

Haunted Move

Moving out of your old place and into a new one has made this a long and tiring day. But it's almost done now. Just a few more pieces of furniture to put into place, and you can finally call this house your home.

It's taking longer than expected though. Every time you move a chair, another one seems to disappear. And that cupboard outside the house, haven't you brought that in twice already?

This is not how you imagined the move into your new home to go. This house seems to have a mind of its own. Or maybe it's just your own mind that is slipping away.

Shouldn't home be the one place where you are in control?

And if this is not that place, maybe it isn't your home after all.

Maybe it's somebody else's...

Features

- Cooperative memory game
- Unlimited number of players (at least 2)
- Variable difficulty (from really easy to ridiculously hard)
- Suitable for all ages from 6+
- No lose condition, play at your leisure (but the better you are, the harder it gets)
- Players can join and leave at any time
- You only need to print out 6 pages and cut out some images.
No playing cards / obsessive cutting required.

How the game works

Haunted move is a cooperative game about memory. As a group of friends and family, you are trying to get all of your furniture into a new home. Meanwhile, a poltergeist is trying to keep its home the way it once was. That means getting rid of your furniture, driving you away, and driving you insane.

The game starts with half of the furniture already placed inside the house, and the other half still to go. Each round, one of the players is possessed by the poltergeist and has to do its bidding. This may mean moving around a piece of furniture, or even swapping two of them. While the poltergeist is active, no other player may look at the house (they have to turn around and close their eyes).

Once the change has taken place, all players may look at the house again. They now have to name all pieces of furniture that were moved. There can only be one answer, so the players have to agree before locking in their guess. If they were right, they have noticed and stopped the possessed player. This gives them the time to move one additional piece inside the house. If they were wrong, the poltergeist successfully confused them and can continue moving. The players then have to move one of the affected pieces back outside the house. The game is won when all of the furniture has been placed inside the house.

What you need:

1. **Print** out the **house** at roughly **DinA2** size. If you have a DinA4 printer, that means printing it out on 4 **DinA4** pieces, and using tape on the back to put them together. The **US Letter** format is very similar to DinA4, and will work the same way.
2. **Print** out the pieces of **furniture**, as well as the **Loading Area**, on **DinA4** or **US Letter**. Cut each piece out individually. It doesn't have to be exact, but close enough for the pieces to fit within the grid on the house.
3. If available, you can use **one 6-sided, one 20-sided and two 12-sided dice**. If you don't have these, you can use an **app on your phone** that simulates different types of dice instead.
4. You'll also need **at least 2 players**. There is no upper limit, but you may want to consider **playing with multiple poltergeists** for high player numbers. For example, try having two players possessed at the same time when there are 5 or more players.

Rules

Start of the game:

First, **pick the amount furniture you want to use**. This is your basic difficulty setting. We recommend starting with 20 pieces, to get a feeling for how this game works. If you don't manage to finish with that number, don't worry. You'll get better each time you play. If you can't get to a higher number, try to place the same number in fewer rounds! And if the game feels to easy, just use more pieces next time, or even add them while playing. Can you place all of them?

Next, **place half of your furniture inside the house randomly**. Randomly can mean putting them wherever you feel like, but you can also use two 12-sided dice to determine their position on the 12/12 grid. Just don't deliberately put them in formations or positions that are easy to remember. (don't put everything in one line, don't place everything along walls...)

Every round:

Another player is **possessed by the poltergeist** each round. The following round, it will be the player to their right. All other players have to **turn around or close their eyes**.

The possessed player needs to **throw all 4 dice**, and use the **poltergeist rules** to determine which change takes place within the house. The dice do need to be **thrown at the same time**, always. If they are only thrown one after another when needed, the other players may be able to guess what happened from the sound.

When the poltergeist is done, all other players may **look again**. The possessed player cannot give any indication what has happened. The group discusses the changes they have noticed (or think they have noticed), and decide on a **single answer**. If they do not want to get confused by the poltergeist, the group has to find all changes. If two pieces were moved, or swapped, the group has to **name all of them**. If they name a correct piece as well as an **incorrect piece of furniture**, the poltergeist has also successfully confused them. Naming the **previous position** of any piece is **not required**.

If the answer is incorrect, the poltergeist was able to confuse the group, and the possessed player can finish carrying one piece of furniture **back outside the house**. The group has to select one of the pieces that was moved during this round, and put it back in the loading area.

If their answer is correct, the group is able to stop the possessed player before they carry a piece of furniture back outside. Since they were not confused by the poltergeist, the group now has time to carry a new piece into the house, which they can select from the loading area. It is placed by throwing the **two 12-sided dice** to select a position on the grid. After throwing, the group may choose which side of the house is determined by which die.

Poltergeist Rules:

Note:

The poltergeist rules are built around dice. This allows you to play around with the difficulty, and you don't have to print out loads of cards. For example, if the game is too hard, just make the 1st and 3rd rule more likely to occur. Or with kids, maybe stick to rule 3 at all times, and don't ever put pieces back outside the house. Admittedly, that means the rules are not as intuitive as they could be after finalizing them on cards, but you'll get used to them quickly :-)

Reminder: If you don't have any, you can use a [smartphone app](#) to simulate the required dice.

The **6-sided** die determines the **starting room** of the poltergeist. You will need to move one or two pieces of furniture from this room. **Which piece exactly is your choice.** If you simply cannot take all of the required actions within the chosen room, throw all dice again. For example, if you need to move two pieces and there is only one, or if the required movement is impossible. Walls within the house do not block movement, and all places on the grid are available. You can absolutely place the bathtub on the bed.

The **20-sided** die determines which **action** to take:

- 1 - 6: Move one piece using a **movement pattern**
The movement pattern is determined by a 12-sided die of your choice (see below)
- 7 - 9: Move **two pieces** using a **movement pattern**
Both of the 12-sided dice determine one movement pattern each (see below)
- 10 - 15: Move one piece to a **fixed position**.
The 12-sided dice determine the new position on the grid. You may determine which one corresponds to which side of the house.
- 16 - 19: **Swap** position
The **12-sided** die that has landed **closest to your 6-sided room die** determines which room you need to swap into. Divide by 2 (1 or 2 => 1 ... 11 or 12 => 6) to determine the room number. Within the room, you can choose which room to swap with
- 20: Move any piece anywhere, then move it back
(=> make noise as if moving something, but don't)

Movement Patterns (as determined by 12-sided dice):

- 1: ↑ 2: ↗ 3: ⇒ 4: ↘ 5: ↓ 6: ↙ 7: ⇐ 8: ↖ (move one tile)
- 9: ↑↑ 10: ⇒⇒ 11: ↓↓ 12: ⇐⇐ (move two tiles)

Winning the game:

You win the game by moving all of the furniture inside the house. This finishes your haunted move, and you can claim the house as your new home. Maybe the poltergeist will acknowledge your resolve and accept you as the new owner. Maybe it will find its peace, or maybe it will even learn to share its home with you. But if it doesn't, maybe you'll have to play again sometime.