

GHOST HUNTER13 THE TILE GAME RULE BOOK

*Getting Started

In this game, you mainly explore haunted mansions as Ghost Hunters and expose mysterious phenomena. You open room-tiles and examine the structure of mansions, getting over weird events, terrible monsters and traps. At the same time, you try to stop enemy's intrigues by completing to the mission instructed in each scenario. On succeeding a mission, you gain certain level-points and may have chance to improve your ability.

On the other hand, if you fall down before completing a mission, you become an Enemy-player and would attack other players who are once your companions.

Now, let's enjoy the Thrilling World of GHOST HUNTER Thirteen!!

*COMPONENTS

42 room-tiles

[Cards]

55 Event-cards (30 EVENT/yellow, 15 MONSTER/red, 10 TRAP/green)

25 Item-cards

54 Insanity-cards (12 Court-cards<J,Q,K>, 4 Ace-cards, 2 Joker-cards, 36 numeral cards)
cf. Joker-cards are not used in this game.

50 Judge-cards

(10 cards for each player/red, blue, purple, orange.

10 black cards for Enemy-monsters)

8 character-sheets

50 ability-markers

8 character-pawns

8 pawn-stands

5 pairs of monster-markers

5 event-markers

3 door-markers

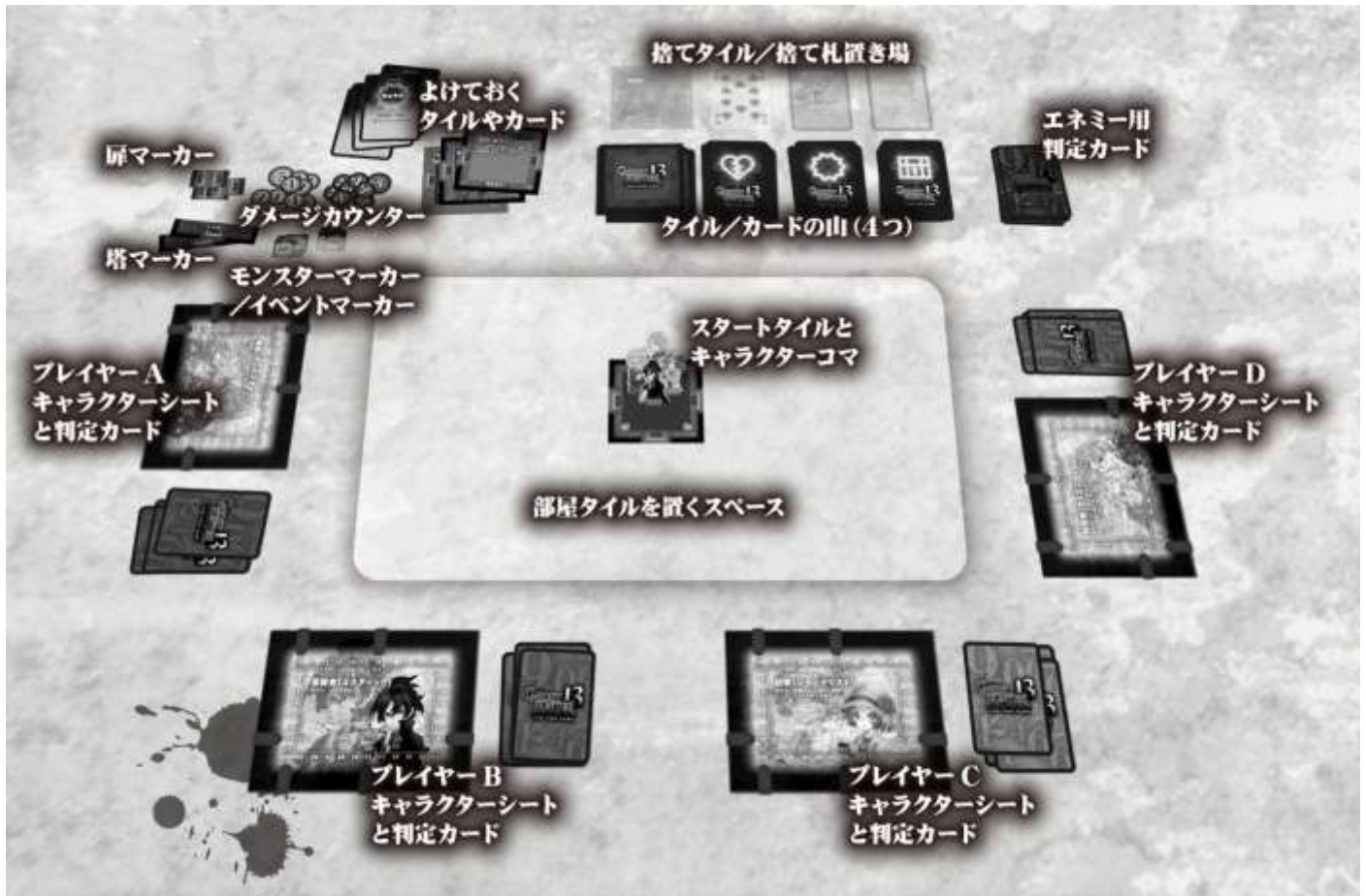
2 tower-markers

45 HP damage-counters (30 of 1 point, 15 of 5 points)

45 MP damage-counters (30 of 1 point, 15 of 5 points)

1 Rulebook (=this book)

1 Scenario Book



*PREPARATION

Before starting a game-play, select one scenario from Scenario Book. If this is your first play, we recommend you to choose “Scenario 1”. After playing it, you may either play scenarios in serial number or choose any scenario you like (the bigger the scenario number becomes, the more its difficulty increases. If you don’t play scenarios in serial number, adjust each character’s ability according to the degree of the scenario difficulty. See “Two Ways of Playing” on the latter part of this Rule Book). After getting used to the game, we recommend you to write original scenarios by yourself. It would add more fun to the play!

GHOST HUNTER 13 THE TILE GAME does not necessarily require a host (a game master). If you play without a host, one player clearly reads out “Preparation” and “Contents of Scenario” of the chosen scenario. But he may not read “Clues” beforehand. These “Clues” are not revealed until certain situations indicated in the scenario occur as a result of a player’s action.

Of course, you can play GHOST HUNTER 13 THE TILE GAME with a host. In this case, the host reads the scenario through in advance and directs the players as an indicator.

