

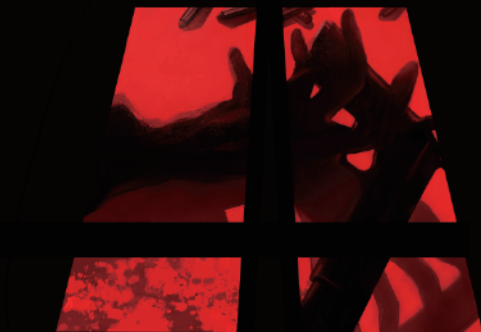


APOPHENIA

— HORROR — HUNT —

HUNTER'S GUIDE





Greetings Hunter...

Welcome to a world of darkness and unimaginable Terrors.
You're a bold one to dare and delve into the nightmare of
the unknown.

You have guts, that's a good start.
Let's hope they'll stay inside of you.
We needed new blood in this work. The world needs it.
The sacrifice of the few shelters the sanity of the many.

Let us teach you the ropes and guide you through the dark.
We are in this together after all.
Or are we?...

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1. Discard Pile

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SET UP

Separate Cards by type and take the tokens out of the punchboard.

(Set up is the same for any number of players)



Event (x34) Item (x16) Horror (x12) Start (x1) Player aid (x4) Tokens (x4)

Place "Start".

Each player chooses a colored Token and places it on top of the Start card. These player tokens represent you and will be your pawns throughout the game.



Take the Player Aid of your corresponding color and place it in front of you on the **Core** and **Special Actions** side. The flip side will be useful later in the game. The rest of the tokens and aids are removed and placed back into the box.

Take all of the item cards and shuffle them. The item deck is now ready.



Take the horror cards and flip them so that each Horror is visible.



Note: Starting Horrors

If this is your first hunt, we recommend that you only use the horrors with this symbol: ✘

There's one of each type:

Specter / Wight / Imp / Skin-walker.

As you get more hunting experience, you may add the next 4 horrors:

Revenant / Shtriga / Lamia / Werewolf

Followed by the last and most complicated group:

Shade / Ghoul / Demon / Banshee

After you get accustomed to the game, you may completely remove the Starting Horrors ✘ from the equation to play the game at the intended difficulty.

Shuffle the 4 of them together to form the Horror deck. Skip to the event shuffling phase.



*Undead
Spirit
Shapeshifter
Fiend*

Undead

Fiend

Shapeshifter

Spirit



Divide the different Horror types into separate piles.
Flip them again and shuffle each pile.

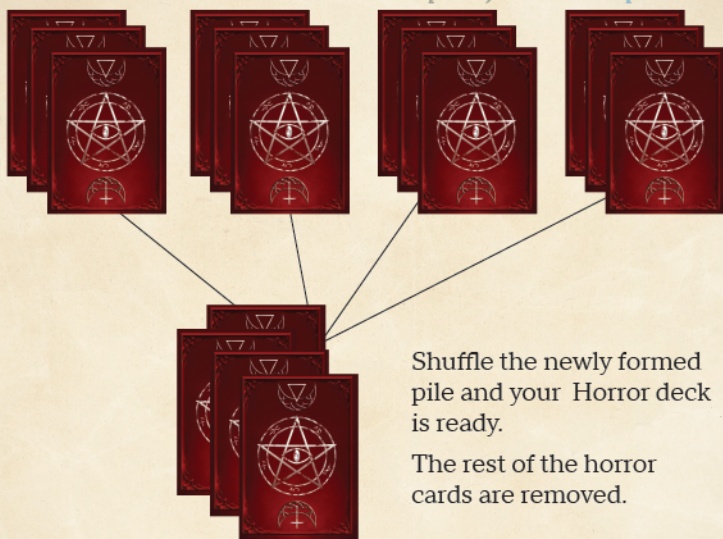
Randomly take 1 Horror card from each pile
and put them together:

Undead

Fiend

Shapeshifter

Spirit



Shuffle the newly formed
pile and your Horror deck
is ready.

The rest of the horror
cards are removed.

Take all the event cards and flip them:



Find the encounter
cards and separate
them from the rest.



The encounter cards dictate when you are attacked by the Horror you are hunting! These cards return back to the deck and their number dictate the difficulty level. For the normal difficulty we recommend you keep 2. You can play with more Encounter cards according to your preferred difficulty.

Put away the rest of the encounter cards as they won't be used.



Flip the rest of the Event cards and divide them into piles equal to the number of the encounter cards used, **plus 1** (in this case 2 encounters + 1 = 3 piles). The number of cards in each pile should be approximately equal.



