

# Atmosfear™

**Experience your worst Nightmare!**

Read the rules completely before starting to play **ATMOSFEAR™**

**ATMOSFEAR™** is best played at night. Dim the lights to design your own "nightmare environment".

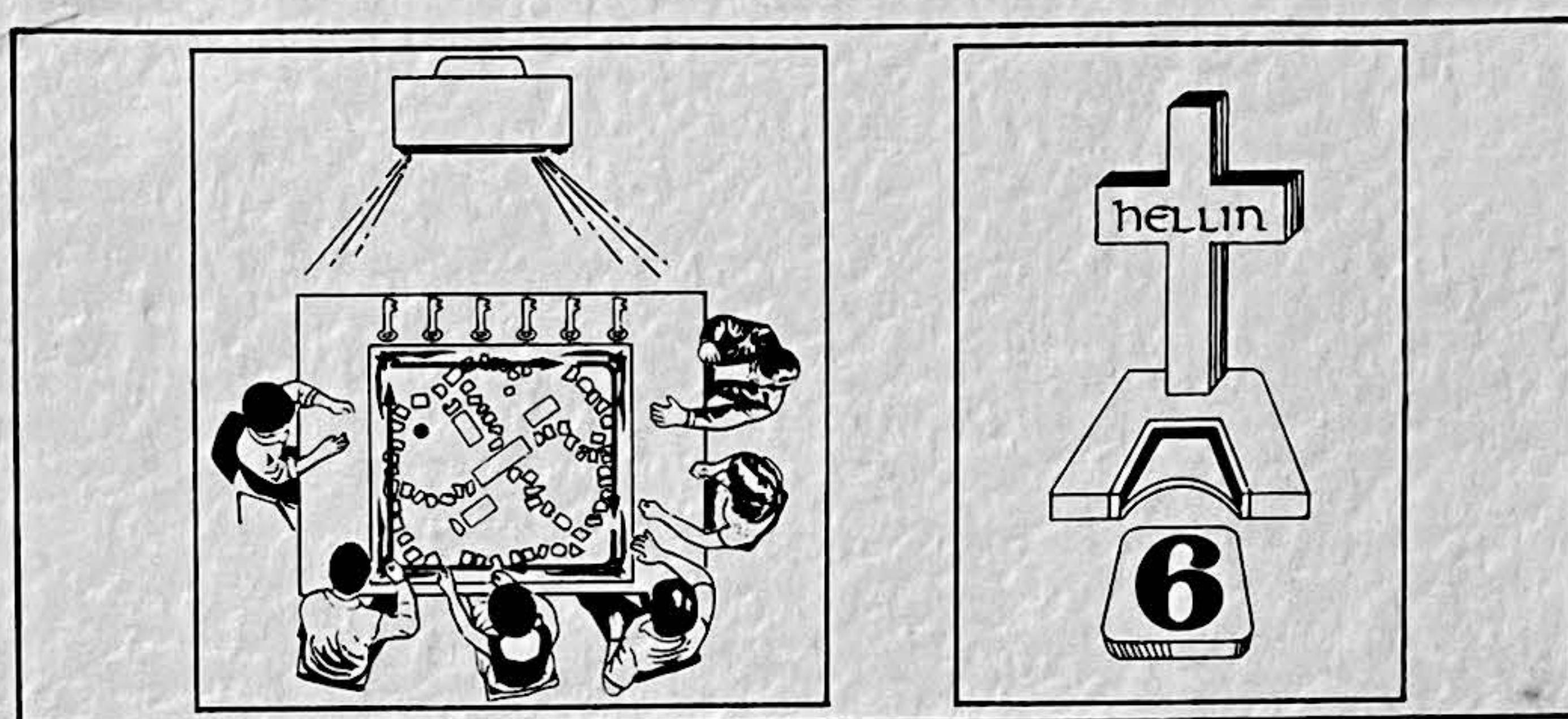
The volume on your TV set **MUST** be turned up as loud as possible to maximize the game play. The VHS tape has been recorded in HI-FI and, if your video machine has a HI-FI switch, ensure that it is on. If your VCR is connected to a stereo system, use your system for additional sound.

