

A large, stylized illustration of the character Hello Neighbor. He has a pale, almost white face with dark, thick eyebrows, a thin black mustache, and a single green eye visible. He is wearing a blue and green long-sleeved shirt and a dark blue vest. He is holding his right index finger to his lips in a 'shh' gesture. The background is a dark, blue-toned forest at night.

HELLO
NEIGHBOR

A group of six diverse children looking towards the viewer with various expressions of concern and curiosity. They are dressed in casual, slightly worn clothing. A bright red laser beam cuts across the scene in front of them.

THE
SECRET NEIGHBOR
PARTY GAME

RULEBOOK



WHO AMONG YOU IS THE TRAITOR!?

Your creepy neighbor is up to no good! The Neighbor has something sinister locked in his basement, and it's up to you and your friends to find the keys to unlock the basement door and figure out his plot.

You'll need to use objects from his house to find three different keys, but there is one problem: some of the players are secretly Neighbors, in league together...**AND THEY WANT TO KEEP THE BASEMENT DOOR LOCKED FOREVER!!!**

COMPONENTS



3 KEYS



10 ROLE CARDS



40

KIDS use objects to figure out who among them can be entrusted with keys, then transfer possession to those trusted few and call an Unlock Vote. If only kids use the keys, kids win!



NEIGHBORS work hard to deflect suspicion, support their secret co-conspirators, and coax a majority of players to vote for them to unlock the door using one of the keys. If they are entrusted with even a single key, the neighbors win!



OBJECT CARDS

**10 OBJECT
GUIDE CARDS**

**1 DOOR
CARD**

SETUP

1) Select a player to be the **LEADER**: The leader plays the game as normal; however, it is the leader's responsibility to deal out cards, time the trading phase, and moderate discussion during the Unlock Phase.

If the leader feels discussion is dragging, they may set a timer (not included) and move the group to the next phase when the timer is complete.



2) The leader shuffles the role cards and deals one card face-down to each player. Role cards determine the player's team, either **KIDS** or **NEIGHBORS**.

The role cards have a number on the top right showing their required player count. Remove the Role cards with player counts higher than your current number of players, then shuffle the remaining cards and deal one to each player.

# OF PLAYERS	5	6	7	8	9	10
# OF KIDS	3	4	5	5	6	7
# OF NEIGHBORS	1	1	1	2	2	2
# OF SECRET NEIGHBORS	1	1	1	1	1	1

FOR EXAMPLE, with 5 players, you will remove all the cards that have a "6+" in the corner, leaving you with just 5 cards; 3 Kids and 2 Neighbors.

Do not show your Role card to anyone or discuss the artwork. Players cannot show their card to any player (unless the text on an Object card specifically states otherwise).

3) Distribute Object Cards: Object cards are collected and traded by players throughout the game. Obtaining a set of three of the same Object card allows players to perform a special action during the Powers phase.

Remove the Object cards with player counts higher than your current number of players, then shuffle the remaining cards and deal four face-down cards to each player.



# OF PLAYERS	5	6	7	8	9	10
# OF LEVERS	4	4	5	6	6	7
# OF BOXES	4	5	5	6	6	7
# OF MAGNETS	4	5	6	6	8	8
# OF TRASHCANS	4	5	6	7	8	9
# OF FLASHLIGHTS	4	5	6	7	8	9

OBJECT GUIDE

BOX: SEE 3 OTHER PLAYERS' ROLE CARDS OR MOVE A KEY.

MAGNET: GRAB AN UNCLAIMED KEY OR STEAL A KEY.

TRASHCAN: FORCE SOMEONE TO DISCARD THEIR ENTIRE HAND.

FLASHLIGHT: LOOK AT ANOTHER PLAYER'S OBJECT CARDS AND STEAL ONE.

LEVER: STEAL A POWER WITHIN 3 SECONDS OF IT BEING ANNOUNCED.



4) Distribute Quick Reference cards: Give each player a Quick Reference card, so they can see what all objects do. Players should familiarize themselves with each object's effect.

5) Set the Keys aside: The game includes 3 plastic keys. Use the chart below to determine how many Keys will be used for your game. Place those keys in the center of the table or play area.

# OF PLAYERS	5	6	7	8	9	10
# OF KEYS	1	2	3	3	3	3



GAMEPLAY

The game starts with the Leader directing all players to close their eyes and allowing the Neighbors to identify each other secretly. Then, gameplay proceeds in a series of **ROUNDS**. Each round consists of two **PHASES**; the **"TRADING"** phase and the **"POWERS"** phase.

STARTING THE GAME

To begin, players should sit or stand in a circle such that all players are facing one another. Then, the leader says the following script aloud:

"EVERYONE CLOSE YOUR EYES, INCLUDING ME!"