Shuffle an Encounter card into each pile (This leaves 1 pile without an Encounter).



Place each pile with an Encounter on top of the other. Finally shuffle the encounter-free pile, and place it on top. This ensures that you won't draw any Encounter early on the hunt.

The Event deck is ready!

Setup is now complete!



THE DECKS

Event deck



Use this deck..

Item deck



..to find these cards..

Horror deck



*..to identify
and defeat the
bottom card
of this deck.*

CARD ICONS:

Important:

-  Connection
-  Obtainable Item
-  Passage
-  Closed Side
-  Open Door
-  Closed Window
-  Open Window

Other:

-  Interior Area
-  Exterior Area
-  Rural Area
-  Narrow Area
-  Repelling
-  Attacking
-  Vanquishing
-  Unveiling
-  Common
-  Inspiration
-  Special
-  Room

CARD GAME TERMS

Draw: Draw a card from the deck and add it to your hand.

Discard: Place a card from your hand into the discard pile.
(if there's no discard pile, create one)

Pass: Leave a card face-down in front of another player.

Pick Up: Pick up a card that has been passed to you.

Reveal: Flip a card so that it's visible to all players.

Revealed Horror cards stay revealed on the table until the end of the game.

Turn: The game is played in turns; each player takes a turn
in a clockwise manner.

Turn Player: The player who is currently taking their turn.

TURN PHASE ORDER:

1. Beginning of the turn (certain abilities resolve here).
2. Pick up phase: Pick up any cards passed to you and add them to your hand (skip during the 1st turn).
3. Event phase: Draw an event card.
4. Resolution phase: Resolve all the Encounter and passed Strike cards that are in your hand.
5. Action phase: Take any action in any order.
6. Mandatory interaction: If you didn't move during your turn, or if you are at an area with another player and haven't Interacted, then you have to Interact before ending your turn.
7. End phase: End your turn.

CORE ACTIONS

(Each Core Action is available once per turn.)

Move: Move your Player Token from one Area to another connected Area.

Place (Area): Connect an Area from your hand to the Area you are at or atop an adjacent Passage.

Place (Passage): Connect a Passage from your hand to the Area you are at.

Open/Close: Unlock or lock an Area/Passage to move through it by discarding 2 cards, by using an Attack or by using a Key.

Obtain (an item): Discard 1 card from your hand to take an Obtainable item from an Area and add it to your hand.

SPECIAL ACTIONS

Use: Openly use a card from your hand. After use, a card is discarded. You can use an unlimited number of cards in a turn.

Regain: Most actions are available only once per turn. Regain an action by discarding 1 card in order to take it again. Available unlimited times per turn.

Interact: A way to get new cards. This action can only be taken once per turn and cannot be regained.

-Interact with a player: Pass 1 card to a player at your area, then draw 1 Event card or have them pass you 1 card from their hand.

-Interact with the area: Discard 1 card from your hand and then draw 1 Event card.

You can only Interact once per turn, be it with a player or with an area.

Last Will: A Dead Player ability. Pass a card to any player on the field. Usable only once per game unless Regained by discarding 5 cards.

Sign: A Dead Player ability. Place an Area from your hand anywhere on the field or Open/Close any passage. Usable only once per game unless Regained by discarding 5 cards.

HOW TO PLAY

GOAL OF THE GAME

The players are hunters of the supernatural, tasked to explore a certain location, said to be a Horror's hunting ground. The Hunters must then Unveil the Horror's identity and Vanquish it once and for all. If the Horror is Vanquished, the Hunters win the game. If all the Hunters die or become Corrupted (see later), the Hunters lose and the Horror side wins.

EVENTS

All Hunters begin play from their car, the **Start Area**. Every turn, they draw cards from the Event deck, where they find **Areas** (yard, bedroom, alley, stairs etc) and **Passages** (windows, doors) that they have to fittingly connect with each other. This way they create the board upon which they are able to move. They may also draw **Inspirations** (ability cards) or an **Encounter** (triggering a Horror attack).





ITEMS

Inside the **Areas** the hunters can obtain **Items** (each area has its own item count). Among the items, they may find **Clues (evidence)** that help **Unveil** the identity of the Horror, **Repelling** tools that protect against them and **Vanquishing** tools to defeat them, and win the game. They may also find **Common** tools (key, crowbar etc) that help in a variety of situations.

HORRORS

Whenever a Clue is played, the top Horror card is revealed (flip it in a separate pile). This creature and type is something you are NOT hunting. what you are hunting is the bottom card of the deck. Each Clue excludes a type of creature and helps you deduce the remaining ones.