## The Object of the Game

**ATMOSFEAR™** is a board game controlled by a video tape. Once you insert the tape in your VCR and press **PLAY**, the game begins. It is a race against time and against the game's host, **THE GATEKEEPER**. Once you press **PLAY**, you **cannot PAUSE** or **REWIND** the tape. **THE GATEKEEPER** considers it "cheating" and wins the game by default.

The aim of the game is to collect all 6 of your character's keys and then race to the centre of the board; the **NIGHTMARE** square. You must land on the **NIGHTMARE** square by an **exact roll**, wait your turn and attempt to roll a 6. When you roll a 6, take the top **NIGHTMARE** card. If it's **not** your greatest fear, race to the VCR machine and press **STOP** to win!

But once the tape reaches 60:00 minutes, **THE GATEKEEPER** wins!



## Setting up ATMOSFEAR™

Players should be seated in a semicircle, facing the screen.

Sort, shuffle and place the **TIME**, **FATE** and **CHANCE** cards on the board.

Sort, shuffle and place the six sets of keys off to one side of the board - the six black keys in one pile, 6 red in another, etc.

Place the coin on the board. Players will be required to "toss" the coin at various stages during the game.

Each player should take a **NIGHTMARE** card and, on the blank side using the marking pencil, write their **GREATEST FEAR**; spiders, snakes, heights, etc. Do not reveal your fear to the other players. Collect, shuffle and place these cards on the centre square face down. (The **NIGHTMARE** cards can be "erased" and used over again.)

Place the 6 playing pieces and the 6 numbered discs into the bag. Each player then takes a turn to draw out a playing piece **and** a disc. Slot the disc into the base of the playing piece. If less than 6 players are playing, return the remaining playing pieces, discs and keys to the tray.

Now, each player has a character and a number and will be playing for their own character's set of matching coloured keys. For example, if you are **HELLIN**, the poltergeist, you will be playing for the purple keys marked **HELLIN**. You can only collect your own character's keys.

Place your playing piece on the gravestone marked with your character's name. If you are **HELLIN**, place your piece on the gravestone marked **HELLIN**.

This becomes your gravestone and you should watch it throughout the game, for if an opponent lands on your gravestone, you may have **FATE** cards or **KEYS** which can be used against that player.

## Keys

Each character has 6 keys. Each key gives you a specific power and the more keys you collect, the more powerful you become. For example, if you collect a key which releases you from the **BLACK HOLE**, you can use it over and over again without returning it unlike some **FATE** cards which can only be used once.

Keys are awarded by **THE GATEKEEPER** and can also be won off the board. For example, if you are number 6 and you land on a gravestone marked "Take a key if you are 6", you can collect a key.

