

Hill House – Multiplayer Expansion

The rules work as outlined in the base game, with these additions:

Game Setup

Each Player gets their own Player Mat and Pawn. Each player begins in one of the four corner spaces of the Main Hall.

Playing the Game

The Players take turns exploring the house until they manage to find the Exit. If a Player's WILL drops below 1 then they become a Denizen (see below).

New Movement Rules

- Multiple Players may occupy the same space.

New Combat Rules

- If a Denizen is on the same space as multiple Players then it is dealt with in turn order.
- When a round of combat is finished and there is more than one Player sharing the same space, then the Player who finished combat may choose to move the Denizen to an adjacent space instead than their own pawn

Playing a Denizen

When a Player's WILL drops below 1 then they become a "Player Denizen." They are now on the side of Hill House and are trying to lower the WILL of the other Players.

- When a Player first becomes a Player Denizen they immediately discard any equipped Items. They keep all their currently equipped TF cards.
- Player Denizens do not draw Event cards or equip Items.
- Event cards that affect Denizens do not affect Player Denizens.
- At the end of their turn a Player Denizen may draw and equip a TF card.
- Player Denizens can not leave through the Exit, or use the Exit to roll for WILL.
- Denizens and Player Denizens may occupy the same space.

Combat with Player Denizens

- Any time a Player Denizen enters the same space as another Player, combat begins.
- Combat between a Player and Player Denizen is resolved by both Player and Player Denizen rolling a six-sided die. The one who rolls highest wins, and if the Player loses they also lose WILL equalling the difference in die rolls. For example: the Player Denizen and Player are in combat. The Player Denizen rolls a 5, and the Player rolls a 3. The Player Denizen wins, and the Player loses, and also loses 2 WILL.
- Player Denizens do not have WILL and so will not lose any if they lose combat.
- If combat rolls result in a tie, roll again.
- If the Player Denizen wins, they may move one of their TF cards to an available TF slot on the losing Player's Player Mat, or replace a TF card if there are no slots available.
- Whoever loses combat is the one who moves their pawn to the nearest unoccupied space. This does not count as movement.

Winning the Game

- **Leaving through the Exit**
 - Players can only leave once all remaining Players are on the Exit. Once all Players have 12 WILL they leave through the Exit, winning the game.
 - While rolling for WILL on the Exit, a Player may choose to distribute the WILL they gain amongst other Players on the same map tile.



EVENT

I'm Not the One You Want!



Keep this card on your Player Mat. When a Denizen would move towards you, it instead moves towards the next closest Player. Discard this card.



EVENT

What Did That Do?



Draw a TF card and equip it to the Player to your Left.



EVENT

Mirror Nexus

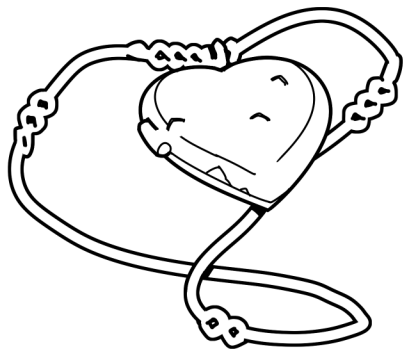


Trade Player Mats with the Player whose pawn is closest to yours.



ITEM

Treasured Locket

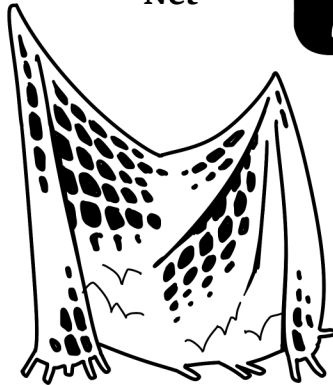


When you enter the same space as a Player Denizen, they gain +5 WILL and become a Player again. Discard this card.



ITEM

Net

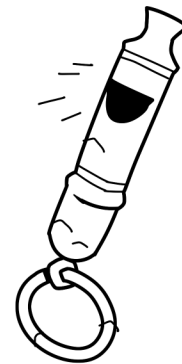


When sharing the same space as another Player, Instead of rolling for combat you may discard this card and move the Denizen one space away from you.



ITEM

Whistle



Instead of rolling dice for movement, you may discard this card to bring one other Player to your space.

+ Contagious



When you enter the same space as another Player, move one of your *other* TF cards to their Player Mat. If you have no other TF cards, move this card instead.

+ Assimilated



Move your pawn to the closest Player's space and set their WILL number equal to yours. While equipped, you each take individual turns but move together and share TF modifiers

+ Cheerleader



while on the same Map tile as another Player, instead of rolling dice for Movement you may grant them +3 WILL.

+ Guard Dog



+2 Combat. while on the same Map tile as another Player.