

Phantom Ink™

FOR 2-3 PLAYERS

OVERVIEW & SETUP

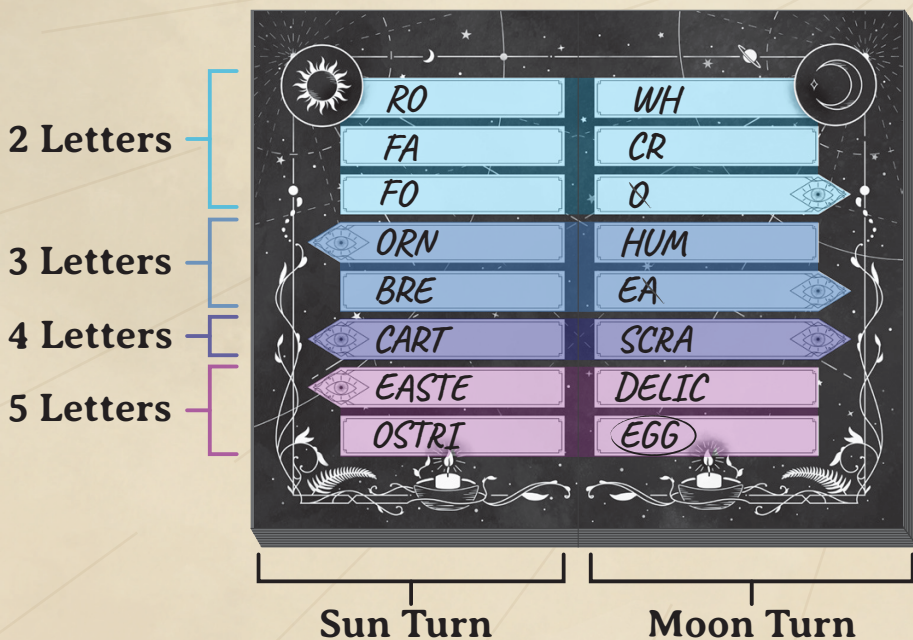
Renowned Mediums are competing to guess a Secret Object, with help from mysterious Spirits giving Clues from the World Beyond!

A standard game of Phantom Ink requires 4 or more players. If you only have 2 or 3 players, you can play this cooperative version instead! Try to guess the Secret Object within 8 rounds.

Choose one player to be the Spirit, and the rest of the players will be Mediums. The cooperative version plays just like the standard game, with the following changes:

SILENCIO

When the Spirit is writing a Clue, the Medium(s) don't choose when to call "Silencio." Instead, they *must* call "Silencio" after the Spirit writes a certain number of letters. They must call "Silencio" after 2 letters initially.



The number of letters goes up by 1 whenever you reach an Eye space on the Sun side of the Pad, as shown above.

PLAY

Your team alternates taking a Sun turn (on the left side of the Pad) and then a Moon turn (on the right side of the Pad).

SUN TURN

In the next empty space on the Sun side of the Pad, you, the Medium:

Ask a Question, just like in the standard game (offer your Spirit 2 Question Cards; they choose 1 to answer with a Clue, and they discard the other). Your Spirit writes the first few letters of the Clue. They write 2 letters initially, and the number of letters goes up the further you have progressed down the Pad (see **SILENCIO** on the previous page).

MOON TURN

In the next empty space on the Moon side of the Pad, you, the Medium, **choose 1** of the following:

- ▶ **Guess** the Object just like in the standard game, 1 letter at a time.
- ▶ **Listen for Guidance** by having your Spirit draw the top 2 Question Cards from the deck. The Spirit discards one and answers the other, **but the Medium(s) do not get to see the Question being answered.** The Spirit writes the first few letters of the Clue. The number of letters depends on how far down the Pad you have progressed (see **SILENCIO** on the previous page).

GOAL AND GAME END

If you successfully Guess the Object, the whole team wins! Your score is the number of unused spaces left on the Pad. If you didn't Guess it before the 8 rounds were up, everyone loses—try again?

EYE SPACES

When your team starts a turn at a space with an Eye icon, you get to reveal the next letter of a Clue on the Pad before taking your turn. If it's a Sun turn, the Medium(s) can choose a Clue on either side of the Pad for the extra letter, as in the standard game. If it's a Moon turn, the Spirit chooses and adds a letter to a Clue from the Moon side of the Pad.