CREATED BY
GUS MARTIN

The Visitors

Rulebook

Overview

The goal of The Visitors is to survive the game until all of the Visit Cards have been exhausted. During gameplay, the players will draw Visit Cards which are then applied to the game board, by adding a spirit token to the location marked on the card. If a location has three spirit tokens, a Visitor appears, which will curse players in the same room as it as well as make players draw one extra Visit Card.

Players can combat the Visit Cards by using their Trinket Cards. These can be used during the Action Phase, and will destroy one spirit token of the same kind.

NOTE: If all the Trinket Cards have been used or discarded, simply reshuffle the discarded pile into a new Trinket Card pile, and resume the game.

* ◆ ◆ ◆

Setup

Building the Manor

First separate the Foyer manor tile. Then shuffle the remaining tiles and draw a number of tiles equivalent to the number of players and difficulty of your choice, as described in the table on the right.

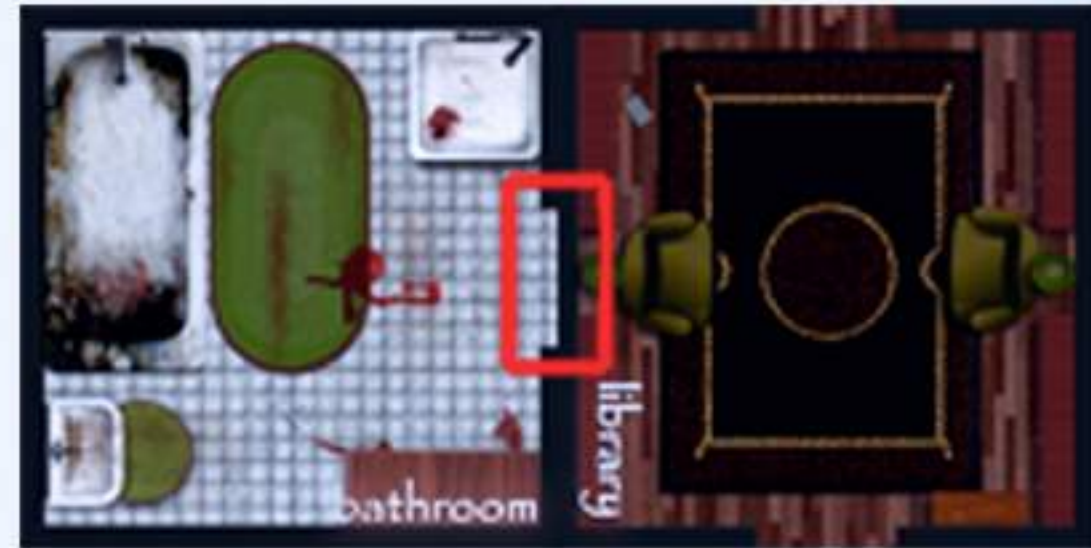| Difficulty	1 Player	2 Players	3 Players	4 Players
Easy	3	4	5	6
Medium	4	5	6	7
Hard	5	6	7	8

Table of Tile Count per Difficulty Level and Player Number

After you have selected the manor tiles, start building it by first placing the Foyer manor tile, and then placing the remaining tiles in any order at any place of the table, providing that the manor tile touches another manor tile by way of a door.
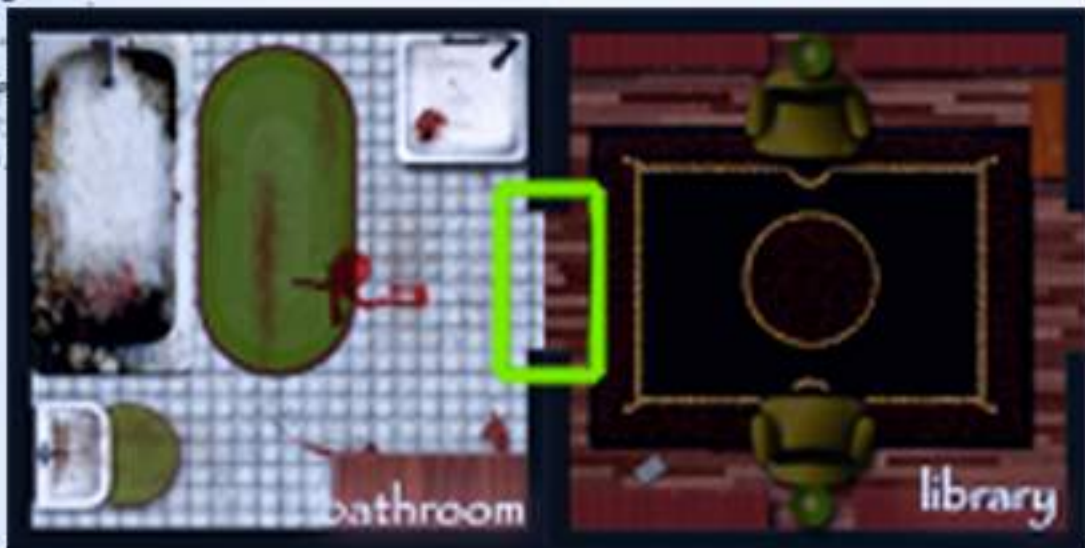
Correct Placement: Wrong Placement:

Preparing the Decks

Start by taking all the cards marked as "Visit" cards, and separate all of the Visitor cards in them. Select the Visitor cards that match the selected manor tiles for your game board and discard the rest.