**"SECRET NEIGHBOR PUT UP YOUR THUMB!
REGULAR NEIGHBORS OPEN YOUR EYES."**

**"LOOK AROUND AND MAKE SURE YOU CAN SEE
YOUR FELLOW NEIGHBORS AND THE SECRET NEIGHBOR!"**

"10 - 9 - 8 - 7 - 6 - 5 - 4 - 3 - 2 - 1"

**"NEIGHBORS CLOSE YOUR EYES.
SECRET NEIGHBOR PUT YOUR THUMB DOWN.
EVERYONE'S EYES SHOULD BE CLOSED."**

"EVERYONE, OPEN YOUR EYES!"

PHASE 1 - TRADING

During the Trading Phase, all players **STAND UP** and **WALK AROUND** to **TRADE** Object cards. Players discuss what they want and trade cards with one another in order to collect a set of three Object Cards. This is a great time to glean information from other players, form alliances, and get a sense of who among you is truly on your side.

You do **NOT** have to make any trades if you don't want to.

All trades must be one to one (i.e., you can't trade two cards for one).



You should attempt to get a set of **3 MATCHING** cards of the same object if possible, even if the object doesn't have the power you want. (It is better to have a power to use during the Power Phase than not.)

When you are finished trading, **SIT DOWN**. The phase ends when everyone is seated (or the timer goes off if using a timer, whichever comes first).

PHASE 2 - POWERS

Players use sets of 3 **MATCHING** Object cards to gain information about the other players, collect Keys, or thwart players they believe to be on the other team.

To use an Object's power, **DECLARE ALOUD** which Object you want to use, show the other players your 3 matching Object cards, then discard all 3 cards. Discarded cards will be gathered back up by the Leader at the end of this phase.



Once you declare which Object you want to use, any other player with a "Lever" has **3 SECONDS** to announce if they are stealing your power for themselves. Then, resolve the Object's power.

Object powers are used in the order players declare they want to use them. If two or more players declare at the same time, the final decision on who spoke first is determined by the Leader.

Once the first person's power is used, anyone else must declare they want to use their power again.

See page 11 for an optional rule if your group is having trouble deciding who gets to use their power first.

Once all players who wish to use a Power have done so, the Leader **COLLECTS** all the Object cards that were **DISCARDED** and asks if any player would like to discard their entire hand. The Leader **SHUFFLES** all of the discarded cards and **DEALS** them out again face-down so that each player has a hand of **EXACTLY FOUR CARDS** again.

If you want to **DISCARD WITHOUT USING A POWER**, you must discard your entire hand. If you did use a Power, you can discard your **ONE REMAINING CARD**, and then **RECEIVE 4 NEW CARDS**.

THE UNLOCK VOTE



The keys are kept in the middle of the table or play area. Once a key is found, it is moved to be in front of the player who has "found it". When all 3 keys have been found, they will all be in front of players.

UNLOCK VOTES can only occur **AFTER** all Keys are found. Once all Keys have been found, Unlock Votes may happen at **ANY TIME** during Phase 2, as often as the players wish.

If a player feels strongly that they can **TRUST** one person who is currently holding a Key, they may call for an Unlock Vote and **NOMINATE** that person to use their Key. Players should express to the group why they trust the person they are nominating. If their nomination is **SECONDED** by another player, *meaning another player agrees with the nomination*, all discussions should stop. **TAKE NOTE**, a player may nominate or second themselves.

After a nomination and a seconding, the Leader will say:

**"ON THE COUNT OF THREE,
RAISE YOUR HAND
IF YOU WANT (PLAYER'S NAME)
TO USE THEIR KEY! 1 - 2 - 3!"**

On the count of three, everyone who trusts that player to Unlock will raise their hand. **TAKE NOTE**, a player may vote for themselves!

A **MAJORITY** Unlock Vote allows a player currently holding a key to use it on the door (if they're a Kid) or **REFUSE** to use it (if they're a Neighbor).



If a Neighbor (Secret or otherwise) refuses to use their Key, they reveal themselves and it's...



GAME OVER - NEIGHBORS WIN!

If a Kid uses their key, they unlock one of the locks on the door. Success! Remove this key from the play area.

IF ALL OF THE KEYS HAVE BEEN USED BY KIDS, THE KIDS WIN!

If the majority **DOES NOT** vote for that player to use their key, gameplay continues as normal. Ties do not count; you **MUST** have a majority.



HERE'S A TIP! The secondary power of **MAGNETS** and **BOXES** can move the Keys, so work together to get Keys in the hands of players you trust!

LISTEN UP! Once a Kid uses a Key and reveals their role, that player *cannot* get another key. They can still trade Object cards, use Object powers and vote during the Unlock Votes.