When 3 Clues have been played or when **all players have seen it**, the Horror is **Unveiled** (flip the horror deck).

Bad news: it is probably stronger now as it has additional abilities.

Good news: You can now Vanquish it with the suitable means and end this nightmare!



Important: The Horror Deck is **never** shuffled again after setup! Keep the face-down Horror cards in the same order throughout the game.

NOW YOU CAN START PLAYING!

Before the game begins, choose or randomly determine which player goes first. All players, in clockwise turn order, draw a card from the item Deck. This is their starting hand.

Don't reveal your card to the other players!

Note: No Spoilers!

Your hand and any cards you find are secret throughout the game and should not be -directly or indirectly- revealed to the other players.

The 1st player starts playing. At the beginning of their turn the turn player draws an event card.

CARDS YOU MIGHT DRAW AND WHAT TO DO WITH THEM



Area



Passage



Inspiration



Encounter

We will get to that later because you did not draw that one yet. If you did, then the Event deck was not properly shuffled.

PLACING AREAS



Area



Passage

Each turn, you may place
1 Area and **1 Passage**.

Check the card's connections under the “connections” tab. If it includes “Start”, it can be connected right away.



To save you some trouble: both Passages (Door, Window) are connectable to the “Start”. The connectable areas of the core game are the yard, external stairway, woods, alley. More can be connected through a commonly connectable passage.

Note: Connecting Areas

To connect an area or passage, you have to be at the area you are connecting it to. You cannot place it anywhere on the field.



AREA



Connect any side you want as long as there are **arrows** facing each other on both of the connected cards.

If there is a lock icon  on one of the sides follow the instructions on the card to determine whether it's closed or open when placed.

PASSAGE

Always connect it so that it's closed   side faces the Area you are at. You cannot pass through them unless they are opened  . To open a passage check the instructions on the bottom of the card.



WINDOW

You can place an area connectable to the window on top of it right away since you can see it through the window. You have to open the window to access it though. Remember that windows can only connect external to internal areas.

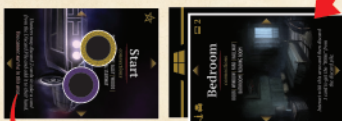
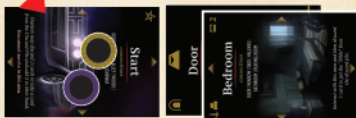
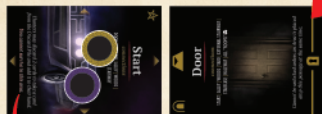
DOOR

You can't peek behind the door. An area **must** be placed while the door opens. When you open it immediately put an area connectable to the door behind it.

HOW TO OPEN PASSAGES AND CLOSED AREAS

- Use an attack (strike, iron crowbar, gun, etc. Any card stating that it can be used as an attack )
- Discard any 2 cards.
- Door only: Use a Key

When you open it, immediately rotate the card to the “open” side.



Note: Area Abilities

Areas can have abilities (listed on the bottom of the card) and limitations. The Area abilities can be used by any player on that specific area. The Area limitations (for example, +1 card to survive) also apply to players anytime they are in that specific Area.

You can close an Area or Passage the same way you can open it. Discard 2 cards, use an Attack, use a Key (Door only). You may close a Window freely from an Interior Area.

Note: Passages between Areas

The placement remains flexible during the game!

If a passage is placeable between 2 areas then you can connect it between them even after the areas are placed. For example, the Bedroom is connected to the Reading Room on the field. You can still place a door between them and lock the area.



*Inspiration
card*

INSPIRATION

These are ability-like cards. Use them right away or keep them for later. All of them have 2 separate effects to choose from, and usually get more useful as the game progresses. There are 5 in total in the core game.

IF YOU PLACE AN AREA

Look at the top right corner of the Area card. If you find this symbol:  with a number next to it, then this Area contains Obtainable Items and the number indicates the quantity. When placing the area, also take that many cards from the top of the Item deck (without looking at them) and place them next to the area. Some areas may have an asterisk next to the quantity. In that case follow the text on the card for the obtainable item placement.



MOVEMENT

If the Area you are at is connected to another open area you can now move to it! To do so, pick up your Token and place it on the next area card. Normally you can only move once per turn.



Note: Narrow Areas and Interaction

Some areas are too narrow to fit more than 2 players adequately. If a Narrow Area has more than 2 players at any given time, any player who wants to leave the Area must first interact with the area. Dead players do not count towards the Area limit.

