

San Jose by Studio Turbine

Get away from Evil Spirit in Mystery House

San Jose is a cooperative game for 2–4 where the players try to protect the Missus from evil spirits. The spirits who have infiltrated the mansion pursue the Missus and try to kill her. Each player must use their job's unique powers to help build the mansion and protect the Missus.

Components

- 70 Mansion tiles (1×1 square)
 - 4 Starting Placement tiles (2×1 rectangle)
 - 6 Job Tiles (Architect, Bodyguard, Carpenter, Fortune Teller, Gardener, Maid)
 - 5 Evil Spirit Tiles (Red, green, blue, yellow, black)
 - 5 Evil Spirit markers (Red, green, blue, yellow, black)
- 1 Missus pawn
 - 2 Dice
 - 13 Token cubes
 - 1 Rulebook
 - 1 Quick Reference

Objective

The players win if all stacks are depleted and they cannot draw a new Mansion tile.

The players lose if any spirit occupies the same tile as the Missus.

Setup

1. Each player chooses a Job Tile and places it with the ☆ side up. Place any unchosen Job Tiles back in the box.
 2. Lay out the Spirit Tiles left-to-right in the following order: Red, Blue, Green, Yellow, Black. Place the matching color Spirit marker on top of each tile.

Set the Spirit Tiles “Sun” side up for an easier game. Set the “Moon” side up for a harder game.
 3. Remove the 4 "Spirit Appearance" tiles (with a door icon in the center) from the stack, then shuffle the remaining Mansion tiles face-down. Separate the tiles into 4 about-equal size stacks.
4. Insert one "Spirit Appearance" tile into each stack, then shuffle that stack and place it in front of the matching color Spirit Tile. (Don't put one in front of the red spirit.)
 5. Set the tokens aside to create a supply.
 6. Lay out the four Starting Placement tiles to form the beginnings of the mansion. You can arrange them as you like as long as they all connect legally.
 7. Place the Missus on the hat mark. Place the red Spirit marker on **the red space closest to the Missus**.
- The player who most recently visited a haunted house goes first. Or, choose a first player at random.

Turn Outline

On your turn, do the following things in order.

1. **Tile placement.**

Draw the top tile of the current stack, turn it face up, and place it into the mansion.

The "current stack" is the leftmost stack of Mansion tiles that isn't empty. Start with the blue stack, then continue in order through the green, yellow, and black stacks.

Important: If you have a “Spirit Appearance” tile in your Stock, do not draw. You must place the Spirit Appearance tile instead.
2. **Token declaration.**

Declare how many of your tokens you'll use for each of the following purposes:

 - Dice successes
 - Spirit binding
 - Special powers (Carpenter job only)

Spend or place the tokens as appropriate.
3. **Roll dice.**

On your turn, you must always roll both dice. If you roll doubles, receive 1 token. The results of this roll determine how you conduct steps 4 and 5.

4. **Spirit Movement.**

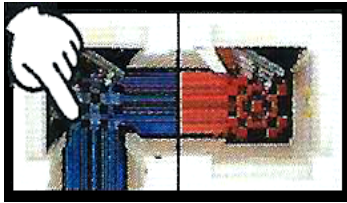
Depending on the numbers rolled, the matching spirits move (if they are in the mansion). **If you roll doubles, no spirits move.** On a 1, all Spirits move. Also, each Spirit Tile shows what dice roll that spirit moves on:
- | | | |
|-------|-----------------------|-------|
| All | Red (& Green on Hard) | Blue |
| Green | Yellow | Black |
- For example: If you roll 1 and 3, then all spirits move, and the blue spirit moves an additional time. You may resolve these movements in any order.

5. **Job Powers.**

Count how many successes you earned from dice and token usage. For each die, a roll of 1–3 counts as failure, and a roll of 4–6 counts as success. Each token spent on "dice successes" in step 2 adds an additional success.

Tile Placement

When placing tiles, the new tile must connect to an existing tile in the mansion. You can extend the current room with a room side (regardless of color) or start a new room by connecting it door-to-door. The new room cannot be attached only by wall sides.