After choosing a scenario, prepare the room-tiles and the cards. Check carefully which room-tiles and cards are used in the game-play that is shown in <*Preparation> of the scenario.

After separating the room-tiles as instructed in the scenario, make a draw pile with the rest of the room-tiles which are used in this game play. Shuffle Event-cards (EVENT, MONSTER and TRAP cards together) which are used in this game-play facedown and make a draw pile of Event-cards. Shuffle all 52 Insanity-cards (except Jokers) facedown and make a draw pile of Insanity-cards.

Each player chooses his/her color and receives the pawn, the pawn-stand and 10 Judge-cards of that color. Each player shuffles his/her Judge-cards facedown and place them in front of him/her.

*PROCEDURE OF THE GAME

Each player chooses one of the eight character-sheets. Details of the character-sheets are stated below.

1.Class: The role a character plays in this game.

2.Special feats: Special ability which features a character.

3.ST (Strength): Ability which is used in attack, defense, manual labor and so on.



4.DX (Dexterity): Ability which shows a character’s facility and speed of movement.

5.IN (Intelligence): Ability which shows a character’s profoundness of knowledge, understanding and inspiration.

6.WP (Will Power): Ability which shows a character’s toughness of will power. This ability is related to his/her psychic gift and has an influence on battles based on Mental Points).

7.HP (Hit Points): A character becomes unconscious when his/her HP reduces to 0 or less.

8.MP (Mental Points): A character becomes temporally insane when his/her MP reduces to 0 or less.

Each player receives 6 ability-markers and fits them to the initial numbers of respective ability on the character-sheet. The initial numbers are indicated by small triangles.

Besides, each player has “Movement Points 2” and “Item-Acquirement Point 1” (details are explained later).

Each player puts his/her character-pawn into the character-stand and place it on the starting

room-tile instructed on the scenario.

Next, decide randomly who plays first. There are some scenarios which specify who plays first. Hereafter, a game-play proceeds clockwise.

*PLAYER'S ACTIONS

1. Movement

Basically, a character may move on 2 room-tiles lengthwise and breadthwise at most (there are some exceptions by the effects of cards, Special Feats of characters and so on). You may choose not to move at all. You may walk through any door, but have to announce which direction you are to move beforehand.

If there is no tile where you are to move, you open a new room-tile from the top of the pile and connect one of its doors to the one you are facing now. You may choose any door of the new tile to connect, but have to place the tile so as to adjoin door to door and wall to wall as many as possible. If it is impossible, you may connect a door to a wall as a last result. You cannot walk through a door which is adjacent to a wall (exceptions are some room-tiles such as [T-1/T-2 Staircase] [T-16 Staircase(Basement)][T-19 Landing] and [T-14/T-15 Tower] which lead to another floor).

<p>chart 1) You walked through a door of [T-17 Entrance], then opened a new room-tile, [T-3 Reception room].He cannot place it without changing the angle because the doors do not adjoin.</p>	<p>chart 2) Turn [T-3 Reception room] so that the doors adjoin each other.</p>	<p>chart 3) In this case, you may choose any door of [T-3] to adjoin.</p>
<p>chart 4) But if there are more than one room-tile has already placed, you have to place the new tile so that the doors adjoin each other as many as possible.</p>	<p>chart 5) Similarly, you have to place the new tile so that walls adjoin each other as many as possible.</p>	<p>chart 6) If you cannot fulfill these conditions, place the room-tile so that a door and a wall least adjoin each other. You cannot walk through the side where a door and a wall adjoin..</p>




When moving, you may exchange items once with another player on the same room-tile as

you. You may receive an item from another player or give an item to another player as well. Also you may pick up or drop an item. This action is allowed only once per turn (=Item-Acquirement Point 1). You may continue moving after finishing this action if Movement Points are still left.


When you enter an unexplored room-tile, you must stop there. The rest of your Movement Points is reduced to 0. Basically, **when a new room-tile is opened and you walk onto it, your movement stops. When you walk onto the already-explored room-tile, you may move on until Movement Points are consumed.** Sometimes, you are instructed to place new room-tiles on separated locations by some special effects. Your movement is not interrupted because of that, but anyone who enters that unexplored tile first, he/she must stop there. If you enter a room-tile where Enemy-monster is left (these situations occur, for example, when a character has escaped from the battle with the Enemy-monster before), you must stop there and the battle begins.

2. Following the Indications of the Room-Tiles

When you enter an unexplored tile, you must follow the indications of the room-tile and those of the scenario if any. Basically, the indications of the scenario precede those of the room-tile. If the room-tile has been already explored, you need not follow these instructions (If any instructions are left unsettled there, you must deal with them, but any Movement Points are not consumed by these actions).

On the room-tiles are written its special incidents and card icons you must draw (Insanity-card icon , Event-card icon , Item-card icon ). If more than one icon is written, you must draw corresponding cards as many as the number of the icons. The order of settlement is 1.special incidents, 2.Insanity-cards, 3.Event-cards, 4.Item-cards. If you fall into unconscious or temporally insane during these procedures, or you decide to escape from battle, draw the indicated number of the unsettled cards and place them on the room-tile facedown. A player who enters the room-tile next must deal with these unsettled procedures.

1. Special incidents: Follow the indications as it is.

2. Insanity-cards : You draw these cards facedown from the top of Insanityt-card pile as many as indicated, and put them into your hand (you may not show them to the other players). If you have to draw more than one, draw it at a time.

A numeral card (2~10) of Insanity-cards lowers your MP by its number. In other words, your Maximum MP is decreased by the total value of the numeral cards all the time. When your MP falls to 0 or less, you becomes temporally insane and you cannot control yourself (=your character) any more. You no longer cooperate with your companions, sitting back until the scenario indicates you to act.

In order to discard Insanity-cards which decrease Maximum MP, you have to use Court/Ace-cards which are included in Insanity-cards. At any time, you can remove an Insanity-card you like per discarded Court/Ace card. Therefore, you may remove Insanity-cards by discarding Court/Ace-cards at the same time as your MP falls to 0 or less as a result of drawing Insanity-cards.

You may keep more than one Court/Ace-card in your hand and use them at a time.

Also, Court/Ace-cards can be used to discard other player's Insanity-cards. If the targeted player is on the same tile as you or on the tile which is adjacent through doors to the tile you are on, you can remove one Insanity-card (except Court/Ace-card) randomly per discarded Court/Ace-card. The targeted player picks out the numeral cards from Insanity-cards he/she has and hold out them facedown to you.