Difficulty	1 Player	2 Players	3 Players	4 Players
Easy	1	2	3	4
Medium	3	4	5	6
Hard	5	6	7	8

Shuffle the remaining Visitor Visit cards, and separate a number of them equal to the number of players and chosen difficulty, as described in the table above, without looking at the selected Visitor Visit cards.

Next, take the regular Visit cards, and discard the cards of rooms that will not be in play for the current round. Shuffle the remaining cards, and add a Visitor Visit card from your previously separated pile to the Visit card pile at random intervals, or whatever way you prefer.

For the Trinket cards, simply shuffle them and put them on the board.
Do the same for the Blight cards.

Starting Positions

After all the decks have been prepared, separate the Spirit Tokens and group them according to their icon.

Afterwards, place all the Player characters on the Foyer room of the manor, and the game is ready to be started.
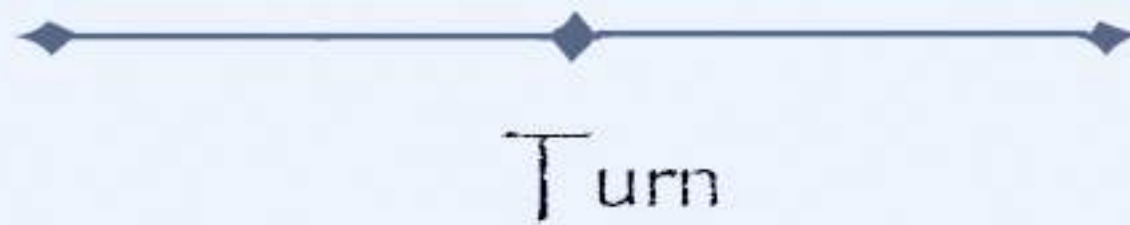
Turn

Gameplay in The Visitors is divided into Turns, which players take one after the other until the end of the game.

The turns are then in turn divided into Phases, and work as according to the following rules:

Visit Phase

The Visit Phase is the starting phase of the turn. In it, players will summon a Visit from the Visit deck and bring forth a manifestation of the Visitors to the game board.

On his turn, a player will draw one Visit card from the deck, plus one Visit card for each active Visitor on the board. So if the board is clear, the player will draw 1 Visit card. If there are 2 Visitors alive on the board, the player will draw 3 Visit cards.

After drawing the card, the player immediately applies its effects. Each Visit card contains information about the Type of Spirit Token to be applied, the Location inside a room, and the Room itself. Players must then add one Spirit Token to the specifications of the Visit Card.
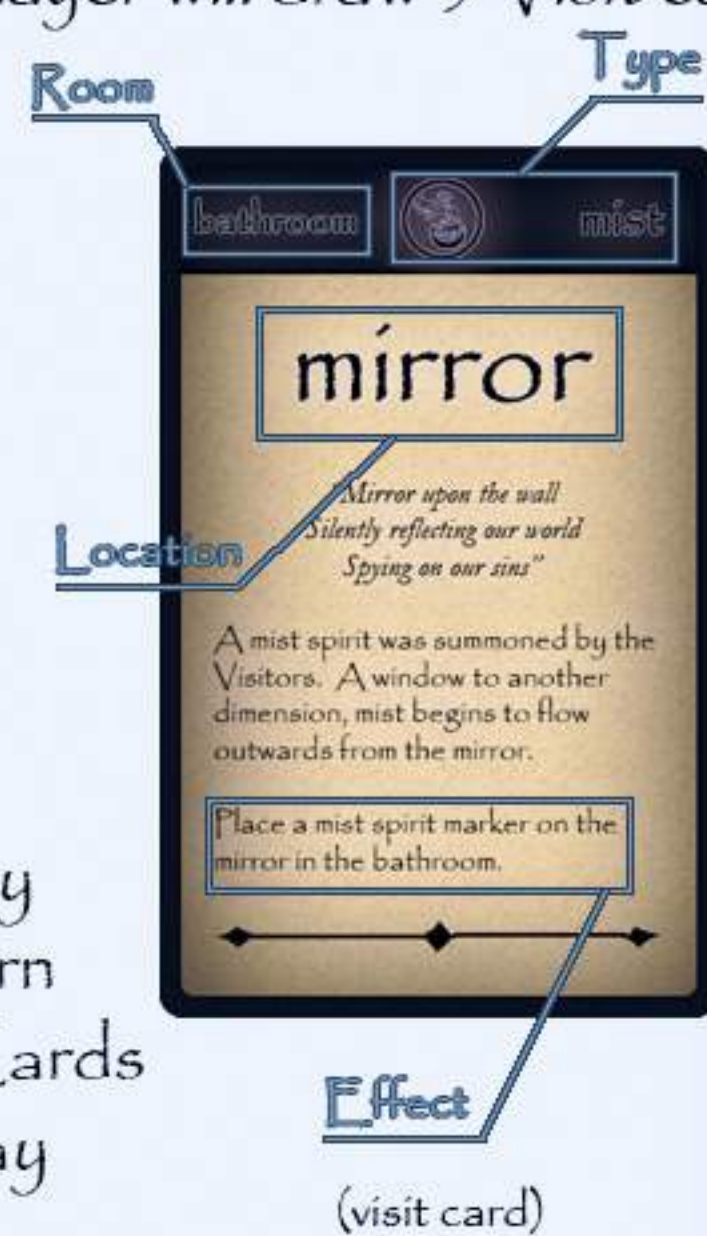
(visit card)