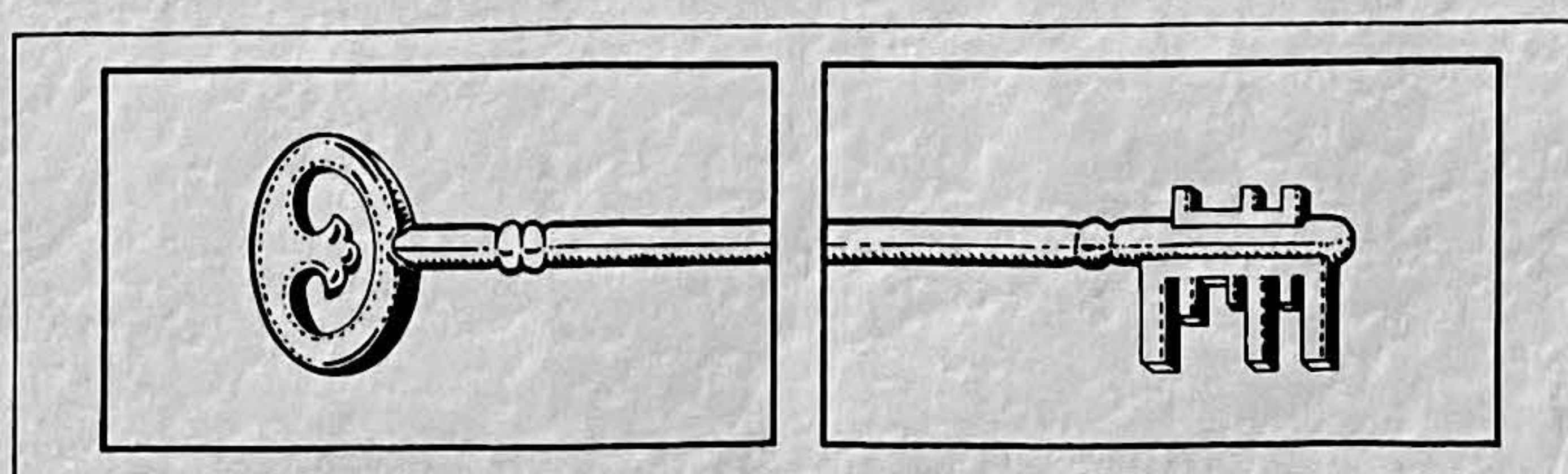
## Chance

Keys can also be won from **CHANCE** cards. If you are lucky, you could collect both halves of a key. Match, them, return both cards to the bottom of the pack and take a key.

There are other chances to win a key. For example, you may get a card which reads;

If you are Hellin and your number is 6, toss the coin.

If you are Hellin but your number is 3, this card is useless and should be returned to the back of the pack.





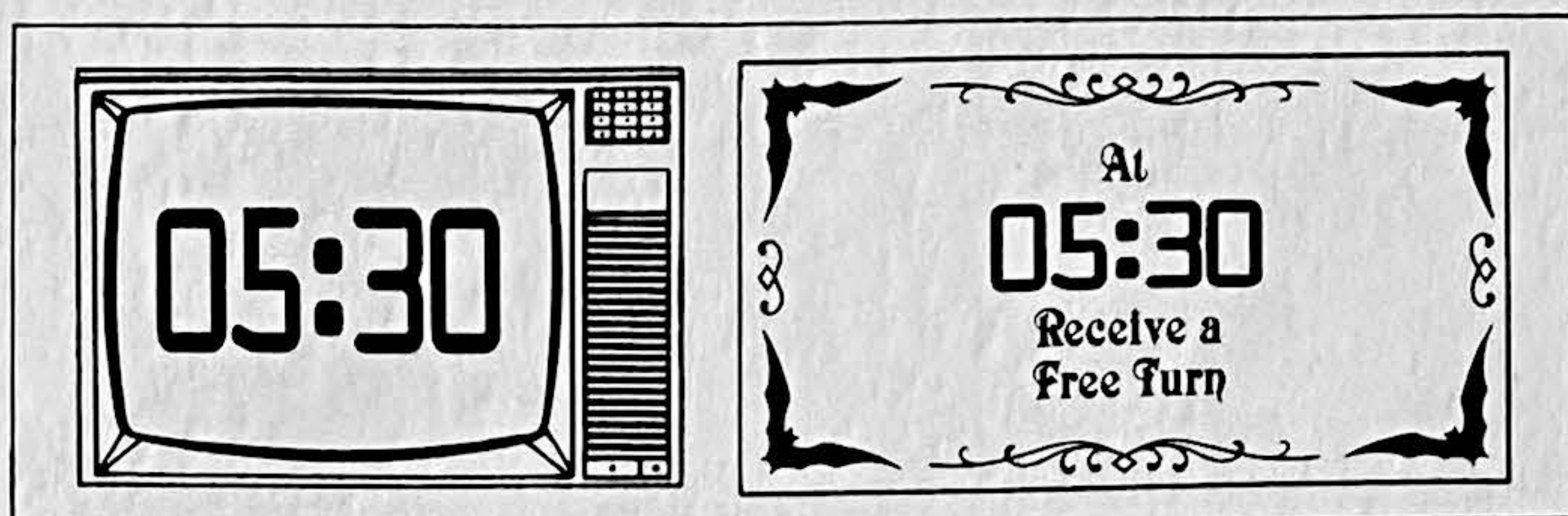
## Fate

**FATE** cards provide you with power or protection from your opponents.

Most **FATE** cards will require you to toss the coin if an opponent lands on your gravestone. You should wait for your turn to come around **before** tossing the coin. Toss the coin before you roll the die and move your playing piece.