OBTAINING ITEMS

During your turn, while you are at an Area you can freely take a look at its Obtainable items (exemptions apply) If you wish to take an item, you can do so by discarding **any** card from your hand.



Whenever you discard or use a card, it goes to the discard pile. The discard pile is common for both Event and Item cards, for all players to use and any player can freely look at it at any time.

But what items are good to have, what do they do and what should you take?

THE ITEM CARDS

There are generally 4 types of item cards:

Key



Use this Item to open or close
an Area or Passage.

You may discard this Item to Obtain
2 Items from an Area instead of 1.

COMMON TOOLS

Keys, crowbars, etc. Can generally be used to perform various tasks and have some unique abilities but they offer no protection whatsoever from the Horror should it attack you.

REPELLING TOOLS

Also called Repellents, You need these to protect yourself from the Horror! Each one can protect you from different certain types of Horrors (which are listed on the card). It's a good idea to take them and prepare yourself. As the game progresses you'll be able to deduce which ones are or aren't useful based on the clues you find about the Horror's type or what repellents other players have used to fend it off.

Cross



Discard 1 card to use.
Repels Vampires, Spirits
and Undead
upon use.

Silver Dagger



Anytime an Unwielded **Shapeshifter**
in range gets Attacked or Repelled,
you may instantly Use this
Item to Vanquish them.

You may discard this card to use
a Strike from the Discard Pile.

VANQUISHING TOOLS



These are the **key to winning** the game. Each type of Horror can be vanquished in a specific way (see the back of your player aid for more info). Finding the suitable vanquishing mean for the specific Horror you are hunting brings you one big step closer to victory.



SPECIAL ITEMS ☆

This type of cards are..special!
The Clues are special items used as evidence. A Dead body is a special item and can be used either as evidence or for Vanquishing Spirits.

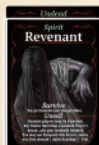
PLAYING A CLUE OR A DEAD BODY

Finding evidence is an essential part of the game where you are trying to understand what kind of Horror you are fighting and prepare accordingly.

When you use such a card **remove it from the game**. It does not go to the Discard pile. Place it on a separate pile away from the rest of them. Evidence can be used only if the Horror is not already Unveiled (meaning the entire Horror deck is flipped and the bottom Horror known to everyone). When using a Clue or Dead Body like that, take the top card of the horror deck, flip it and place it beside the Horror deck.



*Removed
Clue card*



*Revealed
Horror pile*



Discard pile

This will tell you what type of Horror you are NOT hunting. If a Spirit is revealed then the Horror of the hunt can be any other type besides a **Spirit**. This leaves us with the possibility of: **Shapeshifter**, **Undead** or a **Fiend**. In that case you know that a card like the Salt is less useful since it only Repels Spirits. Also there is an increased probability of needing a card like the Bible, the card that Vanquishes Fiends.

The Horror gets automatically Unveiled when 3 clues have been used or when all players have encountered it. Some Repelling tools are also Unveiling tools, and instantly Unveil the Horror the moment they are used to repel it. Flip the entire Horror deck so that the bottom Horror -the one you are hunting- is visible.



*Removed
Clue card*



Unveiled Horror



Discard pile

Read the "Unveil" Section of the Horror to see the additional abilities it now gains.

INTERACTING WITH PLAYERS

If you want to let any other player know what you have in your hand, then you can trade cards through **Interaction**.



To Interact with a player, on your turn, pass a card from your hand to that player. The card is placed **face-down** in front of that player. In return that player can give you back one of their cards in the same manner.

Note: Passed cards

When a player passes you a card, **don't pick it up** right away! A passed card remains face-down in front of a player, and it can only be picked up at the start of their next turn, during the Pick up phase. If there are more than one passed cards in front of you, pick them all up together.



Note: Interaction and range

To Interact with a player you need to be in range (at the same area as they).

Alternatively you can draw a card from the event deck after passing a card. You can pass and receive items or events to and from a player. The card you receive does not need to be of the same type as the passed card.

Note: Range

“In range” generally means at the same area. The same goes for a player’s hand: if a player is in the same area with you, that player’s hand including any drawn or picked up encounters are also “in range”.

INTERACTING WITH AN AREA

Instead of Interacting with a player, you can interact with the area you are at by discarding a card from your hand to draw a card from the Event deck. Some areas have abilities that give you special benefits for interacting with them.

Interacting is usually mandatory.

