



### Turn sequence

1. Draw event card
2. Move The Spirit
3. Check The Curse, move The Curse
4. Movement of Detectives
5. optional: draw knowledge cards if on blue field
6. Active detectives in research units may do a research action (flip to inactive)
7. activate inactive detectives, may repeat step 6
8. Active detectives in research units may do a research roll; afterwards put all detectives and counters to HQ
9. Last player advances "Press Conference" counter