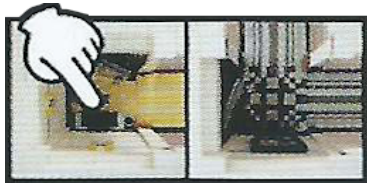


Floor to floor (OK)

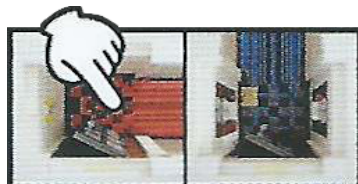


Door to door (OK)

You cannot attach the tile by matching a room edge to a wall or door edge. All sides of the placed tile must match any adjacent tiles.



Illegal: floor to door



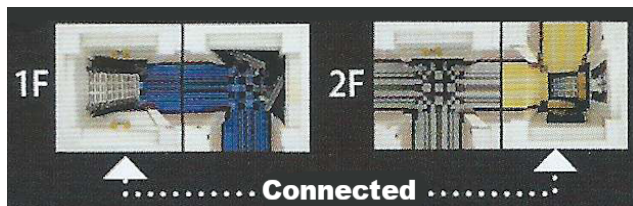
Illegal: floor to wall

When a tile with a "!" effect is placed, apply the effect immediately.

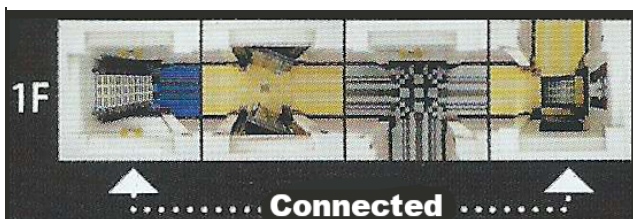
Note: Some tiles have an effect on "the next time dice are rolled." If a player places such a tile during the Tile Placement step (#1), it affects the same player's dice roll that turn. If the player places the tile later in the turn (as the result of job powers), it affects the next player in the turn order.

Staircases

When you place a tile with a staircase on it, if the matching staircase is already in the mansion, you may place it separately so as to start a new floor of the mansion. You can also attach the tile to an existing floor, including the same floor as the matching staircase. Staircases of the matching color are considered adjacent for purposes of movement. (Look at the color of the stairs, not the floor.) Both the Missus and the evil spirits can use staircases this way.



Staircases connecting different floors



Connected staircases on the same floor

Spirit Appearance

Tiles with a "door" icon on the floor in the center of the tile are "Spirit Appearance" tiles. Whenever one of these tiles is placed, the spirit matching the floor color of this tile appears. Place the spirit marker on **the matching color room space closest to the missus**. (Don't count the space the Missus is on.) *For example, the blue spirit will always be placed onto a blue space.* That spirit is now in the mansion.



The blue Spirit Appearance tile.

The red spirit starts in the mansion during setup.

Note: If you draw a Spirit Appearance tile into your stock, you must place it during the Tile Placement step (#1) of your next turn instead of drawing and placing a tile.

Room Completion

When a room is completely enclosed with doors and walls, it is considered completed. The player who completed the room gets a bonus based on the size and color of the room.

First, the player receives a number of tokens from the supply equal to **the number of tiles in the room minus 1**. (If the room consists of a single tile, this is zero, so the player gets the color bonus only.)

Additionally, the player gets a color bonus. If all the tiles in the room have **the same floor color**, the player gets a bonus based on the color of the room:

Room Color	Bonus
Red	Move the Missus 2 spaces.
Blue	Move any spirits a total of up to 2 spaces in any direction.
Green	The next person to roll the dice can adjust one face rolled by +1 or -1.
Yellow	Draw and place 2 tiles from the stacks.
Black	Place 2 tokens on any combination of Spirit Tiles (binding them).

Important: Each room-color bonus can be used no more than once per turn.



A completed yellow room.

If the tiles in the room are **3 or more different colors**, the player gets a bonus based on the number of different colored tiles in the room:

Number of Colors	Bonus
3 colors	+1 token
4 colors	+2 tokens
5 colors	+3 tokens

There is no color bonus for a 2-color room.



