



Watch
the rules video

SPOOKY TOWER

For centuries, a powerful amulet has kept ghosts prisoner in the old clock tower. But today, the amulet shattered and the ghosts escaped! Invisible to the naked eye, the only way to trap the ghosts is by taking photos of them.

At nighttime, explore the town with your camera. Capture the hidden ghosts or mend the amulet to restore the protection spell and save the town from terror.

OVERVIEW AND GOAL OF THE GAME

On your turn, roll dice and, depending on the result, take one of these two actions: **take a card** or **flip your cards**. Apply any revealed effects and check if you captured a ghost.

The first player to capture **5 Ghosts** or collect **3 Amulet fragments** wins the game!

CONTENTS



58 Building cards



5 Park cards



10 Grimoire cards



3 Ghost Pet cards



9 Amulet fragments



4 Reroll tokens



4 House boards



2 dice



1 clock tower



1 storage trunk

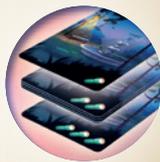
SETUP



CARDS:

Separate the cards by type: Building, Park, Grimoire, and Ghost Pet.

- 1 Then sort the **Building cards** by value (from 1 to 12) and shuffle each deck separately. Place them in the center of the table, in ascending order and Building sideup, making a grid of 3 rows of 4 Buildings. This grid represents the **Town**.
- 2 Make a stack of **Park cards**, facedown, by placing the card with 3 Clues    on the bottom, then the three cards with 2 Clues  , and finally the card with 1 Clue  on top.
- 3 Shuffle the **Grimoire cards** and make a stack, facedown.
- 4 Place the **3 Ghost Pet cards** near the Town.



CLOCK TOWER:

- 5 Flip over the lid of the **trunk** and slide the **clock tower** onto one of the short sides.
- 6 Place the tower above the Town and set the **clock hand** straight up (midnight).
- 7 Place the two **dice** in the bottom of the tower.

REMAINING COMPONENTS:

- 8 Make a reserve with the **Amulet fragments** near the tower.
- 9 Give each player a **House board** and a **Reroll token**, available sideup . Return unused boards and tokens to the box.
- 10 Set the **trunk** nearby. You will return used cards to it during the game.



Example with 3 players:



GAMEPLAY OVERVIEW

The game plays over a series of turns until one player captures their 5th Ghost **OR** collects their 3rd Amulet fragment through clock tower effects.

Starting with the player who most recently saw a ghost then going clockwise, take turns by completing the following steps:

1. ROLL DICE

Drop both dice in the clock tower.

If you do not like the result and your Reroll token is still available, you may flip it over to its unavailable side and reroll **both** dice.



Available



Unavailable

2. TAKE A CARD OR FLIP YOUR CARDS

BUILDING CARD DESCRIPTION

Building side

Building value  Bonus effect

This zone shows effects that are on the Photos of the Building

Common effect, shown on **all** Photos of this Building

Different effects, **divided** between each Photo of this Building

Photo side

With Ghost

Without Ghost



Effect



Reminder of the Ghost's origin

Example: The  effect is shown on all Photos of the value 1 Building. Additionally, one of these Photos has a hidden Ghost , while the other 4 don't have any extra effects ○.

Depending on the result of your dice, take **only one** of these two actions:

EITHER TAKE A CARD

From the cards in the Town, choose a Building that matches **the value of a single die** **OR** **the sum of both dice**.

Without flipping it, take the top card of this Building and place it, Building side up, to the left of your House board.



Note: Stack the cards of the same building so that you can easily see how many you have.

Then apply any bonus effects (see page 8).

OR FLIP YOUR CARDS

From your cards, choose a Building that matches **the value of a single die** **OR** **the sum of both dice**.

Flip **all** your cards for this Building to their Photo side and apply all revealed effects, in any order (see page 8).

If a Ghost is in the photo: Congratulations, you captured it! Place it to the right of your House board.



Then, if you have gained one or more Clues , you may **Go to the park** (see page 6).

Finally, return all used cards to the trunk except for Ghosts and Clues slid under your House. Now your turn is over.

If you cannot take **either** of these two actions with your die result and your Reroll token is **unavailable**, move the clock hand by 1 step clockwise and apply the effect shown by the hand (see page 8).

GO TO THE PARK

All Park cards let you capture a Ghost.

If you have as many Clues (🕯️, 🕯️🕯️ or 🕯️🕯️🕯️) as indicated in the bottom-right corner of the **top Park card** of the stack, take it and place it to the right of your House board, Ghost side up. Then return used Clues to the trunk.

You may take multiple Park cards on the same turn, as long as you still have enough Clues.

If you don't have (or no longer have) enough Clues to take a Park card this turn, slide your remaining clues below your House. You can use them on a future turn.

Example:

- 1 The top Park card requires 2 Clues to take it. I have 3 in front of me. I return 2 to the trunk and place the Park card to the right of my House, Ghost side up.



- 2 I don't have enough Clues to take another Park card, so I place my remaining Clue below my House to use on a future turn.



END OF THE GAME

The game ends immediately as soon as one player reaches one of the following victory conditions:

- As soon as you **capture your 5th Ghost** (including Ghost Pets), you become a legendary Ghost Hunter and win the game.
- As soon as you **collect your 3rd Amulet fragment** (through clock tower effects), you mend the Amulet and all the Ghosts are sent back into the clock tower. You win the game.



CREDITS

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Credits and thanks: www.rprod.com/en/spooky-tower/credits

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DESCRIPTION OF EFFECTS

Note: If you cannot apply an effect, the effect is lost.

BONUS EFFECT:



As soon as you take a Building card with this effect, flip your Reroll token to its available side.



As soon as you take a Building card with this effect, move the clock hand one step clockwise and apply the effect shown by the hand.

OTHER EFFECTS:



Once revealed, the Ghost is captured! Place it to the right of your House board.



Take 1 Amulet fragment from the reserve and place it in front of you.



Take a Ghost Pet card from the center of the table. If there aren't any more, steal a Ghost Pet from any player. Place it to the right of your House board. **It counts as a Ghost.**



Place your Reroll token to its available side.



Take a Building card of value 8 or less (you choose).



Move the clock hand one step clockwise and apply the effect shown by the hand.



Take any Building card.



Reveal the top Grimoire card and apply its effect.



Flip **one** of your Building cards of value 8 or less (you choose).



If you have gained one or more of these Clues, you may *Go to the park* (see page 6).



Flip **one** of your Building cards of value 9 or more (you choose).



At the end of your turn, immediately take another turn.



No effect.

