

♠ PURGATORY HOUSE ♠

ROOMS OF THE HOUSE

| ♠ SPADES ♠ | ♥ HEARTS ♥ | ♦ DIAMONDS ♦ | ♣ CLUBS ♣ |
|--------------------|------------------|-------------------|-------------------|
| A) Vault | A) Crypt | A) Torture | A) Kitchen † |
| 2) Slide † | 2) Staircase | 2) Tunnel | 2) Staircase |
| 3) Boiler Room | 3) Closet | 3) Wine Cellar | 3) Workshop † |
| 4) Hallway | 4) Hallway | 4) Hallway | 4) Hallway |
| 5) Elevator | 5) Gym / Bowling | 5) Observatory | 5) Pool |
| 6) Library | 6) Armory † | 6) Dressing Room | 6) Sauna |
| 7) Bedroom | 7) Bedroom | 7) Bedroom | 7) Bedroom |
| 8) Laboratory | 8) Dining Room | 8) Laundry | 8) Cell / Dungeon |
| 9) Pantry / Larder | 9) Foyer | 9) Study / Office | 9) Billiard Room |
| 10) Balcony | 10) Chapel | 10) Living Room | 10) Lumber Rm. † |
| J) Music Room | J) Master Suite | J) Gallery | J) Ballroom |
| Q) Servant's Q. | Q) Bathroom | Q) Studio | Q) Nursery |
| K) Atrium | K) Drawing Room | K) Basement | K) Attic † |

† indicates special rules in effect

OBSTACLES OF THE HOUSE

| ♠ SPADES ♠ | ♥ HEARTS ♥ | ♦ DIAMONDS ♦ | ♣ CLUBS ♣ |
|-------------------|--------------------|-------------------|-------------------|
| A) Double † | A) Safety † | A) Safety † | A) Cave In † |
| 2) Bats/Birds | 2) Beast | 2) Secret Pass. † | 2) Crushing Walls |
| 3) Quicksand | 3) Ghost/Wraith | 3) Trapdoor † | 3) Swing. Blades |
| 4) Flood/Water | 4) Alien/Creature | 4) Illusion | 4) Earthquake |
| 5) Toxic Pool | 5) Snakes | 5) Revolve Wall † | 5) Spider Webs |
| 6) Unbear. Noise | 6) Rats † | 6) Cage/Coffin † | 6) Arrows/Darts |
| 7) Total Darkness | 7) Live Art/Robot | 7) Flesh EatCurse | 7) Choking Dust |
| 8) Swarm of Bugs | 8) Demon/Goblin | 8) Bear Trap | 8) Hypno. Music † |
| 9) Vicious Vines | 9) Doll/Clown | 9) Temp. Blind | 9) Mad Symbols † |
| 10) Poison Gas | 10) Skele/Zombie | 10) Accel. Age | 10) Electricity |
| J) Thunderstorm | J) Creepy Children | J) Possession † | J) Crumb. Floor † |
| Q) Poltergeist | Q) Evil Woman | Q) Will-o-wisp † | Q) Stampede |
| K) Hungry Walls | K) Doctor/Mad. | K) Puzzle Box/Orb | K) Fire |

† indicates special rules in effect

END OF THE REEL

When the Survival Deck runs out of cards:

Step 1 - Check for the Joker

- Is the Joker in front of the Dealer?
 - If so, add the Joker to the Survival Deck.
 - Then, place a new Joker in front of the Dealer.
- Is the Joker in front of a Player?
 - If so, return the Joker to the Dealer.

Step 2 - Add a Doom Token to center of the table

- Do the Doom Tokens equal the # of Players?
 - If so, the End Game has begun!

Step 3 - Reshuffle the Survival Deck