

# SCATTER

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from the story "Stone Animals" by Kelly Link  
adapted by Bryan Wuest

## Goal:

In order to escape the house, Catherine, Tilly, and Carleton must find the two keys to the dead-bolted back door before the rabbits overtake the house and the family is consumed.

## Set-Up:

- After rolling a die to determine choosing order, each player chooses a family member and starts him/her on any unoccupied squares in the Foyer.
- Make sure all the gold and silver Object Pads are painted-side up and shuffled. Distribute them randomly onto all the white circle Object spaces – silver on the top floor, gold on the bottom. (Two of these Pads, when flipped face-up, will reveal Keys.)
- Each Object Tile has a designated room. Place a Tile on each Pad. You may place the Tiles on any white circle in their designated rooms. Three Objects (Dining Table, Sofa, and Loveseat) each consist of two Tiles. Both Tiles of each Object must be placed on adjacent spaces so that the two parts of the pictures on the Tiles connect.
- Place the rabbits on the beginning of their tracks.
- Place King Spanky on the front porch.
- Shuffle the Object Cards and put the deck in its designated place.
- Ensure the Day/Night panel is set to day and placed on the board.

## Movement:

The player order is Carleton / Tilly / Catherine. Each player takes a turn rolling the normal d6 and then moving that many spaces.

- Players may not move diagonally, but they may move in any other direction and even backtrack during a single turn.
- Players may not land on another player for their final space (but they may pass through other players).
- Players may not move through the walls in the house.
- The staircase doesn't count as a space; just move from the space adjacent to the bottom of the stairs to the one adjacent to the top, or vice-versa.



Carleton      Catherine      Tilly



Downstairs      Upstairs



Rabbits



King Spanky

**Objects:**

In order to find Keys, players must check under Objects by landing on them. You may pass through Objects (and not check them) while moving. When you land on the Object Tile, you take the Pad underneath and keep it from the other players.

If the Object is Haunted, you may also take it when you check it. You may only take an Object if it is currently Haunted. In either case, you take the Pad underneath.

**Event Die:**

After Catherine's (the last player to roll) turn, roll the Event die.

- If you roll a Rabbit, move any rabbit one space forward.
- If you roll "HAUNT," draw an Object Card.
- If you roll a sun and moon, flip the panel to switch day/night.

Also, any time a player rolls a 6, roll the Event die after the player has completed her/his turn.

**Special Spaces:****King Spanky:**

A character may activate King Spanky by landing on the pale green King Spanky space(s) in the Foyer. Once activated, King Spanky moves down one of the rabbit tracks, as chosen by the player, one space after each character's turn. When he comes in contact with a rabbit, the rabbit is placed back one space. King Spanky then continues down to the end of the rabbit track before returning. This means that KS takes 10 turns (or just over 3 rounds) to make one full trip. He does not affect the rabbit while traveling back to the front porch. Once back on the porch he can be "activated" again.

**Balcony:**

A character may drop any carried Object over the second story balcony when they land on the orange strip on the second floor. The Object lands on the space directly forward from the balcony space. Only one Object may be dropped per turn, and an Object may not be dropped on top of another Object or another player.

**Fireplace:**

A character may destroy a Haunted Object by landing on the black fireplace space(s) in the Living Room. Only one Object may be destroyed per turn.

**Back door:**

A character may use a Key and unlock the back door by landing on the yellow space in the kitchen. If this is the second Key, the player may escape the house. After both Keys have been used, any player landing on this space before the game ends may escape the house.

**Object Cards:**

An Object shown on a drawn card becomes Haunted. Place the card face-up on the table so that all players can see it.

When a player takes the Haunted Object on the board, she/he takes the card and the Object and keeps them. The card and tile can only be discarded from the game when the player has thrown the Object into the Fireplace.

However, if the player wishes to simply drop the Object on the board, he/she may do so, placing the Object tile on any adjacent space and returning the card to the Haunted area. The Object still remains Haunted. Three Objects (Dining Table, Sofa, and Loveseat) are made up of two Tiles each. While they only count as one Haunted Object, these three Objects require teamwork to get them to the fireplace. The two Tiles must be picked up by two different players, and may only be disposed of in the fireplace when both players are standing on the fireplace spaces. When the first player lands on the fireplace space, the Object cannot be destroyed, but upon the second character's landing on the other fireplace space, both Tiles are destroyed and the Object card is discarded.

### Haunting:

For each Haunted Object a character is carrying, he/she moves one less than the die roll shows. For example, if Carleton were carrying two Haunted Objects, and rolled a 5, he would only be allowed to move 3 spaces that turn.