A completed 3-color room



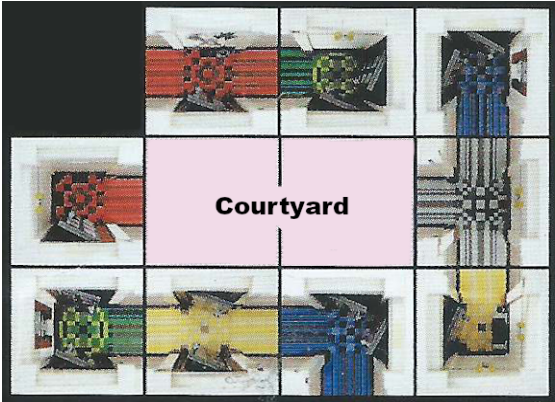
An incomplete room.

For example: A player completes a room consisting of 4 blue tiles. Since the room is 4 tiles in size, the player gets 3 tokens. Since it's a single-color blue room, the player also gets to move spirits up to two spaces.

Courtyards

When an empty space is surrounded on all four sides by room tiles, it is considered a “courtyard”. Spirits and the Missus cannot move into a courtyard. (The Gardener has a power that can move the missus through a courtyard.) A courtyard can be any number of spaces in size. It does not matter what tile edges border the courtyard.

Tiles from different floors of the mansion (see: Staircases) cannot create a courtyard between themselves. To create a courtyard, all the tiles surrounding the courtyard must be part of the same floor.



Spirit Movement

When a spirit moves, move that spirit’s marker the number of spaces indicated on the Spirit Tile next to the  icon. Spirits with the  icon can pass through walls when they move. (Other spirits can only move through doors, open floors, and staircases.) Spirits cannot move through courtyards. Only move the spirits that have been placed into the mansion already.

On the “Moon” (hard) side, the Green spirit has an “& 2” power, which means it also moves whenever a 2 is rolled.

A spirit always moves in the shortest path towards the Missus. If there are two equally short paths, the players can choose which path the spirit takes.

If a spirit ever occupies the same space as the Missus, the players have lost and the game is over.

Spirit Binding

During the “Token declaration” step (#2), players can place tokens on Spirit Tiles to bind those spirits. The Bodyguard also has a power that lets him place tokens onto completed rooms to bind all spirits in that room.

When a spirit is bound and would move, instead remove one token from that spirit (or completed room) for each space the spirit would move. After all tokens have been removed, the spirit moves the remaining number of spaces, if any. *For example, if the green spirit*

would move 2 spaces but has 1 token on the Spirit Tile, remove the token and the spirit moves 1 space instead.

Spirit binding only applies when spirits move in the Spirit Movement step of a turn (#4). Do not remove tokens when job powers or room completion bonuses cause the spirits to move.

Note: If the Missus moves onto a space with a spirit, the players lose the game regardless of whether or not the spirit is bound. Binding only affects spirit movement, not the game loss condition.

Jobs

Each player gets a Job Tile with unique powers. Job tiles are two-sided, starting on the ☆ side. Each job has the following attributes:

- ☆ Indicator. Each tile starts on the ☆ side and can later be flipped to its ☆☆ side by meeting a specific requirement.
- Name. The name of the job.

- Stock Size. The player cannot have more than this many tiles in their Stock at a time.
- Flip condition (☆ side) or passive ability (☆☆ side).
- Powers. Each power has a cost (in successes) and an effect.

Job Summaries

Carpenter Specialty: Large Stock Size. A specialist in completing the mansion. He can draw a lot of room tiles and place a large amount at once. Additionally, he can move the Missus freely within completed rooms.	Maid Specialty: Token distribution. A support job that's handy in a variety of situations. She gets extra tokens and can distribute tokens to other players.
Gardener Specialty: Courtyard movement. He can escort the Missus through courtyards. No matter the size of the courtyard, it costs 5 successes to pass through.	Architect Specialty: Arranging the stacks. A job that specializes in looking ahead and long-term planning. He can look at upcoming tiles in the stacks and rearrange them.
Fortune Teller Specialty: Spirit movement. A job with mastery over the spirits. She can move a spirit multiple spaces or move several spirits at a time. She can even move spirits on other players' turns.	Bodyguard Specialty: Wide-range spirit binding. He can move the Missus or the spirits. His powers don't stand out much towards the beginning of the game, but later on he can bind an entire room so that all spirits in it are affected.

