

Version 1.4

Rest in Peace

a solitaire game

There were rumors of course. Eva's death had been unnatural and –it was said– the coffin had been buried empty. Then strange things began to happen at the manor. Rooms were found disturbed –tossed in disarray– objects broken. Visitors reported feeling uneasy, like they were being watched. Unexplained noises and shadows became commonplace. Staff turned over regularly and their stories grew more ominous and frightening.

Eva's mortal remains are hidden somewhere in the house. They must be returned to the earth and her spirit put to rest.

Overview

There are 13 rooms in this haunted house. You will draw cards from an ordinary deck of playing cards to move from room to room. Each card's numeric value (rank) corresponds to one of the rooms. There are 13 secrets. The secrets are shuffled and dealt alongside each room. By visiting a room you can reveal its secret. There are 3 clues: skull, hourglass, cross. The 3 clues are shuffled to form a "pattern" (for example: cross-skull-hourglass). The pattern will be revealed as you play the game and flip the clues face up. You are looking for this pattern in the rooms. If you find it and return to the Main Entrance, you win.

Game components:

- 1 ordinary deck of 52 playing cards
- 13 room cards (black)
- 13 secret cards (white)
- 3 clue cards (horizontal: skull, hourglass, cross)
- 1 player token (a penny is fine)

A game walkthrough is available that supplements these rules. It describes a full game in detail.

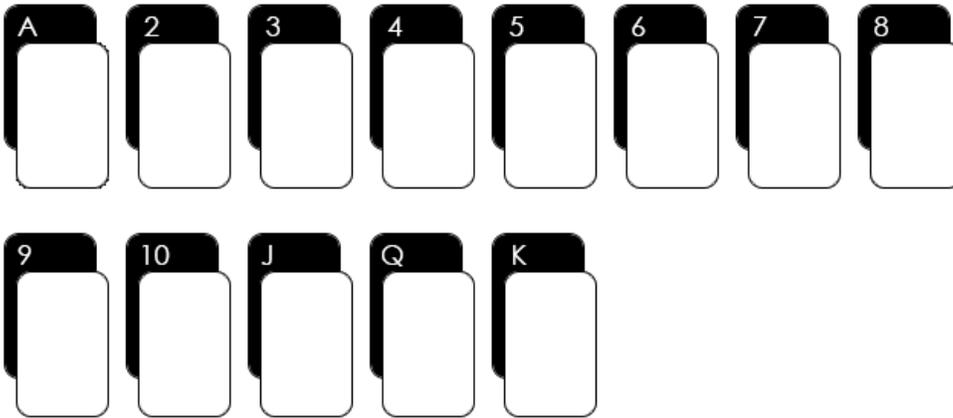
Set up:

- Lay the 13 room cards, face up –in numerical order– in one or two rows before you. Aces are one: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K
- Shuffle the 13 secret cards. Place one below each of the rooms, face down.
- Shuffle the 3 clue cards. Lay them, face down, horizontally, in a row.
- Shuffle the 52 playing cards. Place them in a pile, face down, before you.
- Place your player token on room Main Entrance.

Clue cards:



Rooms with secrets:



Playing cards:



Objective:

Find the room that matches the pattern of clue cards, visit that room, and then return to the main entrance.

Gameplay:

In this game, you will move your token from room to room. When you visit a room, you will flip and reveal its secret. When you visit a room more than once, you gain a clue. Once you have successfully revealed all three clues, you must visit the room with the matching clue pattern. This room contains Eva's last remains. To win, you must return her bones to the Main Entrance.

The playing cards represent doors connecting the rooms. The numeric value of the playing card tells you which room the door connects to. Upon visiting a room for the first time, you draw two cards. The drawn cards are placed, face up, below your current location. You may move your token to another room by using one of these cards. But, after using a door, you must discard it. All doors are one way, and single use only! The house is large and it's easy to become lost and confused.

Drawing doors:

You will draw two door cards the first time you visit a room. You will have an opportunity to draw again if you “close the room” (more details below). You do not draw doors for every visit to the room.

Moving:

On your first visit to any room: flip its secret card; place the secret card behind the room card so that the secret is visible above the room. Next: draw two playing cards and lay them, face up, below the current room. These two cards are your doors. The cards' numeric value tells you which room it connects to. For example, if you have a 4♥ and Q♣, you may move to either room 4 or room 12.

The game begins at room 1: Main Entrance. Flip its secret card. Draw 2 playing cards.

To move to another room: choose one of your available door cards, move your token, then discard the door card. The door has vanished. The other door card remains behind.

If a door card's rank matches your current location, it opens to a brick wall. Discard it immediately. It cannot be used.

If you have two cards of the same rank, you may keep only one of them. Discard the other.

In some rooms, the doors are locked by suit. For example, if a secret card states "Locked ♠". You must immediately discard any spades. Door locks only apply to the room you are currently in. Door locks apply to your first visit only (more details below.)

