

# Rest in Peace

## Game Walkthrough

The following describes a complete game of Rest in Peace. It is an example of play to supplement the rules.

### Main Entrance

- The cards are arranged per the "Set Up" instructions.
- We start at the Main Entrance and place our token there.
- We reveal the secret card for the Main Entrance.  
The revealed secret is a clue pattern: skull-hourglass-cross.  
We place the secret card behind the room card so that the secret is visible above the room.
- We draw 2 playing cards from the deck and place them face up below the room.  
We have drawn the 4♥ and Q♣. These cards are our doors out of this room.
- We choose to use the Q♣.  
The Q♣ is discarded and we move our player token to room Q: Guest Room.  
The 4♥ remains behind at the Main Entrance.

### Guest Room

- In the Guest Room, we reveal its secret card. It says: Locked ♠.  
We place the secret card behind the room card so that the secret is visible above the room.
- We draw 2 playing cards from the deck and place them face up below the room.  
We have drawn the 2♥ and 3♠.  
Because this room is locked by suit (spades), we must discard the 3♠.
- We use the 2♥ to leave the room.  
The 2♥ is discarded and we move our player token to room 2: Library.

### Library

- We reveal the secret card for the Library. It is a clue pattern: hourglass-skull-cross.
- We draw 2 playing cards. We have drawn the 10♣ and Q♦.
- We choose to use the Q♦.  
The Q♦ is discarded and we move our player token to room Q: Guest Room.  
The 10♣ remains behind.

### Guest Room

- This is our second visit to the Guest Room. We gain a clue!  
We reveal the first of the 3 horizontal clue cards. It is the Skull.
- No door cards remain here from our first visit. In order to leave, we have no choice but to "close the room".  
We turn the Guest Room face down. We turn its secret card (lock) face down too. The Guest Room is no longer accessible for the rest of the game.  
We draw 2 playing cards: 2♦ and 3♥.
- We use the 2♦ to leave the room.  
Both the 2♦ and 3♥ are discarded.  
(We don't leave the 3♥ behind, because the Guest Room is now closed and we will never return.)

### Library

- This is our second visit to the Library. We gain a clue!  
We reveal the second of the 3 horizontal clue cards: it is the Cross.  
(With 2 clues revealed, we know what the 3rd clue must be, nonetheless, we must still collect it.)
- The 10♣ is here from our first visit.
- We use the 10♣ to leave the room.  
The 10♣ is discarded and we move our player token to room 10: Portrait Gallery.

### Portrait Gallery

- In the Portrait Gallery, we reveal its secret card. It says: Secret Passage.  
(There are 2 Secret Passage cards. If we find the other Secret Passage card, we may travel between Portrait Gallery and that other room without using cards.)
- We draw 2 playing cards. We have drawn the 5♥ and 9♠.
- We use the 5♥ to leave the room.  
The 5♥ is discarded and we move our player token to room 5: Conservatory.  
The 9♠ remains behind in the Portrait Gallery.

### Conservatory

- In the Portrait Gallery, we reveal its secret card. It is a clue pattern: skull-cross-hourglass.  
(We know this is the winning clue pattern. Eva's bones are hidden here, but we must collect the final clue first.)
- We draw 2 playing cards. We have drawn the 8♣ and 6♠.
- We use the 6♠ to leave the room.  
The 6♠ is discarded and we move our player token to room 6: Attic.  
The 8♣ remains behind in the Conservatory.

### Attic

- In the Attic, we reveal its secret card. It says: Secret Passage.
- We draw 2 playing cards. We have drawn the 3♣ and 2♠.
- We use the 2♠ to leave the room.  
The 2♠ is discarded and we move our player token to room 3: Library  
The 3♣ remains behind in the Attic.

### Library

- This is our third visit to the Library. We gain the final clue!  
We reveal the last of the 3 horizontal clue cards: It is the Hourglass.
- No door cards remain here from our previous visits. We have no choice but to "close the room" in order to leave. We turn the Library face down.  
We draw 2 playing cards: 10♥ and 5♣.
- We use the 5♣ to leave the room.  
Both the 5♣ and 10♥ are discarded.  
(We don't leave the 10♥ behind, because the Library is now closed and we will never return.)  
We move our player token to room 5: conservatory.

### Conservatory

- With all 3 clues revealed, we can now collect Eva's bones! We set aside the Conservatory's secret card with the winning clue pattern: skull-cross-hourglass.
- Per the rules, we must close this room.  
We turn Conservatory face down.
- We draw 2 playing cards. We have drawn the 10♦ and K♣.
- We use the 10♦ to leave the room.  
Both the K♣ and 10♦ are discarded.  
We move our player token to room 10: Portrait Gallery.
- Having collected Eva's bones, our goal is reach the Main Entrance.

### Portrait Gallery

- The 9♠ is here from our first visit, but we decide to use the Secret Passage.
- We move to Attic, no door cards are needed when using the Secret Passage.

### Attic

- This is our second visit to the Attic.  
The 3♣ is here from our first visit.
- We use the 3♣ to leave the room.  
The 3♣ is discarded and we move our player token to room 3: Bedroom.

### Bedroom

- In the bedroom, we reveal its secret card. It is the Ghost!  
Because we are in possession of Eva's bones, we have lost.

### Note:

We lost this game because we encountered the Ghost *after* we took possession of Eva's bones. If we encountered the Ghost *before* taking the bones, then we would have been required to re-shuffle the clue cards, deal them again, and start collecting clues all over again.