What's more, Court/Ace-cards can be used to cancel damage. When a player (not only you but also any other player) takes damage (regardless of damage type: MP or HP) by some effects of events, traps or battles, you can cancel all of it by discarding one Court/Ace-card. In case of battle, one Court/Ace-card can cancel all damage caused by one attack.

Reduction of MP is caused not only by Insanity-cards but also by "Damage" (details are explained later). MP damage fluctuates on occasions as the same way as HP damage does. MP may be reduced by the result of battle, traps and so on while it may recover by the effects of potions etc. But it recovers up to Maximum MP of that moment. The only way to recover Maximum MP to full is to discard Court/Ace-cards.

Basically, Maximum MP seldom exceeds the initial Maximum MP during a game-play, but may be exceptionally increased over it by some special effects.

Example: Player A (WP+1, HP30, MP20) encountered mysterious phenomena in a mansion and has already received 3 Insanity-cards (2, 5, 7 of numeral cards). His current Maximum MP is now lowered to 6, reduced by 14.


He enters a new room and faces an EVENT [E-30 Fettered Footsteps] (WP check: 5 or over/ in failure, get 10 points of damage on MP). He makes a check and draws a "3". Even though WP bonus +1 is added to this, he fails in the check.

His MP would be reduced to less than 0 ($6 - 10 = -4$) unless he took some appropriate measures, so he whispers, "That's done it!".

Player B is in the room adjacent through doors to the one where Player A is. He tries to save Player A by using an Ace-card. He could cancel 10 points of damage caused by the EVENT, but chooses to discard an Insanity-card of Player A.

He draws one numeral-card from Player A's hand randomly and the result is "2". Player A's MP still remains minus (from -4 to -2). Player B discard an additional Court-card and draws an Insanity-card from Player A's hand. The result is "7". Player A's current Maximum MP increases to 15 ($20 - 5 = 15$). He has taken 10 points of damage by the EVENT, so the rest of his MP is "5".


He survives the peril of temporarily insane for the moment, but sooner or later he should dispose the last Insanity-card by some means or recover MP damage by using some Items such as [I-7/8 Tranquilizer] (Recover MP damage by 3 points).

3. Event-card : You open a card from the top of Event-card pile. There are 3 types of Event-cards: EVENT, MONSTER and TRAP. Each type is handled differently. Basically, you have to make a check using Judge-cards (details are explained later).

EVENT: When these cards are opened, various incidents happen. Some benefit you, others disadvantage you. If required, draw a Judge-card randomly. In this procedure, you may add the corresponding ability-bonus to the drawn card or use any appropriate Items. Also, you may cancel damage you would suffer by discarding a Court/Ace-card. Similarly, if another player stays in the room-tile adjacent through doors to the one you are on, he/she can cancel damage you would suffer by discarding a Court/Ace-card from his/her hand.

MONSTER: When this type of cards is opened, a monster appears on the room-tile and battle breaks out. Enemy-monsters also have MP and HP (some monsters have only either one of MP and HP. If they do not have HP, they would not suffer HP damage. If they do not have MP, they would not suffer MP damage). When their MP or HP becomes 0 or less, they fall down. When you encounter a monster, you have to battle with it at least the first round (you may not make an Escape-check, nor may other players cooperate with you in the battle before finishing the first round). Details about Battle are explained later.

TRAP: TRAPs are quite dangerous and unfavorable for you among Event-cards. If required, make a check using Judge-cards and apply the result. In the same way as EVENT, you may cancel damage by discarding a Court/Ace-card.

4. Item-cards : You open a card from the top of Item-card pile. If the indications on the tile say that more than one Item-card should be opened, place the rest of the drawn cards face down on that tile after you open the first Item-card. You own the opened Item-card and place it face up in front of you.

There are two types of Item-cards: Disposable and Continuous. You need to declare when you activate the effects of a Disposable Item-card. An Continuous Item-card always takes effects as long as you own it.

You may use any number of Item-cards at any time during your turn. Also, you may use them to the other players if they are on the same room-tile as you or on the room-tile adjacent through doors to the one you are on.

You may own any number of Item-cards. You can exchange (give, receive or barter) Item-cards only once in a turn (= "Item-Acquirement Point 1") with another player on the same room-tile as you. This includes to pick up or to drop an item there. When a player falls down, he/she drops all Item-cards face up on the tile where he/she is. If you want to pick up

one of them, you have to consume “Item-Acquirement Point 1” (that is, you may pick one of them once per turn).

*NOTE: Court/Ace cards in your hand can use to another player who is on the room-tile adjacent through doors to the one you are on, while Item-cards can be used only when the targeted player is on the same room-tile as you.

After you finish these procedures of **1. Movement** and **2. Following the Indications of the Room-Tiles**, the player sitting on your left side takes his/her turn next. A game-play proceeds likewise until it ends.

#Damage

During a game-play, you may suffer damage by various events, battle etc. There are two types of damage; HP damage and MP damage. HP damage reduces your HP; MP damage your MP.

Quantity of damage you currently suffer is represented by damage-counters. When you suffer any points of damage, take equal number of corresponding damage counters. If damage counters run short, you may use any substitutes.

#Judge-cards

You are frequently asked to make a check by using Judge-cards during a game-play. Shuffle ten Judge-cards carefully, and draw one randomly. Then add the corresponding ability bonus, the effects of Special feats and the modifications from Item-cards (if any) to it, and calculate the final result. Basically, you have to reshuffle all ten Judge-cards every time (there are some exceptions according to scenarios).

#Battle

A battle consists of some rounds. Enemy and the turn player attack each other at the same time in a round and the following rounds proceed likewise.

I. Outbreak of Battle: If Enemy in this battle is a Monster, the player sitting on the right side of the turn player makes a check for the Monster. If it is an Enemy-character (a character who has changed to an enemy), he/she makes a check him/herself.

Both sides (Enemy and the turn player) shuffle their judge-cards, draw one randomly, and then compare the results. The one whose results are higher causes damage equal to the differences between two cards to the other. If he/she declares HP attack, he/she can add ST bonus to the results; if MP attack, WP bonus to the results. If it is a tie, no damage is done.

