

# Orphanage of Fear

A game of paranoia and social deduction for 6-18 players and a moderator

## No one is coming to save you...

At the end of a crooked road on a dusty prairie, there was once a little orphanage. The children at the little orphanage were all alone. They did not have much, but they were happy because they had each other.

Then, one day, the Boogeymen came.

Strange things started to happen in the little orphanage. Some of the boys and girls began to disappear, and the others became very afraid.

Can the orphans survive, or will the Boogeymen steal them all away?

## Overview

Players take the role of the children that live in the Orphanage of Fear, or of one of the Boogeymen that has secretly taken a child's place. Both groups will use their wits and the Orphanage's toys to survive the week.

Each night, the boogeymen will steal another child away, never to be seen again. Each day, the children may choose to feed someone to the monster in the closet, hoping to rid themselves of the boogeymen.

## Components

- 1 Rules Manual
- 18 Role Cards
- 21 Toy Cards
- 2 Direction Cards
- 8 Player Aids
- 1 Caretaker Aid

## Setup

- 1) Choose a Caretaker. The Caretaker is the moderator, and does not actually play the game. Instead, the moderator manages and narrates the events that occur at the Orphanage of Fear.

- 2) Seat all players in a circle, with the Caretaker at its center.
- 3) Build the Role Deck from the Role Cards according to the following table:

| Players | "Boogeyman"<br>Cards | Orphans          |                  |                 |
|---------|----------------------|------------------|------------------|-----------------|
|         |                      | "Child"<br>Cards | "Bully"<br>Cards | "Twin"<br>Cards |
| 6       | 1                    | 4                | 1                |                 |
| 7       | 2                    | 4                | 1                |                 |
| 8       | 2                    | 5                | 1                |                 |
| 9       | 2                    | 6                | 1                |                 |
| 10      | 2                    | 7                | 1                |                 |
| 11      | 2                    | 8                | 1                |                 |
| 12      | 3                    | 8                | 1                |                 |
| 13      | 3                    | 9                | 1                |                 |
| 14      | 3                    | 8                | 1                | 2               |
| 15      | 3                    | 9                | 1                | 2               |
| 16      | 3                    | 10               | 1                | 2               |
| 17      | 3                    | 11               | 1                | 2               |
| 18      | 3                    | 12               | 1                | 2               |

- 4) Shuffle the Role Deck, and deal one Role Card to each player at random. **Do not show any other players your Role Card.**
- 5) Build the Toy Deck from the Toy Cards according to the following table. Note, the deck will have three cards more than the number of players.

| Players | "Nothing"<br>Cards | Toy Cards  |
|---------|--------------------|--|
| 6       | 4                  | Spirit Board, Sackcloth Doll, Spyglass, Teddy Bear, Limberjack |
| 7       | 4                  | Add Lasso  |
| 8       | 4                  | Add Blanket  |
| 9       | 4                  | Add Porcelain Doll   |
| 10      | 4                  | Add Marionette   |
| 11      | 5                  |  |
| 12      | 6                  | Remove Marionette, Add Magic Projector                         |
| 13      | 6                  | Add Nightmare Bear   |
| 14      | 6                  | Add Marionette   |
| 15      | 7                  |  |
| 16      | 8                  |  |
| 17      | 9                  |  |
| 18      | 10                 |  |

- 6) The Caretaker secretly selects one of the two Direction Cards to serve as the “Spirit Board” tiebreaker. **Do not show this Direction Card to the players.**
- 7) Return all unused Role and Toy cards to the box.

## Objective

Your objective depends on whether your Role Card indicates you are a Boogeyman or an Orphan.

|  |  |
|--|--|
| <u>For Boogeymen</u><br><br>Survive until the number of Boogeymen is equal to or greater than the number of Orphans. | <u>For Orphans (including all Children, the Bully, and the Twins)</u><br><br>Eliminate all of the Boogeymen. |
|--|--|

## How to Play

Orphanage of Fear is played over a series of game turns, each broken up into two phases: the **Night Phase** and the **Day Phase**. The Caretaker narrates the events of these phases as indicated by the Caretaker reference.

The game begins with a Night Phase.

