

PHANTOM INK

2-10
20'
11+

COMPONENTS

- A** 1 Communication Board
- B** 1 Planchette
- C** 2 Guess Boards
- D** 2 Spirit Boards
- E** 102 Question Cards
- F** 52 Message Cards
- G** 4 Dry Erase Markers

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Psychic mediums work in teams to decipher secret messages from otherworldly spirits!



SETUP

- 1 Split the group into 2 teams; the Sun Team ☀️ and the Moon Team 🌙. If playing with an odd number, split up as evenly as possible. *For 2-3 player rules, see pg 7.*
- 2 Place the communication board in the center of the table with the planchette on top.
- 3 Give each team their corresponding ☀️/🌙 guess board and spirit board.
- 4 Shuffle the question cards, deal 7 to each team, and place the rest in a draw pile.
- 5 Shuffle the message cards and place them in a draw pile.
- 6 Designate 1 person on each team to be their team's Spirit. Everyone else is a Medium.
- 7 Give each team 2 markers: 1 for the Mediums and 1 for the Spirit.

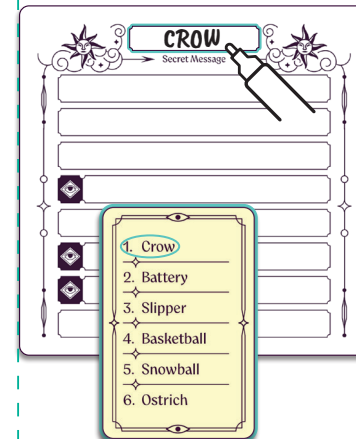
OVERVIEW

In *Phantom Ink*, you are rival groups of Mediums holding a séance to most quickly decipher a mysterious message from the Spirits beyond.

Each team of Mediums takes turns asking their Spirit questions about the secret message. The Spirits answer their question 1 letter at a time until strategically stopped by 1 of their teammates. The other team sees the opposing team Spirit's answers, but not the questions. The game ends when a team has successfully deduced the Spirits' secret message!

INVOCATION

The Spirits begin by drawing 1 message card and deciding together which one-word object they want the Mediums to decipher. This word is kept secret from all Mediums. The Spirits each write this word on their board and discard the message card.



CHOOSE AN ACTION

The Sun Team ☀️ will always go first. Teams take turns choosing to do 1 of 2 actions:

- 1 Ask a Question
- 2 Guess the Message

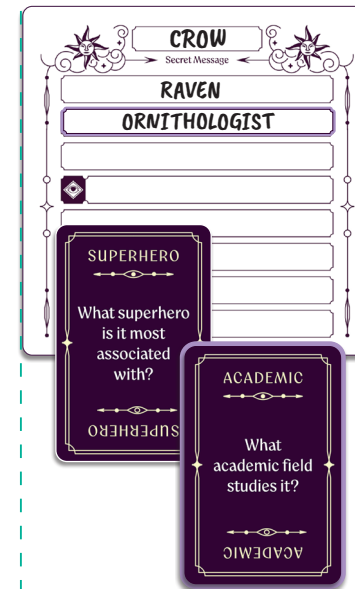
1 ASK A QUESTION

The Mediums on the active team collectively choose 2 of their question cards to secretly give their team's Spirit. Their Spirit chooses 1 question to answer & 1 to discard.

Once per game, if a team of Mediums dislike all their question cards, they may discard their hand and redraw 7 new question cards.

The Spirit writes down the answer they plan to give on their spirit board. The question card is given back to the active team so the

Mediums see what is being answered. The Mediums keep the question card in front of them, facedown and hidden from the rival team.

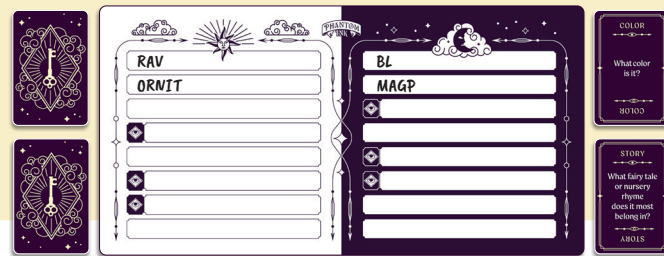


The Spirit places both hands on the planchette and slowly slides it across the communication board to reveal their word, one letter at a time.



A single Medium on each team writes the letters given on the topmost blank space of their team's guess board. When any player on the **active team** thinks they know what is being spelled they may shout "SILENCIO".

Remember, both teams record the answers given by the Spirits, but only 1 team knows what question was asked.



Once Silencio is shouted, the Spirit stops spelling their word. The active team draws 2 new question cards and their turn ends. If the Spirit writes their entire answer before Silencio is shouted, they reveal "END," and Mediums write a period to indicate the end of the clue. This also ends the turn.