Job Powers

Each job power has a cost indicated in a circle. This is the number of successes that must be spent to activate the power. Successes come from dice rolls and tokens that were spent on dice successes during the Token Declaration step (#2) of a turn.

Most job powers can only be activated during the Job Powers step (#5) of your own turn. You may activate any number of powers as many times as you can afford by spending your successes. Any successes you do not spend are lost at the end of your turn.

Stock

When a job power or other effect causes you to draw a tile, the tile gets placed in your Stock. You cannot receive more tiles than the Stock Size printed in the upper-right corner of your Job Tile. Flipping your Job Tile to the ☆☆ side may increase your Stock Size so that you can hold more tiles.

When a power instructs you to place a tile, you do so using a tile from your Stock unless the power says otherwise. (You cannot use such a power to place a tile if your Stock is empty.)

Note: If you have a Spirit Appearance tile in your Stock, you must place that tile during the Tile placement step (#1) of your next turn.

Red powers can be used at any time (including out of turn) by spending the appropriate number of tokens as successes. You can also activate red powers on your own turn using successes from dice as normal.

Many powers affect “any” combination of things. In that case, you can freely divide the effect between one or several targets. *For example, “Move any spirits a total of 2 spaces” can be used to move two spirits one space each, or one spirit two spaces.*

Moving the Missus

The Missus does not move on her own, but job powers can move the Missus.

For powers that specify a number of spaces, each mansion tile counts as one space, except the 2×1 starting tiles, which are two spaces each. The Missus can move across floor and door edges. If two matching staircases are in the mansion, she can also move from one to the other using 1 movement. She cannot normally move through walls, windows, or courtyards, and she does not move diagonally. You are not required to use the full amount of movement. If the Missus ever passes through a space with a spirit, the players lose the game. It does not matter whether the rooms she passes through are complete or not for purposes of her movement. Tokens placed on rooms with the Bodyguard's power do not affect the Missus.

Some other powers cause the Missus to “jump” to a specific space. When using these powers, the Missus does not pass through the spaces between, so it does not matter if there are spirits in between where she started and ended.

Jobs & Job Powers in Detail

This section lists all the job powers and clarifies certain details about how the powers work.

Maid

☆ (Stock Size: 1)

① Move the Missus 1 space.

① Draw 1 tile or place 1 tile.

① Distribute 1 token. *(Take 1 token from the supply and give it to any player, even yourself.)*

Flip when: A room of 7 tiles or larger is completed.

☆☆ (Stock Size: 1)

Passive: When you roll doubles, receive 1 additional token.

① **Move the Missus 1 space.** *(Red powers can be used at any time by spending your own tokens.)*

① Draw 1 tile or place 1 tile.

② Distribute 2 tokens. *(Take 2 tokens from the supply and give them to any players, even yourself.)*

④ Move the Missus to a blue room. *(Completed single-color blue rooms only.)*

Carpenter

☆ (Stock Size: 3)

① Draw 1 tile or place 2 tiles.

② Place 1 tile from the top of the stack.

③ Move the Missus 2 spaces.

Flip when: A 5-color room is completed.

☆☆ (Stock Size: 5)

Passive: During the "Token Declaration" step, you can spend your tokens to draw additional tiles (1 each). *(You can only draw as many tiles as you have room for in your Stock.)*

① Draw 1 tile or place 2 tiles.

② Place all tiles from your Stock.

③ Move this Missus to any space within the same completed room. *(The Missus must already be in a completed room. This power only moves the Missus within the same room.)*

④ Place 3 tiles from the top of the stack.

Bodyguard

☆ (Stock Size: 1)

① Move the Missus 1 space.

① Draw 1 tile or place 1 tile.

① Move a spirit 1 space.

Flip when: 7 rooms are completed.

☆☆ (Stock Size: 2)

Passive: Don't move all spirits when you roll a 1.

① Move the Missus 2 spaces.

① Draw 1 tile or place 1 tile.

③ Place 2 tokens on any completed rooms, binding all spirits in those rooms.

④ Move the Missus to a black room.

Note: If a spirit is bound as a result of both the normal spirit binding (on the Spirit Tile) and the Bodyguard's room-binding power, players may choose which order to remove the tokens.

