



plitude, Fait prosperer qui n'est à croire vain. L'vierge en main mise au milieu de Branches D
l'onde il moulle & le **Game Design: Mary Flanagan and Max Seidman** l'imbe & le pied: Vn
eur & voix fremissent par les manches: Splendeur diuine. Le diuin pres s'assied. Serpens tran
mis en la cage de fer, Ou les enfans septains **Writing: The whole Resonym team** du Roy son
pris: **Art and Graphic Design: Spring Yu** Les vieux & peres sortirons bas de l'enfer, Ains
mourir voir de fruict mort & cris. Par quarante ans l'Iris n'apparoistra, Par quarante ans tous le
ours sera veu: La terre aride **Community Management: Rachel Billings** en siccite croistra,
grands deloges quand sera apperceu. Profonde argille blanche/nourrit rocher, Qui d'vn abysm
istra **Logistics: Max Seidman, Danielle Taylor, and Sukdith Punjasthitkul** lacticineuse, En
n troublez ne **Videography: Spring Yu, Rachel Billings, and Sukdith Punjasthitkul** l'ose
ont toucher, Ignorant estre au fond terre argilleuse. Perdu trouué cache de si long siecle, Ser
pasteur demy Dieu honnore: Ains grand siecle, Par autres vents sera
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air.Quand le deffaut du Sol **sera veu: Tout autrement c**
l'interpretera, Cherté n'a garde **theatre se viendra redresser, Le**
lez iettez & les rets ja tendus: Trop le premier gliaz viendra lasser, Pars arcs prostrais de lon
temps ja fendus.Corps sublimes sans fin à l'oeil visibles, Ob nubiler viendront par ces raisons:
Corps, **Digital Prototyping: Oliver Akins** front comprins, sens chefs & inuisibles, Diminuan
es sacrees oraisons. Lors que Venus du Sol sera couuert, Soubs l'esplendeur sera forme occult
Mercure au feu les aura **In-House Playtesting: Momoka Schmidt and Joshua Po** descouuer
Par bruitbellique sera mis à l'insulte.Le Sol cache eclipse par Mercure, Ne sera mis que pour l
ciel second: De **Special Thanks: Melissa Billings, Game Makers Guild,** Vulcan Hermes ser
aicté **Remote Playtesting Discord, Sebastian R, Brandon F, Stefanie S, Jason S,** Sol sera ve
eur, rutiland **Kit H, Kapra O, Erin B, Vicky S, Mike L, Sunshiney, Dirtberry,** & blond. Plu
unze fois Luna Sol ne voudra, **Resonym Discord members** Tous augmenté & baissez de
degrez: Et si bas mis que peu or on coudra, Qu'apres faim peste, descouuert le secret. Iupiter
ioinct plus Venus **Learn to play at PhantomInkGame.com/how-to-play** qu'à la Lune, Ap
aroyssant de plenitude blanche: Venus cachee sous la blancheur Neptune De Mars frappee & p

OVERVIEW & GOAL

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

These instructions are for 4 players, but you can add more players.*

There are 2 teams, each with 1 Medium and 1 Spirit. There is a 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!

*More than 4 players:

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



102 Question Cards



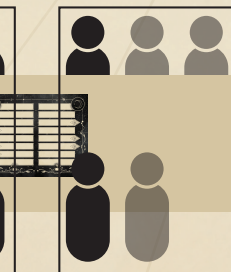
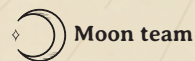
52 Object Cards



2 Pencils

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 Medium draws 7 Question Cards and privately looks at their cards.
4. 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)



Spirits

Mediums



SEATING DIAGRAM

PLAY

Teams take turns. The Sun team goes first. On a team's turn, rotate the Pad to face that team. That team's Medium decides either to *ASK A QUESTION* or *GUESS THE OBJECT*, then follows these steps:

ASK A QUESTION

(to receive a Clue)

1. You, the Medium, choose and give 2 Question Cards from your hand to your Spirit.
2. Your Spirit chooses 1 to answer, gives it back to you, and discards the other 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.
6. You draw 2 Question Cards.

— OR —

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, except that you waste a turn when you could have been getting a Clue.

STRATEGY TIP

Mediums: Say "*Silencio*" as soon as you can. It's better to say "*Silencio*" early so the other team doesn't get too much info.

Spirits: Choose a Clue that will be clear to your Medium after only a few letters. Write slowly; give them time to say "*Silencio*."

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.

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 I don’t like my Question Cards? — Once per game, each team’s Medium may discard their Question Cards face up and draw 7 new ones.

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

Can I look things up? — Spirits can! Mediums cannot.

Table talk — Spirits can’t give any additional guidance. Be careful to avoid saying things like “this Clue is going to be hard.”

- ▶ Read more FAQs at PhantomInkGame.com/faq ◀