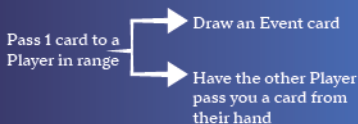
If you didn’t move this turn or if you ended your turn at the same area with another player, then it is mandatory to interact before ending your turn. You can also willingly Interact with a player or an area at any time before the end of your turn.

—What if I do not have any cards in my hand?

Then you do not have to interact or move.

Important: You can only interact once per turn whether it is with a player or an area.

Player Interaction



Area Interaction



Example:

Sam wants to end his turn at the same area as John. Sam hasn't spent his interaction yet so he must interact before ending his turn. He asks John if he wants to trade any cards. John refuses to trade, so Sam passes John 1 card from his hand and then draws 1 event card. Sam then ends his turn.

REGAINING ACTIONS

You can repeat any of your spent Core actions by discarding a card from your hand. This is a special action called Regain.

The only action that cannot be regained is Interacting. By using the Regain action, you can discard a card to move again, another one to place another area, one more to discard a card and Obtain a second Item and so on. Our advice though is to do this sparingly and only when necessary because you generally need to have cards in your hand.

OTHER ACTIONS

You can freely use as many cards from your hand as you want and you can freely use Area abilities (written on the bottom of the area cards) while you are at that Area. At the Start for example, hunters can discard any 2 cards from their hands to get any 1 card they want from the discard pile.

Note: Instant effects

Any card stating “instantly” has to or can be used at any time and moment; even on another player’s turn, before the event draw phase, etc. If multiple instant actions are made then the last one takes priority.

ENDING YOUR TURN

When you chose to end your turn then it’s the next player’s turn, clockwise. That player firstly picks up any passed card(s) they might have and adds them to their hand. They then draw a card from the Event deck. All players have the same actions (move, place, interact, obtain item, open/close, use cards, use area abilities, etc. All of them are listed on your player aid).

HAND LIMIT

The hand limit is **6 cards** at the end of your turn. You can have as many cards as you like during your turn but you have to end with 6. If you end with excess cards, discard as many as you need until only 6 remain.

Note: Rules priority

If there is a conflict in the rules and a card’s text, then prioritize the card.

ENCOUNTERS

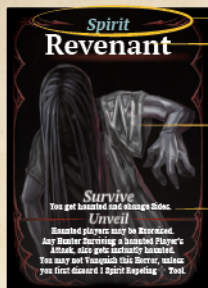
Whenever you draw (or pick up) an encounter card, declare to the other players that an “Encounter” occurs but do not show the encounter card to the other players. Then, pick up the Horror deck and -you alone- look at the bottom card. **This is the Horror that attacks you and the one you are hunting.** Read the text above the “Unveil” section to see its current abilities. If the Horror is already Unveiled (meaning that either 3 clues have been played or that all players have seen it), then all of its “Unveil” abilities apply. Some ability effects take place instantly at the moment the Horror is Unveiled!

YOU HAVE 2 WAYS OF RESOLVING AN ENCOUNTER.

Declare your choice to the other players:

REPEL THE HORROR

Look at the Horror’s type. This is indicated at the top of the card. There are 4 types: Undead, Shapeshifter, Spirit and Fiend. Then look at your hand to determine if you have any Repelling tool suitable for that type. If yes, Use that tool to Repel it! If the Horror is repelled it leaves you...for now. The Encounter card gets **shuffled back** into the Event deck. Careful! As the deck thins out the Horror will start attacking relentlessly!



type
name

appearance

abilities



Important: Don't forget to also check the Horror's abilities! There may be further requirements in order to repel it (like number of cards in your hand).

SURVIVE THE HORROR

If you are not able to Repel the Horror or if you just prefer not to use a Repelling Tool, then your other option is to Survive. To do so discard any 2 cards from your hand and move 1 area away (the direction is up to you) You now avoided the Horror's attack but since the Horror was not repelled it does not necessarily leave: If there was any other player in range (at the same area as you) when you resolved the Encounter, then the Encounter card is passed to that player and they must pick it up on the start of their turn. If there were multiple players, then pass it to the next one in the turn order. If you were alone, it gets shuffled back into the event deck.

Congratulations! You survived, but you may now be suspected as a Corrupted player. Some horrors can take you on their side during the course of the game. This can happen secretly when you survive the horror instead of repelling it. Now it's up to you to prove that you can be trusted and up to the other players to determine whose side you are on.

— **Does surviving spent my core movement action?**

No! You can still use your move action to move again or stay in place. Either way, you are considered to have already moved for the turn and don't need to Interact.