Frequently, neither card can be used. In this case your only option is to "close the room" (more details below).

Clues:

If you enter a room that you have visited at least once before, you may flip one clue card face up. (Clues are flipped from left to right.)

The order of clues is important! This is the clue pattern that leads to Eva.

Once you have collected all three clues, you must visit the room whose secret matches the clue pattern.

If you have two clues, you will already know what the third clue must be, nonetheless, you **MUST** still collect all three.

If you are able to visit a room a 3rd time, you may collect a clue again.

If you uncover the Ghost (more details below), you will lose all your clues and will be forced to re-shuffle the clue cards. In which case, you'll need to start collecting all over again.

Revisiting a room using a secret passage does not allow you to collect a clue.

Bone collecting:

Once you have all 3 clues and have entered the room with the matching clue pattern, then:
Take possession of the room's secret card: remove it and set it aside. These are Eva's bones!
You **MUST** close the room, discard any doors, flip it face down. Draw 2 new doors. Now get out while you still can!

Closing rooms:

If you visit a room and cannot use the door cards you have drawn, you must flip the room card (and the room's secret card) face down and draw 2 new doors. However, you may not return to this room again. It is permanently closed.

Also, if you *revisit* a room and no door card remains from your first visit, you must close the room.

Any room that has been turned face down is no longer accessible for the remainder of the game. The room's secret card is also no longer accessible. If the secret is the winning clue pattern, you are in trouble.

If you close a room, but cannot use the new door cards that you've drawn, you're trapped. The game is over.

You may choose to close the room you are in at any time (even if doors are still available). In this case, discard any existing doors. Flip the room card face down. Draw 2 new doors.

When closing a room, the newly drawn cards are always discarded (because you cannot return again).

The Main Entrance can never be closed! After drawing 2 door cards at the beginning of the game, no more cards can be gained at the Main Entrance. However, it is possible to return the Entrance multiple times. For example: you may still have an available door card there from your first visit; or the Main Entrance could be one end of the "secret passage"; or if you have Eva's bones, returning to the Main Entrance is the winning move (no more doors are needed).

Closing rooms is a necessary part of the game, play strategically.

Ghost:

If you reveal the ghost card, you **MUST** immediately re-shuffle all 3 clue cards and re-deal the clues in a row, face down.

You **MUST** immediately close this room. Flip the room card face down. Draw 2 new doors. You will not encounter the ghost again.

If you reveal the ghost card and you're already in possession of Eva's bones, you have lost the game. You will not rest in peace.

Although –typically– you want to avoid the ghost, there is one instance where it can be beneficial: if you were forced to close the room with the winning clue, then re-shuffling the clue pattern might save you.

Secret Passage:

There are 2 Secret Passage cards. When both are revealed, you may freely move between these two rooms without playing any door cards. If either room is closed, the passage is permanently sealed. If you are in the process of closing a room, you may choose to use the secret passage in lieu of drawing new doors.

If you use the secret passage to revisit a room, you cannot collect a clue.

Locked Doors:

When this secret is revealed, any door cards that match the lock's suit **MUST** be discarded. For example, if a secret card states "Locked ♥", then you must immediately discard any hearts. Door locks only apply to the room you are currently in. Door locks apply to your first visit only. Locks do not apply when you *close a room* and draw new cards.

Winning:

If you return to the Main Entrance whilst in possession of Eva's bones, you win.

Losing:

If you cannot return to the Main Entrance, you have lost.

If the room with the winning clue pattern has been closed, and you cannot collect the bones, you have lost.

If you encounter Eva's ghost while in possession of her bones, you have lost.

If you run out of doors, you have lost.