### The Night Phase

At the beginning of each Night Phase, close your eyes, and use your hands and feet to make noise. Then, the following steps are taken in the order dictated by the Caretaker:

- **Use Bully Ability** - The player with the Bully card will be called upon to wake up and swap his or her Toy Card with another player’s.
- **“Night Time” Toy Effects** - Many toy cards have special abilities that are used at different times during the Night Phase. When the Caretaker calls your toy out by name, follow your Toy Card’s instructions.
- **Steal a Child Away** - The Boogeymen will awaken when the Caretaker calls on them, and they will point to a single Orphan to steal away into the night. *This step is skipped during*

*the game's first Night Phase.*

## **The Day Phase**

The Caretaker will awaken you and announce which player was eliminated by the Boogeymen during the previous Night Phase. The Caretaker will then moderate the following steps:

- **Nominations**- Discuss among yourselves to determine which of the players are secretly Boogeymen. Any player may nominate another to be fed to the monster in the closet and eliminated from the game. If a nomination is seconded, proceed immediately to a Vote.
- **Voting** - When you are nominated, you have one minute to defend yourself. At the Caretaker's prompting, all uneliminated players simultaneously vote with either a "thumbs down" to eliminate you, or a "thumbs up" to spare you.

If a majority of uneliminated players vote "thumbs down," the Caretaker reveals your Toy Card. Unless that Toy Card can save you, you are thrown in the closet and eliminated!

If you are eliminated for any reason, immediately reveal your Role Card. You are now harmlessly haunting the Orphanage, unable to communicate with its occupants. You are no longer required to go to sleep at night, but you cannot speak to other players about anything regarding the game until the game is over.

- **Redistribution** - The Caretaker collects all Toy Cards, shuffles them together, and deals one face-down to each uneliminated player. You may look at your own card, but do not reveal it to any other player.

## **Ending the Game**

The Caretaker will end the game immediately if all Boogeymen have been eliminated, or if an equal number of Orphan and Boogeyman players remain in the game.

# The Roles

## The Boogeymen

You are a Fae creature that feeds on suffering. Each night, you wake up and steal a child away, never to be seen again. During the day, you use Fae magic to conceal yourself and mislead the frightened children.



## The Children

You have lived at the Orphanage for as long as you can remember, with no mother or father to protect you. As your friends have started to disappear, you have noticed that some of the other children are acting strangely. You might not have special abilities like some other children, but you know how to look out for yourself.

## The Bully

The other children have been vanishing, and you're going to make sure that you're not next. When prompted by the Caretaker during each Night Phase, you wake up and point to another player. The Caretaker will give you that player's Toy Card, and give that player your Toy Card.



## The Twins

You and your twin share a bond so strong that not even Fae magic can deceive you. When prompted by the Caretaker during the game's first Night Phase, you will both open your eyes so you know the other cannot be a Boogeyman.

## Being the Caretaker

You are the only constant in these children's lives, and it is your job to narrate and moderate the game. This guide includes a script, but feel free to embellish any of the details and make the experience as enjoyable as you can.

### The First Night Phase

The game begins with a Night Phase, and you should use this Night Phase to introduce players to the game and provide them with some baseline information. Certain Toys do not have an effect during the first night phase, and the Boogeymen do not steal away a child.

First, remove three "Nothing" cards from the Toy Deck, and shuffle the cards in the remaining deck. Then, deal one card face-down to each player. Players may look at their own cards, but not at each other's. (During each Day Step, all Toys will be shuffled and distributed at random).

Next, read the following script:

- 1** - All players, close your eyes, and use your hands and feet to make a bit of noise to hide the sound of the things that go bump in the night.  
*Try offering some extra story or description here, narrate anything you like!*
- 2** - Boogeymen, wake up. Make eye contact with one another so that you know who's on your side.  
*Make sure you remember who the Boogeymen are.*  
Boogeymen, go back to sleep.
- 3** - Twins, wake up. Make eye contact with one another so that you know who your twin is. You now know that neither of you can possibly be a Boogeyman. Now, twins, go back to sleep.

From here, continue with the Standard Night Phase script, **but skip steps three through six.**

### Standard Night Phase

Read the following script, and take each action as noted. *\*During the first Night Phase of the game, skip steps three through six.*

- 1** - All players, close your eyes.