Before starting battle, both sides should declare respectively whether they engage in HP attack or MP attack. In HP attack, damage applies to HP; in MP Battle, to MP. None can

change the attack type after battle breaks out. When you suffer damage, you receive damage counters equal to the quantity of the damage.

After handling the first round of Battle, then-----

Battle A. The turn player and his companions (if any) decide whether they escape or not.

If you do not escape, immediately move to the following **Battle B**

In order to escape, you have to succeed Escape-check. Draw one Judge-card randomly then add DX bonus to it if any. If the results are 6 or more (= DX check: 6 or more), you succeed to escape from battle safely.

If you succeed, you escape and return to the room-tile where you have been before battle starts. If Enemy enters to the room-tile you are on, you can choose any room-tile to escape (of course, it must be adjacent to the one you are on now through doors). Even though you have escaped from battle, Enemy remains the room-tile where battle has broken out. If one or more players are still on that room-tile after Escape-check, move to the following **Battle B**.

If you fail Escape-check, you basically suffer 1 point of damage per Enemy. It may change according to Enemy's ability. For example, if Enemy has the ability "Double Damage", you suffer 2 points of damage. If Enemy has declared MP Battle, its damage applies to your MP. Then the current round goes on. You cannot join battle in this round (that is, you would not suffer any damage by Enemy's attack). In the successive rounds, you may make an Escape-check again. If you reconcile to escape, move to the following **Battle B**.

In other words, even though you fail Escape-check and suffer damage little by little, you may try to escape until you succeed. It may be wise to escape from formidable Enemy. It means only to give up Items or Clues for the moment. Remember that you have got no level points if you knock down Enemy.

Battle B. You decide to engage Cooperative Battle or not.

The players on the room-tile adjacent through doors to the one where battle occurs can enter the room-tile to engage in battle. More than one player may join battle once the second round starts (= Cooperative Battle).

In Cooperative Battle, everyone, including Enemy, makes a check at the same time. Each player individually compares his/her results to those of Enemy. If more than one Enemy joins Battle, you have to name beforehand which Enemy you are to engage with.

Basically, a player who does not join Battle draws Judge-cards for Enemy (if all players join Battle, anyone of them draws cards both for him/her and Enemy). If Enemy has ability of "Multiple Attack", it causes damage to every player whose results are lower than its results. If Enemy does not have ability of "Multiple Attack", it causes damage to only one player whose results are the lowest among the players (if it is a tie, all the players whose results are the

lowest suffer damage).

Even if more than one Enemy joins battle, draw only one Judge-card and apply it to every Enemy's attack.

Battle rounds proceed in this way (players who want to escape may make an Escape-check at the beginning of a new round). Everyone has to reshuffle all his/her Judge-cards and draws a new card in each round.

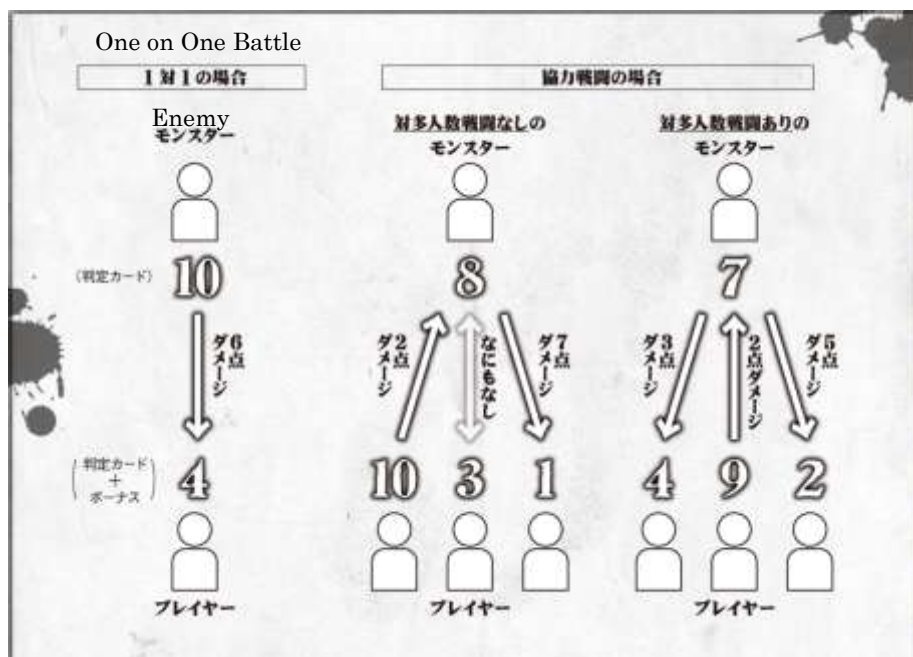


chart7) Example of Battle: Both Enemy and the player shuffle their own Judge-cards carefully, and draw one randomly. Then, the one whose results are higher applies damage equal quantity to the differences between two cards.

In Cooperative Battle, everyone draws one card at a same time. Then each player compares his/her own results to those of Enemy respectively.

II. End of Battle: Enemy never escapes from battle. Battle-rounds may be repeated several times (there are some exceptions according to the scenarios). When every Enemy falls down, battle ends. When all players who join battle are wiped out or have escaped, battle also ends. If an Enemy-monster survives battle, it remains on that room-tile. Place a pair of Monster-markers, one on the room-tile, the other on the Monster-card so that you can see which Enemy-monster remains on which room-tile.

Example: Player A (ST+1, DX 0, HP attack only, HP20 ,MP20, Item[I-16 Weapon / Pistol])(+1 on HP attack) enters a new room-tile and opens an Event-card, which shows Monster B. Battle breaks out. Player A declares HP attack to Monster B and draws a Judge-card, which is "4". The final results are "6" (Judge-card 4 + <ST bonus+1> + <Pistol bonus +1>).

The host (if none, the player sitting on the right side of Player A) makes a check for Monster

B (MP attack, HP:∞, MP10). Monster B makes an MP attack only and is immune to HP damage because it does not have HP. Monster B's Judge-card is "8".

Monster B causes 2 points of MP damage ($8-6=2$) to Player A. As a result, Player A's MP is reduced to 18 from initial 20.

Note that a Judge-card whose value is lower than the opponent's one works as defense power both on HP damage and MP damage.

Since Monster B is immune to HP damage, Player A realizes that it is only to decrease his MP to continue battle. He decides to escape at the beginning of the second round.