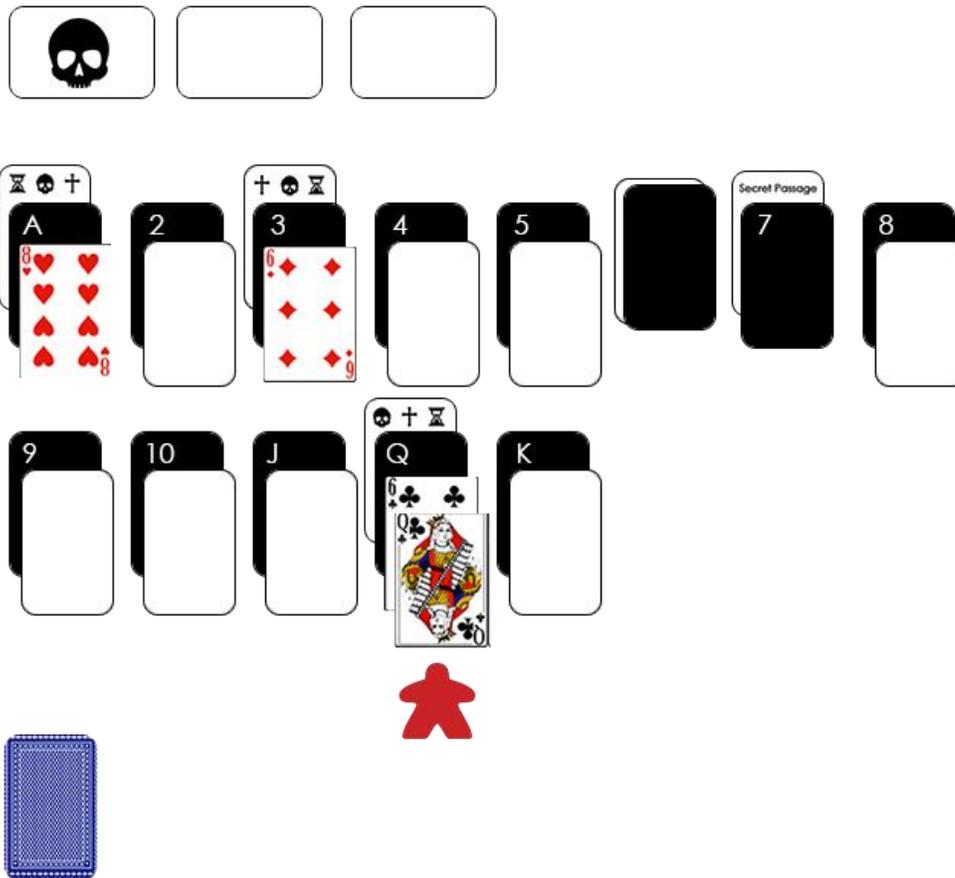
If you are trapped in a room, you have lost.

If you lose, you join Eva in death.

Easy Game:

For an easy game, increase the door limit from two to three.

Example:



In this example, the player has one revealed clue: skull. Therefore, we know she must have visited a room more than once. Although the other clues are still hidden, the player knows the winning pattern begins with the skull. She can use this knowledge to her advantage.

Room 6: "Attic" is closed. Both the room card and secret have been turned face down. The player cannot return to this room again. Its secret card is also unavailable. Essentially, room 6 is out of the game.

Rooms 1, 3, 7 have been visited. Their secret cards have been flipped. Both room 1 and room 3 have door cards remaining from the player's first visit. If she returns to either of these rooms, she may use a card from her first visit. Also, revisiting a room means she can gain another clue.

Room 7 has been visited, but no door cards remain. If the player returns to room 7, she will need to "close" the room to gain more door cards. However, this room's secret is one of two "Secret Passages", if she finds the other passage, the player can move between them without using door cards.

The player is currently in the “Guest Room” (Q). She has revealed its secret card. The secret is: skull-cross-hourglass. She has also taken 2 doors from the card deck. She has received: 6♣ and Q♣. Neither of these cards can be played. Room 6 is closed and she is already in room Q. The only move that can be made is to close this room. Because we know the winning clue pattern begins with a skull, closing this room may also seal her fate.

FAQ:

What if the winning clue pattern is in the Main Entrance?

If you can reach the Main Entrance, you win immediately.

What if I find the ghost in the Main Entrance?

You lose immediately. When dealing the secret cards during the set up phase, you may deal the secret for Main Entrance face up to ensure that it is not the ghost. (Only the Main Entrance's secret may be dealt face up!) If it is the ghost, reshuffle the secrets and deal again.

How many times can you visit the same room?

It is not possible to visit a room more than 3 times (unless it has a secret passage). For example, first is your initial visit, you take two door cards, then use one card to leave. You return (collect a clue!), then you use the remaining door card from your first visit and you leave again. You return a third time, there are no more doors remaining, you close the room to draw new doors, you leave. The room is now closed and you cannot return.

Can the Main Entrance have a Secret Passage?

Yes. It plays no differently than any other room. In fact, it's good luck because it increases your chance to escape.

Can I look at my discard pile?

Yes, it is permitted to look through your discard pile.

Strategy:

Try to leave Aces in rooms. Because you'll need to reach the Main Entrance to win, having Aces in play increases your chance of escape. When you have a choice of doors, leave the Ace behind.

It's better to find the Ghost earlier in the game than later, therefore, try to visit as many rooms as you can before collecting clues.

If you have a choice, close rooms that cannot contain the bones. Rooms with locks, are always safe to close. Once you have revealed at least one clue, clue patterns that don't match are safe to close.

Once you have two clues, you know what the winning pattern must be. If that pattern has been revealed, try to leave any doors to that room in play to increase your chance of reaching it.

Try to leave Secret Passages open. Once you have the bones, you'll need to move around a bit before you reach the exit, you might just need it.

If you encounter the Ghost before collecting the bones, you are forced to reshuffle the clues, but don't give it up too easily, there's still a chance you can win.

If you have the bones, but have not encountered the Ghost, avoid exploring new rooms. Stick to rooms you know are safe, even if that means closing more rooms.

It is permitted to look through the discard pile. If you are wondering if there are any possible doors to a room, check your discard pile.