— **What if I'm not able to move when Surviving?**

If there is no open area for you to move into, then you cannot survive and you are instead killed by the Horror.

— **Can I choose to not Survive?**

No. If you can survive then you must survive!

— **Can I discard an Encounter card to Survive?**

An "Encounter" card is a special kind of Event card. It is never considered to be "in your hand" and for that reason it does not count towards the number of the cards in your hand. It also cannot and under any circumstances be discarded. It always returns to the Event deck.

Important: Remember to also check the area's abilities! There are areas where you can't survive (like the "Start"), areas where you cannot repel and areas that may require additional cards for these actions.

PLAYER DEATH

If you cannot Repel or Survive the Horror encounter, then you die! Flip your player token to the skull side to show that you are now dead. The death of a player also acts as evidence and reveals information on the Horror type. (After you die from an Encounter, you must flip the next Horror card as you would when using a clue).



Important: Getting killed by a player attack does not count as evidence.

Dead players are still in the game! You still draw Event cards at the beginning of your turn. You cannot initiate an Interaction with another alive player but the other players can come and Interact with you. You interact normally with other dead players even if they are not in range. You cannot move or use card or area abilities.

You get 2 special actions, that you can take during your turn. These actions can normally only be done once per game but they can be regained. You can use both of them on the same turn even if it is the turn you died.

Last Will: You can pass any one card from your hand to any player even if they are not in range.

Sign: You can take a single action to influence the field. This means that you can place an area, place a passage, open/close an area or passage already on the field.

Regain: If you have spent your Last Will and/or Sign, you can Regain one of them by discarding 5 cards. A Dead Player can use this special Regain as many times as they like but they can only Regain one of these spent actions at a time.

Dead players act on the Hunter side (with some exceptions), and they try to help the hunters from the other side. Since this game is a co-op game, if the other Hunters win, the Dead players also win!

Important: Connection requirements and restrictions still apply when using Sign; For example a Dead Player cannot connect the Secret Room without first discarding 2 Inspiration cards.

—What if a Dead Player draws an Encounter card?

If the player died during this encounter's resolution, then the Encounter gets shuffled back into the deck. If the player is already dead and they draw an Encounter, then it depends on whether they are alone or not. If there is no alive player in range, then the Encounter is shuffled back into the deck. If there is an alive player in range, the encounter has to be passed to that player. If there are multiple alive players in range, pass it to the closest in turn order.

Note: Dead Players and passing Encounter cards

To pass an Encounter card place it face-down in front of the player for them to pick it up on the start of their next turn. This is not an interaction, so the other player doesn't give you any of their cards.

CORRUPTED PLAYERS

If you switch sides, you now play on the Horror's side and you win if the Horror wins. Your goal is to kill or corrupt all the other players. Corrupted players must always play on the Horrors best interest. You can sabotage other players, bluff and pretend you are on their side. You can also openly attack them if they are vulnerable; it's up to you to judge how to handle each case depending on the situation. When the Horror is Unveiled you are now a confirmed Corrupted player and some times you may also get extra abilities. Some Horrors have special abilities that apply instantly when unveiled and some of them may corrupt players. In that case that players are instantly considered to be confirmed Corrupted players.



UNIVERSAL SPECIAL ACTIONS FOR CORRUPTED PLAYERS

-You can keep Encounters in your hand instead of resolving them, but you still cannot discard them. You also don't have to declare that you drew an Encounter. You can still resolve them normally in order to bluff but you can only Survive them.

- You can Backstab players (see p.37 "Attacking Players").
- You can willingly **pass Encounter cards to other players through Interaction**. This way you can force Hunters to encounter the Horror.
- You can reveal and shuffle encounters from their hand back to the event deck whenever they choose.
- You **cannot keep in your hand items that Vanquish the type of Horror you are currently serving**. You have to pass them or discard them as soon as possible.

Some Corrupted players are considered to be Horrors, and therefore **need be Vanquished** like the Horror of the hunt does. In this case, normal attacks against them are automatically negated.

For example: A charmed player is still a human charmed by an entity. A player turned by a Werewolf is a Werewolf and has to be Vanquished as such with a Silver Dagger.

ATTACKING PLAYERS

Both Hunters and Corrupted players may attack someone by openly using an attack against them. The defending player can then:

- Negate** the attack by using an Attack of their own (this doesn't count as Surviving or Repelling an attack).
- Survive** the attack (using the same rule-set as when surviving the horror).