He makes an Escape-check and draws a Judge-card 7. Because the results are over 6, he succeeds to escape. If he failed, he should suffer 1 point of MP damage and should decide whether to make an Escape-check again or continue Battle in the third round.

Battle would end if players did nothing in the second round, but Player C is on the adjacent room-tile.

Player C: WP+1, HP attack, HP18, MP20 with 2 Court/Ace cards in his hand, Items [I-20 Amplifier of Supernatural Power] (enable to engage MP attack), [I-7 Tranquilizer] (Recover MP damage by 3 points)

Player C must have kept out of Battle during the first encounter round, but because he is on the adjacent room-tile through doors, he can engage Cooperative Battle after the second round starts. Player C decides to take a risk in order to get more Clues. (As a result, Player A and C exchange their locations because Player A succeeds to escape).

Player C can make an MP attack, so he may be able to knock down Monster B. He declares MP attack and draws Judge-card 8. Monster B draws Judge-card 2.

Player C causes 7 points of MP damage to Monster B ($8+ \langle \text{WP bonus } +1 \rangle - 2 = 7$). Now, Monster B's MP is reduced to 3. If battle goes on like this, Player C will be able to knock down Monster B in a few rounds.

After settling battle, players, who have moved their locations because of escape or Cooperative Battle, start their next turn from where they are on now.

Battle proceeds in this way. Use damage counters when you suffer damage to make sure. During battle, players may not exchange (give, receive, barter) Items among themselves, nor drop or retrieve Items, but may use them anytime (even for the other players).

After settling battle, the turn player finish his/her turn, and the player next to the one who has broken out battle takes his/her turn. If he/she has moved to the other room-tile in order to escape or join Cooperate Battle, he/she starts the turn from where he/she is now.

#If your HP or MP reduces to 0 or less

Occasionally, your HP or MP reduces to 0 or less because your Maximum MP lowers by the effects of Insane-cards or you suffer damage as a result of Battle. That means you fall into a miserable situation, but no worries!

Even though a character falls into unconscious with HP 0 or less, or into temporally insane with MP 0 or less, he/she still stays this world. But, basically, he/she has to leave from the game-play once. It is shown in each scenario how to handle such a character. Sometimes, the means of restoring him/her are prepared, at the other time he/she may never rejoin the companions during the game-play. In the latter case, he/she gets over the crisis when the other companions settle the scenario, then can join a quest of the next scenario again.

While your character leaves from the game-play, you still have a role to play. From now on, you join the game-play as an ENEMY-player conflicting against the other players (details differ from each scenario). Mainly, you control a character who has become an ENEMY-player because of falling into unconscious or temporally insane.

Hereafter, you have to do away with companionship absolutely. Awake your mission as an ENEMY. Your goal is to interrupt the players or wipe out them. The way how to complete the goal is instructed in the scenarios. Check carefully the part of "ENEMY SIDE" in each scenario and obey the instructions.

EXAMPLE: Character A (initial HP20, MP20) now suffers 12 points of HP damage and 3 points of MP damage in addition to 4 Insane-cards ("3", "5", "8" and one court card) in his hand.

His current HP is 8. The rest MP is only 1 because his Maximum MP reduced to 4 ($20 - 3 - 5 - 8 = 4$) and he suffers 3 points of MP damage. Though he keeps one court card, the fact remains that he is hovering between sanity and insanity.

Now, he enters a new room-tile and suffers 5 points of damage because he fails a check of an Event-card. Falling into temporally insane ($1-5=-4$), he uses the court card and discard the numeral card "8" (he himself choose it). At this point, his Maximum MP recovers to 12 and his current MP becomes 4.

"Still I am in a tight corner".

He whispers and Character B, who is on the adjacent room-tile through doors to the one Character A is on, uses a court card for him. Character A hands out 2 Insanity-card ("3" and "5") and Character B randomly chooses one card from his hand. The drawn card is 3. Character A's Maximum MP recovers by 3 more points and his current MP goes up to 7.

After that, Character A finds an Item which recovers 3 points of Hp damage on the room-tile.

In his next turn, Character A enters a new room-tile. Here appears a Monster with ability of Double Damage!

Both declare HP attack (Escape check is not allowed in the first encounter round). Monster draws Judge-card of "7", Character A Judge-card "1". Because this Monster has ability of

Double damage, it causes 10 points of damage $((6 - 1) * 2 = 10)$ to Character A. Character A's HP lowers to -2. He would fall into unconscious without taking some measures, so he uses Item he has found in the last turn and recovers his MP to 1. In the next round, he makes an Escape check because there are no companions to help him. But he fails the check and suffers 2 points of HP damage (because of the Monster's ability "Double Damage"). As a result, his HP lowers to -1.

Character A falls down where he is. Monster remains on the room-tile. Character A drops Items he owns (if any) and keeps out of the game-play for one round, then from the next round he acts as an ENEMY-player, following the instructions in the scenario. He would move and attack the other players. In some scenarios, the other players can recover his HP to 1 or more by using Court/Ace cards or some Items so that he can rejoin the game-play again as a companion.

#END of the GAME

A game-play ends when the conditions instructed in the scenario are fulfilled.

When all the players fall down or the game-play reaches a deadlock, it also ends.

After that, you may gain certain Level points according to the degree of accomplishment and improve some parts of your ability if you are playing "GHOST HUNTER 13 THE TILE GAME" successively.

Now, let's play a new adventurous scenario with improved ability!

Two Ways of Playing

GHOST HUNTER 13 THE TILE GAME is a game for one to four players (if included the host, up to 5 players).

Each scenario are adjusted to the play with 3 or 4 players, but it can be played with two players (the less the number of players becomes, the more the difficulty level increases). When you play solo, choose 2 or 3 characters and control them yourselves. In addition, you have to take a role of Enemy side, too.

You may play each scenario singly or in serial order.

In playing the game in serial order, you may find more fun if you grow your character according to Level Points which are shown the last part of each scenario. Even if you cannot achieve the goal of the last scenario, move to the next scenario. Your characters will come back with full MP and HP. Or you may choose a new character and grow him/her by indicated Level Points if you like. On the other hand, you may rechallenge the same scenario you failed. If you succeed the second (or after) challenge, you may sum Level Points again for the challenge, but in this case, you would feel the next scenario a little bit easy.

