



Renowned Mediums are competing to guess a Secret Object, with help from mysterious Spirits giving Clues from the World Beyond!

Already know how to play Phantom Ink? Rules marked with **NEW** are a change from the base game.

Learn to play at PhantomInkGame.com/learn

OVERVIEW & GOAL

There are 2 teams, each with 1 Medium and 1 Spirit. There is 1 Secret Object that both Spirits know. Each Spirit wants their Medium to guess the Object first. Mediums take turns giving their Spirit secret Question Cards to answer about the Object. The Spirit writes an answer (Clue) slowly, letter by letter until interrupted by their Medium. The first Medium to guess the Object wins for their team!

This rulebook is written for 4 players. If you have 5+ players:

Add more Mediums to each team. Mediums on a team share their hands of cards, work together, and can pass secret notes. Any of them can call “*Silencio*.”



Sun team's side Moon team's side



75 Question Cards



35 Object Cards



22 Arcana Cards



2 Pencils

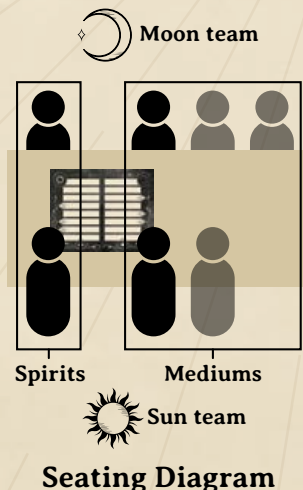


6 Crystals

NEW If you have the base game, combine its Question Cards with the ones in this box (marked with 🐉). Do the same with the Object Cards.

SETUP

1. Split the players into 2 groups: the Sun team and the Moon team.
2. Decide who on your team is the Spirit and who is the Medium.
3. Each team's Medium draws 7 Question Cards and **NEW** 3 Arcana Cards. They privately look at the cards.
4. **NEW** Each team takes 3 Crystals.
5. Together, the Sun Spirit and Moon Spirit draw 1 Object card to share. They look at it without showing the Mediums. Together, they choose which word will be the Object for this game. (They can use the numbers to discuss)



Seating Diagram

PLAY

Teams take turns. The Sun team goes first. On your turn do the following:

I. PLAY AN ARCANA

Tip: First time playing Phantom Ink? Skip the Arcana Cards & Crystals.

NEW At the start of your turn, your Medium may pay 1 Crystal to play 1 Arcana. Put the card on the table in front of you, then read its power out loud and follow its instructions. Details about the Arcana powers can be found in the Arcana Cards booklet. Then continue your turn.

II.

ASK

— OR —

GUESS

(ask a question to receive a Clue)

1. You, the Medium, choose and offer 2 Question Cards from your hand to your Spirit.
2. Your Spirit chooses 1 to answer, gives it back to you, and discards the rest face up.
3. In your team's next space on the Pad, your Spirit starts to slowly write a Clue. The Clue must answer the chosen Question about the Object.
 - ▶ Spirits should say the letters aloud as they write. ◀
4. When you think you know the Clue your Spirit is writing, call "**Silencio.**" Your Spirit stops writing. (If they are writing a letter, they finish it, then stop)
5. Place the answered Question face down in front of you. You can peek at it if you forget.

(guess the object to try to win)

1. You, the Medium, write the first letter of your Guess in your team's next space on the Pad, and say the letter aloud.
 - ▶ If the letter is correct, your Spirit knocks on the table. Add the next letter, and say the letter aloud. Repeat until you get a letter wrong, or complete your guess.
 - ▶ If the letter is wrong, your Spirit puts their finger to their lips. Cross out the wrong letter. Your turn is over.
2. When you finish writing your Guess, add a period. If you've correctly written the Object, your team wins!

There's no penalty for making an incorrect Guess other than wasting a turn.

NEW At the end of your turn draw Arcana Cards until you have 3, and Question Cards until you reach your hand size (which starts at 7). Some Arcana powers increase your hand size!

What kinds of Clues can I give? →

CLUES

- ▶ Clues must answer the chosen Question Card about the Object
- ▶ Clues can only contain letters and spaces
- ▶ Clues should be in a language all players know
- ▶ Clues cannot contain any form of the Object (e.g. if the Object is “Airplane,” you can’t answer “Air” or “Plane” or “Deplaning”)

Otherwise, Spirits can use whatever Clue they like—dictionary words, proper nouns, and made up words are all okay! You can even use multiple-word phrases, but careful: they often give away too much.

EYE SPACES



When your team starts a turn at a space with an Eye icon, your team’s Medium asks to see the next letter of any Clue on the Pad (from either team). The Spirit who wrote that Clue adds the next letter to the Clue. Then your team continues your turn as normal. **NEW** You can do this before or after playing your Arcana for the turn, your choice.

PLAY ARCANA REVERSED

NEW Don’t like your Question Cards? Each turn, instead of playing an Arcana for its power, you may pay 1 Crystal and play it upside down. Then discard any number of Question Cards, and draw that many.

EXAMPLE TURN

Avery, a Medium, hands 2 Question Cards to Jordan, her team’s Spirit. Jordan chooses the card “What is it made of,” shows it to Avery, and discards the other card. The Object is “Calendar,” so Jordan decides to respond “Paper.” Jordan writes ‘P A P’ in the empty space, pausing after each letter. Avery thinks the Clue is “Paper,” and says “Silencio” to hide the rest of the answer from the other team.

FREQUENTLY ASKED QUESTIONS

What if the Medium doesn’t say “Silencio”? — If the Spirit writes the last letter of a Clue without the Medium calling “Silencio,” they add a period to the end of the Clue to show the word is complete.

What if all the spaces on the Pad are full? — If neither team correctly *GUESSES THE OBJECT* in 8 rounds, both teams lose.

▶ Read more FAQs at PhantomInkGame.com/faq ◀