Architect

☆ (Stock Size: 2)

① Look at the top 3 tiles from the current stack and rearrange them. *(You cannot look across multiple stacks.)*

① Draw 1 tile or place 1 tile.

③ Swap a tile from your stock with the top of the stack.

Flip when: 4 staircases have been placed.

☆☆ (Stock Size: 4)

Passive: When you roll the dice, 4 is considered a success.

① Draw 2 tiles or place 1 tile.

② Look at the top 5 tiles of the current stack and rearrange them. *(You cannot look across multiple stacks.)*

③ **Swap a tile from your stock with the top of the stack.** *(Red powers can be used at any time by spending your own tokens.)*

④ Move the Missus to a staircase.

Note: The Architect's powers to look at and rearrange tiles do not work across different stacks. If you would look at more tiles than are left in the current stack, only look at however many tiles are left in the stack.

Gardener

☆ (Stock Size: 4)

① Draw 2 tiles or place 1 tile.

① Give 1 tile from your stock to another player.

② Move the Missus 1 space.

Flip when: 3 courtyards are completed.

☆☆ (Stock Size: 4)

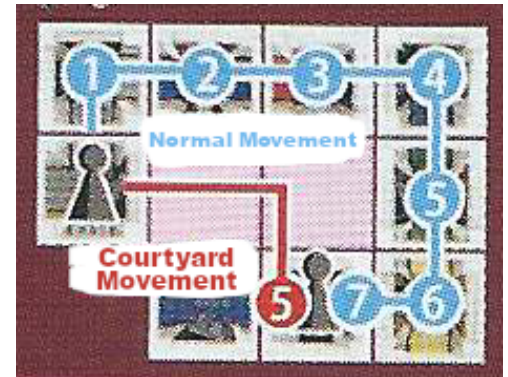
Passive: When you roll doubles, also draw 1 tile.

① Draw 2 tiles or place 1 tile.

① Give 1 tile from your stock to another player.

② **Move the Missus 1 space.** *(Red powers can be used at any time by spending your own tokens.)*

⑤ Move the Missus through an adjacent courtyard.



Comparison of normal movement vs. using the Gardener's courtyard movement power.

Note: When the Gardener moves the Missus through a courtyard, it does not matter what tile edges border the courtyard or what size the courtyard is. You can pass through walls adjacent to a courtyard to move "in" or "out" of that courtyard.

Fortune Teller

☆ (Stock Size: 0)

① Move a spirit 1 space.

② Move any spirits a total of 3 spaces.

② Place 1 tile from the top of the stack.

Flip when: The distance between a spirit and the Missus is 2 spaces or less.

☆☆ (Stock Size: 1)

Passive: You may reroll one of the dice you rolled (limit once per turn).

① **Move a spirit 1 space.** *(Red powers can be used at any time by spending your own tokens.)*

① Draw 1 tile or place 1 tile.

② Place 1 tile from the top of the stack.

④ Move any spirits a total of 5 spaces.

Reminder Sheet

Turn Sequence

1. Tile Placement
2. Token Declaration
 - Successes
 - Spirit Binding
 - Carpenter (☆☆) only: Draw more tiles
3. Roll Dice
 - On doubles, get a token.
4. Spirit Movement
 - On doubles, no spirits move.
 - On , all spirits move.
5. Job powers.

Completion Bonuses

All rooms: N-1 tokens, where N is the size of the room.

Room Color	Bonus
Red	Move the Missus 2 spaces.
Blue	Move any spirits a total of up to 2 spaces in any direction.
Green	The next person to roll the dice can adjust one face rolled by +1 or -1.
Yellow	Draw and place 2 tiles from the stacks.
Black	Place 2 tokens on any combination of Spirit Tiles (binding them).
3 colors	+1 token
4 colors	+2 tokens
5 colors	+3 tokens

"!" Tile Reference

The following gallery shows the different "!" tiles and provides translations for their effects.

Dice Modifiers



On the next "Roll Dice" step (#3), faces showing 1 / 2 / 3 (as pictured on the tile) count as success instead of failure.

Each tile shows one face and affects all dice that roll that face during the next "Roll Dice" step. If you don't roll the shown face during that step, no effect.

Same as above, but 4 / 5 / 6 count as failure instead of success.