In playing the game singly, we recommend you to increase one Ability bonus by 1, or HP or MP by two as many times as the level of the scenario before you start the game-play. You may choose any scenario (for example, when you play a level 3 scenario, you may increase ST and WP by 1 and MP by 2), but note that any “Ability bonus” is not allowed to exceed the other ability bonuses by 2 or more.

Original Scenario

Thirteen scenarios are prepared in Rulebook of GHOSTHUNTER 13 THE TILE GAME.

Of course, you may write an original scenario by yourself.

In addition, please check the GROUPSNE website for the new scenarios and some suggestions for more fun (sorry, it is written in Japanese only).

<http://www.groupsne.jp/>

<https://www.facebook.com/GroupSNE>

Explanations for Room-tiles

■ [T-1/T-2 Staircase] [T-16 Staircase (Basement)] [T-19 Landing]

When such a room-tiles is opened, a pair tile to it also appears. It must exit on another floor, so place it separately from the opened tile. If more than one of [T-14/T-15 Tower], [T-20 Chute] or [T-21 Chute-Landing] was placed and the other floors have been already appeared, you may place the pair tile adjacent to any tile on the corresponding floor.

When you newly open [T-1/T-2 Staircase], you place a pair tile but cannot enter it in the same turn. After your turn ends, anyone can enter that new tile (and must stop there because the room tile has not been explored yet).

In addition, consider that [T-1/T-2 Staircase] exists on the first floor. If they are opened while you are exploring the second floor or the basement, return it to the Room-tile pile and reshuffle it then open a new one. Similarly, Consider that [T-16 Staircase (Basement)] exists on the basement, [T-19 Landing] on the second floor.

■ [T-14/T-15 Tower]

One of two doors connects to the first floor, the other to the second floor. You must connect the door of the room-tile you are on to the appropriate door of the Tower(意味通じます?). In this case exceptionally, the other door does not necessarily connect to the other door of the Tower, which means the door is never-opened door. Otherwise, when you place a new room-tile beyond the other door which has not been connected yet, you are to construct a new floor from there.

If the corresponding floor has already appeared, consider that the other door of the Tower connects to any possible door you like on that floor, as well as Staircases. Use door-makers to show which door connects to which Tower.

If [T-14/T-15 Tower] is opened while you are exploring the basement, it cannot be placed at the moment. Return it to the room-tile pile and reshuffle, then draw a new one.

■ [T-20 Chute] [T-21 Chute -Landing]

These two tiles are a pair. One of them appears, so does the other at the same time.

If you are the first person that enters [T-20 Chute], you have to make a check (Falling check= DX: 5 or more). If you fail the Falling check, you draw Insanity cards as many as indicated on the tile, and then immediately fall to [T-21 Chute-Landing] without consuming any Movement points. Here again if you are the first person who enters [T-21 Chute-Landing], you have to draw Insanity-card indicated on it.

If it has already been explored by another player, you may choose to stay [T-20 Chute]. Of course you need not draw Insanity cards, but have to succeed a Falling check to stay there,. If you fail, you fall down to [T-21 Chute-Landing] whether you will or not, and have to draw Insanity-cards if needed (see above).

Or you may choose to use the chute. In this case, you need not to make a Falling check just to go down to [T-21 Landing]. Then you have to draw Insanity-cards if needed (see above). Moving to [T-21 Chute Landing] by using [T-20 Chute] does not consume any Movement Points.

If you want to move from [T-21 Chute-Landing] to [T-20 Chute], [I-4/I-5 Ladder] is necessary. If you have [I-4/5 Ladder], you can go up to [T-20 Chute] with consuming 1 Movement Point. Or if you “drop” [I-4/I-5 Ladder] on [T-21 Chute-Landing], everyone can use the ladder and go up to [T-20 Chute] with consuming 1 Movement Point. In addition, no one needs to make a Falling check on [T-20 Chute] as long as he/she can use the ladder.

Consider [T-20 Chute] exists on the first or the second floor, [T-21 Chute-Landing] on the first floor or the basement.

■ [T-23 Broken Corridor]

You have to make a Falling check (DX: 5 or more) every time you enter [T-23 Broken Corridor].

Explanations for Event-cards

■ [E-7 Secret Corridor (Wall)]

When you succeed a check (IN: 6 or more), you can only remove MP damage-counters. Note that you cannot recover Maximum MP by this effect.

If you succeed the check, place a door-marker on one of the walls you choose. It is handled as a door and you can move through it afterwards. You may also place a door-marker on the side

where a door and a wall are adjacent each other or the side beyond which no room-tile has been placed yet.

You may place a door-marker on [T-12/13 Corridor], but may not place it the inside of [T-14/15 Tower] nor beyond [T-22 Balcony]. You may not place a door-marker on [T-24 Garden] because its sides are not walls.

If you cannot place a door-marker anywhere, this Event-card is discarded without any effects. You cannot place a door-marker on [T-40 Sealing Room] from outside the room.

Although you can place a door-marker, if any conditions are provided to enter the room-tile beyond the door-marker, you may not go through it unless you fulfill the conditions.

■ [E-8 Unidentified Fog]

As long as there are doors and you can go straight, you move up to 2 room-tiles. If you strike a wall, your movement stop there. Decide randomly which direction you may move by using 1~4 of Judge-cards.

■ [E-11 Confined!]

“Some Key” means [I-6 Skelton Key] [I-19 Key of Tower] [I-22 Bunch of Keys] [I-23 Cross Key]. You may also open a door by using [I-16 Weapon Pistol].

Whenever you fail a check (ST: 5 or more), you suffer 2 points of MP damage.

If you choose not to move, you need not make a check.

■ [E-13 The other Doors is Locked!]

Different from [E-11 Confined!], you may go back through the door you have just entered but the other doors of the room-tile are all locked. One player can try to make this check only once. If all the players fail the check, “some keys” or [I-19 Weapon Pistol] are needed to open the locked doors. When you use one of these items, all the locked doors are opened at the same time.

■ [E-22 Moving Picture]

As for finding a door, see the explanation of [E-7 Secret Corridor] above. After dealing with this room-tile, you may make an additional move through the new door if you like.

■ [E-24 Weapon Destruction]

Only one Weapon is to be destructed. You may choose the one.

