre items between all of them. Rooms are discovered quicker. Ghosts and bad events occur more frequently. Witch has a better chance of landing on a player.

Considering bumping the sheets needed up to 13.

Consider making the players take the time to actually tie the sheets
together. Actually, I dont' think this'd add anything tot he game.

To facilitate trade, consider letting players give cards without spending
actions.
Reinstate the the thing about exploring stopping movement.