ALL SEEING EYES

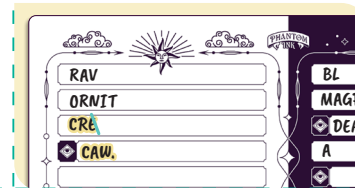
Some blank spaces on the guess boards have an eye icon next to them. If at the start of a team's turn their topmost blank space has an eye icon, they may ask for an extra letter on any previous clue from **either team**. The Spirit who wrote the clue adds the next letter. The turn then continues as normal.

In between turns, each team of Mediums should quietly discuss amongst themselves what they think the Spirit is trying to communicate.

2 GUESS THE MESSAGE

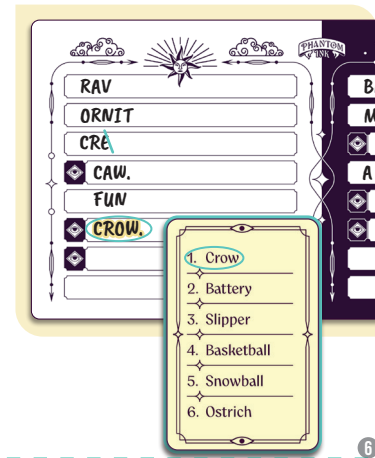
If a team thinks they know the Spirits' message, they can choose to make a guess. Using the planchette, 1 Medium will spell out their team's guess 1 letter at a time. The Spirit will knock on the table each time a correct letter is revealed. If an incorrect letter is revealed, the Spirit will put a finger to their lips and the turn ends.

On the guess boards in the topmost blank space, Mediums will write the guessed letters. If there is an incorrectly guessed letter, it is crossed out. If a guess is completed, reveal "END" and write a period at the end.



GAME END

If a team successfully interprets the secret message they immediately win! If neither team is able to interpret the Spirits' secret message and all spaces on both guess boards are filled, both teams lose and the specters vex, hex, & perplex them for eternity!



CLUE CLARIFICATIONS

- Clues can be dictionary words, proper nouns, made up words, or even multi-word phrases
- Clues must answer the chosen question, pertaining to the secret message
- Clues cannot contain any part of the secret message (ex: *rainbow*, cannot use "rain" or "bow")
- Clues can only contain letters and spaces
- Clues should be in a language all players are familiar with
- Clues are the only way Spirits can communicate with the Mediums. There can be no additional clues given through hints or body language.

SPECIAL RULES FOR 2-3 PLAYERS

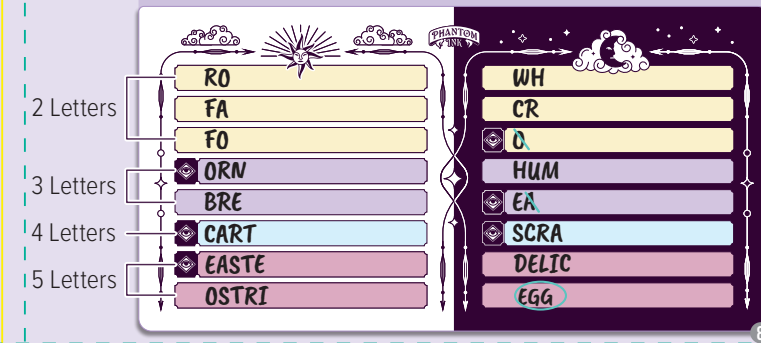
In 2-3 players, *Phantom Ink* is played co-operatively. The rules are the same, with the following changes:

- Choose just 1 player to be the Spirit and give them a spirit board.
- The Medium(s) gets 1 guess board, and will take both ☀️ and 🌙 turns.
- There is no more Silencio - instead, Spirits will only be allowed to give a # of letters based on the chart on pg 8.
- On ☀️ turns, Mediums Ask a Question (see pg 3), but with the above restrictions.
- On 🌙 turns, Mediums choose to either Guess the Message (see pg 6), or Listen for Guidance.

LISTEN FOR GUIDANCE

Listen for Guidance is a special action only available with 2-3 players. The Spirit draws 2 question cards **and does not show them** to the Mediums. The Spirit secretly chooses 1 question card and discards the other. The Spirit then gives their clue abiding by the current # of letters restriction.

On ☀️ turns with an eye icon, receive an extra letter on **any** previous clue. On 🌙 turns with an eye icon, receive an extra letter on **any** previous 🌙 clue. (Cannot be used on Medium guesses.)



GAME END (2-3 PLAYERS)

If the Mediums correctly interpret the secret message, everyone wins! The final score is the total number of unused spaces on both sides of the guess board.