■ [E-26 Contorted Space-time]

Count the distance between you (the turn player) and the other players by the number of the room-tiles. If it is a tie, you choose the one with whom you exchange your locations. If one or more players are on the different floor, they are considered to be on the farthest locations from you. The turn player choose one among them(この意味であってる？ 要チェック).

■ [E-31 Headless Knight]

The host (or the player sitting on the left side of you) announces whether this Enemy-monster would make HP attack or MP attack before starting Battle. Once it is announced, the type of attack would not change. But once you have escaped from Battle and engage this monster again, the type of attack will be announced afresh.

[E-31 Headless Knight] would not suffer HP damage.

■ [E-35 Golem]

[E-35 Golem] makes HP attack to one of the players (who are on the same tile as it). When it causes damage, the differences between its judge-cards and the chosen player's Judge-card are doubled.

Whenever a player makes Escape-check and fails, he/she suffer 2 points of HP damage.

[E-35 Golem] would not suffer MP damage.

■ [E-42 Stark Raven]

You may use the effects of [I-12 Amulet], [I-18 Mirror (Talisman)] and [I-13 Dynamite] to this monster even if you do not own [I-16 Weapon Pistol].

■ [E-45 Vampire]

[E-45 Vampire] draws two Judge-cards and apply damage using the higher one. If Battle continues, it returns the drawn two cards to its hand, shuffles all Judge-cards, and draws two cards again.

■ [E-52 Iron Maiden]

If you own [I-19 Key of Tower] or when [I-1/I-2 Ointment] is used for you, decrease of your HP stops. [I-10 Potion of Stamina] have no effect to this damage.

Explanations for Item-cards

■ [I-4/I-5 Ladder]

If you own one of these items, you can climb up [T-21 Chute-Landing] to [T-20 Chute] with consuming 1 Movement Point.

If you drop one of these items on [T-21 Chute-Landing], the other players also climb up from there to [T-20 Chute] afterwards.

It has no effects to use these items on [T-20 Chute].

■ [I-11 Drill]

Place a door-marker on one of the walls, and afterward you can go through it. See the explanations of [E-7 Secret Corridor] as for where you can place a door-marker.

■ [I-12 Amulet]

Consider you make Free AT to all the enemies. (See “Q1 What is Free-AT” in the next section “Q&A”) (ここまで Free AT の説明がないの……)

■ [I-13 Dynamite]

Only damage caused by the player who uses this item is doubled. Because the player’s attack has the effects of Free AT (See “Q1 What is Free-AT?” in the next section “Q&A”), Enemy cannot use a Judge-card to defend itself.

But to the other players, Enemy draws a Judge-card, compares the results, and applies Damage (if any) as usual.

■ [I-14 Map]

You draw two room-tiles from the pile and temporally place them anywhere beyond the doors of already-opened room-tiles. These tiles are considered as “unexplored”. Draw them at once, not one by one. You may not place one of them beyond the other(わかる？).

When you first enter these unexplored tiles, you stop there and follow its indications as well as you open a new tile.

■ [I-16 Weapon Pistol]

In addition to being used in Battle, this item can be used as a key to open a door. About keys, see the explanations of [E-11 Confined!] above.

■ [I-17 Skelton Key]

When this card is first drawn in a game-play, the player who draws it can discard one Insanity-card of his/her choice from his/her hand. After that, this item works as a key.

■ [I-18 Mirror (Talisman)]

After Enemy’s damage is decided, you rebound it to that Enemy by discarding this card. The type of damage (HP damage or MP damage) is not changed (HP damage rebounded to the opponent’s HP, MP damage to its MP).

You suffer no Damage. (←つけ加えましたが蛇足？)

■ [I-19 Key of Tower]

This item also works as antidote automatically while you own it. You do not need to discard it. Of course, you can use this item as a normal key.

■ [I-21 Grimoire]

You may make a check only once when you get this item. If you succeed the check, you get special ability of MP attack in this game-play hereafter. You do not need to own this card.

If you receive this item from another player, you make a check immediately and only once.

■ [I-22 Bunch of Keys]

You may make a check only once when you get this item. If you succeed the check, you get

special ability of MP attack in this game-play hereafter. But unlike [I-21 Grimoire], you have to own this item to make an MP attack.

Of course, this item can be used as a normal key.

■ [I-23 Cross Key]

Your current Maximum MP increases by 10 while you own this item (the initial Maximum MP can be exceeded). It reduced to the initial Maximum MP as soon as you lose this item. If you give this item to another player, his/her current Maximum MP increases immediately.

Of course, this item can be used as a normal key.

■ [I-24 Doll]

You may use this item to another player on the same room-tile as you. But you are not allowed to apply MP damage to one player and HP recovery to the other. You always have to apply both effects to one player.

■ [I-25 Sacred Scepter]

You can use this item to another player on the same room-tile as you. But you may not discard Insanity-cards one by one from two different players.

Q & A

Q1. What is “Free AT”?

A1. It means “Free Attack” and you can make a non-defensible attack to Enemy instead of a normal attack. Enemy may not defense itself by drawing a Judge-card. Judge-card you draw causes damage equal to its value as it is against Enemy. If you use special effects of Double Damage, double the value.

Q2. Can we make HP attack or MP attack of our choice?

A2. Normally, you can make HP attack only. You cannot make MP attack without some effects of items or Special Feats.

Q3. To what situation is the rule of exchanging items (to give, receive or barter items only once during a turn) applied? Is it applied to the items which appears by effects of the room-tiles, too? Is it applied when we are to pick up the items which fallen companions have dropped there, too?

A3. You can exchange items anytime in your turn (Item-Acquirement point 1). It includes to drop or pick up an item, in additional to giving an item to another player, receiving an item from him/her or bartering an item each with him/her. The most effective way of exchange may

be to barter an item each.

This rule does not include to pick up an item which appears by the effects of the room-tile. You can pick it up without consuming Item-Acquirement point. But when more than one item appears, you can pick only one of them free in this turn. To pick up another item, you have to wait until your next turn comes even though your Item-Acquirement point is left. The remaining Item-card(s) are placed face down on that tile (consider they appear later than the first item).

If another player enters the tile before you, he/she can pick up one of them.

(さっき質問したところ)If a player joined Cooperative Battle you had started and fell down dropping Items he/she had, you can pick up one of them by consuming Item-Acquirement point 1 after Battle ends, but not during Battle.

Q4.What are the differences between Maximum MP and MP damage? That is, I do not understand the differences between a decrease of Maximum MP caused by Insanity-cards and the reduction of MP caused by MP damage.

A4. You may understand about HP more clearly because it is either reduced by damage or recovered by some effects.(←これも要らないと思うんですが……)

But as for MP, there are two types of the reduction (and the means of recovery), which is an interesting trait of GHOSTHUNTER 13 THE TILE GAME.

The numeral cards among Insanity-cards decrease Maximum MP. Only Court/Ace cards recover it. You can recover Maximum MP whenever you like by discarding Court/Ace cards. You can remove one numeral card per Court/Ace card you discard.

If you use a Court/Ace card to yourself, you may choose a numeral card of your choice.

Or you may target another player on the same room-tile as you or the room-tile adjacent through doors to the one you are on now. In this case, you choose a numeral card randomly from the targeted player's hand.

On the other hand, your MP suffer damage by the effects of events, Battle and so on. You can recover it mainly by the effects of items and events. You can reduce quantity of damage to 0 by using a Court/Ace card at the same time as damage is caused. The other players on the same tile as you can use a Court/Ace card for you to cancel damage, too.

Anyway, when the total of decrease of Maximum MP and quantity of damage you suffer exceeds your initial MP (= if your MP becomes 0 or less), you fall into temporally insane. You will come to your sense when your MP recovers up to 1 or more regardless of the means of recovery.

Q5. Can Maximum MP be increased? When I recover my MP, does it recover up to initial Maximum MP or current Maximum MP?

A5. Maximum MP may increase by items or the contexts of the scenario you use. You can recover your MP up to current Maximum MP. Provided that your initial Maximum MP is 20

which is now decreased to 12 by Insanity-cards (current Maximum MP:12). Now you suffer damage by 2, and the rest of your MP is lowered to 10.

Now you have a chance to recover 5 points of MP damage by the effects of an event. However your MP can be increased up to your current Maximum MP (=12) at most. The important is to remove Insanity-cards and increase Maximum MP.

Q6. I can see clearly when other players are on the verge of unconsciousness. But I cannot see whether they are in danger of insanity or not because Insanity-cards are not opened. May we disclose the value of Insanity-cards we have to help each other?

A6. As GHOSTHUNTER 13 THE TILE GAME is a horror game, it includes a thrill of going insane. We are not to force you to play insane but it may be more interesting that you just whisper, "I have had it!", "Still OK" etc. It is better not to disclose the value of Insanity-card if you want to enjoy more thrills.

Q7. May I use items to other players?

A7. Yes, you may as long as you are on the same room-tile as the targeted players. That is, you may recover companions when their HP or MP falls down 0 or less during Cooperative Battle which both of you join.

Q8. Are there any means to get back an Enemy player (a player who has turned to Enemy) other than Court/Ace cards?

A8. It is indicated in each scenario whether Enemy players can rejoin the party again or not. If they can, you may also use items to get back them as long as both of you are on the same tile. their HP and MP must be recovered 1 or more to rejoin the party.

Q9. When I engaged a battle, other players came to help me and Cooperative Battle started. I escaped from the battlefield, but have had a change of heart. May I join Battle once again?

A9. After the second round and Cooperative Battle starts, the members who engage Battle may be changed. Of course, a player who has once escaped may rejoin Battle again.

You may not exchange (including to pick up, drop, receive, give and barter) items during Battle. **For this reason, you would escape to the adjacent room-tile to pick up an item dropped there and return the battle.**(←これも取りたい……)

Q10. When there is more than one Enemy and we engage in Cooperative Battle, do we make a check at the same time?

A10. Not frequently but sometimes, the situation may happens that more than one Enemy engages a battle.

In this case, Enemy-side draws only one Judge-card and every enemy uses that card in common. As for player-side, every player draws one Judge-card. It is automatically decided which player Enemy-side would attack. An enemy with ability of Plural Attack cause damage to all the player. Otherwise, enemies attack a player whose results is the lowest (if it is a tie, all the player whose results are the lowest suffer damage).

As for Player-side, each player should announce beforehand which enemy he/she would attack. You may not change the type of attack (HP attack or MP attack) once a battle starts, but you may change the targets each round.

Q11. During a battle, may I use items to rescue my own character and/or the others' when they would fall down and become an Enemy-player if I do nothing?

A11. Even during a battle, You may recover anyone's HP and MP by using items. Also you may cancel damage or remove Insanity-cards by using Court/Ace cards.

Q12. Do I have to necessarily engage a battle whenever I enter the same room-tile as enemies? If I succeed Escape-check, to which room-tile do I escape?

A12. If you enter the same room-tile as Enemy-monster, you always have to engage a battle. but when you enter the same room-tile as an Enemy-player, you may pass through him/her without breaking out a battle.

When you succeed Escape-check, you basically return to the room-tile from which you have come. If it is Enemy-side that enters the room-tile or the indications on the scenario allow you to do so, you may escape any direction you like.

Q13. If room-tiles are placed apart in a floor, how do I decide "a player who is on the farthest room-tile from you?"

A13. The turn player decide it. See the explanations of [E-26 Contorted Space-Time] above.

Q14. How do I use "Monster-markers" and "Event-markers"?

A14. When a monster remains on a room-tile because you escape from battle, place a pair of Monster-markers both on the tile and on the monster card so that you can check which monster remains on which tile.

You may use "Event-markers" as you like. For example, place an Event-marker on a room-tile on which the scenario indicates a certain event would happen.

Manufacturer: GroupSNE

<http://www.groupsne.co.jp/> <https://www.facebook.com/GroupSNE>

Game Design: Hitoshi Yasuda/GroupSNE

Scenario Writing: Hitoshi Yasuda, Show Tomono, Megumi Tsuge, Koji Tanaka, Junich
Kawabata

Test Play: Game Store Banest

Package Illustration: Koji

Character Illustration: Koji

Monster Illustration: Yuko Tsukishiro

Item Illustration: Awajihimeji

Room-tile Illustration: TANSAN & Co.

Graphic Design: TANSAN & Co.

Sales Agency: cosaic Co., Ltd.

4-41-50115

Yamada-higashi, Suita-city, Osaka, Japan

[www://www.cosaic.co.jp](http://www.cosaic.co.jp)

5319@cosaic.co.jp

Please e-mail us when you have any questions about rules.