Even if the math works out to reduce the character's move to 0 spaces, she/he may still move 1 space.

The number of Haunted Objects in the house determines how Haunted the house currently is. For each currently Haunted Object, place one token on the Haunting Chart.

Level 1: 0-4 Objects    Level 3: 9-12 Objects

Level 2: 5-8 Objects    Level 4: 13-16+ Objects

### Night and Day:

During the Day, play proceeds normally. Night is a different story.

Each character has a Night Behavior. Catherine's is Painting, Tilly's is Sleepwalking, and Carleton's is Sensitivity.

These behaviors take place before the player rolls to move. The behaviors can be helpful or detrimental, depending on how Haunted the house currently is. If the Haunting level is currently Level 1 or 2, the Behaviors are Positive. If the Level is 3 or 4, the Behaviors are negative.

#### Catherine – Painting

Positive – after moving, flip a coin. If heads, Catherine may Paint one Haunted Object in any of the 8 squares surrounding her, renewing it and removing its Haunted status. The Object Card is placed at the bottom of the deck. Catherine may Paint an Object she is holding, but then must drop it immediately.

Negative – flip a coin before your turn. If tails, Catherine Paints the room she is currently in, filling it with fumes. Anyone in the room (including Catherine) is incapacitated/frozen until Catherine's next turn.

Additionally, no one outside the room may enter until Catherine's next turn.

#### Tilly – Sleepwalking

Positive – each turn, the player may roll the die twice and move Tilly the sum of the rolls. Even if two sixes are rolled, only roll the Event die once.

Negative – flip a coin. If heads, the player rolls the (one) die and moves normally. If tails, Tilly wakes up in a random room. The room is determined by rolling the die and moving Tilly to the room on her current floor (upstairs or downstairs) that correlates to the roll (even if it has just been Painted). Tilly must be placed adjacent to an entrance to the room, then may roll proceed normally with her turn. Check the Tilly Sleepwalking chart to see where the die roll takes her.

#### Carleton – Sensitivity

Positive – each turn, flip a coin. If heads, Carleton may peek at the top Object card in the deck, telling him which Object will become Haunted next. He may not share the information to the other players, but he may take this Object (during night or day) before it is Haunted and burn it preemptively. This Object, since it is not Haunted, does not affect Carleton in any way. However, if it becomes Haunted while he is carrying it, it does affect him.

Negative – Carleton becomes terrified of everything in the house, and must flip a coin before checking or taking any Object (tails = failure).



## Finishing the Game

If all three rabbits reach the front door space, anyone in the house is consumed.

The players who have the Keys may choose to unlock the door whenever they like. Both locks must be unlocked before the door can be opened, but they need not be unlocked at the same time. A player unlocks simply by landing on the space directly in front of the back door and placing one (or both) of the keys on the space.

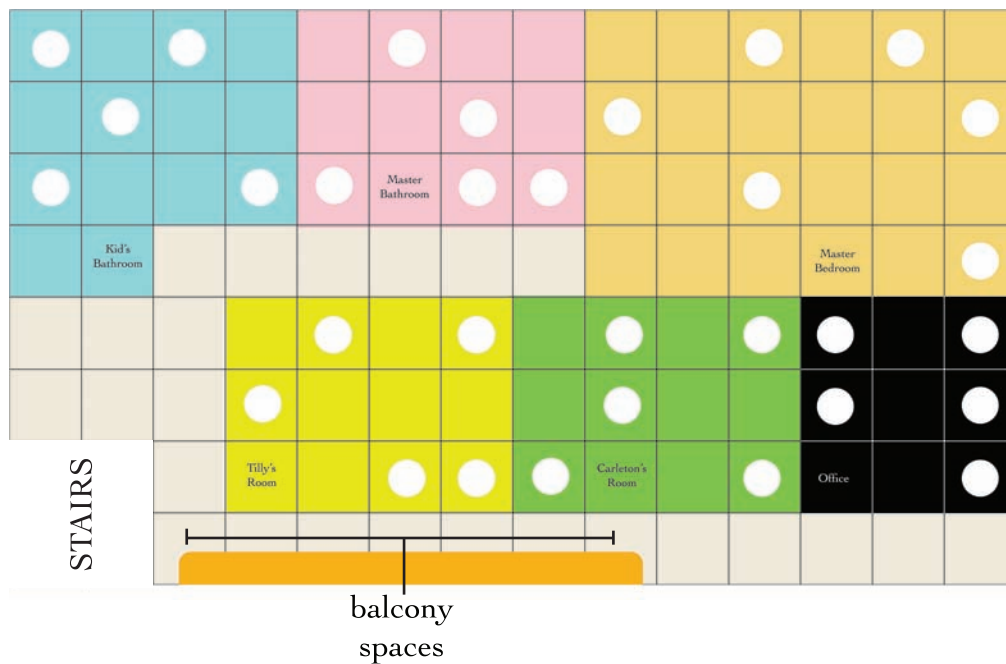
When both locks are unlocked, players may try to escape through the backdoor. However, the number of Haunted Objects in play determines how many can escape.

