

Is it just me?

Setup: Set up the game as if there were two players. You will take turns as each of the two characters: yourself, and your split personality.

Escape: You can take an Escape Action if you have all your Safe Things, are in a Dark Hallway, *and your split personality also meets these requirements*. You may substitute **4** Sanity worth of Items and Events for one Safe Thing on each character, or **10** for two Safe Things. If you escape, you unite your two identities and win!

Who are you: If you move through the other player's location on your turn, make a Horror Check of difficulty 9.

Who am I: If you forget which character's turn it is, draw a Hallucination immediately.

1 Player, Combined Victory
Difficulty: Medium

Turn Structure:

Creeping Darkness: Place one new card (anywhere), then move all Shadows one space directly toward you.

Roll Dice: Roll three dice. Choose one as your AP die. Use the other two for Shadows.

Move Shadows: If the two Shadows dice are equal, make a Horror Check of Difficulty 6. Otherwise, choose the closest Shadow to the other character. Move the Shadow directly toward them a number of spaces equal to the difference of the two dice. Move all the other Shadows two spaces toward you.

Actions: Spend any or all of your AP on actions.

Desperation

Only one of us is real...

Escape: You can take an Escape action if you have **eliminated your split personality**, and are in a Dark Hallway.

Attacking the Shadows: When you land on a Shadow token's space, you attack it. Make a Horror Check of difficulty 12. After rolling, you can discard Items, Events, or Hallucinations for a bonus of +2 each.

If you pass, claim the Shadow token. If not, move the Shadow to any empty Dark Hallway.

Attacking Yourself: You may spend 3AP to attack your split personality. Make a Horror Check of difficulty 18. After rolling, you may discard Items, Events, or Hallucinations for +1 each, and Shadow tokens for +3 each. If you succeed, the other character is **eliminated**.

On your turn:

Roll Dice: Roll three dice. Choose one as your AP die. Use the other two for Collapse.

Collapse: If the two Destruction dice are the same, remove three empty Hallway cards from play. Otherwise, remove empty Hallway cards from play equal to the difference between the Destruction dice.

The End: If you cannot remove enough cards during the Collapse phase, the game ends! Anyone that has not escaped is trapped.

Actions: Spend any or all of your AP on actions. During Desperation, any time you move off an empty Hallway card, remove it from play.

The Go Nuts and Concentrate actions are not available during Desperation.