If you place one of these tiles during the "Tile Placement" step (#1) of your turn, it'll affect your own turn. If you place the tile using a Job power or some other effect, it'll affect the next player's turn.

Note: The affects apply even if you use the Fortune Teller's passive ability to re-roll your dice.

Spirits Move



All spirits currently in the mansion conduct their normal movement immediately.



Immediately roll 1 die. Whichever spirit(s) are indicated by the result conduct their normal movement. *For example, if you roll a 3, the blue spirit moves.*

Move the Missus



The player who places this tile moves the Missus one space in any direction, following normal movement rules.

Place a Tile



The player who places this tile immediately draws and places another tile from the top of the stack.

Get / Lose Tokens



The player who places this tile gets 1 token from the supply, if possible.



The player who places this tile gets 3 tokens from the supply. (If there are fewer than 3 tokens in the supply, the player takes as many as are there.)



The player who places this tile must return 1 token to the supply, if possible.

★ **Maid** 1



 A room of 7 tiles or larger is completed.

- ① Move the Missus 1 space.
- ① Draw 1 tile or place 1 tile.
- ① Distribute 1 token to any player.

★ **Carpenter** 3



 A 5-color room is completed.

- ① Draw 1 tile or place 2 tiles.
- ② Place 1 tile from the top of the stack.
- ③ Move the Missus 2 spaces.

★ **Bodyguard** 1



 7 rooms are completed.

- ① Move the Missus 1 space.
- ① Draw 1 tile or place 1 tile.
- ① Move a spirit 1 space.

★ **Architect** 2



 4 staircases are placed.

- ① Look at the top 3 tiles from the current stack and rearrange them.
- ① Draw 1 tile or place 1 tile.
- ③ Swap a tile from your stock with the top of the stack.

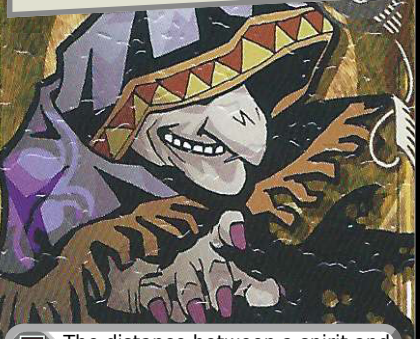
★ **Gardener** 4



 3 courtyards are formed.

- ① Draw 2 tiles or place 1 tile.
- ① Give 1 tile from your stock to another player.
- ② Move the Missus 1 space.

★ **Fortune Teller** 0



 The distance between a spirit and the Missus is 2 spaces or less.

- ① Move a spirit 1 space.
- ② Move any spirits a total of 3 spaces.
- ② Place 1 tile from the top of the stack.

Bodyguard 2



Don't move all spirits when you roll a .

- ① Move the Missus 2 spaces.
- ① Draw 1 tile or place 1 tile.
- ③ Place 2 tokens on any completed rooms.
- ④ Move the Missus to a black room.

Carpenter 5



During token declaration, spend X tokens to draw X tiles.

- ① Draw 1 tile or place 2 tiles.
- ② Place all tiles from your Stock.
- ③ Move this Missus to any space within the same completed room.
- ④ Place 3 tiles from the top of the stack.

Maid 1



When you roll doubles, receive 1 additional token.

- ① **Move the Missus 1 space.**
- ① Draw 1 tile or place 1 tile.
- ② Distribute 2 tokens.
- ④ Move the Missus to a blue room.

Fortune Teller 1



You may reroll 1 of the dice you rolled. *(Limit once per turn.)*

- ① **Move a spirit 1 space.**
- ① Draw 1 tile or place 1 tile.
- ② Place 1 tile from the top of the stack.
- ④ Move any spirits a total of 5 spaces.

Gardener 4



When you roll doubles, also draw 1 tile.

- ① Draw 2 tiles or place 1 tile.
- ① Give 1 tile from your stock to another player.
- ② **Move the Missus 1 space.**
- ⑤ Move the Missus through an adjacent courtyard.

Architect 4



When you roll the dice,  is considered a success.

- ① Draw 2 tiles or place 1 tile.
- ② Look at the top 5 tiles of the current stack and rearrange them.
- ③ **Swap a tile from your stock with the top of the stack.**
- ④ Move the Missus to a staircase.