LISTEN UP...AGAIN! At any point, after a Kid has successfully used a Key, any player may propose another Unlock Vote for a **DIFFERENT** player holding a **DIFFERENT** Key. If their motion is seconded, all discussion stops and the Leader counts to 3 - at which point, everyone votes again.

OBJECT CARDS

FLASHLIGHT ²⁵⁺



YOU MUST HAVE 3 OF THESE
TO USE THE FOLLOWING POWER:

PLL TAKE THIS!

LOOK AT ANOTHER PLAYER'S
OBJECT CARDS AND STEAL ONE.

- Allows you to steal one Object card from another player. You may look at their hand and choose which card to you want to steal.
- You may only look at Object cards - not role cards!
- Does *not* let you steal Keys
- **Important:** Cannot be used defensively. I.e., you cannot jump in and use a Flashlight to stop someone else from using a power they have already declared that they are using.

- Makes someone discard their entire hand of Object cards. At the end of the round, that player is dealt 4 new cards from the Object pile.
- **Does not force someone to discard Keys.**
- **Important:** Trashcans cannot be used defensively. I.e., you cannot jump in and use a Flashlight to stop someone else from using a power they have already declared that they are using.

TRASH CAN ²⁵⁺



YOU MUST HAVE 3 OF THESE
TO USE THE FOLLOWING POWER:

BYE, BYE!

FORCE ANOTHER PLAYER TO
DISCARD THEIR ENTIRE HAND.

LEVER ²⁵⁺



YOU MUST HAVE 3 OF THESE
TO USE THE FOLLOWING POWER:

NOT SO FAST!

STEAL A POWER WITHIN 3 SECONDS
OF ITS USE BEING ANNOUNCED BY
ANOTHER PLAYER.

- Can steal a power within 3 seconds of that power being declared by another player. You get to use that power as if it were your own.
- All six cards (the set of Lever cards and the set of Objects for whatever power is being stolen) are discarded.
- **Important:** Levers can be used defensively!

BOX

2+



YOU MUST HAVE 3 OF THESE
TO USE THE FOLLOWING POWER:

TAKE A PEEK!

1. YOU CHOOSE 3 PLAYERS.
2. LEADER SHUFFLES THEIR 3
ROLE CARDS FACE DOWN.
3. ONLY YOU VIEW THEM.

IF THERE ARE LESS THAN 3 ROLE CARDS LEFT:
MOVE A KEY FROM ONE PLAYER
TO ANOTHER (NOT YOURSELF).

- Lets you investigate three Role cards from other players, though you will not know which card belongs to which player. Follow these steps to use the Box power:
 1. Choose three players to give their Role cards face down to the Leader.
 2. The Leader shuffles those cards, and then gives them to the player using the Box.
 3. That player views the cards, then removes them from the game.
- You may lie about what you saw, tell the truth, or say nothing.
- You cannot use a Box on yourself.
- Each Role card may only be checked once, then they are removed from the game. Players who are checked must remember what their Role card was.
- You cannot use a Box if there are less than 3 Role cards remaining to be checked. At this point, the Box has a secondary power: If less than 3 Role cards are left, you name a player. That player cannot hold a Key this round. If that player already has a Key, you must pick a second, different player to receive that Key. Move the Key and place it front of the new player.
- **Important:** Each player may only have one Key in front of them at a time.
- Lets you find a key! Take one of the remaining keys from the supply and place it in front of yourself, but don't reveal your role card yet.
- You keep the key until: It gets stolen by the secondary powers of the Box or another Magnet or the majority Votes for you to use the Key (Unlocking if you're a kid, or refusing if you are a Neighbor).

MAGNET

2+



YOU MUST HAVE 3 OF THESE
TO USE THE FOLLOWING POWER:

FIND A KEY!

TAKE A KEY THAT HASN'T BEEN CLAIMED
YET. ONCE ALL KEYS HAVE BEEN CLAIMED,
YOU INSTEAD STEAL A KEY!

- If you use the Magnet when you already have a key or have used a Key already, you must choose a different player to get the Key. Each player may only have one key in front of them.
- If all keys have been found, the Magnet has a secondary power: Steal a key from another Keyholder and take it for yourself. Only do this if you do not already have a key.

OPTIONAL RULE

TAG THE DOOR!



When multiple players wish to use their Object Powers at the same time during the Power Phase, it is up to the Leader to determine who declared first. Since the Leader is also on a team (Kids or Neighbors) they should be careful to be fair and impartial. However, if your group is having trouble with this rule, you may use this optional rule to help determine power activation order:

Place the Door card in a common space in the middle of the play area, in reach of all players.

In addition to players declaring they want to use their power out loud, they must also place their hand on the Door card. The first player to do so may use their power first.

SAFETY FIRST! Players should be careful not to harm one another or their surroundings when reaching for the Door card.

CREDITS

Coming soon!

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