## Time

Once the game begins, a counter will appear on the screen and begin ticking away the minutes and seconds. The timer will run from 00:00 to 60:00. The **TIME CARDS** relate to the time on the screen. **Only** return a **TIME CARD** to the back of the pack if the time shown has expired. If not, wait for the time to appear on the screen and then activate the card immediately even if it is not your turn.



## The Black Hole

There are two **BLACK HOLE** spaces on the board. If you are banished to the **BLACK HOLE** by **THE GATEKEEPER** you must move your playing piece to the closest **BLACK HOLE** and remain there until you are released unless you have a key or **FATE** card to release yourself.

While you are in the **BLACK HOLE** you cannot participate in the game unless you are specifically called upon by **THE GATEKEEPER**: e.g. the youngest, the oldest, the chosen one. . .

## How to play and win **ATMOSFEAR™**

Each player starts the game from his or her character's gravestone and moves in a clockwise direction around the outside circle of stones. Each gravestone, or part of a stone, is counted as a square, even unmarked ones. Multiple players may occupy a stone.

If you land on a stone marked **TIME**, **FATE** or **CHANCE**, take a card from the top of the pack. If you land on one of the **BLACK HOLES**, you cannot play until released.

The aim of the game is to collect all 6 of your keys. Only when you have all 6 keys can you leave the outside trail of stones and begin to make your way to the **NIGHTMARE** square in the centre of the board via one of the 4 paths leading to the middle.

To land on **NIGHTMARE**, you must roll an exact number. If you are 3 stones away, you must roll a 3 or less - to move.

If you are on the path leading to the middle of the board and lose one of your 6 keys, you must return to your gravestone and attempt to win the key back.

When you have landed on the **NIGHTMARE** square, you must wait your turn and then try to roll a 6. Once you have rolled a 6, take the top **NIGHTMARE** card from the pack. If it is not your Greatest Fear, race immediately to the **VCR** machine and press **STOP** to win.

**However**, if it is your fear, you are out of the game. If you share the same fear as another opponent, you are also out of the game.

Remember! **ATMOSFEAR™** is a race against not only your opponents but **THE GATEKEEPER** and if the timer reaches 60:00 minutes, he has won the game!

## The Gatekeeper

**THE GATEKEEPER** "hosts" the game. If he calls your number or your colour or catches you just about to have a turn, you must answer "**YES, MY GATEKEEPER**" and then listen carefully to the task he sets you.

If you fail to answer him in time, he can become extremely angry. So always answer his questions immediately.

**THE GATEKEEPER** will also call for the youngest player - "young one" - and the oldest player - "old one". If he wants to know your middle name and you don't have one, use your surname!

If he demands that you "roll a 6" before you can play again, you must wait for your turn to come around before rolling the dice.

Players can only move around the board when **THE GATEKEEPER** is not on the screen! When **THE GATEKEEPER** appears, everybody must stop and listen carefully to what he says because if you miss something, you cannot **PAUSE** or **REWIND** the tape.

Now . . . Turn the lights down, turn the volume up and press **PLAY**.

## The Cast of Characters

**BARON SAMEDI** - The Zomble - White

**KHUFU** - The Mummy - Red

**ELISABETH BATHORY** - The Vampire - Grey

**ANNE de CHANTRAINE** - The Witch - Blue

**GEVAUDAN** - The Werewolf - Black

**HELLIN** - The Poltergeist - Purple

You will meet these characters as the "hosts" of upcoming **Atmosfear™** tapes.

## Theme Nights and Team Games

**ATMOSFEAR™** can be played with 3 to 6 teams of 2 players. One player answers **THE GATEKEEPER**, rolls the die and moves the playing piece while the other players guard their gravestones, toss the coin and activate the **TIME**, **FATE**, and **CHANCE** cards.

For a Theme Night, each player should be given a character's name in advance and should come dressed for the part. The player should then play that piece but draw their number prior to the game.

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