- 2** - Bully, wake up now. Point to another player if you would like to steal a player's toy.  
*Tap on the target's shoulder to awaken them, and make sure the victim sees the Bully. Swap their cards.*  
Bully, go back to sleep.
- 3\*** - Player with the Blanket card, raise your hand. Leave your hand up.
- 4\*** - Boogeymen, wake up now and choose your victim. You may not choose the player with his or her hand up.  
*Remember which Orphan was chosen.*  
Boogeymen, go back to sleep. Player with the Blanket card, put your hand down.
- 5\*** - Everyone, without waking up, raise your Toy Cards so that I can see them.  
*Look at the Toy Card held by the child who was stolen away by the Boogeymen this turn. Trigger any of its effects. If the child is not eliminated, replace the child's card with a Nothing card.*
- 6\*** - Player with the Spyglass card, wake up.  
*Randomly reveal two of the leftover Toy Cards to this player.*  
Player with the Spyglass, go back to sleep.
- 7** - Player with the Sackcloth Doll, raise your hand. You may put your hand down.  
*Remember which player had the Sackcloth Doll.*
- 8** - Player with the Spirit Board, wake up.  
*Motion left or right to indicate the direction of the Boogeyman seated closest to that player, treating the player with the Sackcloth Doll as though he or she were a Boogeyman. In case of a tie, motion in the direction indicated on the Direction Card drawn during setup. Ignore eliminated players when counting seats.*  
Player with the Spirit Board, go back to sleep.
- 9** - All players, wake up.

### **Day Phase**

When all players have awakened, announce which Orphan was stolen away in the night, if any. Remember, certain Toy effects can affect this. Otherwise, immediately eliminate that player.

You may then guide the players through the process of nominating and voting (See "How to Play - The Day Phase")

Once a player has been eliminated, collect players' Toy Cards and shuffle them together with the "leftover" Toy Cards. Deal one card face-down to each player at random, and make sure players understand they should not show other players their cards.

## Player Toy Guide

**This text is intended to be mounted on the player aids. It is intended to only be a brief, conceptual overview of each toy's purview, and does not clarify exact mechanical procedures.**

The Porcelain Doll - Wakes everyone immediately if the Boogeymen steal you away.

The Sackcloth Doll - Makes you appear as a Boogeyman to the Spirit Board.

The Marionette - If the Boogeymen target you, you become their puppet.

The Spirit Board - Senses the direction of the nearest Boogeyman.

The Spy Glass - Peeks at leftover Toy Cards.

The Teddy Bear - Is stolen away in your place if the Boogeymen target you.

The Blanket - Protects you from being targeted by the Boogeymen.

The Lasso - Drags another player into the closet to be eliminated with you.

The Limberjack - Protects you from being eaten by the monster in the closet.

The Magic Projector - Reveals the Role Card of another player when you are stolen away.

The Nightmare Bear - Eliminates another player in revenge if you are stolen away.

## Toy Card Text

**This text is intended to be mounted on the Toy Cards themselves, supplemented by icons indicating whether or not the Toy is discarded upon use and whether the Toy is used during the Day or Night. This text is intended to offer specific procedural instruction and cover all potential rules and timing questions.**

The Porcelain Doll - If the Boogeymen steal you away, the Night Phase ends immediately.

The Sackcloth Doll - The Caretaker will treat you as though you were a Boogeyman when motioning for the Spirit Board.

The Marionette- If the Boogeymen steal you away, you are not eliminated. You now wake up at night when the Boogeymen are called, and you can only win the game if the Boogeymen do.

The Spirit Board - The Caretaker will motion left or right to indicate the direction of the Boogeyman seated nearest to you.

The Spy Glass - You may peek at up to two of the leftover Toy Cards.

The Teddy Bear - If the Boogeymen steal you away, you are not eliminated. Instead, reveal and discard this card.

The Blanket - You cannot be stolen away by the Boogeymen this turn.

The Lasso - If you are voted into the closet, reveal this card and choose another player. That player is also eliminated.

The Limberjack - If you are voted into the closet, reveal this card. You are not eliminated.

The Magic Projector - If the Boogeymen steal you away, choose another player. Reveal that player's Role Card.

The Nightmare Bear - If the Boogeymen steal you away, choose another player. That player is also eliminated.