-**Repel** the attack. Confirmed Corrupted player attacks can be repelled by the same tools that can repel the Horror that corrupted them. After getting repelled, you are forced to move one area away, if you are able to. If you are a Horror and you are attacked, but not Vanquished, simply state that the attack is negated.

-You can **Backstab** players by passing a “Strike” event card to Hunters in order to secretly attack them.

The player receiving the Strike card has to act like they’ve got an Encounter card and resolve it in the same manner. After it is resolved, the Strike card is shuffled back to the Event deck as an Encounter card would.

Note: Confirming player side

You cannot Backstab someone unless you have personally confirmed that they act on the opposing side. Corrupted players know who is a Hunter by default, but Hunters must have seen the Horror first in order to know who is Corrupted.

INTERROGATION

You can use a repellent on a player to interrogate them. The player has to tell you if the repellent has any effect on them. If it does then this counts as a clue. If the repellent was an Unveiling Repellent then the Horror is Unveiled.

You have to state that the action you are choosing to do with the item you are using is that of the Interrogation. This way a “Handgun” is an Interrogating tool and not an attack. The player then, will only be Interrogated, and not repelled at the same time.

Note: Playing your part

You are always obligated to play at your current side's best interest, whether it is the Hunter's or the Horror's side!

EXORCISM

Sometimes, after the Horror is Unveiled, you may be able to use a Repelling tool to turn Corrupted players back to the Hunter side. This is called an Exorcism and it has the same restrictions as an Interrogation (you cannot perform an Exorcism during another player's turn or when you are being attacked).

Important: Players may only use Interrogation or Exorcism as an action during their turn and only outside of combat.

REPELLING A PLAYER OUTSIDE OF ATTACKS

You can use a repelling tool of the Horrors type on a **confirmed Corrupted player** in order to drive them away or Vanquish them during your turn. You have to state that you use the item to "Repel" in order to do so. If the tool can also do other things (such as be used as an attack) then you have to choose one of them. You can't repel and attack or interrogate at the same time. As mentioned, the repelled player has to instantly move an area away if able to.

VANQUISHING A HORROR

In order to vanquish a horror you first need to find the suitable Vanquishing tool for the corresponding type. You can also find the requirements on the back side your Player Aid. Once you have the Vanquishing tool, you also need to have the requirements it states on its card in order to perform the vanquish. Horror players need to be vanquished too! They are Vanquished in the same manner as the Horror:

Important: Horrors can only be Vanquished after they are Unveiled!



Shapeshifter

Vanquishing tool: **Silver Dagger**

Additional Requirements: Use a repellent or an attack when anyone in range draws an Encounter or when a Corrupted Horror player is in range.

Undead

Vanquishing tool: **Stake**

Additional Requirements: Use a repellent AND an attack when anyone in range draws an Encounter or when a Corrupted Horror player is in range.

Fiend

Vanquishing tool: **Bible**

Additional Requirements: discard any 4 cards (repellents of any type count as 2 cards each) when anyone in range draws an Encounter or when a Corrupted Horror player is in range.

Spirit

Vanquishing tool: **Grave** (Event card)

Requirements: discard 2 cards while in the "Grave"

SPECIAL: Under certain conditions, the Dead Body can be used instead of the Grave. You do not need to draw an Encounter in order to Vanquish a Spirit. You can use the Grave or Dead Body at anytime after the Horror is Unveiled.

You can Vanquish an Undead, Shapeshifter or Fiend Horror during another player's turn. If that Player is in range when they resolve the Encounter and full the requirements! You can team kill it and win together!

Example: Jo encounters an Unveiled Werewolf in the yard. She uses a Repellent against it. Sam is also in the yard and has the Silver Dagger in his hand. He can instantly use the dagger to Vanquish the Horror that Jo repelled.

——I've Vanquished the Horror but there are still Corrupted players in the game.

If the players are Humans they return to the Hunter's side and are not under the effect of the Horror anymore. If they are Horrors they must also be vanquished! If the initial Horror of the game is Vanquished, players of both sides can keep Encounters in their hand and use them as Attacks. When played this way, they are not resolved as Encounters but they still return in the Event deck.



DAYBREAK

If at any time, the Event deck only has cards equal to the number of Encounters shuffled in it, the game enters a special state called Daybreak. This is a very dangerous situation where you might be drawing Encounter cards during every turn!

The Event deck is completely out of cards!

If, after Daybreak, the main Horror is Vanquished and there are no event cards left for you to draw during the Event phase, then the game is over and the Hunters automatically win!



— But how does Solo mode play?