IMPORTANT NOTE:

If this is the first turn of play, then instead of going by the rules described above for drawing, on the first turn of gameplay, the player will draw a number of Visit Cards equal to the number of players in the game. Gameplay then moves on to the next phase as normal.

If you draw a Visitor Visit Card, and there is already a Visitor in the room, you do not add a second Visitor to the roo. However, you still draw the extra card.

Trinket Phase

The Trinket Phase is the second phase of the turn. In it, players will collect Trinket cards in order to fight the Visitors and their manifestations.

During this Phase, players simply draw two Trinket Cards from the Trinket Card pile. The Visitors has a maximum hand limit of 4 Trinket Cards, thus if a player has more than 4 Trinket Cards, he must discard as many cards as needed to go back to the alloted 4 card limit.

Action Phase

The Action Phase is the third phase of the turn. In it, players will be able to use their action points to perform actions on the game board.

During this Phase, players are allocated 3 Action Points, and can be used to perform the following actions:

-Moving to a new room (1 AP)
-Using a Trinket Card (1 AP)

To move to a new room, the only requirement is that the player has one action point to spare, and the room is connected to this current room via a door.

To use a Trinket Card, the player must be in the same room as the intended target, and the target must be of the same type as the player's Trinket Card. For example:

A Spirit Vessel Trinket Card can be used to remove 1 Visitor from the player's current room, but cannot remove any other kind of Spirit Token.

Resolution Phase

After the player has taken his action, the turn enters the Resolution phase.

-If there are 3 manifestation marks in a room, a Visitor is summoned and placed on that room. (as shown in Image A) (Unless there is already a Visitor in the room!)
-If the current active player ends his turn in a room with a Visitor, he has to draw a blight card. (as shown in Image B)
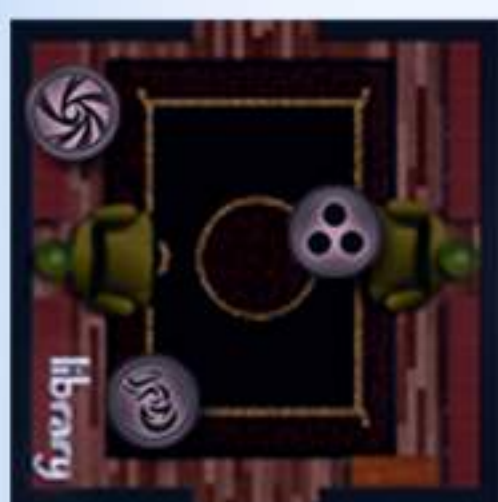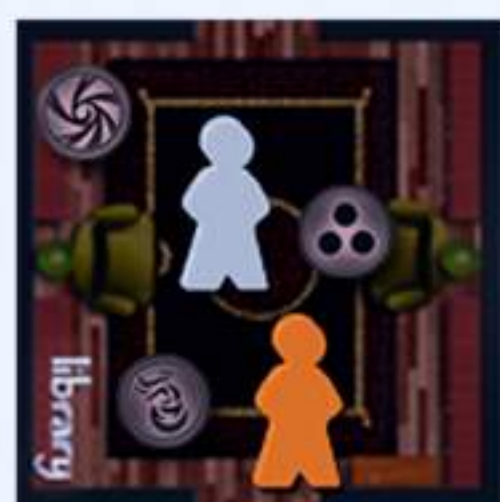

Image A

Image B

Blight Phase

This phase takes place after the Resolution Phase if a player has to draw a blight card. He may then draw a card from the blight pile. The Blight Cards possess different text and "effects", but they all work mechanically in the same way in the game.

When a player draws a Blight Card, he is effectively cursed, and must move his character back to the Foyer, as wel as discard all of his Trinket Cards. If a player accumulates 3 Blight Cards, then the game is over as the Elders canot suceed divided.

Game Ending

The game ends in a loss if either of the following conditions are fulfilled:
-There are 3 Visitors on the board at the end of a turn
-The Blight Card pile has been exhausted
-A player has 3 Blight Cards.

The game ends in a win if the Visit card pile has been exhausted.

The game is over at the end of the turn where either of the aforementioned events takes place.

The Visitors

KANSAI GAMEWORKS

Discover other games and digital editions of our games at our website: