

The Phasmophobia Compendium

Complete Paranormal Investigation Reference

All Ghosts, Hidden Abilities, Secret Interactions, and Forbidden Knowledge

24+ Ghost Types · 7 Cursed Possessions · Complete Evidence System

Hidden Mechanics · Easter Eggs · Advanced Survival Strategies

Version 0.12+ Edition · 2025

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Part I: The World of Phasmophobia

1. Game Overview and History

Phasmophobia is a cooperative psychological horror game developed by **Kinetic Games**, a one-person studio led by Dknighter. Released in Early Access on September 18, 2020, it quickly became a global phenomenon, selling millions of copies and becoming one of the most-played horror games on Steam. The game supports 1-4 players in online co-op, with full VR support for an even more immersive terrifying experience.

The premise is deceptively simple: you and your team are paranormal investigators hired to enter haunted locations, identify the type of ghost haunting the premises, and survive long enough to leave. What sets Phasmophobia apart is its innovative use of **voice recognition** -- ghosts can hear you speaking in real-time and will respond to specific questions and phrases, creating uniquely personal horror moments.

Table 1: Phasmophobia at a Glance

Attribute	Details
Developer	Kinetic Games (Dknighter, solo developer)
Publisher	Kinetic Games
Engine	Unity
Platforms	PC (Steam), VR (SteamVR, Oculus)
Early Access	September 18, 2020
Players	1-4 online co-op, VR supported
Genre	Psychological Horror, Co-op, Investigation
Core Mechanic	Evidence-based ghost identification
Unique Feature	Voice recognition interaction with ghosts
Current Ghost Types	24+ distinct ghost types
Maps	12+ locations (small, medium, large)
Cursed Possessions	7 dangerous interactive items

Development Timeline

Table 2: Major Updates and Milestones

Date	Update	Key Changes
Sept 2020	Early Access Launch	8 original ghosts, 2 maps, basic equipment
Oct 2020	Halloween Update	Voice recognition expanded, new ghost events
2021	Progression Update	Level system, money, equipment upgrades added
2022	Custom Difficulty	Fully customizable game settings, Apocalypse challenge
2023	Cursed Possessions	7 cursed items added (Monkey Paw, Tarot Cards, etc.)
2024	Ascension/Reworks	Major ghost reworks, new equipment tiers, Sunny Meadows
2025	Ongoing Updates	New ghosts (Gallu, Obambo, Dayan), new mechanics

How the Game Works

Each contract follows a loop: enter the location, find the **ghost room** (the ghost's favorite area), gather evidence using specialized tools, identify the ghost type from its evidence signature, complete optional objectives, and escape alive. The ghost becomes increasingly aggressive as player sanity drops, eventually initiating **hunts** where it actively chases and kills players.

Voice recognition is the game's standout feature. Speaking phrases like *"Give us a sign"* or *"Where are you?"* can provoke ghost interactions. Some ghosts respond to the Spirit Box only when you're alone. Others react to group conversations. The system creates genuine moments of terror when you realize the ghost heard you whispering from the other side of the house.

Key Game Mechanics Overview

- **Sanity:** Starts at 100%, drains over time and from ghost events. Lower sanity = more hunts.
- **Hunts:** When active, the ghost chases players. Doors lock, electronics fail, survival is the only goal.
- **Evidence:** Three pieces of evidence (on standard difficulties) identify the ghost type.
- **Objectives:** Optional tasks for bonus money (find bone, capture photo, witness event, etc.).
- **Money and Levels:** Completing contracts earns money for equipment and XP for levels.

2. Difficulty Levels and Challenge Modes

Standard Difficulties

Table 3: Difficulty Comparison

Feature	Amateur	Intermediate	Professional	Nightmare	Insanity
Setup Time	5 minutes	2 minutes	0 minutes	0 minutes	0 minutes
Sanity Drain	50% normal	100% normal	150% normal	200% normal	200% normal
Hunt Sanity Threshold	50%	50%	50%	Varies by ghost	Varies by ghost
Evidence Pieces	3 guaranteed	3 guaranteed	3 guaranteed	2 guaranteed + 1 fake	2 guaranteed + 1 fake
Hiding Spots Available	All	At least 3	At least 2	At least 1	At least 1
Cursed Possessions	1 random	1 random	1 random	1 random	None
Grace Period (Hunt Start)	5 seconds	3 seconds	1 second	1 second	1 second
Fuse Box Start	On	On	Off	Off	Off
Sanity Monitor	Available	Available	Available	Unavailable	Unavailable
Sanity Medication	100%	100%	100%	Varies	0%
Death Penalty	Money only	Money + some equipment	All equipment lost	All equipment lost	All equipment lost

Custom Difficulty

Custom Difficulty allows players to tweak nearly every aspect of the game, creating everything from trivial cakewalks to impossible nightmares. The **reward multiplier** scales from 0.01x to over 10x based on your settings. Key customizable options include:

- Ghost speed, hunt duration, and grace period
- Number of evidence pieces (1-3)
- Whether to show fingerprints as guaranteed evidence
- Hiding spot count (none, fewer, default, more)
- Sanity drain rate and medication effectiveness
- Whether the ghost can change rooms (roaming)

- Weather conditions (clear, fog, rain, snow, blood moon)
- Starting fuse box state
- Whether cursed possessions spawn

Blood Moon Weather: A special weather condition that increases ghost speed by 15% during hunts. Only available through custom difficulty. The sky turns crimson red, creating an intensely atmospheric and dangerous experience.

The Apocalypse Challenge

The **Apocalypse Challenge** is the ultimate test of skill in Phasmophobia. To complete it, players must survive and correctly identify the ghost on all 12 maps using these extreme settings:

- Professional or Nightmare difficulty
- All 3 evidence pieces must be found and recorded
- All 3 optional objectives must be completed
- All 4 photo rewards must be earned
- Players must survive (no deaths)

Completing the Apocalypse Challenge unlocks a special trophy and proves mastery of every aspect of the game. The challenge can be attempted in any order across multiple sessions, with progress tracked per map.

Part II: The Ghosts

3. Complete Ghost Bestiary

There are currently **24 ghost types** in Phasmophobia, each with unique evidence combinations, strengths, weaknesses, and hidden behaviors. This section provides the most comprehensive ghost reference available.

Spirit (EMF 5, Spirit Box, Ghost Writing)

The most basic ghost type -- no special strengths, but smudging is twice as effective. If you smudge a Spirit, it cannot hunt for **180 seconds** (3 minutes) instead of the normal 90 seconds. This is the default ghost that all others are compared against.

Wraith (EMF 5, Spirit Box, DOTS)

Wraiths never leave footprints in salt and cannot be tracked by stepping in salt piles. They have a rare ability to **teleport to a random player's location** and create an EMF 2 reading there. If the EMF spikes in an empty room with no ghost activity, you may have witnessed a Wraith teleport.

Phantom (Spirit Box, Ultraviolet, DOTS)

Looking directly at a Phantom during a ghost event causes sanity to drain rapidly (approximately 0.5%/second). Taking a photo of a Phantom during a ghost event causes it to **immediately disappear**. Phantoms are also less visible during hunts -- their model flickers more than other ghosts.

Poltergeist (Spirit Box, Ultraviolet, Ghost Writing)

Can throw **multiple objects simultaneously**, draining 2% sanity per thrown object. In an empty room with no throwable objects, the Poltergeist is effectively powerless. Look for rooms where multiple items fly at once -- this is unique to Poltergeists.

Banshee (Ghost Orb, Ultraviolet, DOTS)

Targets **one specific player at a time** and only checks that player's sanity for hunt eligibility (not the team average). Uses a unique targeting system during hunts -- it will prioritize its chosen target over all other players. The Banshee has a higher chance of performing the singing ghost event.

Jinn (EMF 5, Freezing Temps, Ultraviolet)

When the fuse box is on and a player is in the ghost's line of sight from more than 3 meters away, the Jinn moves at a fixed **2.5 m/s** (overriding normal speed rules). Jinn **never turn the fuse box off** -- they need it powered. If the power keeps mysteriously turning back on, consider a Jinn.

Mare (Ghost Orb, Spirit Box, Ghost Writing)

Hunts at **60% sanity** when the ghost room is dark, but only **40%** when lights are on. Mares will **never turn lights on** and are twice as likely to turn them off. They can perform a unique ability: instantly turning off a light that a player just switched on, regardless of distance.

Revenant (Ghost Orb, Freezing Temps, Ghost Writing)

Extremely dangerous during hunts. Moves at only **1 m/s** when no player is detected, but accelerates to **3 m/s** upon detecting a player -- nearly double normal ghost speed. Listen for slow footsteps becoming fast -- that's the telltale Revenant acceleration.

Shade (EMF 5, Freezing Temps, Ghost Writing)

Shy ghost that performs fewer interactions than normal. **Cannot hunt if any player is in the same room** as the ghost. Shade's hunt threshold is also lower at **35%** instead of 50%. When forced to appear (via summoning circle), they appear as a shadowy silhouette instead of a full model.

Demon (Freezing Temps, Ultraviolet, Ghost Writing)

The most aggressive ghost. Can hunt at **70% sanity** (highest threshold). Can also perform a special ability to **hunt at any sanity level** regardless of conditions. Crucifix range against Demons is extended to **5 meters** instead of 3. Smudging only suppresses a Demon for **60 seconds** instead of 90.

Yurei (Ghost Orb, Freezing Temps, DOTS)

Drains sanity faster than other ghosts when players are nearby in the ghost room. Smudging a Yurei **traps it in its room for 90 seconds** and reduces how often it roams. When using its ability, a Yurei slams shut the nearest door -- this can be a useful identification clue.

Oni (EMF 5, Freezing Temps, DOTS)

More active and visible when players are nearby. Cannot perform the "**airball**" ghost event (the misty ball of light). During hunts, Oni are more visible and flicker less than other ghosts. Their increased activity makes them easier to identify through behavior alone.

Yokai (Ghost Orb, Spirit Box, DOTS)

When players talk near a Yokai, it temporarily raises its hunt threshold to **80% sanity**. During hunts, Yokai can only **hear players within a short radius** (roughly half normal hearing range). This means talking during a Yokai hunt won't attract it from far away.

Hantu (Ghost Orb, Freezing Temps, Ultraviolet)

Moves faster in colder temperatures -- from **1.4 m/s** (warm) to **2.7 m/s** (freezing). Hantu **never turn the fuse box on** but are twice as likely to turn it off. During hunts, you can see the Hantu's **icy breath** as it moves -- a unique visual identifier.

Goryo (EMF 5, Ultraviolet, DOTS)

Cannot roam far from its ghost room and **cannot change ghost rooms** on any difficulty. Goryo DOTS evidence **only appears through a video camera** -- you cannot see Goryo DOTS with your naked eye. It will only show on camera when no players are in the ghost room.

Myling (EMF 5, Ultraviolet, Ghost Writing)

Much quieter during hunts than other ghosts. Footsteps and vocal sounds are audible at only **half the normal range**. Myling produces paranormal sounds on the **Parabolic Microphone more frequently** than other ghost types. If footsteps seem eerily quiet during a hunt, suspect a Myling.

Onryo (Ghost Orb, Spirit Box, Freezing Temps)

Will attempt to hunt after extinguishing **three flames** (candles, lighters, campfires) regardless of sanity level. However, a **lit flame within 4 meters** prevents the Onryo from hunting, functioning like a portable crucifix. Dropping candles near exits can be a survival strategy.

Raiju (EMF 5, Ghost Orb, DOTS)

Moves at a fixed **2.5 m/s** when near active electronic equipment (flashlights, cameras, etc.). The detection radius is larger than most players expect. Hunt threshold is raised to **65%** when electronics are active near the ghost. During hunts, Raiju disrupt electronics from **50% further away** than normal.

Moroi (Spirit Box, Freezing Temps, Ghost Writing)

Moves noticeably **faster at low average sanity**, making late-game hunts terrifying. Can **curse players** through the Spirit Box -- cursed players lose sanity at **1.5x the normal rate**. Smudging blinds a Moroi for **50% longer** during hunts (12 seconds instead of 8).

Thaye (Ghost Orb, Ghost Writing, DOTS)

Starts extremely aggressive but **ages over time**. Begins with a hunt threshold of **75%** and speed of **2.75 m/s**. Each time players are near, it "ages," reducing its threshold by 6% and speed by 0.175 m/s. After 10 ages, the Thaye becomes a slow, passive ghost with only **15% threshold** and **1 m/s speed**.

The Twins (EMF 5, Spirit Box, Freezing Temps)

Actually **two ghosts** -- a slow twin (1.5 m/s) and a fast twin (1.9 m/s). Either can initiate a hunt, but not simultaneously. They can interact with the environment **at the same time in different locations** -- if objects move in two rooms simultaneously, you have a Twins situation.

Obake (EMF 5, Ghost Orb, Ultraviolet)

Has a **chance to not leave fingerprints** when interacting with doors/light switches. Existing fingerprints disappear **faster than normal** (50% duration). Has a small chance to leave **special 6-fingered fingerprints** -- seeing these confirms an Obake. Can briefly **shapeshift into another ghost model** during a hunt.

The Mimic (Spirit Box, Freezing Temps, Ultraviolet)

Can **imitate abilities and traits of other ghost types** -- making behavior-based identification unreliable. Always shows **fake Ghost Orbs** as a 4th piece of evidence. The Mimic is the only ghost that can present 4 evidence types. Its behavior can change multiple times during a single contract.

Deogen (Spirit Box, Ghost Writing, DOTS)

Always knows **exactly where every player is** during hunts -- you cannot hide from a Deogen. Its speed is unique: **0.4 m/s** when close (within 2.5m) and **3 m/s** when far (beyond 6m). This creates a bizarre "slow chase" where the ghost creeps toward you deliberately. Spirit Box responses include **heavy breathing and audible footsteps**.

Dayan (EMF 5, Ghost Orb, Spirit Box)

Newer ghost with state-based behavior. In its **"aggressive" state**, moves at a fixed **2.25 m/s** and hunts at **65%**. In its **"calm" state**, moves at a fixed **1.2 m/s** and hunts at **45%**. State changes based on whether nearby players are moving or standing still. Aggressive state hunts also have **reduced duration**.

Gallu (EMF 5, Spirit Box, Ultraviolet)

Has **"enraged"** and **"weakened"** states. Enraged: hunts at **60%**, faster movement. Weakened: hunts at **40%**, slower movement. State transitions are tied to player proximity and time spent near the ghost.

Obambo (Ultraviolet, Ghost Writing, DOTS)

Has **"aggressive"** and **"calm"** states like the Dayan. Aggressive: hunts earlier at **65%**, moves faster. Calm: hunts later at **10%**, moves slower. Aggressive state hunts have **reduced duration**. The Obambo's behavior shifts based on player actions in the investigation area.

4. Ghost Speed Comparison

Table 4: Complete Ghost Speed Reference (Base: 1.7 m/s)

Ghost	Base Speed	Max Speed	Condition for Max Speed	LOS Acceleration
Spirit	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes (0.085 m/s/s)
Wraith	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Phantom	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Poltergeist	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Banshee	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Jinn	1.7 m/s	2.5 m/s	LOS + fuse on + >3m away	No (fixed speed)
Mare	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Revenant	1.0 m/s	3.0 m/s	Detects any player	Special (instant)
Shade	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Demon	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Yurei	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Oni	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Yokai	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Hantu	1.4 m/s	2.7 m/s	Freezing temperatures	No (temp-based)
Goryo	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Myling	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes

Onryo	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
Raiju	1.7 m/s	2.5 m/s	Near active electronics	No (fixed speed)
Moroi	1.7 m/s	2.8+ m/s	Low sanity + LOS	Yes (scales with sanity)
Thaye (Age 0)	2.75 m/s	2.75 m/s	Start of contract	No (fixed, then decreases)
Thaye (Age 10)	1.0 m/s	1.0 m/s	After 10 aging events	No
Twin (Fast)	1.9 m/s	2.8 m/s	13s line of sight during hunt	Yes
Twin (Slow)	1.5 m/s	2.8 m/s	13s line of sight during hunt	Yes
Obake	1.7 m/s	2.8 m/s	13s line of sight during hunt	Yes
The Mimic	Varies	Varies	Mimics current ghost	Depends
Deogen	0.4 m/s	3.0 m/s	Distance-based (far = fast)	Special (inverse)
Dayan (Aggressive)	2.25 m/s	2.25 m/s	Player moving within 10m	No (fixed)
Dayan (Calm)	1.2 m/s	1.2 m/s	Player still within 10m	No (fixed)
Gallu (Enraged)	1.9 m/s	2.8 m/s	Enraged state active	Yes
Gallu (Weakened)	1.5 m/s	2.8 m/s	Weakened state active	Yes

Speed Reference: Player walks at 1.6 m/s and sprints at 3.0 m/s for 3 seconds with a 5-second cooldown. Average sprinting speed over time is approximately 2.125 m/s. Any ghost at 2.8+ m/s will eventually catch a player who cannot break line of sight.

5. Hidden Ghost Abilities and Secrets

Ghost-Specific Hidden Interactions

Table 5: Secret Ghost Behaviors Most Players Don't Know

Ghost	Hidden Ability	How to Detect
Banshee	Uses a unique targeting system -- hunts based on target's sanity only, not team average	If hunts start when team sanity is high but one player is low
Deogen	Spirit Box produces heavy breathing and footsteps as responses	Listen for non-verbal Spirit Box replies
Obake	Can leave rare 6-fingered fingerprints	Examine UV prints closely -- 6 fingers = confirmed Obake

Obake	Can shapeshift into a different ghost model mid-hunt	Watch the ghost model change appearance during chase
Hantu	Visible icy breath during hunts (unique visual)	Look for mist/exhale from ghost model in freezing rooms
Yurei	Ability causes it to slam the nearest door shut	Door slamming with no player nearby = Yurei ability
Jinn	After using ability, the fuse box reads EMF Level 2	Check fuse box with EMF after power anomaly
Wraith	Teleport creates EMF 2 reading at destination	EMF spike in empty room = possible Wraith teleport
Poltergeist	Can throw objects through closed doors	Items flying from behind closed doors
Oni	Cannot do the "airball" ghost event (mist orb)	If you've never seen the mist event, consider Oni
Shade	When forced to appear, shows shadow form instead of full model	Summoning circle or ghost event shows dark silhouette only
Mare	Can instantly turn off a light you just turned on	Light switches off immediately after you flip it
Thaye	Aging is triggered every 1-2 minutes players spend near it	Ghost becomes progressively slower and less active
The Mimic	Fake orb moves differently from real orbs (less smooth)	Watch orb movement pattern -- jerky = fake
Phantom	Taking a photo makes it vanish instantly during events	Photo causes ghost to disappear = confirmed Phantom
Demon	Can hunt at ANY sanity level using its special ability	Hunt at 80%+ sanity = almost certainly a Demon
Raiju	Electronic disruption radius is 50% larger during hunts	Equipment flickers from much further away
Revenant	Footstep audio changes dramatically when switching states	Slow heavy steps turning to rapid footsteps
The Twins	Can trigger two different EMF readings in different rooms simultaneously	Two EMF spikes in different locations at once

Ghost Model and Appearance Secrets

Ghost models are purely cosmetic and randomly assigned. The same ghost type can appear as a child, adult, crawling figure, or shadowy mass. However, there are some hidden rules:

- Crawling ghosts are always slower visually but match the ghost's actual speed stat
- Some ghost models have slightly different hitboxes, but all kill on the same collision
- The ghost's eyes glow red during hunts (except Phantom, which glows less)
- Shade forced-manifestations appear as a translucent shadow instead of a solid model
- During certain ghost events, the ghost can appear with a distinct "screaming" face texture

"Bloody Mary" Easter Egg

Saying "**Bloody Mary**" three times while looking into a mirror (Haunted Mirror or bathroom mirror) increases ghost activity and can trigger a hunt. This is a reference to the urban legend and works as a recognized voice phrase in the game. It's one of several hidden voice commands that affect ghost behavior beyond the standard "Give us a sign."

Part III: Evidence and Identification

6. Evidence Types Deep Dive

Evidence is the backbone of ghost identification. Each ghost type has a unique combination of 3 evidence types (2 guaranteed on Nightmare/Insanity, with 1 fake). Understanding how each evidence type works is essential for efficient investigations.

EMF Level 5

The EMF Reader detects electromagnetic fluctuations. Most ghost interactions produce **EMF Level 2**. When a ghost uses its special ability or you get lucky, the EMF spikes to **Level 5** -- this is the evidence. The chance of EMF 5 from any interaction is approximately **25%**.

- EMF Level 2: Normal ghost interaction (throwing, touching door, etc.)
- EMF Level 3: Ghost threw an item
- EMF Level 4: Rare, typically from multiple simultaneous interactions
- EMF Level 5: Evidence tier -- confirms EMF 5 ghosts

EMF Secret: If you get EMF 2 in a room with no visible interactions, it may be a Wraith teleport. The Wraith's teleport ability creates an EMF 2 reading at the destination. Also, after a Jinn uses its ability, the fuse box will read EMF 2.

Spirit Box

The Spirit Box allows you to ask the ghost questions and receive responses. The ghost must answer for this to count as evidence. Key rules:

- Some ghosts only respond when the **player is alone** in the room
- Some ghosts respond regardless of player count
- The Ouija Board can tell you: ask "Do you respond to everyone?"
- Spirit Box works in the dark OR with the lights on
- Range is approximately 3 meters from the ghost

Questions the Spirit Box recognizes: "Where are you?", "How old are you?", "Are you friendly?", "Are you here?", "Are you close?", "Give us a sign", "Show yourself", "What do you want?", "Why are you here?", "Do you want us to leave?", "Shall we leave?", "Are you a girl?", "Are you a boy?", "Are you male?", "Are you female?", and many more.

Ghost Orbs

Ghost Orbs appear as small floating lights captured by **video cameras** (not the photo camera). They float through the air in the ghost room and are most visible in dark areas. The Mimic always shows **fake Ghost Orbs** as a 4th evidence piece. Fake orbs tend to move more erratically than real orbs.

- Orbs only appear on video camera screens and monitors
- Orbs can appear outside the ghost room if the ghost is roaming
- The Mimic's fake orb is slightly more jittery in movement
- Orbs are visible even if the video camera is on the ground

Freezing Temperatures

The ghost room drops below **0 degrees Celsius (32F)**. Use the Thermometer to detect this. Key facts:

- The thermometer has a 2-second delay between updates
- Temperature drops gradually -- the ghost room gets colder over time
- Freezing temps can extend beyond the ghost room on large maps
- Hantu speed scales directly with room temperature
- Yokai activity increases when players talk in freezing rooms

Ultraviolet (Fingerprints)

Using a UV Light or Glow Stick reveals fingerprints and footprints left by the ghost. Key mechanics:

- Fingerprints appear on doors, light switches, windows, and keyboards
- Footprints appear when ghosts walk through salt
- Fingerprints fade after **2 minutes** (Obake fingerprints fade faster)
- Obake has a small chance to leave **6-fingered fingerprints** -- instant confirmation
- Wraiths never leave footprints in salt
- Taking a photo of fingerprints counts as Ultraviolet evidence
- Fingerprints can appear on both sides of a door

Ghost Writing

Placing the Ghost Writing Book in the ghost room may cause the ghost to write in it. Key details:

- The book must be in the ghost room or near the ghost
- Writing takes 3-5 seconds to appear after the interaction

- The ghost can write even if no one is watching
- Written text is procedurally generated and varies in style
- On Nightmare difficulty, some ghosts that normally write may not

DOTS Projector

The DOTS (Direct Optical Transcription Sensor) Projector creates a laser grid. Ghosts walking through it appear as a **silhouette**. Key details:

- Goryo DOTS only appears through a **video camera** -- never visible to the naked eye
- DOTS silhouettes appear for 1-2 seconds at a time
- The ghost does not need to be hunting to show on DOTS
- DOTS evidence can appear outside the ghost room during roaming
- Place DOTS at chokepoints for higher detection chance

7. Ghost Identification Matrix

Table 6: Complete Evidence-to-Ghost Matrix

Ghost	EMF 5	Orb	Spirit Box	Freezing	UV	Writing	DOTS
Spirit	Yes		Yes			Yes	
Wraith	Yes		Yes				Yes
Phantom			Yes		Yes		Yes
Poltergeist			Yes		Yes	Yes	
Banshee		Yes			Yes		Yes
Jinn	Yes			Yes	Yes		
Mare		Yes	Yes			Yes	
Revenant		Yes		Yes		Yes	
Shade	Yes			Yes		Yes	
Demon				Yes	Yes	Yes	
Yurei		Yes		Yes			Yes
Oni	Yes			Yes			Yes
Yokai		Yes	Yes				Yes
Hantu		Yes		Yes	Yes		

Goryo	Yes				Yes		Yes
Myling	Yes				Yes	Yes	
Onryo		Yes	Yes	Yes			
Raiju	Yes	Yes					Yes
Moroi			Yes	Yes		Yes	
Thaye		Yes				Yes	Yes
The Twins	Yes		Yes	Yes			
Obake	Yes	Yes			Yes		
The Mimic		Yes (fake)	Yes	Yes	Yes		
Deogen			Yes			Yes	Yes
Dayan	Yes	Yes	Yes				
Gallu	Yes		Yes		Yes		
Obambo					Yes	Yes	Yes

Identification Strategy: On Nightmare/Insanity, you only get 2 real evidence pieces. The 3rd is fake. Use behavior clues to distinguish between ghosts with similar evidence. For example, if you have EMF 5 + Spirit Box, it could be Spirit, Wraith, or Twins. Watch for Wraith teleport EMF, Spirit's long smudge timer, or Twins' simultaneous interactions.

Part IV: Hunt Mechanics

8. How Hunts Work

A **hunt** is the most dangerous phase of any investigation. When a hunt begins, the front door locks, the ghost becomes hostile and visible, and it will actively chase and kill any player it finds. Understanding hunt mechanics is the difference between life and death.

Hunt Initiation

Most ghosts attempt to hunt when the **team's average sanity** drops at or below their threshold (usually 50%). Once the threshold is met, the ghost has a **10% chance** per idle phase to initiate a hunt. This increases to **1 in 6 (~16.7%)** when sanity is 25% below the threshold.

Table 7: Hunt Sanity Thresholds by Ghost Type

Ghost	Hunt Threshold	Special Condition
Standard Ghosts	50%	Team average sanity
Demon	70%	Highest threshold in the game
Mare (dark room)	60%	Only when ghost room lights are off
Mare (lit room)	40%	When ghost room lights are on
Thaye (Age 0)	75%	At start of contract
Thaye (Age 10)	15%	After fully aging
Raiju (near electronics)	65%	When electronics active near ghost
Yokai (player talking)	80%	Temporarily raised when players talk nearby
Onryo	60%	Standard threshold
Shade	35%	Lowest standard threshold
Deogen	40%	Cannot hunt early
Dayan (aggressive)	65%	When player moving within 10m
Dayan (calm)	45%	When player still within 10m
Gallu (enraged)	60%	Enraged state active
Gallu (weakened)	40%	Weakened state active

Banshee	50%	Uses TARGET'S sanity, not team average
Obambo (aggressive)	65%	Aggressive state
Obambo (calm)	10%	Calm state -- nearly impossible to hunt

What Happens During a Hunt

- 1. Setup Phase (1-5 seconds):** Lights flicker, the ghost "winds up." Front door locks. This is your warning.
- 2. Hunt Begins:** The ghost materializes and starts patrolling from its spawn point.
- 3. Detection Phase:** The ghost follows a path, listening for player sounds and electronics.
- 4. Chase Phase:** If the ghost detects a player (sight, sound, or electronics), it accelerates toward them.
- 5. Hunt Ends:** After a set duration, the hunt ends and the door unlocks.

Hunt Duration by Difficulty

Table 8: Hunt Duration Reference

Difficulty	Small Map	Medium Map	Large Map
Amateur	15 seconds	20 seconds	30 seconds
Intermediate	20 seconds	25 seconds	35 seconds
Professional	25 seconds	30 seconds	40 seconds
Nightmare/Insanity	30 seconds	35 seconds	50 seconds

Line of Sight (LOS) Speed Acceleration

When a ghost maintains visual contact with a player during a hunt, its speed increases by **0.085 m/s per second** (5% of base per second). After 13 seconds of continuous LOS, the ghost reaches its maximum speed of **1.65x base speed** (2.8 m/s for most ghosts). Breaking LOS immediately stops acceleration.

When the ghost loses track of a player, its speed **decreases by 0.017 m/s per second** (1% of base per second). Returning to base speed from maximum takes approximately 65 seconds. Ghosts do NOT carry speed between hunts.

Hunt Cooldowns

Table 9: Hunt Cooldown Timers

Condition	Cooldown Duration
After a normal hunt ends	25 seconds
After Demon hunt ends	20 seconds (Demon is faster)
After smudging during hunt	90 seconds (180 for Spirit)
After cursed hunt ends	25 seconds (normal hunts after cursed)
Between cursed hunts	No cooldown

9. Sanity and Survival

Sanity Mechanics

Every player starts a contract at **100% sanity**. Sanity drains from multiple sources:

Table 10: Sanity Drain Sources

Source	Drain Amount	Notes
Passive drain (inside)	~0.12%/second	Scaled by difficulty multiplier
Passive drain (outside)	~0.05%/second	About 40% of indoor rate
Setup phase (van)	0%	No drain during setup time
Ghost event	10%	Any ghost event drains 10%
Phantom stared at	~0.5%/second	Only during Phantom ghost events
Ouija Board question	5-50%	Depends on question type
Poltergeist throw	2% per object	Multiple objects = massive drain
Yurei room proximity	~0.2%/second	Extra drain in ghost room
Moroi curse	1.5x normal rate	After Spirit Box interaction

Survival Strategies During Hunts

Table 11: Hunt Survival Checklist

Priority	Action	Why It Works
1	Turn OFF all electronics	Ghosts hear/see active electronics
2	Break line of sight immediately	Prevents LOS speed acceleration

3	Find a hiding spot	Closets, lockers, behind furniture
4	Stop talking completely	Ghosts can hear voice chat
5	Hold closet/locker door	Ghost cannot open held doors
6	Don't hold radio/flashlight	These attract the ghost

Crucifix Mechanics

The Crucifix prevents hunts within a radius of the ghost. Key details:

- Tier I Crucifix: **3 meter** radius, **1 charge**
- Tier II Crucifix: **4 meter** radius, **2 charges**
- Tier III Crucifix: **5 meter** radius, **2 charges**
- Demon extended range: Add **+2 meters** to all tiers
- Only prevents the hunt attempt -- does not stop an active hunt
- When a charge is consumed, the crucifix glows briefly and is destroyed

Smudge Stick Mechanics

Burning a Smudge Stick near a ghost has different effects depending on timing:

- **During a hunt:** Ghost is blinded for 6-12 seconds (varies by ghost type). It wanders randomly, unable to detect players.
- **Before a hunt:** Prevents the ghost from hunting for 90 seconds (180 for Spirit, 60 for Demon).
- **During setup phase:** Cancels the hunt entirely, starts the prevention timer.
- Range: **3-5 meters** depending on tier
- Must be lit with a lighter or candle to work

Common Death Cause: The #1 reason players die is holding a flashlight during a hunt. Turn OFF your flashlight, drop any electronic equipment, and break line of sight. The ghost can detect active electronics from surprisingly far away during hunts.

Part V: Equipment and Tools

10. Complete Equipment Guide

Every piece of equipment in Phasmophobia serves a specific purpose in the investigation. Equipment is purchased with contract earnings and can be upgraded through three tiers for improved functionality.

Starter Equipment (Free)

Table 12: Starting Equipment

Item	Slot	Function
Flashlight	Light	Basic illumination, Tier I
EMF Reader	Electronics	Detects electromagnetic fields, Tier I
Photo Camera	Secondary	Takes photos for evidence and money, Tier I
Spirit Box	Secondary	Communicates with ghosts, Tier I
UV Light	Secondary	Reveals fingerprints and footprints, Tier I
Video Camera	Secondary (carry) / Floor	Detects Ghost Orbs and DOTS, Tier I
Crucifix	Floor	Prevents hunts, Tier I
Sanity Medication	Consumable	Restores sanity, Tier I
Lighter	Consumable	Lights candles and smudge sticks
Smudge Sticks	Consumable	Prevents/blinds ghost during hunts
Salt	Floor	Reveals ghost footprints, Tier I

Purchasable Equipment

Table 13: Unlockable Equipment

Item	Slot	Cost (Tier I)	Unlock Level	Function
DOTS Projector	Floor/Tripod	\$65	Level 7	Projects laser grid, detects ghost silhouette

Thermometer	Secondary	\$30	Level 4	Measures room temperature
Glow Stick	Secondary	\$20	Level 5	Alternative UV source, throwable
Motion Sensor	Wall	\$40	Level 6	Detects movement in a room
Sound Sensor	Wall	\$50	Level 8	Detects sound across the entire map
Parabolic Microphone	Secondary	\$45	Level 8	Detects distant ghost sounds
Head-Mounted Camera	Head	\$50	Level 9	Records from player's POV
Firelight (Candle)	Floor	\$15	Level 3	Portable light source, Onryo interaction
Sanity Pills	Consumable	\$25	Level 5	Restores sanity (same as medication)
Tripod	Floor	\$25	Level 5	Holds video cameras at optimal angles
Strong Flashlight	Light	\$40	Level 7	Brighter, wider beam flashlight

11. Equipment Tier Upgrades

Every major equipment item can be upgraded from Tier I to Tier III, dramatically improving its effectiveness. Upgrades require both player level and money.

Tier Upgrade Comparison

Table 14: Equipment Tier Differences

Item	Tier I	Tier II	Tier III
Flashlight	Standard beam	Wider, brighter beam	Brightest, widest beam
EMF Reader	Basic reading	Faster response	Fastest + audio pitch changes
Photo Camera	Basic photos	Better quality = more money	Best quality + larger capture area
Spirit Box	Basic questions	Text display option	Best clarity + response display
UV Light	Short range	Medium range	Longest range + reveals more
Video Camera	Basic night vision	Better night vision	Best night vision + wider FOV
Crucifix	3m radius, 1 charge	4m radius, 2 charges	5m radius, 2 charges
DOTS Projector	Standard grid	Wider projection area	Widest + brighter projection
Thermometer	2s update delay	1.5s update delay	1s update delay

Salt	2 charges	3 charges	3 charges + wider pile
Sanity Medication	40% restore	45% restore	50% restore
Smudge Sticks	3m range	4m range	5m range
Motion Sensor	Basic detection	Wider range	Widest range + direction indicator
Sound Sensor	1 sensor	2 sensors	3 sensors
Parabolic Mic	Standard	Longer range	Longest range + better filtering
Firelight	Short duration	Medium duration	Longest duration

Photo Rewards and Money Optimization

Taking photos of ghost-related phenomena earns bonus money. Each contract allows up to **4 photo rewards**:

Table 15: Photo Reward Values

Subject	1-Star	2-Star	3-Star
Ghost (during event or hunt)	\$10	\$15	\$20
Fingerprints / Footprints	\$5	\$8	\$12
Bone	\$5	\$8	\$12
Cursed Possession	\$3	\$5	\$7
Ghost Writing	\$5	\$8	\$12
DOTS Silhouette	\$5	\$8	\$12
Dead Body	\$5	\$8	\$12
Dirty Water (sink)	\$3	\$5	\$7
Interactions (door, thrown item)	\$2	\$4	\$6

Money Maximization: Always try to capture 4 photo rewards per contract. The optimal set is: Ghost photo (3-star), Bone, Fingerprints, and either Cursed Possession or Ghost Writing. On Tier III cameras, a perfect photo run can earn \$50+ extra per contract.

Sound Sensor Strategy

The Sound Sensor is one of the most underutilized tools. Place sensors at opposite ends of the map and monitor from the truck. When a sensor triggers, you know the ghost is active in that area. This is especially useful on large maps (Sunny Meadows, Prison) for tracking ghost movement.

Parabolic Microphone Hidden Sounds

The Parabolic Microphone can detect ghost sounds from across the map. Each ghost type produces sounds at different frequencies:

- **Myling:** Produces sounds most frequently (best detection rate)
- **Spirit:** Normal sound frequency
- **Yokai:** Often detected when players are talking nearby
- Parabolic Mic range: approximately 20-30 meters depending on tier
- Works through walls and floors on all tiers

Part VI: Cursed Possessions

12. Complete Cursed Possession Guide

Seven cursed possessions can spawn on each map (except Insanity difficulty). Each provides powerful benefits at significant risk. Only **one cursed possession** spawns per contract, selected randomly from the seven.

Table 16: All Cursed Possessions Overview

Possession	Primary Function	Risk Level	Best Used For
Ouija Board	Ask the ghost questions	Medium	Finding ghost room, bone location, sanity check
Haunted Mirror	See ghost's current location	Medium	Quick ghost room identification
Music Box	Makes ghost sing, reveals location	High	Ghost room + photo opportunity
Summoning Circle	Summons ghost for photo	High	Ghost photo + forcing ghost event
Tarot Cards	Random beneficial/harmful effects	Extreme	Sanity restore, revives, ghost trap
Voodoo Doll	Forces ghost interactions	High	Triggering evidence quickly
Monkey Paw	Grants wishes with consequences	Variable	Strategic advantages at a cost

Ouija Board

The Ouija Board allows players to ask the ghost questions at the cost of sanity. Activate it by saying "*Ouija Board, are you there?*" or interacting directly.

Ouija Board Break: If you ask "Hide and seek" or the board is used too many times, it will break and trigger an instant **cursed hunt**. The board also breaks if you walk too far away while it's active.

Haunted Mirror

Looking into the Haunted Mirror shows a live view of the ghost's current location. Sanity drains rapidly while looking (approximately 7.5% per second). If your sanity reaches 0% while looking, the mirror breaks and triggers a cursed hunt. The mirror view also shows DOTS silhouettes if the ghost is walking through a projector.

Music Box

Activating the Music Box causes the ghost to sing, broadcasting its location through audio. If the player is within 5 meters of the ghost when the music ends, the ghost appears as a shadow and begins a **cursed hunt**. The music box can be used to force a ghost photo or confirm the ghost room quickly. Higher tier music boxes play longer, giving more time to locate the ghost.

Summoning Circle

Found as a chalk circle with 5 candle positions on the floor. Light all 5 candles with a lighter or firelight to summon the ghost to the circle. This forces a ghost manifestation and starts a **cursed hunt** immediately after. Best used with teammates ready to take photos and hide.

Voodoo Doll

Contains 10 pins. Each pin pushed forces the ghost to perform an interaction. Pushing the **heart pin** (center) triggers an instant cursed hunt. Used strategically, the Voodoo Doll can force evidence quickly -- push pins to make the ghost touch doors, throw items, or appear on DOTS.

13. Monkey Paw All Wishes

The Monkey Paw is the most complex cursed possession, granting **5 wishes** on lower difficulties (4 on medium, 3 on high). Every wish has a benefit and a consequence. Wishes can be spoken via voice or selected from a text UI.

Table 17: Complete Monkey Paw Wish List

Category	Wish Phrase	Benefit	Consequence
Ghost	"I wish to see the ghost"	Ghost appears at current location, 5s delay	Cursed hunt after 5s, wisher's vision darkened
Ghost	"I wish for activity" / "I wish the ghost would do something"	Doubles ghost activity for 2 minutes	Fuse box permanently breaks, exit doors lock for 2 min

Ghost	"I wish to trap the ghost"	Ghost teleported to its room, locked for 60s	Wisher's room doors also locked; hunt starts after
Player	"I wish for sanity" / "I wish to be sane"	All players set to 50% sanity	Sanity drain becomes 1.5x for rest of contract; ghost room changes
Player	"I wish to be safe"	Nearest blocked hiding spot becomes available	Room lights shatter; ghost senses wisher's electronics/voice at any distance forever
Player	"I wish to leave"	All exit doors unlock, even during hunts	Wisher's speed reduced for 5s, vision reduced
Other	"I wish for life" / "I wish to revive my friend"	Revives first dead player	50% chance the WISHER dies instead
Other	"I wish for knowledge"	Removes one incorrect evidence from journal	Cursed hunt triggered near wisher; vision and hearing permanently impaired until death/end
Other	"I wish for [weather]" (clear/fog/rain/snow/sunrise)	Changes weather to desired type	All players temporarily blinded; wisher loses 25% sanity
Other	"I wish for anything"	Random unused wish is granted	Suffers the consequence of the random wish received

Wish Strategy: "I wish for knowledge" is the safest high-value wish -- it eliminates wrong evidence. "I wish to leave" is a clutch escape tool during hunts. "I wish for sanity" is risky due to the 1.5x drain multiplier. Never use "I wish to be safe" unless desperate -- the permanent ghost tracking is devastating.

Monkey Paw Hidden Details

- Wish tags are scattered throughout Sunny Meadows -- finding them records the wish in your journal
- You don't need to find tags to use wishes -- they're just hints
- Each wish can only be used **once per contract**, regardless of who uses it
- The Monkey Paw has a 1 in 7 chance to spawn as the map's cursed possession
- Fingers bend permanently when a wish is used -- when all fingers are bent, the paw is exhausted
- Monkey Paw photos are worth \$5-7 depending on tier

14. Tarot Cards and Ouija Board

Complete Tarot Card Reference

Each deck contains exactly **10 cards**, drawn randomly without replacement. Once all 10 are drawn, future hunts are extended by 20 seconds.

Table 18: All Tarot Cards and Their Effects

Card	Draw Chance	Burn Color	Effect
The Tower	20%	Blue	Doubles ghost activity for 20 seconds
The Wheel of Fortune	20%	Green (gain) or Red (loss)	+25% sanity (green) or -25% sanity (red), 50/50
The Fool	17%	Light Purple	Mimics another card, then does nothing. 100% chance during hunts.
The Devil	10%	Pink	Triggers ghost event toward nearest player
Death	10%	Purple	Triggers immediate cursed hunt
The Hermit	10%	Cyan	Forces ghost to its room, disables roaming for 1 minute
The Sun	5%	Yellow	Sets player's sanity to 100%
The Moon	5%	White	Sets player's sanity to 0%
The High Priestess	2%	Light Yellow	Revives a dead player (or stores revive for next death)
The Hanged Man	1%	None (doesn't burn)	Instantly kills the player who drew it

Death and Hanged Man: Drawing Death triggers an immediate cursed hunt with no warning. Drawing The Hanged Man kills you instantly with no counterplay. During an active hunt, EVERY card drawn becomes The Fool -- making the deck useless until the hunt ends.

Ouija Board Complete Question List

Table 19: All Ouija Board Questions

Category	Questions	Answer Type	Sanity Cost
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Part VI: Cursed Possessions

Location	"Where are you?" / "What is your favorite room?" / "Where is your room?"	Room name	50%
Proximity	"Are you here?" / "Are you close?"	Yes/No	20%
Bone	"Where is the bone?" / "Where is your body?" / "Where did you die?"	Room name	20%
Sanity	"What is my sanity?" / "How sane am I?" / "How crazy am I?"	Healthy/Good/Average/Bad/Awful	5%
Sanity (binary)	"Am I insane?"	Yes/Maybe/No	5%
Age	"How old are you?" / "What is your age?" / "Are you old/young?"	10-90 years	5%
Death	"How long have you been dead?" / "When did you die?"	50-1000 years	5%
Method	"How did you die?"	Accident/Drowned/Choked/Murder/Shot/Fell/Slipped	5%

Feeling	"How do you feel?" / "Are you okay?"	Angry/Cold/Empty/Excited/Hurt/Lonely/Sad/Scared/Sick/Strong/Weak	5%
Purpose	"Why are you here?" / "What do you want?"	Hatred/Kill/Lonely/Lost/Love/Peace/Revenge/Scared/Trapped/Vengeance/You	5%
Shyness	"Do you respond to everyone?"	Yes/No	20%
Room Count	"How many are in this room?" / "Are you alone?"	Number (varies)	20%
Hide and Seek	"Do you want to play hide and seek?"	Counts 5-0, then cursed hunt	0% (but deadly)
Joke	"Knock knock"	"Who's there"	5%
Joke	"Marco"	"Polo"	5%

Ouija Board Hidden Mechanics

- If the board doesn't respond, the ghost is either not there or not interested
- Walking away from an active board causes it to break and trigger a cursed hunt
- The board's planchette moves faster when the ghost is angry (more hunts, lower sanity)
- On Nightmare difficulty, the Ouija Board is the only way to check your sanity (no truck monitor)
- Asking about bone location is one of the most cost-efficient uses (20% for guaranteed bone room)

Part VII: The Maps

15. All Maps and Hiding Spots

Phasmophobia features 12+ maps across three size categories. Each map has unique layouts, hiding spots, and cursed possession spawn locations. On higher difficulties, many hiding spots are randomly blocked.

Table 20: Map Overview

Map	Size	Floors	Hiding Spots (Max)	Difficulty Rating
6 Tanglewood Drive	Small	2 + Basement	6	Beginner
10 Ridgeview Court	Small	3 + Basement	8	Beginner
13 Willow Street	Small	2 + Basement	5	Beginner
42 Edgefield Road	Small	3 + Basement	8	Beginner
Camp Woodwind	Small	1	4	Beginner
Grafton Farmhouse	Small	3	7	Beginner- Intermediate
Maple Lodge Campsite	Small	1	4	Intermediate
Bleasdale Farmhouse	Small	3 + Attic	7	Intermediate
Brownstone High School	Medium	2	16	Intermediate
Prison	Medium	2	12	Advanced
Sunny Meadows Mental Institution	Large	2	20+	Advanced
Point Hope (Lighthouse)	Medium	4	8	Intermediate- Advanced

6 Tanglewood Drive -- Detailed Breakdown

The first and most iconic map. A two-story suburban house with a basement. Excellent for learning the game.

Sanctioned Hiding Spots (6 total):

1. Foyer closet (hallway next to Nancy's room)
2. Foyer closet (next to living room)
3. Hobby Room closet
4. Ensuite closet
5. Garage lockers
6. Basement behind blue tool cart under stairs

Loop Spots: Train table, dining table, garage car, living room coffee table

Cursed Possession Spawn Locations:

- Haunted Mirror: Wall next to Master Bedroom door in Foyer
- Music Box: Master Bedroom closet
- Ouija Board: Train table in Basement
- Tarot Cards: Table next to couch in Living Room
- Voodoo Doll: In front of big teddy bear in Nancy's Room
- Monkey Paw: Wheelbarrow in Garage
- Summoning Circle: Basement floor

Tanglewood Pro Tip: The closet in the foyer hallway has slats you can see through. This allows you to watch the ghost during a hunt and identify its behavior/model safely. This is the best learning spot in the game.

Sunny Meadows Mental Institution

The largest and most complex map. A sprawling institution with two floors, a chapel, a morgue, a hospital wing, classrooms, and more. The cursed possessions all spawn in a single central room, making them easy to find but dangerous to use.

Notable Features:

- All cursed possessions spawn in one dedicated room (the "cursed room")
- 20+ hiding spots across both floors
- Chapel, morgue, hospital wing, classrooms, and more themed areas
- Large open areas with few places to hide

- Long corridors perfect for testing ghost speed

Point Hope (Lighthouse)

A unique vertical map with four floors. The lighthouse structure creates narrow chokepoints and limited escape routes. Contains the secret **Ferryman of the Drowned** Easter egg (see Part VIII).

Hiding Spot Mechanics

Table 21: Hiding Spot Availability by Difficulty

Difficulty	Blocked Spots	Available	3-Player Bonus	4-Player Bonus
Amateur	0	All	+1	+2
Intermediate	2+	At least 3	+1	+2
Professional	3+	At least 2	+1	+2
Nightmare/Insanity	4+	At least 1	+1	+2

Hiding Rules:

- Holding a closet/locker door prevents the ghost from opening it
- If the ghost detected you entering a closet, it can forcibly open the doors
- Unofficial hiding spots (behind furniture, in corners) can work but are unreliable
- Generally, if an object covers you to at least eye level, it may work as a hiding spot
- Using a radio or talking while hiding will give away your position

16. Map Secrets and Easter Eggs

Point Hope Lighthouse Easter Egg: Ferryman of the Drowned

The most complex Easter egg in Phasmophobia. Completing it awards the "**Ferryman of the Drowned**" ID card title.

1. In the Games Room, throw three pool balls into pockets in the order shown by paintings: **green, blue, orange**
2. Find the **cogwheel** in the Maintenance Room
3. Insert the cogwheel into the lantern cabinet in Lantern Room Bottom
4. Go outside and ring the **large bell** next to the entrance **three times**
5. Climb to the top of the lighthouse balcony
6. Look toward the island cave entrance with "**UV**" visible on it

7. Shine your UV light at the large lantern until its light turns **purple**
8. The puzzle is complete -- exit through the truck to receive the ID card title

Tanglewood Potato Easter Egg

A potato can be found in one of the kitchen cabinets in 6 Tanglewood Drive. This is a reference to content creator **PsychoHypnotic**, a popular Phasmophobia streamer. The potato serves no gameplay purpose but is a fun nod to the community.

Sunny Meadows Pre-Release Secret

Before Sunny Meadows was officially released, the old Asylum map contained hidden references: a barcode on a ghost model directed players to room 7, where UV light revealed a message from a patient about their "new home at Sunny Meadows." This was the developers' way of teasing the upcoming map.

Voice Recognition Easter Eggs

Table 22: Secret Voice Commands

Phrase	Effect	Context
"Bloody Mary" (x3)	Increased activity, potential hunt trigger	Said while looking at any mirror
"Give us a sign"	Triggers ghost interaction	Anywhere in investigation area
"Show us"	Triggers ghost interaction	Anywhere in investigation area
"Are you here?"	May trigger Spirit Box response	Near ghost with Spirit Box on
"I'm scared" / "I'm afraid"	Can trigger increased ghost activity	Anywhere (Yokai especially reactive)

Part VIII: Advanced Mastery

17. Secret Interactions and Hidden Mechanics

Hidden Game Mechanics Most Players Never Learn

Table 23: Obscure Mechanics Reference

Mechanic	Details	Practical Use
Dead player vision	Dead players can fly around as ghosts and see everything	Use dead teammates as spotters (they can see the ghost's current location)
Photo camera timing	Photos have a brief delay after clicking -- lead moving targets	Practice the 0.5s shutter delay for hunt photos
Radio during hunts	Global chat (push-to-talk) can be heard by the ghost during hunts	Only use local push-to-talk or don't talk during hunts
Sanity medication timing	Sanity pills take 5 seconds to fully apply -- don't move during	Take pills in a safe spot, not while running
Firelight vs Onryo	A lit candle within 4m of an Onryo prevents hunts entirely	Drop candles near escape routes as portable crucifixes
Deogen counterplay	Deogen is SLOW up close -- walk TOWARD it during a hunt	Circle strafe at close range, never run away
Revenant audio tell	Revenant makes distinct heavy slow steps when not chasing	Listen for step pattern change to detect if it's chasing someone
Phantom photo vanish	Taking a photo of a Phantom during a ghost event makes it disappear	If the ghost vanishes from your photo, it's a Phantom
Jinn power tell	Jinn never turns the fuse box off deliberately	If power stays on even during intense activity, suspect Jinn
Mare light instant-off	Mare can turn off a light the moment you flip the switch	Immediate light-off after switching = possible Mare
Goryo room lock	Goryo cannot change its favorite room on any difficulty	If evidence always appears in one room despite no activity elsewhere = Goryo
Obake 6-finger prints	Obake has a rare chance to leave 6-fingered fingerprints	Count the fingers in UV prints -- 6 = confirmed Obake

Myling quiet hunt	Myling footstep audio range is halved during hunts	If hunt footsteps are eerily quiet, suspect Myling
Thaye aging counter	Thaye ages every 1-2 minutes players spend near it	Track speed over time -- slowing down = Thaye confirmed
Spirit smudge timer	Spirit smudge prevention lasts 180s (3 min) vs standard 90s	Time smudge effects -- longer = Spirit confirmed
Demon crucifix range	Demon crucifix effective range is 5m vs standard 3m	If crucifix works from further away = possible Demon
Banshee target swap	Banshee changes target if the current target dies	If hunt behavior changes after a death, Banshee may have swapped
Yokai hunt hearing	Yokai can only hear players within ~5m during hunts	Talk loudly from a distance during Yokai hunts to test
DOTS through walls	DOTS silhouettes can be seen through walls on camera	Position cameras to view DOTS through doorways
Salt double-step	Ghost stepping in salt always produces a footstep sound	Use salt piles as audio detection tools

Professional Ghost Identification Flowchart

Rather than waiting for all evidence, use behavior-based identification to narrow down the ghost type early:

Step 1 -- Check Hunt Threshold:

- Hunt at 70%+ sanity = **Demon**
- Hunt at 60%+ with lights off = **Mare** (dark room)
- Hunt at 35% or below = **Shade**
- Hunt at 40% = **Deogen**
- Hunt at 65% with electronics = **Raiju**

Step 2 -- Check Speed Behavior:

- Extremely fast when seeing you, very slow otherwise = **Revenant**
- Fixed 2.5 m/s with fuse on = **Jinn**
- Fast at distance, creepily slow up close = **Deogen**
- Speed scales with temperature = **Hantu**
- Speed decreases over time = **Thaye**
- Two different speed patterns = **Twins**
- Fast near electronics = **Raiju**

Step 3 -- Check Unique Behaviors:

- Multiple objects thrown at once = **Poltergeist**
- Vanishes when photographed = **Phantom**
- Objects moving in two rooms simultaneously = **Twins**
- No footprints in salt = **Wraith**
- Slamming doors with ability = **Yurei**
- 6-fingered fingerprints = **Obake**
- Cannot do airball event = **Oni**
- Stays in one room always = **Goryo**
- Extinguishes 3 flames then hunts = **Onryo**

18. Pro Strategies and Survival Guide

The Perfect Investigation Routine

Table 24: Optimal Investigation Steps

Phase	Actions	Time Target
1. Setup (Van)	Check objectives, grab key equipment, note cursed possession	0:00-0:30
2. Entry Sweep	Turn on fuse box, check for immediate freezing temps	0:30-1:00
3. Ghost Room Hunt	Thermometer sweep, EMF check, Spirit Box questions	1:00-3:00
4. Evidence Setup	Place DOTS, Writing Book, Video Camera in ghost room	3:00-5:00
5. Evidence Gathering	UV check, monitor cameras, Spirit Box, EMF camp	5:00-10:00
6. Confirmation	2 evidence pieces found, use behavior to deduce 3rd	10:00-12:00
7. Objectives	Complete optional objectives, take 4 photos	12:00-15:00
8. Extraction	Verify ghost type, leave before hunts escalate	15:00+

Looping Techniques (Advanced Evasion)

On some maps, skilled players can "loop" the ghost around furniture indefinitely during a hunt:

- **Tanglewood:** Circle the train table, dining table, or garage car
- **Ridgeview:** Loop around kitchen island and dining room table
- **Edgefield:** Circle the living room sofa set
- **Grafton:** Loop around the kitchen table

Looping Risk: Looping only works on ghosts that follow normal speed rules. Do NOT attempt against Revenants, Deogens, or Thayes at Age 0. Always have a backup hiding spot.

Crucifix Placement Strategy

Table 25: Optimal Crucifix Placement

Strategy	Placement	Effectiveness
Standard	In the ghost room, centered	Prevents hunts from starting in the room
Hallway Block	In a hallway the ghost must pass through	Catches the ghost as it tries to reach players
Double Stack	Two crucifixes overlapping in the ghost room	Maximum coverage for aggressive ghosts
Exit Guard	Near the front door	Prevents door-lock hunts when leaving
Campfire Guard	Near campsite fire (Maple Lodge)	Protects the main light source

Equipment Loadouts by Playstyle

Table 26: Recommended Loadouts

Role	Primary Items	Consumables	Objective
Room Finder	Thermometer, EMF, Spirit Box	Lighter	Locate ghost room quickly
Evidence Gatherer	UV Light, Video Camera, DOTS	Tripod	Set up and collect all evidence
Support/Truck	Motion Sensor, Sound Sensor, Sanity Meds	Smudge Sticks	Monitor from truck, bring meds
Photo Journalist	Photo Camera (Tier III), Parabolic Mic	Sanity Pills	Maximize photo rewards
Survivalist	Crucifix, Smudge Sticks, Candle	Multiple Smudges	Stay alive on Nightmare/Insanity

19. Complete Quick Reference

All Objectives and How to Complete Them

Table 27: Optional Objectives Reference

Objective	How to Complete	Tips
Discover the ghost type	Correctly identify and record the ghost	Always the primary objective
Have a member witness a ghost event	Any player sees the ghost appear	Use cursed possessions to force events
Capture a photo of the ghost	Photo camera during ghost event or hunt	3-star photos worth \$20
Detect a ghost presence with Motion Sensor	Motion sensor triggers during ghost movement	Place in ghost room doorway
Cleanse the area with Smudge Sticks	Burn smudge near the ghost	Works during hunts too
Get the ghost to blow out a candle	Place candle in ghost room	Onryo does this frequently
Repel the ghost with Smudge during hunt	Smudge the ghost while it's chasing	Requires precise timing
Find the bone	Locate and photograph the bone	Ouija Board can reveal location
Escape the ghost during a hunt	Survive a hunt without hiding	Looping or outrunning
Have a member average below 25% sanity	One player stays inside until low sanity	Easy on Nightmare

Complete Ghost Event Types

Table 28: All Ghost Events

Event Type	Description	Sanity Drain	Danger Level
Appearance	Ghost manifests and walks toward a player	10%	Medium
Airball	Floating ball of mist/light appears	10%	Low
Singing	Ghost sings or hums (Banshee common)	10%	Low
Radio/Sound	Electronic device activates by itself	0%	None
Door Slam	Door violently slams shut (Yurei ability)	0%	Low
Light Flicker	Lights rapidly flicker (pre-hunt warning)	0%	Medium (if hunt follows)

Object Throw	Item is thrown across the room	2% per object	Low
Phone Ring	Phone rings in the house	0%	None
Car Alarm	Car alarm triggers (Tanglewood/Ridgeview)	0%	Medium (noise attraction)

Prestige and Leveling Summary

Table 29: Prestige System Overview

Prestige Level	Unlock	Max Level
Prestige 0 (Base)	Starting equipment	Level 99
Prestige 1	Firelight (candle) unlocked	Level 999
Prestige 2	Tripod unlocked	Level 999
Prestige 3	Photo Camera Tier II	Level 999
Prestige 4+	Additional cosmetic ID cards	Level 999

Ghost Name Easter Eggs

Certain ghost names are references to horror media and real-life paranormal cases:

- **"Annabelle"** -- Reference to the haunted doll from The Conjuring universe
- **"Jason"** -- Friday the 13th reference
- **"Freddy"** -- Nightmare on Elm Street reference
- **"Pennywise"** -- IT reference
- **"Slenderman"** -- Internet horror legend
- **"Ted"** -- The Shining reference (Jack's typewriter)
- **"Clown"** -- Various horror clown references

Final Survival Checklist

- Know all hiding spots on the map before entering
- Always have a smudge stick and lighter in inventory
- Turn OFF flashlight and all electronics during hunts
- Break line of sight before entering hiding spots
- Never hold the Spirit Box or radio during a hunt
- Communicate hunt status to teammates immediately
- Keep sanity above 50% on Professional and above

- Place crucifix in the ghost room within the first 2 minutes
- Learn the sound difference between ghost events and hunt setup
- Take 4 photos every contract for maximum money
- Use the truck's camera monitors to watch for orbs and DOTS
- If the ghost room changes, the ghost is roaming (except Goryo)
- The bone can spawn anywhere the ghost can walk
- Dirty water in a sink means the ghost interacted with it recently
- On Nightmare, you need only 2 evidence pieces -- the 3rd may be fake

The Phasmophobia Compendium

24+ Ghost Types · 7 Cursed Possessions · 12 Maps · 200+ Reference Tables

Hidden Mechanics · Secret Interactions · Easter Eggs · Pro Strategies

Compiled 2025 · Game Version 0.12+

Part IX: Extended Ghost Behavior Analysis

20. Ghost AI and Decision Making

Understanding how the ghost's AI works under the hood reveals predictable patterns and exploitable behaviors. The ghost operates on a decision loop with distinct phases.

The Ghost AI Loop

Table 30: Ghost Decision Cycle

Phase	Duration	What the Ghost Does
Idle	Variable (base 10-25s)	Stays in/near ghost room, decides next action
Wander	5-10 seconds	Walks randomly within range of ghost room
Interact	Instant	Touches door, throws object, flips light switch
Hunt Attempt	Instant (check)	Evaluates sanity threshold, rolls dice for hunt
Hunt Setup	1-5 seconds (difficulty)	Warning phase: lights flicker, door locks
Hunt Active	15-50 seconds (map/difficulty)	Actively chases and kills players

Ghost Roaming Mechanics

The ghost does not stay in one place. Every 30-60 seconds, the ghost has a chance to **roam** -- walk to a different room. Roaming distance and frequency vary by ghost type:

- **Goryo:** Cannot roam at all. Stays locked in its room.
- **Shade:** Rarely roams when players are nearby. Prefers solitude.
- **Thaye:** Roams less as it ages. Starts active, becomes sedentary.
- **Wraith:** Can teleport to any room (not roam normally).
- **Banshee:** Roams toward its target's location.
- **Standard ghosts:** Roam within ~15-20 meters of ghost room.

Favorite Room Mechanics

Every ghost has a **favorite room** -- the room it considers "home." Evidence is most likely to appear here. However, several mechanics can cause the ghost room to change:

- Some ghosts can change their favorite room mid-contract (most can, Goryo cannot)
- Using the Monkey Paw "sanity" wish forces the ghost to change rooms
- On larger maps, the ghost may wander far enough that its room shifts
- Freezing temperatures and EMF 5 readings are most reliable in the CURRENT favorite room

Ghost Line of Sight and Hearing During Hunts

Table 31: Ghost Sensory Ranges During Hunts

Sense	Range	What It Detects
Sight (forward cone)	Infinite (render distance)	Players in front of the ghost
Hearing (electronics)	~7-10 meters	Active flashlights, Spirit Box, radios
Hearing (player voice)	~7-10 meters (Yokai: ~5m)	Global and local voice chat
Hearing (footsteps)	~5 meters	Sprinting players
Memory	Last known position	Ghost checks last place it saw/heard you

21. State-Based Ghosts Deep Dive

Dayan State Mechanics

The Dayan operates in two distinct states that affect everything about its behavior:

Table 32: Dayan State Comparison

Attribute	Aggressive State	Calm State
Trigger	Player moving within 10m	Player standing still within 10m
Base Speed	2.25 m/s	1.2 m/s
Hunt Threshold	65%	45%
Hunt Duration	Reduced (shorter hunts)	Normal duration
Transition Delay	5-10 seconds after player stops	5-10 seconds after player moves
Identification Tip	Test with a teammate: one runs, one stands still	Compare hunt timing between both states

Gallu State Mechanics

Table 33: Gallu State Comparison

Attribute	Enraged State	Weakened State
Trigger	Players nearby for extended time	After enraged phase ends
Base Speed	1.9 m/s	1.5 m/s
Hunt Threshold	60%	40%
LOS Acceleration	Normal	Normal
Identification Tip	Watch for speed changes between hunts	Track if hunts get easier over time

Obambo State Mechanics

Table 34: Obambo State Comparison

Attribute	Aggressive State	Calm State
Hunt Threshold	65%	10%
Activity Level	High (many interactions)	Very low (almost dormant)
Identification Tip	Very active early, then goes quiet	May seem like a Shade initially

22. Mimic Behavior Analysis

The Mimic is the most deceptive ghost because its behavior can change mid-contract. Understanding how it works is key to identifying it.

How Mimic Mimicry Works

- The Mimic randomly selects another ghost type every **30-120 seconds**
- It adopts the mimicked ghost's speed, hunt threshold, and special abilities
- The Mimic ALWAYS shows Ghost Orbs as a 4th evidence piece (fake orb)
- The fake orb moves more erratically than a real orb -- watch for jittery movement
- Mimicry does NOT change the evidence combination -- it only affects behavior
- The Mimic cannot mimic itself (it always picks a different ghost type)

Mimic Identification Strategy

1. Look for **4 evidence pieces** -- only the Mimic shows 4
2. Watch for **inconsistent behavior** -- speed changes between hunts
3. Note if the ghost exhibits **two different ghost abilities** in one contract
4. If Ghost Orbs are present with 3 other evidence types, it's almost certainly a Mimic
5. On Nightmare, if you have 2 evidence and the ghost acts like 3 different types, suspect Mimic

23. Thaye Aging Mechanic in Detail

The Thaye is unique in that its behavior changes over the course of the contract. Understanding its aging system is critical for identification.

Table 35: Thaye Aging Progression

Age Level	Hunt Threshold	Base Speed	Time to Next Age
0 (Start)	75%	2.75 m/s	1-2 minutes near players
1	69%	2.575 m/s	1-2 minutes
2	63%	2.40 m/s	1-2 minutes
3	57%	2.225 m/s	1-2 minutes
4	51%	2.05 m/s	1-2 minutes
5	45%	1.875 m/s	1-2 minutes
6	39%	1.70 m/s	1-2 minutes
7	33%	1.525 m/s	1-2 minutes
8	27%	1.35 m/s	1-2 minutes
9	21%	1.175 m/s	1-2 minutes
10 (Max)	15%	1.0 m/s	No more aging

Thaye Speed Test: At Age 0, the Thaye is one of the fastest ghosts in the game. By Age 10, it's one of the slowest. If you notice the ghost getting progressively slower across multiple hunts, it's almost certainly a Thaye. A fully aged Thaye can be easily outwalked without sprinting.

Part X: Map Mastery

24. Complete Map-by-Map Guide

10 Ridgeview Court

A three-story suburban house with a basement. The most popular map in the game due to its balanced layout and numerous hiding spots.

Hiding Spots (8 total): Master Bedroom closet, Garage lockers (x2), Basement storage closet, Upstairs hallway closet, Living room behind sofa, Nursery closet, Kitchen pantry

Key Features: Garage car alarm (ghost can trigger), basement has excellent hiding, multiple staircases create looping opportunities

Cursed Possession Spawns: Music Box in Master Bedroom, Ouija Board in Basement, Tarot Cards in Living Room, Voodoo Doll in Nursery, Haunted Mirror in upstairs hallway, Monkey Paw in Garage, Summoning Circle in Basement

13 Willow Street

A smaller two-story house with a basement. Tight corridors and limited hiding make this a challenging map on higher difficulties.

Hiding Spots (5 total): Nursery closet, Bedroom closet, Garage lockers (x2), Basement behind boxes

Key Features: No car alarm, very compact layout, ghost room is usually easy to find due to size

42 Edgefield Road

Three floors plus basement. The ghost room is often in the attic or basement, requiring thorough searches.

Hiding Spots (8 total): Foyer closet, Living room closet, Bedroom closet (x2), Attic behind boxes, Basement closet, Garage locker, Bathroom (unofficial -- behind door)

Key Features: Large attic space, multiple bedroom closets, basement is maze-like

Camp Woodwind

An outdoor camp with a single open floor plan. No second floor and very limited hiding spots. Blood Moon weather is common here.

Hiding Spots (4 total): Bathroom stall, Storage tent (behind boxes), Kitchen tent (behind crates), Small tent near campfire

Key Features: No doors to lock during hunts, ghost can see across the entire camp, campfires can be lit for sanity

Maple Lodge Campsite

Similar to Camp Woodwind but with a cabin and more structures. Features campfires that can be lit for warmth and sanity.

Hiding Spots (4 total): Cabin closet, Bathroom stall, Storage shed, Behind cabin furniture

Key Features: Cabin provides indoor ghost room possibility, campfires for sanity recovery, outdoor sections are very dangerous during hunts

Grafton Farmhouse

Three floors with a unique layout. The master bedroom and nursery are common ghost rooms.

Hiding Spots (7 total): Nursery closet, Master Bedroom closet, Hallway closet, Storage room behind shelves, Attic behind boxes, Living room behind furniture, Basement corner

Bleasdale Farmhouse

Three floors plus attic. The attic is a common ghost room and has unique atmosphere. Very dark throughout.

Hiding Spots (7 total): Attic behind boxes, Bedroom closet (x2), Hallway closet, Storage closet, Living room behind sofa, Basement corner

Brownstone High School

A medium-sized map with two floors, a gymnasium, and numerous classrooms. 16 hiding spots make it manageable despite the size.

Hiding Spots (16 total): Classroom closets (multiple), Bathroom stalls, Gym storage, Locker rooms (x2), Janitor closet, Office closets, Library behind shelves

Key Features: Long hallways make hunt detection easy, numerous classrooms to check for ghost room, gymnasium is very dangerous (no hiding)

Prison

A medium-sized institutional map with two floors, cell blocks, offices, and a kitchen. The layout is linear and confusing.

Hiding Spots (12 total): Cell block lockers, Guard station closet, Kitchen pantry, Office closets, Infirmary cabinets, Bathroom stalls, Storage rooms

Key Features: Cell blocks create natural chokepoints, long corridors for speed testing, infirmary is a common ghost room

Sunny Meadows Mental Institution

The largest map. All cursed possessions spawn in one room. 20+ hiding spots but the sheer size makes navigation challenging.

Notable Areas: Chapel (unique atmosphere), Hospital wing (beds and equipment), Morgue (creepy atmosphere), Classrooms, Courtyard (outdoor section)

Key Features: Cursed room contains all 7 possessions, chapel has unique ghost interactions, hospital wing has many rooms to check

25. Map-Specific Strategies

Table 36: Optimal Strategies by Map

Map	Best Strategy	Biggest Danger	Pro Tip
Tanglewood	Standard investigation	Basement hunts (limited escape)	Use foyer closet to observe hunt behavior
Ridgeview	Split team: floors 1/2	Garage alarm attracts ghost	Garage lockers are the safest spot
Willow Street	Fast, thorough sweep	Only 5 hiding spots	Check basement first -- common ghost room
Edgefield	Attic/basement priority	Attic has no official hiding	Behind attic boxes can work unofficially
Camp Woodwind	Group together, no splitting	No doors, wide open	Use campfires for sanity recovery
Maple Lodge	Cabin focus, campfires	Outdoor sections	Stay in the cabin as much as possible
Brownstone	Split: gym/classrooms	Gym has zero hiding	Use motion sensors on all hallways

Prison	Follow the main corridor	Cell block dead ends	Guard station is the safest base
Sunny Meadows	Split into 2 teams	Size makes escape hard	All cursed items in one room -- check first
Point Hope	Vertical exploration	Narrow lighthouse stairs	Complete Ferryman Easter egg for title

26. Cursed Possession Spawn Locations by Map

Table 37: Where to Find Cursed Possessions

Map	Ouija	Mirror	Music Box	Tarot	Voodoo	Monkey Paw	Summoning
Tanglewood	Basement train table	Foyer wall	Master BR closet	Living room table	Nancy's Room	Garage wheelbarrow	Basement floor
Ridgeview	Basement shelf	Upstairs hall	Master BR	Living room	Nursery	Garage	Basement
Willow Street	Basement	Hallway	Bedroom	Kitchen	Nursery	Garage	Basement
Edgefield	Basement	Foyer	Master BR	Living room	Bedroom	Garage	Basement
Brownstone	Library	Hallway	Office	Cafeteria	Classroom	Gym	Basement
Prison	Office	Guard station	Infirmary	Kitchen	Cell block	Laundry	Morgue
Sunny Meadows	ALL in the dedicated Cursed Possession Room						
Point Hope	Various	Lantern room	Games room	Kitchen	Bedroom	Maintenance	Chapel

Part XI: Equipment Economics and Meta

27. Complete Equipment Cost Catalog

Table 38: All Equipment Prices by Tier

Item	Tier I	Tier II	Tier III	Unlock Level
Flashlight	\$30	\$40	\$50	Start
EMF Reader	\$45	\$55	\$65	Start
Photo Camera	\$40	\$50	\$60	Start
Spirit Box	\$50	\$60	\$70	Start
UV Light	\$35	\$45	\$55	Start
Video Camera	\$40	\$50	\$60	Start
Crucifix	\$30	\$40	\$50	Start
DOTS Projector	\$65	\$75	\$85	Level 7
Thermometer	\$30	\$40	\$50	Level 4
Glow Stick	\$20	\$25	\$30	Level 5
Motion Sensor	\$40	\$50	\$60	Level 6
Sound Sensor	\$50	\$60	\$70	Level 8
Parabolic Microphone	\$45	\$55	\$65	Level 8
Head-Mounted Camera	\$50	\$60	\$70	Level 9
Firelight (Candle)	\$15	\$20	\$25	Level 3
Salt	\$15	\$20	\$25	Start
Smudge Sticks	\$15	\$20	\$25	Start
Lighter	\$10	\$15	\$20	Start
Sanity Medication	\$20	\$25	\$30	Start
Tripod	\$25	\$30	\$35	Level 5
Strong Flashlight	\$40	\$50	\$60	Level 7

28. Money and XP Optimization

Contract Reward Formula

Money earned from a contract is calculated based on multiple factors:

- **Base reward:** Scales with map size and difficulty multiplier
- **Correct ghost identification:** +\$10-50 depending on difficulty
- **Objectives completed:** +\$10 per objective
- **Photo rewards:** Up to 4 photos, \$2-20 each depending on star rating
- **Insurance:** Partial refund for lost equipment (lower difficulties)
- **Death penalty:** Lose all equipment brought on Professional+

Table 39: Typical Contract Earnings

Difficulty	Small Map	Medium Map	Large Map
Amateur (3 objectives + ghost)	\$40-60	\$60-90	\$80-120
Intermediate (3 objectives + ghost)	\$60-90	\$90-130	\$120-170
Professional (3 objectives + ghost)	\$90-130	\$130-180	\$170-240
Nightmare (3 objectives + ghost)	\$130-180	\$180-250	\$240-340
Insanity (3 objectives + ghost)	\$180-250	\$250-350	\$340-480

XP and Leveling Guide

Table 40: XP Sources

Action	XP Reward	Notes
Correct ghost identification	High	Primary XP source
Each objective completed	Medium	Up to 3 per contract
Each photo taken (starred)	Low-Medium	Up to 4 per contract
Surviving the contract	Bonus	Extra for no deaths
Using cursed possessions	Variable	Depends on outcome
Apocalypse Challenge completion	Massive	Per map completed

Prestige System Deep Dive

After reaching Level 99, players can Prestige to reset to Level 1 with permanent bonuses. There are currently **4 Prestige levels** available:

Table 41: Prestige Rewards

Prestige	Unlock	Additional Benefit
Prestige 1	Firelight (Candle) permanently unlocked	New ID card backgrounds
Prestige 2	Tripod permanently unlocked	New ID card titles
Prestige 3	Photo Camera Tier II base	Additional cosmetic options
Prestige 4	Additional ID card designs	Prestige badge on profile

Prestige Strategy: The first three Prestiges unlock genuinely useful items (Firelight, Tripod, better camera). Prestige 4+ is purely cosmetic. Most serious players aim for at least Prestige 3. The grind from 1-99 takes approximately 20-30 hours of active play.

29. Weather Effects

Weather conditions affect gameplay in various ways. Available through Custom Difficulty:

Table 42: All Weather Types

Weather	Visual Effect	Gameplay Effect
Clear	Normal visibility	Standard gameplay
Fog	Reduced outdoor visibility	Harder to spot ghost from van
Rain	Outdoor rain sounds	Audio masking, harder to hear ghost
Snow	Light snow outdoors	Visual atmosphere only
Sunrise	Brighter outdoor lighting	Easier to see outside
Blood Moon	Red sky, eerie atmosphere	Ghost speed +15% during hunts

Blood Moon: This is the most impactful weather condition. A 15% speed increase means a base 1.7 m/s ghost moves at 1.955 m/s -- nearly as fast as a player walking (1.6 m/s). Combined with LOS acceleration, Blood Moon hunts are extremely dangerous. Only recommended for experienced players seeking a challenge.

30. Sanity Medication Hidden Details

Table 43: Sanity Medication by Tier

Tier	Restore Amount	Application Time	Max per Contract
I	40%	5 seconds	4 (team total)
II	45%	5 seconds	4 (team total)
III	50%	5 seconds	4 (team total)

Hidden Sanity Medication Mechanics:

- The 5-second application time means you must stand still -- moving cancels it
- On Nightmare and Insanity, the number of pills available is reduced
- Insanity difficulty provides **zero sanity medication**
- Moroi-cursed players drain sanity at 1.5x rate -- medication helps counter this
- After taking medication, there's a brief delay before the sanity display updates in the truck

Part XII: Advanced Strategies and Meta

31. Speedrunning and Efficiency Techniques

The 3-Minute Contract

Experienced players can identify the ghost in under 3 minutes using specific techniques:

1. **Entry:** Grab EME, Spirit Box, Thermometer. Leave everything else.
2. **Room sweep:** Check the 3 most common ghost rooms first based on map meta.
3. **Instant evidence:** Spirit Box response = instant Spirit Box evidence. Thermometer below 0C = instant Freezing Temps.
4. **Behavior identification:** If you have 2 evidence pieces, use the ghost's hunt behavior to deduce the 3rd (on Nightmare) or confirm (on lower difficulties).
5. **Leave immediately:** Correct ghost guess + 1 objective + survival = profitable contract in 3 minutes.

Common Room Meta by Map

Table 44: Most Likely Ghost Rooms (Community Stats)

Map	Most Common Room	Second Most Common	Third Most Common
Tanglewood	Master Bedroom	Kitchen	Basement
Ridgeview	Master Bedroom	Nursery	Basement
Willow Street	Bedroom	Basement	Garage
Edgefield	Master Bedroom	Attic	Basement
Brownstone	Gym	Office	Classroom
Prison	Infirmery	Office	Kitchen
Sunny Meadows	Hospital Wing	Chapel	Classroom
Point Hope	Lighthouse Top	Bedroom	Kitchen

Evidence Priority System

Not all evidence is equally easy to obtain. Prioritize based on speed of confirmation:

Table 45: Evidence Detection Speed Ranking

Rank	Evidence	Average Time to Confirm	Reliability
1	Freezing Temps	10-20 seconds	High (thermometer is instant)
2	Spirit Box	15-30 seconds	Medium (ghost must respond)
3	EMF 5	20-40 seconds	Medium (25% chance per interaction)
4	Ghost Orbs	30-60 seconds	High (if camera positioned well)
5	Ultraviolet	30-60 seconds	Medium (ghost must touch something)
6	DOTS	30-90 seconds	Medium (ghost must walk through)
7	Ghost Writing	60-180 seconds	Low (ghost may not write for a while)

32. Team Roles and Communication

Recommended Team Compositions

Table 46: Team Role Setup (4 Players)

Role	Equipment	Responsibilities
Lead Investigator	EMF, Spirit Box, Thermometer, UV	Find ghost room, collect first evidence
Truck Operator	Motion Sensor, Sound Sensor, Camera Monitor	Monitor cameras, watch sanity, coordinate
Evidence Specialist	DOTS, Writing Book, Video Camera, Tripod	Place equipment in ghost room, gather evidence
Support/Safety	Crucifix, Smudge, Candle, Sanity Meds	Place crucifix, provide meds, smudge during hunts

Communication Protocols

- **"Hunt active"** -- Immediate callout when hunt starts. All players respond with location.
- **"Hunt over"** -- Confirmed when front door unlocks or hunt timer expires.
- **"Room confirmed: [name]"** -- Ghost room has been located.
- **"Evidence: [type]"** -- New evidence piece found.
- **"I'm dead"** -- Player has been killed. Dead players can still communicate but cannot be heard by alive players (unless using specific radio channels).
- **"Crucifix placed"** -- Team knows the area is temporarily protected.

33. The Apocalypse Challenge Complete Guide

Challenge Requirements Per Map

Table 47: Apocalypse Challenge Checklist Per Map

Requirement	Details	Difficulty
Correct ghost identification	Must record correct ghost in journal	Medium
Objective 1	Random objective, must complete	Variable
Objective 2	Random objective, must complete	Variable
Objective 3	Random objective, must complete	Variable
Photo reward 1	Any valid photo (1-star minimum)	Easy
Photo reward 2	Any valid photo	Easy
Photo reward 3	Any valid photo	Easy
Photo reward 4	Any valid photo	Easy
Survival	NO player deaths on the contract	Variable

Apocalypse Challenge Recommended Settings

While the challenge requires Professional or Nightmare, you can optimize other settings:

- Use **3 evidence pieces** (not Nightmare's 2+fake)
- Set **maximum hiding spots**
- Set **normal ghost speed**
- Enable **sanity medication**
- Keep **grace period at 1 second** minimum
- Start fuse box **ON**

Map Difficulty Ranking for Apocalypse

Table 48: Apocalypse Difficulty by Map (Easiest to Hardest)

Rank	Map	Why Easy/Hard
1 (Easiest)	Camp Woodwind	Small, simple layout, easy to find ghost room

2	6 Tanglewood Drive	Familiar layout, many hiding spots
3	13 Willow Street	Small size, only 5 hiding spots
4	Maple Lodge Campsite	Cabin provides safety, campfires for sanity
5	Grafton Farmhouse	Medium size, manageable hiding
6	10 Ridgeview Court	Larger house, basement can be dangerous
7	42 Edgefield Road	Attic ghost room is hard to escape
8	Bleasdale Farmhouse	Dark, multiple floors, limited hiding
9	Brownstone High School	Large, gym is dangerous, many rooms
10	Point Hope	Vertical layout, narrow escape routes
11	Prison	Confusing layout, long corridors
12 (Hardest)	Sunny Meadows	Massive size, hard to navigate, 20+ rooms

34. Known Quirks and Community Discoveries

Behavior Oddities

Table 49: Documented Ghost Behavior Quirks

Quirk	Description	Status
Ghost wall-clipping	Ghosts can sometimes clip through thin walls during hunts	Known behavior
Infinite hunt bug	Rarely, a hunt will not end when it should	Rare bug
Silent hunt start	Occasionally the setup phase sounds don't play	Known issue
Crucifix double-charge	Under specific conditions, a crucifix can block 2 hunts	Fixed in recent patches
Salt double-step	Ghost can trigger salt twice in rapid succession	Normal behavior
Photo through walls	Camera can sometimes capture valid photos through walls	Collision quirk
Ghost orb in truck	Extremely rarely, orbs can be seen on truck cameras	Visual glitch
Teleporting items	Items thrown by ghost sometimes appear in impossible locations	Physics engine

Community Meta Evolution

The Phasmophobia meta has evolved significantly since Early Access:

- **2020 Meta:** EMF camping, salt checking, basic hiding
- **2021 Meta:** Spirit Box spam, crucifix stacking, room camping
- **2022 Meta:** DOTS camera placement, Sound Sensor map-wide tracking
- **2023 Meta:** Cursed Possession speedruns, Monkey Paw strats
- **2024-2025 Meta:** Behavior-based identification over pure evidence, loop techniques, state-ghost analysis

VR vs. Desktop Differences

Table 50: Platform Comparison

Feature	Desktop	VR
Movement Speed	Standard	Slightly slower walking
Item Interaction	Key press	Physical hand motion
Photo Camera	Screen capture	Through headset lens
Immersion	Standard	Significantly higher
Sanity drain feel	Visual only	Visual + audio + presence
Voice recognition	Microphone required	Headset mic built-in
Advantage in hunts	Easier to loop (precise movement)	Better spatial awareness

VR Pro Tip: VR players have a distinct advantage in identifying ghost location through spatial audio. The 3D audio in VR makes it much easier to pinpoint which direction footsteps are coming from. However, VR players are slightly more susceptible to jumpscares due to the immersive nature of the headset.

Part XIII: Complete Master Reference

35. Ghost Type Quick Reference Card

Table 51: All Ghosts -- Evidence, Speed, Key Identifier

Ghost	Evidence	Speed Trait	One-Sentence ID
Spirit	EMF, Spirit Box, Writing	Normal	Smudge lasts 3 min instead of 90s
Wraith	EMF, Spirit Box, DOTS	Normal, teleports	No footprints in salt; EMF 2 in empty rooms
Phantom	Spirit Box, UV, DOTS	Normal	Photo makes it vanish; drains sanity when stared at
Poltergeist	Spirit Box, UV, Writing	Normal	Throws multiple objects at once
Banshee	Orb, UV, DOTS	Normal	Targets one player; uses target's sanity only
Jinn	EMF, Freezing, UV	2.5 m/s with fuse on	Never turns fuse box off; EMF 2 at fuse after ability
Mare	Orb, Spirit Box, Writing	Normal	Hunts at 60% in dark; 40% with lights on
Revenant	Orb, Freezing, Writing	1.0 m/s to 3.0 m/s	Extremely fast when it sees you, very slow otherwise
Shade	EMF, Freezing, Writing	Normal	Cannot hunt if player in room; 35% threshold
Demon	Freezing, UV, Writing	Normal	Hunts at 70%; crucifix range 5m; smudge 60s
Yurei	Orb, Freezing, DOTS	Normal	Slams nearest door with ability; extra sanity drain
Oni	EMF, Freezing, DOTS	Normal	Cannot do airball event; more visible during hunts
Yokai	Orb, Spirit Box, DOTS	Normal	Hunts at 80% when talked near; short hearing range
Hantu	Orb, Freezing, UV	1.4-2.7 m/s (temp-based)	Icy breath visible during hunts; never turns fuse on

Goryo	EMF, UV, DOTS	Normal	DOTS only on camera; never changes ghost room
Myling	EMF, UV, Writing	Normal	Quiet footsteps during hunts; frequent parabolic sounds
Onryo	Orb, Spirit Box, Freezing	Normal	Extinguishes 3 flames then hunts; candle blocks hunt
Raiju	EMF, Orb, DOTS	2.5 m/s near electronics	Fast near electronics; disrupts them from further away
Moroi	Spirit Box, Freezing, Writing	Scales with sanity	Spirit Box curse; faster at low sanity; smudge blinds longer
Thaye	Orb, Writing, DOTS	2.75 to 1.0 m/s (ages)	Starts fast, gets progressively slower over time
Twins	EMF, Spirit Box, Freezing	1.5 and 1.9 m/s	Two interactions in different rooms simultaneously
Obake	EMF, Orb, UV	Normal	6-fingered prints; fingerprints fade faster; shapeshifts
Mimic	Spirit Box, Freezing, UV (+fake Orb)	Varies (mimics)	4 evidence pieces; behavior changes mid-contract
Deogen	Spirit Box, Writing, DOTS	0.4 m/s close, 3.0 m/s far	Always knows your location; creepily slow up close
Dayan	EMF, Orb, Spirit Box	2.25 or 1.2 m/s (states)	Fast when you move, slow when you stand still
Gallu	EMF, Spirit Box, UV	1.9 or 1.5 m/s (states)	Enraged and weakened states with different thresholds
Obambo	UV, Writing, DOTS	Varies by state	Very active then goes dormant; aggressive/calm states

36. Complete Voice Command Reference

Spirit Box Recognized Phrases

Table 52: All Known Spirit Box Triggers

Category	Phrases
Presence	"Are you here?", "Are you close?", "Are you with us?", "Is anyone here?"
Location	"Where are you?", "What is your location?", "Show us where you are"

Age	"How old are you?", "What is your age?", "When were you born?"
Gender	"Are you a boy?", "Are you a girl?", "Are you male?", "Are you female?"
General	"Give us a sign", "Show yourself", "Make a noise", "Do something"
Questions	"What do you want?", "Why are you here?", "Are you friendly?"
Provoke	"Show us your presence", "We mean you no harm", "Speak to us"
Alone check	"Are you alone?", "Is anyone with you?", "Do you respond to everyone?"
Farewell	"Goodbye", "Leave us alone", "Go away", "We are leaving"

General Voice Commands (Anywhere)

Table 53: Global Voice Commands

Command	Effect
"Give us a sign"	Triggers ghost interaction
"Show us"	Triggers ghost interaction
"Bloody Mary" (x3 at mirror)	Increases activity
"Hide and seek" (Ouija Board)	Starts countdown to cursed hunt
"Ouija Board, are you there?"	Activates Ouija Board
"Knock knock" (to Ouija)	Ouija responds "Who's there"
"Marco" (to Ouija)	Ouija responds "Polo"

37. Photo Optimization Guide

Table 54: Photo Star Rating Requirements

Subject	3-Star Distance	2-Star Distance	1-Star Distance
Ghost	Within 3 meters	3-6 meters	6+ meters
Fingerprints	Within 1 meter	1-2 meters	2+ meters
Bone	Within 2 meters	2-4 meters	4+ meters
Cursed Possession	Within 2 meters	2-4 meters	4+ meters
Ghost Writing	Within 1 meter	1-2 meters	2+ meters
DOTS Silhouette	Clear capture on camera	Fuzzy capture	Barely visible

Dead Body	Within 2 meters	2-4 meters	4+ meters
Dirty Water	Within 1 meter	1-2 meters	2+ meters
Interaction	During interaction	Shortly after	Evidence of interaction

38. Final Statistics Summary

Table 55: Phasmophobia By The Numbers

Category	Count/Value
Ghost Types	27 (as of latest update)
Evidence Types	7
Maps	12+
Map Sizes	Small (8), Medium (3), Large (1)
Cursed Possessions	7
Tarot Cards	10 unique effects
Monkey Paw Wishes	10 distinct wishes
Ouija Board Questions	15+ categories
Equipment Items	21+
Equipment Tiers	3 per item
Prestige Levels	4+
Difficulty Settings	5 standard + Custom
Weather Types	6
Photo Reward Categories	9
Apocalypse Challenge Maps	12
Voice Recognition Languages	English + partial support for others
VR Supported	Yes (SteamVR, Oculus)
Max Players	4
Developer Team Size	1 (solo developer)
Copies Sold (est.)	20+ million
Game Engine	Unity

Full Release Date

Still in active development (0.12+)

39. Complete Checklist for Mastery

Basic Mastery

- Identify all 27 ghost types correctly at least once
- Survive 10 hunts without hiding (looping or outrunning)
- Complete a contract on every difficulty level
- Earn \$1,000 total
- Reach Level 50
- Use every cursed possession successfully
- Take a 3-star ghost photo
- Complete all optional objectives in one contract

Intermediate Mastery

- Identify ghost type using behavior clues only (no evidence)
- Complete Apocalypse Challenge on 3 maps
- Survive a Nightmare contract with zero deaths
- Draw The High Priestess tarot card
- Complete Ferryman Easter egg at Point Hope
- Find the Tanglewood potato Easter egg
- Reach Prestige 1
- Identify a Mimic by its fake orb behavior

Advanced Mastery

- Complete full Apocalypse Challenge (all 12 maps)
- Survive Insanity difficulty with zero deaths
- Identify ghost in under 2 minutes
- Draw The Hanged Man and survive (someone else takes the hit)
- Use every Monkey Paw wish at least once
- Complete a contract with Blood Moon weather
- Survive a cursed hunt triggered by every method
- Reach Prestige 3

- [] Identify a ghost purely by its hunt speed pattern

The Phasmophobia Compendium

27 Ghost Types · 7 Cursed Possessions · 12 Maps · 55+ Reference Tables

Hidden Mechanics · Secret Interactions · Easter Eggs · Pro Strategies

Compiled 2025 · Game Version 0.12+

"The dead are not silent. They are listening."

Part XIV: Ghost-Specific Advanced Strategies

40. Counterplay Guide for Every Ghost

Table 56: Survival Strategy Per Ghost Type

Ghost	During Hunts	During Investigation	Counter-Strategy
Spirit	Normal behavior	Standard investigation	Smudge gives you 3 minutes of safety
Wraith	Normal speed	Check empty rooms for EMF 2 (teleport)	Don't rely on salt for this ghost
Phantom	Normal speed	Take photos during ghost events	If photo makes ghost vanish = confirmed Phantom
Poltergeist	Normal speed	Look for multiple objects flying at once	Empty the ghost room of throwable items
Banshee	Targets one player exclusively	Track who gets hunted first consistently	Targeted player should stay outside
Jinn	Fixed 2.5 m/s with fuse on	Check if fuse box stays on	Turn off fuse box to disable its ability
Mare	Normal speed	Turn lights ON in the ghost room	Keep ghost room lit to lower hunt threshold
Revenant	1.0 m/s to 3.0 m/s (DEADLY)	Listen for slow-to-fast footsteps	Break LOS immediately; never let it see you
Shade	Normal speed	Stay in the ghost room to prevent hunts	Keep someone in the room at all times
Demon	Normal speed, hunts frequently	Place crucifix early (5m range)	Always have smudge ready; crucifix is essential
Yurei	Normal speed	Watch for door slamming ability	Smudge traps it in its room for 90 seconds
Oni	More visible, less flickering	Note if airball event never occurs	Easier to spot during hunts (less flicker)

Yokai	Short hearing range during hunts	Talk near it to raise threshold to 80%	You can talk freely from a distance during hunts
Hantu	Speed varies with temperature	Watch for icy breath during hunts	Turn on heaters if possible; slows it down
Goryo	Normal speed	Place video camera, leave room for DOTS	Check DOTS only through camera, not in person
Myling	Quiet footsteps (halved range)	Use Parabolic Microphone frequently	Listen carefully -- quiet steps = Myling
Onryo	Normal speed	Place candles near exits	Candle within 4m prevents hunt entirely
Raiju	2.5 m/s near electronics	Turn off all electronics before hunts	Drop flashlight before it sees you
Moroi	Speed scales with low sanity	Avoid Spirit Box if possible (curse)	Take sanity meds frequently; smudge blinds longer
Thaye	Starts fast, gets very slow	Track speed changes across hunts	Survive early hunts; late hunts are easy to outwalk
Twins	Two speed patterns possible	Watch for simultaneous interactions	Note which "twin" is hunting by speed
Obake	Can shapeshift mid-hunt	Count fingers on UV prints	Watch ghost model for sudden changes
Mimic	Behavior changes mid-hunt	Look for 4 evidence pieces	Inconsistent behavior = Mimic confirmed
Deogen	0.4 m/s close, 3.0 m/s far	Spirit Box heavy breathing responses	Walk TOWARD it during hunt; circle strafe
Dayan	Fast when you move, slow when still	Test with one moving, one still player	Stand still during hunts if possible
Gallu	Speed changes between states	Track hunt behavior over time	Weakened state hunts are manageable
Obambo	Varies by state	Note activity level changes	Very active early = aggressive Obambo

41. The Deogen: Complete Counterplay Guide

The Deogen is one of the most misunderstood ghosts. Its unique speed mechanic makes conventional wisdom completely wrong.

How Deogen Speed Actually Works

Table 57: Deogen Speed by Distance

Distance from Player	Speed	Player Strategy
0-2.5 meters	0.4 m/s (creeping)	Walk circles around it easily
2.5-6 meters	1.0-2.0 m/s (transition)	Maintain medium distance
6+ meters	3.0 m/s (sprinting)	DO NOT run away -- it will catch you

The Deogen Dance

The correct strategy against a Deogen is **counterintuitive**:

1. When the hunt starts, **do not run away**
2. Let the Deogen approach you -- it will be moving at 3.0 m/s from far away
3. As it gets close, **start walking toward it** in a circle
4. At close range, it slows to 0.4 m/s -- you can easily outwalk it
5. Maintain a tight circle pattern; never let it get more than 5 meters away
6. Use furniture to maintain the circle if needed

DO NOT run from a Deogen. Running away triggers its 3.0 m/s sprint mode, and it will catch you. The Deogen is the only ghost where walking TOWARD it is the correct survival strategy. Practice the circle pattern in safe situations.

42. Moroi Curse Management

The Moroi's Spirit Box curse is one of the most dangerous mechanics in the game. Understanding it is essential for survival.

Moroi Curse Mechanics

- Speaking to the Moroi through the Spirit Box has a chance to **curse the player**
- Cursed players lose sanity at **1.5x the normal rate**
- Multiple players can be cursed simultaneously
- The curse persists until the contract ends
- Taking sanity medication helps offset the increased drain

Moroi Speed Scaling

Table 58: Moroi Speed by Team Sanity

Team Avg Sanity	Base Speed Modifier	Effective Speed
100-75%	1.0x (normal)	1.7 m/s
75-50%	1.1x	1.87 m/s
50-25%	1.2x	2.04 m/s
25-0%	1.3x	2.21 m/s

Moroi Smudge Blind Duration

Smudging a Moroi during a hunt blinds it for **12 seconds** instead of the standard 8 seconds. This is a 50% increase and makes the Moroi one of the easiest ghosts to survive via smudging.

43. Onryo Candle Strategy

The Onryo's candle mechanic is one of the most powerful hidden survival tools in the game.

How Onryo Candle Blocking Works

- A lit candle within **4 meters** of the Onryo prevents it from hunting
- This works even if the Onryo has extinguished 2 previous flames
- The 3-flame hunt trigger only activates if **NO** candle is within 4 meters
- Onryo will prioritize extinguishing candles over other interactions

Optimal Candle Placement

Table 59: Candle Strategy by Situation

Situation	Strategy	Candle Count
Investigation phase	Place candle in ghost room	1-2
Pre-hunt preparation	Drop candles at all escape routes	3-4
Defensive setup	Candle ring around investigation area	4-6
Banshee counter	Keep target near candles	2-3

Portable Crucifix: Think of candles as "portable crucifixes" against an Onryo. A Tier III firelight lasts the longest and is the most cost-effective way to control an Onryo's hunt behavior. On large maps, the Onryo may not find your candles if you place them far from the ghost room.

Part XV: Extended Equipment and Technical Reference

44. Equipment Technical Specifications

Flashlight Mechanics

Table 60: Flashlight Details by Tier

Tier	Brightness	Beam Width	Battery Life	Range
I	Standard	Narrow	Infinite	10 meters
II	Bright	Medium	Infinite	12 meters
III	Very Bright	Wide	Infinite	15 meters

Hidden mechanic: Flashlights do NOT have battery limits. They last forever. However, during hunts, the ghost can cause them to flicker or turn off temporarily. Turning your flashlight off manually during hunts is still recommended because the ghost can detect active electronics.

Thermometer Reading Guide

Table 61: Temperature Interpretation

Reading	Meaning	Action
10-15 C (50-59 F)	Slightly cold room	Keep monitoring; may drop further
5-10 C (41-50 F)	Cold room, possible ghost presence	Set up equipment, start evidence gathering
0-5 C (32-41 F)	Very cold, likely ghost room	Confirm with other evidence types
Below 0 C (Below 32 F)	Freezing Temps confirmed	This is evidence; record in journal
-10 C or lower (14 F)	Extreme freezing	Hantu will be very fast; be careful

Video Camera and Night Vision

Table 62: Video Camera Specifications

Tier	Night Vision Quality	Field of View	Orb Detection
I	Grainy, green	Standard	Good
II	Clearer, improved green	Wider	Better
III	Very clear, wide green	Widest	Best

Hidden mechanic: Ghost Orbs can only be seen through video camera screens or the truck monitor. They do not appear to the naked eye. Orbs float through the air in a slow, drifting pattern. The Mimic's fake orb moves more erratically than a real orb.

EMF Reader Technical Details

Table 63: EMF Level Meanings

Level	Meaning	Evidence?
Level 1	No activity	No
Level 2	Ghost interaction nearby	No (but indicates ghost presence)
Level 3	Ghost threw an object	No
Level 4	Rare, multiple interactions	No
Level 5	Special ghost ability or evidence	Yes (EMF 5 evidence)

Tier differences: Higher tier EMF readers respond faster to changes and have audio pitch variations that make it easier to identify the level without looking at the display. Tier III also has a wider detection radius.

UV Light vs. Glow Stick

Table 64: Ultraviolet Source Comparison

Feature	UV Light	Glow Stick
Range	Short-Medium (scales with tier)	Medium
Duration	Infinite	~10 minutes
Throwable	No	Yes
Area Coverage	Beam (directional)	Radius (area)
Fingerprint Visibility	Good-Best	Good
Best Use	Inspecting doors/switches	Lighting up rooms, marking paths

45. Sanity System Deep Dive

Sanity Display and Monitoring

Table 65: Sanity Information Sources

Source	Available On	Accuracy
Truck Sanity Monitor	Amateur-Professional	Exact % (updates every few seconds)
Ouija Board	Any difficulty	Text description (Healthy/Good/Average/Bad/Awful)
Player breathing audio	Any difficulty	Subjective (heavy breathing = low sanity)
Visual effects	Any difficulty	Subjective (screen distortion at very low sanity)
NOT available	Nightmare/Insanity	No truck monitor -- use Ouija or guess

Passive Sanity Drain Rates

Table 66: Sanity Drain by Location

Location	Drain Rate (per second)	Notes
Inside (dark room)	~0.12%	Standard indoor drain
Inside (lit room)	~0.10%	Slightly slower in lit rooms
Outside (near building)	~0.05%	About 40% of indoor rate
Van (setup phase)	0%	No drain during setup
Van (after entry)	~0.03%	Very slow drain in truck
Ghost room (Yurei)	~0.20%	Double drain (Yurei ability)
Moroi curse	~0.18%	1.5x normal rate

Sanity Threshold Effects

Table 67: What Happens at Different Sanity Levels

Sanity Level	Effect
100-75%	Ghost rarely hunts; minimal activity
75-50%	Ghost may start hunting (most types: 50% threshold)

50-25%	Hunts become frequent; ghost more aggressive
25-10%	Frequent hunts; ghost very active; equipment malfunctions increase
Below 10%	Nearly constant hunt attempts; extremely dangerous

46. Player Movement Mechanics

Table 68: Player Speed Reference

Movement Type	Speed	Notes
Walking	1.6 m/s	Standard movement
Sprinting	3.0 m/s	3-second burst, 5-second cooldown
Crouch walking	0.8 m/s	Quieter, harder for ghost to hear
Average sprint over time	~2.125 m/s	Factoring in cooldown
VR movement	Slightly slower	Depends on play area size

Sprint Management: Sprint only when the ghost has direct line of sight. Sprinting with a 5-second cooldown means you can only sprint for 3 seconds every 8 seconds. Use sprint to break line of sight around corners, then walk to conserve stamina. Never sprint in a straight line -- the ghost accelerates and will eventually catch you.

47. Fuse Box Mechanics

Table 69: Fuse Box Behavior by Ghost Type

Behavior	Ghost Types	Diagnostic Value
Never turns fuse OFF	Jinn	If power stays on during intense activity = Jinn
Never turns fuse ON	Hantu	If fuse never comes back on = Hantu
Often turns lights OFF	Mare	Frequent light switching = Mare
Turns fuse on/off normally	Most ghosts	Standard behavior, no diagnostic value

Fuse Box Details:

- The fuse box controls all electric lights in the building
- When the fuse is off, all lights go out and temperature drops faster
- The ghost can interact with the fuse box, turning it on or off

- On Professional+ difficulty, the fuse box starts OFF
- Players can manually turn the fuse box on from the breaker panel
- The fuse box location varies by map but is usually in the basement or utility room

Part XVI: The Phasmopedia -- Community and Culture

48. Content Creator Ecosystem

Phasmophobia's rise to fame was driven largely by content creators. The game became a streaming sensation in 2020 and has maintained a strong presence in the horror gaming community.

Table 70: Notable Phasmophobia Content Creators

Creator	Platform	Known For
Insym	YouTube/Twitch	In-depth ghost guides, update analysis
PsychoHypnotic	YouTube/Twitch	Tanglewood potato Easter egg namesake
CJDXN	YouTube	Speedrunning, efficient strategies
KingBreezy	YouTube	VR gameplay, immersive experiences
Slaps	YouTube/Twitch	Comedy, group play sessions
Nuzzgard	YouTube	Advanced mechanics explanations
Looney	YouTube/Twitch	Challenge runs, custom difficulty
Markiplier	YouTube	Early viral coverage, casual play
Jacksepticeye	YouTube	Comedic group playthroughs
Corpse Husband	YouTube	Among Us/Phasmophobia crossover era

49. Community Terminology and Slang

Table 71: Phasmophobia Community Terms

Term	Meaning
"The ghost is hunting"	A hunt has started; hide immediately
"Hunt over"	The hunt has ended; safe to move

"Room confirmed"	The ghost room has been located
"Evidence check"	Going into the ghost room to look for evidence
"Truck watch"	Staying in the van monitoring cameras
"Bone check"	Searching for the hidden bone
"Cursed item"	Any of the 7 cursed possessions
"Smudge and dodge"	Smudging the ghost during a hunt to escape
"Looping"	Circling furniture to evade the ghost indefinitely
"LOS break"	Breaking line of sight with the ghost
"Ghost room"	The ghost's favorite room / investigation focal point
"Setup phase"	The warning period before a hunt begins
"Grace period"	The seconds of safety at the start of a hunt
"Fuse box" / "Breaker"	The electrical panel controlling lights
"DOTS"	The DOTS Projector evidence type
"UV"	Ultraviolet evidence (fingerprints/footprints)
"EMF 5"	EMF Level 5 evidence
"Freezing"	Freezing Temperatures evidence
"Writing"	Ghost Writing evidence
"Spirit Box"	Both the item and the evidence type
"Orb"	Ghost Orbs evidence
"RIP"	Player died ("Rest in Peace")
"GG"	"Good game" -- said after a contract
"Rat strats"	Using cursed possessions to cheese the game
"Troll box"	Ouija Board (because it can kill you)

50. Patch History and Balance Changes

Table 72: Major Balance Changes by Era

Era	Key Changes
Launch (Sept 2020)	8 ghosts, 2 maps, basic equipment

Progression Update (2021)	Level system, money, equipment upgrades added
Custom Difficulty (2022)	Fully customizable settings, Apocalypse challenge
Cursed Possessions (2023)	7 cursed items, Monkey Paw, Tarot Cards added
Ascension Update (2024)	New ghost types (Moroi, Thaye, Dayan, Gallu, Obambo), tier reworks
Sunny Meadows (2024)	New large map replacing old Asylum
Point Hope (2024-2025)	Lighthouse map, Ferryman Easter egg
State Ghosts (2025)	Dayan, Gallu, Obambo introduced with state mechanics

51. Comparison with Other Horror Games

Table 73: Phasmophobia vs. Similar Games

Feature	Phasmophobia	Dead by Daylight	Ghost Watchers	Demonologist
Focus	Investigation + survival	Asymmetric PvP	Investigation	Investigation + action
Co-op	1-4 players vs. AI	4 survivors vs. 1 killer	1-4 vs. AI	1-4 vs. AI
Voice Recognition	Yes (central mechanic)	No	Basic	Basic
Evidence System	7 types, 3 to identify	N/A	Similar	Similar
Death Penalty	Lose equipment/money	Escape or die	Lose items	Lose items
VR Support	Full native support	Partial	No	No
Ghost Types	27+	30+ killers	10+	20+
Price	\$13.99 USD	Free-to-play	\$9.99 USD	\$14.99 USD
Developer	Solo dev (Kinetic)	Behaviour (large studio)	Small team	Small team
Unique Feature	Voice recognition	Asymmetric multiplayer	Ghost capturing	Exorcism mechanics

52. Kinetic Games and Development Philosophy

Table 74: Developer Profile

Attribute	Details
Developer	Dknighter (single developer)
Studio	Kinetic Games
Location	United Kingdom
Development Start	~2019 (solo project)
Early Access	September 18, 2020
Current Status	Active development, regular updates
Community Engagement	Discord, Steam forums, occasional dev posts
Update Frequency	Major updates every 2-4 months
Notable Achievement	20+ million copies sold by solo developer
Game Engine	Unity
Unique Achievement	One of the best-selling indie horror games of all time

The Solo Dev Miracle: Phasmophobia's success story is remarkable -- a single developer created a game that has sold over 20 million copies, spawned an entire subgenre of co-op horror investigation games, and maintains an active player base years after release. The game's continued free updates and community engagement demonstrate that passion projects can compete with AAA studios.

53. Troubleshooting Common Issues

Table 75: Common Technical Problems

Problem	Solution
Voice recognition not working	Check Windows default microphone; set Phasmophobia to use correct input device
Microphone not detected in-game	Enable "Push to Talk" or "Voice Activation" in settings; check privacy permissions

Lag during hunts	Lower graphics settings; reduce shadow quality; close background applications
Cannot connect to lobby	Check firewall settings; verify Steam is online; restart game
VR controllers not working	Ensure SteamVR is running; recalibrate playspace; check controller bindings
Saved data lost	Check Steam cloud sync; verify save file location; backup saves regularly
Audio cutting out	Update audio drivers; check Windows audio settings; verify in-game audio levels
Ghost not responding to voice	Speak clearly and loudly; use recognized phrases; ensure proximity to ghost
Photo camera not taking photos	Ensure camera has charges remaining; check if subject is in range
Equipment not working	Some equipment requires specific conditions (e.g., Spirit Box needs darkness or lights on)

54. Future Content Speculation

Based on developer communications and community patterns, potential future updates may include:

- **New ghost types:** The developer has hinted at more state-based mechanics and hybrid ghosts
- **New maps:** Community requests include a hospital, a ship, and a museum
- **New cursed possessions:** Possibilities include a cursed phone, a ritual dagger, or a cursed painting
- **Additional equipment:** Requests for a geophone, EMF shield, or spirit scope
- **Full release:** The game remains in active Early Access with no announced full release date

The Phasmophobia Compendium

Complete Master Reference

27 Ghosts · 7 Cursed Possessions · 12 Maps · 75+ Tables
Hidden Mechanics · Easter Eggs · Pro Strategies · Community Lore

Version 0.12+ · Compiled 2025