

# PHASMOPHOBIA

By NeoMc  
V1.00

This map contains loud noises, jumpscares, flashing lights, somewhat disturbing ghost textures, and sudden events. Please avoid playing or viewing this map if you have a medical condition.

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## Dedication

I would like to thank all my project team members for giving their all and helping to make this map a reality.

**Reigio** was the lead builder for the project and designed the lobby as well as Grafton, Edgefield, and Tanglewood. His talent has allowed me to make the map feel closer to the real deal.

**Just Med** is a secondary builder and is currently working on additional maps for the soon-coming update.

**EJGaming48** assisted with audio production/editing and helped tune the voice acting sound for the game.

**PurpleVacktor** was the voice actor for the ghost. He really helped capture that “NOPE” moment you may have when the ghost decides to respond to a Spirit Box.

**16BitBoy** and **ZaidenSharp** designed the ghost skins. They also assisted me in designing some “personality” to the different ghosts, influencing the poses and how they tended to attack.

I would also like to thank my Discord members who participated in the beta, and my group of Discord staff who kept playtesting the map with me to find every bug. Especially EJ, who always manages to find the one missing barrier in a 100-block radius lobby.

Lastly, thanks to you, the player, for downloading the map and playing it with friends. Without you, nothing I do would matter. I dedicate this map to the incredible Minecraft community!

## Getting Started

Make sure you have the most recent version of the map. Unzip the map and place it in your .minecraft/saves folder. If you are playing on a server, make sure you have turned on command blocks in the server.properties or the map will not work!

**If you are playing in Multiplayer, you must OP all players.** A bug with Minecraft 1.16.4 makes book JSON become broken if the player is not an operator.

To begin, have each player right-click on the “Join Players” sign and they will appear on the lobby scoreboard. **Only four players can play at any one time**, the remaining players will be forced to be spectators.

The lead player (whoever is “player one”) will be given menu options in their hotbar. Select a **Contract** by right-clicking on the Contracts paper and pick your destination.

There are three difficulty settings: Amateur, Intermediate, and Professional. These change the amount of setup time (the ghost cannot hunt until it is up) and how quickly your sanity drains. You also are given bonus money and experience for playing on higher difficulties.

You also have a Settings option which will allow you to toggle Experimental Items and Ghosts either on or off. The **Experimental** options add items and ghosts to the game that are not a part of the regular Phasmophobia game. You can adjust the setting at any time as you wish.

Once you have picked a Contract and set your Settings, you and your teammates must add equipment to take to the location. Use the **Add Items** books on the right side of your hotbar to add items (right-click on the plus sign + next to the item you want to add). You can buy more items using the **Buy Items** book on the left side of your hotbar. As you and your members add items, the item display board will update to show the equipment.

Note: All items you take with you to the map will be lost if you die to the ghost. You will be given insurance money equal to half the value of your lost gear if you die.

When you are ready to begin, right-click the wool in your inventory labeled **Ready Up**. Your lead player will be given an item to let them **Start** the mission.

## Main Differences from Phasmophobia

This map is very similar to the regular game, but there are a handful of differences that you must be aware of.

First, interactions do not mean the ghost is nearby.

Just because the plate in the kitchen breaks or a bathtub splashes, doesn't mean the ghost is close. In this map, the ghost can trigger any interaction in the house no matter where it is. **However, the ghost can only mess with doors and light switches it is close to.**

Second, not all items can be placed on the ground.

The only items in the game that can be placed are the Ghost Writing Book, Camera, Crucifix, Salt, Motion Sensor, and Voodoo Doll. Place an item on the ground using Shift+Right Click. All but the Salt can be picked up using the Pickup Tool in your hotbar. **Likewise, no item will function if you press Q and chuck it at a ghost. Items floating on the ground do nothing.**

Third, some ghost powers are different.

Some of the ghost powers are a little different, such as the Wraith and the Demon's strengths and weaknesses. Be sure to check the other guide below or in-game for more specifics.

Fourth, smudge sticks do not need to be "lit with a lighter."

You use magic or something to light it on fire. No matches or lighters needed.

Fifth, you can spirit box with multiple players in the room.

The lights still do need to be turned off in the room. Also, "Nothing Detected" means the ghost is not in the same room as you. "No Reply" will show if the ghost decided to not reply to the question OR if the ghost is unable to reply.

Sixth, ghost orbs can be seen regardless of the lights being on or off.

This is more of a "quality of life" change. They are hard enough as it is to see in the regular game, so I figured this small tweak would be welcomed.

Seventh, the temperature does not record where you are looking.

In this version, the temperature measures the temperature of the room you are currently standing in.

## Recommended Settings

Make sure to mess with your settings as follows.

Turn off clouds.

Turn on Dynamic Lighting if you have Optifine. The setting will appear right below your Brightness slider.

Adjust your brightness to between 25% and 75%. You want the house to be dark, not pitch-black when you first enter.

All sounds are stored under the hostile slider. Adjust the volume as you see fit and be sure to use the audio test in the lobby to check.

Set your render distance to at least 10.

You must be using the resource pack included with the map. You can tell it is working if you see custom shelf textures.

I recommend using a Shader pack such as Sildurs. Shaders make the map significantly creepier.

## How to Play

If you have never played Phasmophobia or watched any content creators play it, go ahead and give this section a read. If you are a regular player and know how things work (and already understand the differences between the regular game and this Minecraft remake), you can skip to the next section.

First, there are a couple of concepts you must understand: sanity and activity.

Sanity refers to how sane you currently are. As the game goes on, you will slowly lose sanity based on several factors (being in the dark or in the house in general). As you lose sanity, the ghost will begin to get more excited.

Activity refers to the number of actions a ghost is performing. Certain actions such as opening doors and flipping light switches will result in slight spikes in activity. Appearing in physical form or hunting will raise the activity close to a max danger-level of 10.

You have a board in the truck that displays the activity and sanity of all players. The activity board has four screens, each representing the highest activity recorded between the other options. For example, 15s refers to the highest recorded activity between 1 and 15 seconds ago.

Each location has a working power breaker. You can only turn on so many lights before the breaker gives out. If this happens, you must navigate to the power breaker (check the map in the truck for the yellow box) and flip it back on.

Your mission is to complete all objectives found in your **Objectives** book. Your main mission is to identify the ghost, which can be done by recording **Evidence** collected by the six **Key Items**. Only three of the six kinds of Evidence will be recorded from any one ghost. Once you have the proof you need, you can leave by using the button at the exit of the truck.

## Ghosts

Ghosts are paranormal beings created from sudden deaths. They usually have a purpose for staying behind, such as to seek revenge or to protect/defend their body. In Phasmophobia, ghosts will perform actions to try to ward off hunters. Eventually, they may result to extreme violence to scare away those who are overstaying their welcome.

There are 12 types of ghosts (20 if you turn on experimental ghosts) available in the game, each with its own custom behaviors. All ghost types possess a strength and a weakness, along with additional tweaks to its behavior depending on what it can do.

Each ghost will respond to three of the six possible types of evidence, which can be gathered by using **Key Items**. The six types of evidence are as follows:

**Freezing Temperatures** can be recorded as a negative temperature or by seeing freezing breath in the ghost room. The ghost can cool all rooms it walks through, but only the ghost room can reach a temperature lower than 10 Celsius.

**Ghost Writing** can be obtained by either holding a ghost writing book close to the ghost or placing it somewhere close to where you think it is. The ghost has a chance of writing in it any time it gets close enough to it.

**EMF 5** can be recorded if you are within 3 blocks of the ghost when it reaches an activity level of 5 or higher. This always signifies aggressive behavior happening.

**Fingerprints** can be recorded by holding a UV Lantern near doors. Ghosts have a chance of leaving green ghost goop on any door it touches.

**Spirit Box** signifies that a ghost has spoken back to you through the Spirit Box. To obtain a response, you must be in the same room as the ghost with the lights off. If the ghost is not in the same room, the reply status will be "Nothing Detected."

**Ghost Orbs** are tricky to find and require you to place a camera and be looking through it. They are small little white orbs that will float around where the ghost originates from. Watch closely, or you may miss one! You may also need to adjust the camera position to catch one.

## Ghosts cont.

Ghosts are capable of a large variety of different actions. They can open doors (not close), turn lights on or off, flip the power breaker on or off, interact with objects around the house, appear physically to jumpscare a player, chase a player around the house, or hunt a player with the intent (most of the time) to kill. The lower the sanity of players in the house, the higher chance the ghost has to perform actions. Try to keep yourself sane by buying Sanity Pills or staying in the light for as long as you can.

Likewise, sometimes you have to play a little dangerously. For example, you may be asked to block a hunt with a Crucifix or to record an EMF of 5. Both actions require the ghost to be fairly active, which is more common at lower sanity.

Ghosts will inhabit one primary room in the house, returning to it whenever they finish an action. This room is called the **Ghost Room**. It is of vital importance that you determine where this room is as quickly as you can. If the ghost manages to hunt before you find this room, it is very likely that a player will die.

It is recommended that you use the Thermometer and EMF Reader to locate the ghost room. Taking too long to find this room may result in fatal consequences...

## Items

Your equipment falls into one of three categories:

- Key Items
- Secondary Items
- Experimental Items

Key Items are used to determine the type of ghost in the location. These items are of vital importance.

Secondary Items are used to assist in the investigation. They must be purchased from the shop in the main menu.

Experimental Items are extra items created by me. They are not in the regular game (yet... 😊) and have unique purposes of their own. You must toggle on Experimental Items in the main whiteboard settings to be able to use them.

Some items can be placed on the ground, while the rest must be held by a player in their three open slots. You also have a Pickup Tool item in your fourth slot which allows you to pick up any item you placed on the ground.

Do not attempt to grab more than three items. Failure to do so may result in deletion of items. Do not attempt to use your offhand slot either.

## Experimental Features

Phasmophobia is an incredible game with a brilliant concept, and I found myself quite excited once I got to work making this map. I knew I wanted to design some custom content not in the original game to put my own spin on it! As such, I designed 8 additional ghosts and 4 bonus items that can appear! To enable these features, visit the **Settings** menu page on the whiteboard and toggle both to true.

The extra ghosts have their own custom strengths and weaknesses, whether you are trying to identify a passive but tricky Stafie or an extremely angry Nocturn.

The additional experimental items add quality-of-life features to help you investigate. They are not vital, however, but instead act as “additional secondary items.”

## Conclusion

Your goal is to identify the ghost and to complete any additional tasks you want from the objective book for extra money and experience. Locate the ghost room, then setup your equipment to look for evidence. Place additional items such as Crucifixes to stop the ghost from killing people. And be sure to get out once things start getting dicey.

Earn money and use it to buy more equipment. Keep hitting the harder locations and tackle the extra objective.

And stay tuned. More locations are coming in the future. Be ready! 😊