If the current Haunting level is 1 or 2, everyone can escape.

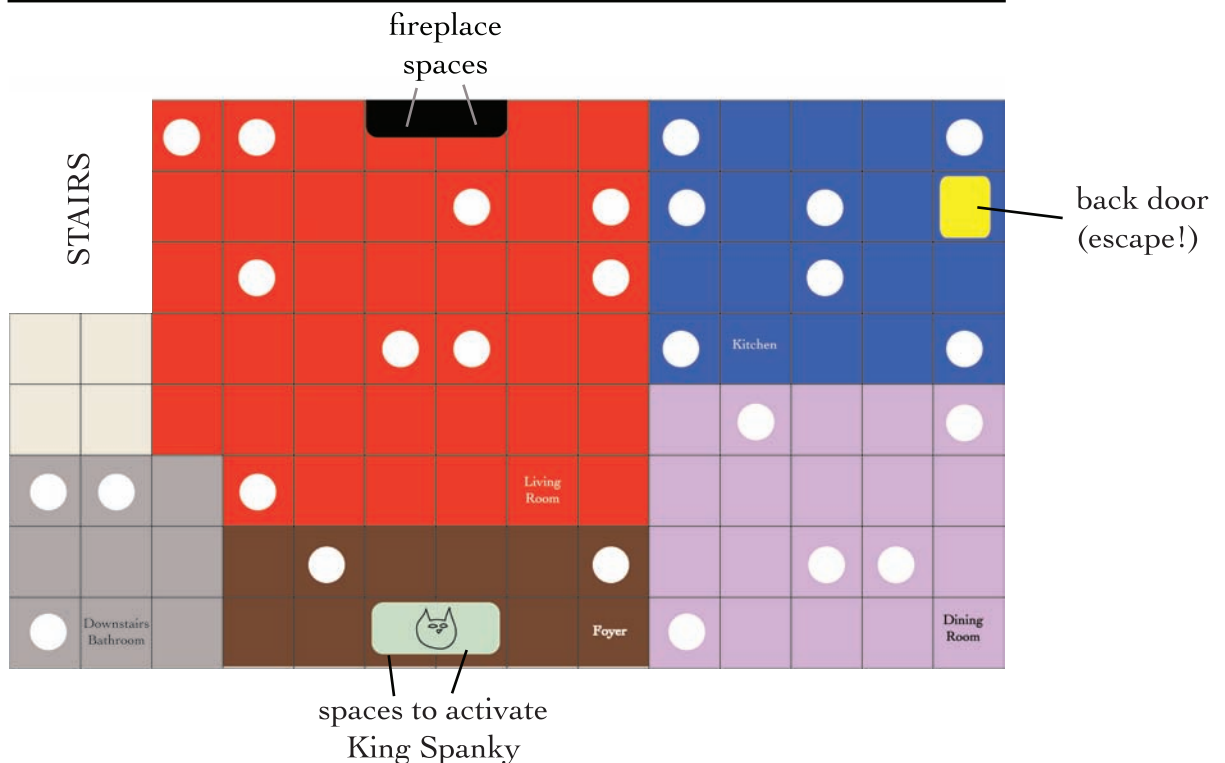
If the current Haunting level is 3, only two can escape.

If the current Haunting level is 4, only one can escape.

TOP  
FLOOR



BOTTOM  
FLOOR



### **Tilly Sleepwalking**

If you must flip a coin for Tilly's negative night behavior and must roll the die to determine where Tilly wakes up after sleepwalking, this chart indicates what die rolls correlate to what rooms.

#### Upstairs

- 1 – Kids' Bathroom
- 2 – Master Bathroom
- 3 – Master Bedroom
- 4 – Tilly's Room
- 5 – Carleton's Room
- 6 – Office

#### Downstairs:

- 1 or 6 – Foyer
- 2 – Downstairs Bathroom
- 3 – Living Room
- 4 – Dining Room
- 5 – Kitchen