The exact same way as the multiplayer! Whenever you end your turn you begin your next turn. The Horror is considered Unveiled the 1st time you encounter it. There may not be any Horror side players, but you must live and stay on the hunter's side in order to not lose. You have more control over the field since it will be only you placing areas and passages, but you have to do all the preparation and vanquishing yourself and no one else to rely on.

SPECIFIC RULES Q&A

THE WOODS

Q: If I interact once while in the Woods , are the items obtainable for the rest of the game?

A: No, the items become obtainable until the end of the turn. When the turn is over, the items are hidden again. Each player needs to interact every turn while specifically at the area of the Woods, or they cannot view/obtain the items. They may interact in any way, be it with other players or with the area. If the items in the area are hidden, their effects are disabled for all purposes.

Q: Can I use the Information card while in the Woods, in order to view and obtain its items without first interacting?

A: Yes. You may use the Information card to view the items in the Woods. The items become Obtainable for you until your current turn is over.

SECRET ROOM

Q: Can I place both the Alley and the Woods using the Secret Room?

A: Yes. After placing the Secret Room, you may connect any area to it regardless of connection restrictions. This includes areas like the Alley/Woods and the Grave.

STAIRCASE

Q: If I connect a staircase with another staircase, will an Attic that is connected to them be automatically unlocked?

A: No. Two areas of the exact same name connected together are considered as one extended area for connecting purposes. Therefore, if the other end of the extended staircase leads to an external area, the attic is locked.

DEAD PLAYERS

Q: Can a Dead Player use the Start's ability if they are in that Area?

A: No, Dead players cannot use any Area or card abilities unless specifically noted.

Q: When using the Sign action, can a Dead player place a window AND an area on top of it?

A: No, when using the Sign action, a Dead player may do only one of the following:

- place a single passage,
- place a single area,
- open or close a single area/passage that is already placed.

EMF

Q: Can I use the EMF's ability to move to another area during an encounter, even if my move action is spent for the round?

A: Yes, the movement effect granted by the EMF is additional to any other move action you might make.

Q: Am I allowed to use the EMF detector after a player declares an Encounter but before they decide how to defend it?

A: Yes, the EMF detector can be used in such a situation, for example to avoid being at a dangerous area during an encounter resolution.

VANQUISHING AND REPELLING

Q: Can I Vanquish a Horror if, for some reason, I cannot repel it?

A: If the Vanquishing process lists repelling as a requirement, then you must be able to repel that Horror first. However some cards (such as the Bible) do not have that requirement and therefore can be used even when the Horror cannot be repelled.

BANSHEE

Q: Can the Banshee be repelled as a Shapeshifter at all times?

A: No. The Banshee assumes the Horror type of the currently top revealed Horror and can only be repelled as that type. To Vanquish the Banshee, you must first repel it as its assumed type, then follow up with a Shapeshifter Repelling tool or attack along with the Vanquishing tool.

Q: What happens if all the Horror types are revealed and an Unveiled Banshee is encountered?

A: The Banshee retains the type of the last revealed Horror for the duration of the game.

SHADE

Q: Can a Shade player Use Items, Inspirations or Area abilities?

A: No. Shade players are still considered to be Dead players and can only use the actions that the dead can, including Last Will and Sign. Additionally, they may Move and Interact with other players as noted in the Horror's description.

REVENANT

Q: Do I have to first discard a Spirit Repelling tool if I'm Vanquishing the Revenant with the Dead Body?

A: Yes. You are not allowed to Vanquish the Revenant with a Dead Body unless you first discard a Spirit Repelling tool. You must then also discard a Salt and 2 other cards from your hand, making it a 5 card requirement in total.

DEMON

Q: If player is possessed by the Demon and I draw an Encounter, can I still Vanquish the Demon even if the possessed player is not in range?

A: No. If a player is currently possessed, the Demon can only be Vanquished if you are at the same area as the possessed player. However, you must still resolve Encounters normally even if the Possessed one is not in range.

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"Apophenia: Horror Hunt"

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TURN PHASE ORDER

- 1. Beginning of the turn** (certain abilities resolve here).
- 2. Pick up phase:** Pick up any cards passed to you and add them to your hand (skip during the 1st turn).
- 3. Event phase:** Draw an event card.
- 4. Resolution phase:** Resolve all the Encounter and passed Strike cards that are in your hand.
- 5. Action phase:** Take any action in any order.
- 6. Mandatory interaction:** If you didn't move during your turn, or if you are at an area with another player and haven't Interacted, then you have to Interact before ending your turn.
- 7. End phase:** End your turn.