

# GHOST HUNTER13 THE TILE GAME

## Scenario Book

### \*How to Use this Scenario Book

This Scenario Book includes 13 scenarios used in Ghost Hunter Tile Game.

1. As these scenarios are stand-alone type, you may play any one of them in any order. But if you play them in serial number, you gradually know that they are connected each other and spin a grand story.

2. The bigger the scenario number becomes, the more its difficulty rises. The scenario level shows its difficulty level. Scenario 1 is the easiest, and good for the beginners.

3. In the latter part of each scenario are indicated how characters' level goes up when they clear the scenario. If you play the scenarios in serial number, adjust ability of the characters according to the indications.

4. When you play a scenario as a stand-alone type, adjust ability of the characters according to the scenario level. You can increase any ability-bonus (ST, DX, IN, WP) by 1, or HP or MP by 2 per scenario level. Note that any ability bonus must be leveled so that the differences of each do not exceed 2 or more (any ability bonus should not be prominent from others).

For example, in playing a scenario of level 4, you increase ST by 1, WP by 1, MP by 4 (= (+2)\*2) and accordingly move the clips on your character-sheet. (HP and MP do not need to be leveled because they are not "ability-bonus").

5. It is one of the appealing points of Ghost Hunter 13 Tile Game that many characters are prepared for you to choose. There are 8 types of characters, but while you are unaccustomed to this game it would be better to choose Explorer or Dilettante whose HP/MP are ample, Detective who is strong in battle, Journalist who has an extra movement point, or Psychic who can make an MP attack.

**6. Every scenario can be played with a host or without a host.**

In a game-play with a host, he/she reads through the scenario beforehand and grasps its outline and forwards the scenario, guiding players. When players find a clue, the host reads out the explanations about it. When Enemy-monster appears, the host draws a Judge-card for the monster. But sometimes a character turned to an Enemy-player when his/her HP or MP lowers to 0 or less. In this case, the player of that character controls the Enemy-player.

7. In a game-play without a host, one of the players takes a role of host and Enemy-monsters, and forwards the scenario. It is indicated in each scenario which part he/she may check beforehand and read out it clearly to other players. Be careful not to read the result or the rights of the scenario in advance. It would greatly spoil your pleasure in the game-play.

8. First, read "\*Preparation" part of the scenario, choose room-tiles, Event-cards and Item-cards which are used in this game-play, separate some of them if needed (as indicated in

each scenario), and then make a pile each facedown for these 3 types (room-tile pile, Event-card pile and Item-card pile). Make a pile of Insanity-cards facedown, too. Place the first room-tile (indicated in each scenario) and place the character-pawns on it.

9. “\*How to handle a player whose HP or MP become 0 or less” is explained after “\*Preparation” in each scenario. This part explains how to handle players who leave from the party during a game-play. Mostly they become Enemy-players, but it depends on each scenario whether they can be cured and return to the party again. Check the scenario carefully because it may be the key to clearing the scenario whether you can take them back again to the party.

10. After these two section are written “\*Contents of Scenario”. In their first part, the outline of the incident and the aim of the scenario are indicated. Every player should keep them in mind. Hereafter, room-tiles are opened according to the procession of the scenario. Going along with these procedures, certain events happen and players get unique Clues to each scenario. If you are playing without a host, one of you handle these events and Clues, carefully checking which part to read and which part not to.

For example, read out only the part of “The door is locked. The key will be found in the room of ~~.” The part you should read out may be written in boldface.

For some reason, players share the information even though their locations are apart from each other’s. Maybe ghost hunters are empathists in a sense.

11. Occasionally some contradictory situations may occur. In these cases, a host judges the situations and handles them. In a game-play without a host, you may solve the contradiction by majority decision, but the game-play would be more fun and challenging if you handle it against your merit.

12. Read “\*End of Scenario” when a game-play is over. You must have found the conditions to finish a game-play before you reach to “\*End of Scenario”.

13. Ghost Hunter 13 the Tile Game is a **cooperative-type game** in which every player teams up with each other. It might be difficult to achieve the aim of the scenario unless players help one another. Situations in which players conflict each other mainly occurs when one or more players turn to Enemy-players. If you become an Enemy-player, do your best to wipe out all the other players, taking it to heart that “A friend today may turn against you tomorrow”.

At the same time, there is a good chance that you soon rejoin the party again.

This swift switch of your roles is another interesting point of Ghost Hunter 13 the Tile Game.

14. You should not begrudge using Court/Ace card. On the other hand, you have to take a risk to draw Insanity-card to get them.

We hope you enjoy these dilemmas.

15. Of course, basically you may take any action at will though this is a cooperative type game. We cannot say which is better to move and make a search together or separately. You may give some suggestions to other players, but be careful not to force them what to do.

However, we have to say that it would be difficult to clear scenarios of this game if you move and make a search on your own.

16. It is not uncommon in this game that all of you are wiped out. Don’t mind too much. If you are wiped out, just try again! You would play cleverer in the second try because you already know the outline of the scenario (Consider that each of you knows the stories of the scenario).

You would be able to clear the scenario in the second or third attempt. If you are playing this game as a campaign or you think the scenario is too difficult, you may skip it. You were just unlucky.

Level 1 (for beginners) Scenario 1

Mansion with 1000 Rooms

\*Preparation

1. Remove the 8 room-tiles you do not use in this scenario.

|      |             |      |             |      |              |      |                  |
|------|-------------|------|-------------|------|--------------|------|------------------|
| T-5  | Living Room | T-7  | Living Room | T-9  | Anteroom     | T-10 | Preparation-Room |
| T-14 | Tower       | T-15 | Tower       | T-34 | Servant-room | T-38 | Storeroom        |

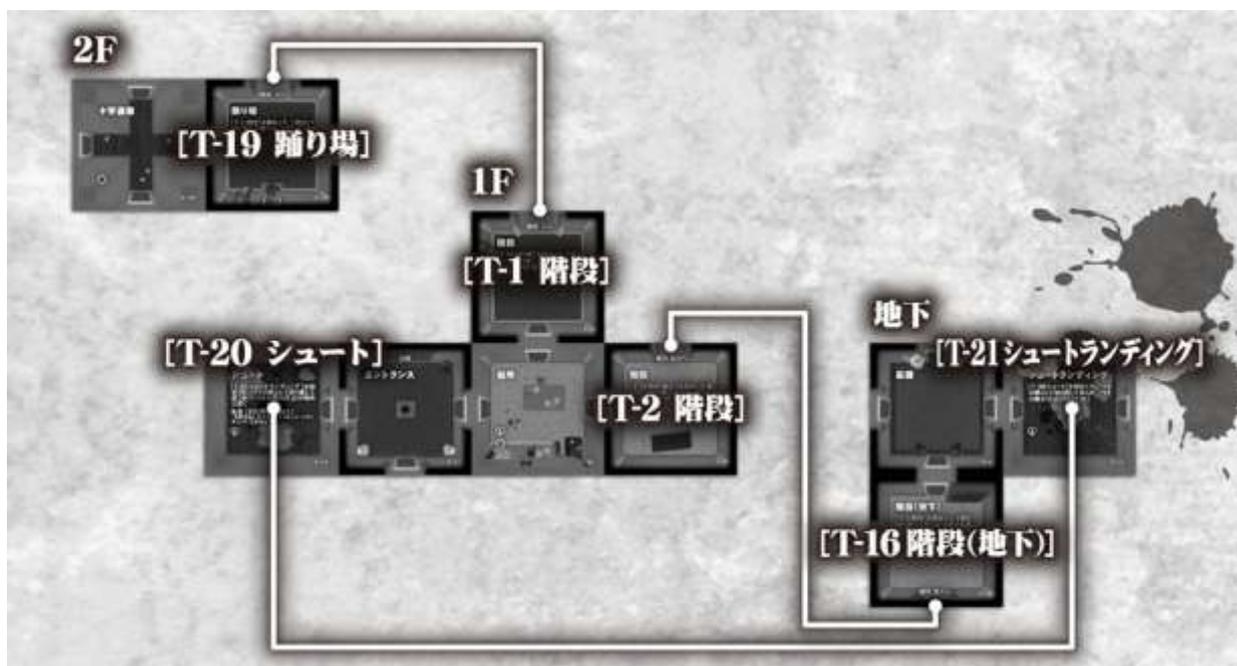
2. Place [T-17 Entrance] on the center of the table.

3. Separate the 3 room-tiles from others.

|      |                      |      |         |      |               |
|------|----------------------|------|---------|------|---------------|
| T-16 | staircase (Basement) | T-19 | Landing | T-21 | Chute Landing |
|------|----------------------|------|---------|------|---------------|

These tiles are paired with [T-1 Staircase(upstairs)], [T-2 Staircase (to basement)], [T-20 Chute] respectively.

When the matching pair-tiles are opened, these tiles are opened, too. But these tiles are appeared on the different floors, place them separately without connecting to the pair tiles. Here after, new floors expand from these tiles.



4. Choose Event-cards and Item-cards used in this scenario. It is better not to read the card text until you open it.

| EVENT-cards         |   |                                       |          |                                 |                   |                             |        |
|---------------------|---|---------------------------------------|----------|---------------------------------|-------------------|-----------------------------|--------|
| Event-card<br>(17)  | E-1   | Fall of Ceiling                       |          |                                 | E-2               | Weeping Statue<br>(Banshee) |        |
|                     | E-5   | Hunch for Settlement<br>(Inspiration) |          |                                 | E-7               | Secret Corridor<br>(Wall)   |        |
|                     | E-8   | Unidentified Fog                      |          |                                 | E-9               | Doppelganger's Persuasion   |        |
|                     | E-11  | Confined!                             |          |                                 | E-14              | Eeriness of Enemy           |        |
|                     | <b>E-15</b>   | <b>Strange Omen</b>                   |          |                                 | E-16              | Statue with Fallen-Head     |        |
|                     | E-18  | Light Extinguished                    |          |                                 | <b>E-19</b>       | <b>Cruel Scene</b>          |        |
|                     | E-20  | Blood Rain                            |          |                                 | E-22              | Moving Picture              |        |
|                     | <b>E-23</b>   | <b>Tragic Future</b>                  |          |                                 | E-24              | Weapon Destruction          |        |
|                     | <b>E-25</b>   | <b>Star of Hopes</b>                  |          |                                 |                   |                             |        |
|                     | Set these 4 cards, [E-15 Strange Foretaste] [E-19 Cruel Scene] [E-23 Tragic Future] [E-25 Star of Hopes] , apart from others. |                                       |          |                                 |                   |                             |        |
| Monster-card<br>(5) | E-32  | Ghost                                 |          |                                 | E-33              | Dead Adventurers            |        |
|                     | E-35  | Golem                                 | E-36     | Rat                             | E-38              | Zombie                      |        |
| Trap(3)             | E-47  | Poison Needle                         | E-27     | Gas                             | E-49              | Cage                        |        |
| Item-cards(15)      |   |                                       |          |                                 |                   |                             |        |
| I-1                 | Ointment  | I-2                                   | Ointment | T-3                             | Locket            | I-4                         | Ladder |
| I-7                 | Tranquilizer  | I-9                                   | Diary    | I-10                            | Potion of Stamina | I-11                        | Drill  |
| I-12                | Amulet  | I-13                                  | Dynamite | I-14                            | Map               |                             |        |
| I-15                | Weapon: Brass Knuckles  |                                       |          | I-16                            | Weapon: Pistol    |                             |        |
| I-17                | Skelton Key   |                                       | I-20     | Amplifier of Supernatural Power |                   |                             |        |

Payers are on [T-17 Entrance]. As the game-play starts, a door to the outside is locked (they cannot go out of the mansion until they clear the scenario).

A player who loves haunted houses most takes his/her turn first.

#### \*How to handle a player whose HP or MP becomes 0 or less

You immediately turn to Enemy-player when you fall into unconsciousness or temporally insane. Drop Items on the tile, but leave Insanity-cards and HP / MP as they are. You lose the next turn, then take turns after the next turn as an Enemy-player..

Hereafter, you act against players as an Enemy.

#### Turn Actions of an Enemy-player

- Movement:** Move 1 tile lengthwise or crosswise. You cannot enter a tile which has not been connected to another tile. You always move toward a non-Enemy player on the nearest tile. If more than one player is in the same distance, you choose which one you aim.
- Battle:** In entering the same tile as a non-Enemy player, you engage in battle with the player in the same way as normal Enemy-monsters. Your HP is "5". You do not have MP and make only HP attack. If you fall down, lose the next turn. After the next turn, you revive and try to attack non-Enemy players again.

**A. Return to the party by curing MP:** In the case of temporally insane, you can discard

Insanity-card(s) if other players on the same tile as you or the tile adjacent through doors to it use Court/Ace card(s) to you. If your MP goes up to 1 or more as a result, you return to the party as a non-Enemy player again. This remedy can be used anytime, even during a battle. You restart your turn from the next turn (round).

**B. Return to the party by curing HP:** You can cure a player who falls into unconsciousness (because his/her HP lowers to 0 or less). In this case, you can restore his/her HP to 1 by using a Court/Ace card if you are on the same tile or the tile adjacent through doors to it. And only in this timing, his/her HP increases by 10 per Court/Ace card you use in addition.

**\*Contents of Scenario**

Explain the situation below to the players.

“You have just arrived at a notorious haunted house. Once, a wealthy man ordered an unparalleled architect, Takaaki Taterube, to build a mansion with an infinite number of rooms, but rumor has it that the mansion was cursed and became a haunted house. After the descendant who inherited it passed away, the mansion has been left desolated. However, adventurers often explore the mansion without any permissions, aiming to get the greatest rich which rumored to be hidden somewhere in the mansion.

Recently again, a lover of occultism, Phillip Kerr went to explore the mansion and never returned. You contract to take Kerr back.”

Your aim is to inspect what is occurring in the mansion and what happened to Kerr. In addition, you try to take him back if possible.

When the tiles listed below are opened, Clues are appeared separately from the tile events. Handle them as explained in the scenario. Now, you would be better read out these names and numbers of the tiles to prevent oversight.

|      |                |      |              |      |                     |
|------|----------------|------|--------------|------|---------------------|
| T-39 | Cross-Corridor | T-35 | Library      | T-30 | Storage of Material |
| T-27 | Laboratory     | T-40 | Sealing Room |      |                     |

**\*Clues**

(If you are playing this game-play without a host, one of you reads out the corresponding part only. Be careful not to read the other parts irrelevant to the tile).

**[T-39 Cross-Corridor]** → first, deal with **[E-25 Star of Hopes]** and read out the following clues.

**Clues:** Feeling as if your brain were stirred, you hear voices from somewhere of the corridor.

“You would become able to make an MP attack by the effects of some Items. Skelton Key is needed to accomplish your mission. Treasures are hidden in this mansion. You cannot always find them, but their value is not less than 10000s pound in cash.”

Then, follow the instructions of the tile (draw 1 Event-card)

**[T-35 Library]** → you have got **[I-17 Skelton Key]** if it has not be found yet. Search it from Item-card pile. If it has been already found, draw an extra Item-card from the pile. Then the clues below appear.

**Clues:** Inspecting the library, you find a strange key in a book. According to it, this mansion exists between dimensions as a “**Living Mansion**”. The rooms and doors of this mansion may link to various ages. Nearly 500 years ago, a “Lunatic Architect”, Takaaki Taterube built this

mansion by request of the first landlord. Taterube is the only person who can understand the structure of this mansion. The book also says that he is an immortal and has been living through 500 years.

In addition, it says that **treasures** are surely hidden in this mansion, but **the second watch to the last** which is called “Penultimator” guards them.

Then, follow the instructions of the tile (draw 1 Insanity-card and 1 Item-card).

**[T-30 Storage of Material]** → First, deal with **[E-15 Strange Omen]** and read out the following clues.

**Clues:** Pursuing the clues, you find a memorandum. It must be Kerr’s!

“I have been inspecting this mansion, only to know that almost all of its owners are cranks. The last landlord seems to have been obsessed with the creation of strange pseudo-lives or artificial creatures. Maybe he was influenced by the immortal legend of Taterube. I think he created a monster called “Penultimator” and let it guard the treasures, but I have an ominous foreboding……”

Then, following the instructions of the tile (draw 1 Insanity-card and 1 Item-card).

**[T-27 Laboratory]** → First, deal with **[E-19 Cruel Scene]** and read out the following clues.

**Clues:** This room obviously seems to be a laboratory. Besides, creatures are torn apart and their parts are patched piece-meal. A familiar creature is appearing in the corner of the room in almost-completed shape. You find a scrap of paper on which strange marks and formulas are written with some sentences in strange hand as below.

“It cannot be succeeded easily. But I have managed to create creatures by patching their parts. However, they do not have mind, so I have to control them from inside.”

“In Sealing Room, I stocked materials—there, all of what I have …..”

Then, follow the instructions of the tile (draw 2 Insanity-cards, 1 Event-card and 1 Item-card).

**[T-40 Sealing Room]** → You cannot enter this room without **[I-16 Skelton Key]** (Read the next paragraph only if you have got **[I-16 Skelton Key]**). You cannot enter this room with normal keys such as **[I-6 Key]**.

When you enter **[T-40 Sealing Room]** with **[I-16 Skelton Key]**--

**[T-40 Sealing Room]** → first, deal with **[I-23 Tragic Future]**.

Next, following the instructions of **[T-40 Sealing Room]** (draw 3 Insanity-Card, 1 Event-Card and 1 Item-Card).

If you come through these incidents, read out the clues below.

**Clues:** You enter a large room and find an ominous symbol like a pentagram etched on its center. Lots of men netted and hung in the air are surrounding the room. One of them must be Kerr's. He talks nonsense, losing his sanity. There are also shriveled bodies among them. Above the ominous symbol, you see an obscure figure of a man.

"At last, you have reached here. But you would be never able to catch me. Since this place has been violated, I should reconstruct this mansion and regenerate in a new dimension. Yes, I am Taterube. I have pretended the landlord, but meddling idiots always interrupt me. I do not why!"

Taterube disappeared with the parting shot.

When you pursuit him, a giant figure takes shape, interrupting you. Use the card of [E-35 Golem] (search it from the draw pile if it has not appeared yet or from the discard-pile if it was already used)

[Penultimotor HP 20. MP --, HP Attack, Double Damage(differences \*2), Multiple Attack]

You have to beat this monster "Penultimotor". In this battle, you cannot make Escape check once the second round starts. After the battle breaks out, the door will be locked. The other players can enter the room and join Cooperative-battle only at the beginning of the second round. When the battle ends, the door will open.

If you beat Golem, you see some letters embossed on its forehead. Read out the following clues only when you knock down Golem.

**Clues:** Sum up the numbers of the tiles which are connected from this room until the sum exceeds the number of this tile (40). On the tile whose number is added last, treasures are hidden. If there is more than 1 way to sum up, you may choose any one. **The player who enters the tile first gains the treasures** automatically. This is not the necessary action to escape from this mansion.

You cannot find the figure of Taterube anywhere. The ominous symbol burns up and the fire spreads through the mansion, but you manage to release Kerr. Now, you have to escape from the mansion at any rate, with dragging Kerr fallen into disorder because of insanity.

At the moment, the mansion enters into destruction. New conditions are given to players.

**The aim of Players:** Escape from [T-17 Entrance] in the limited turns (5). The Entrance door was already unlocked. If you cannot, it means you fail this scenario.

**The aim of Enemy (-players):** Prevent the players' escape.

**The turn limit:** 5 turns (The next player to the one who entered [T-40 Sealing Room] takes his/her turn next.)

### \*End of Scenario

After Golem is beaten, perform 5 turns unless players are annihilated. If you manage to escape from the mansion, you will see it begins to collapse. After his injury treated, Kerr will tell you what happened in the mansion.

**"I was terrified to death. I was attacked when I was writing down memos in the laboratory. The man, Taterube, had been carrying out a terrifying ritual. I was afraid that I might be used in it, too. I do not remember what happened after that."**

Taterube seems to have escaped to another world. It might be a mission for Ghost Hunters to pursuit him (by playing the following scenarios). But for now, you should better concentrate the cure.

### \*End of the scenario

Your ability-bonuses etc will go up by acquiring Level-points. If you want to play this as a campaign game, write down these Level-points.

The way of acquiring Level-point is as below.

- \* A player who had got the treasures gains 0.5 Level-point as a bonus.
- \* A player who entered [T-40 Sealing Room] first gains 0.5 Level-point as a bonus.
- \* Every player who succeeded in escaping from the mansion gains 1 Level-point as a bonus.
- \* If one of you (regardless he/she is on Player-side or on Enemy-side) succeeded in escaping from the mansion, all of you gain 0.5 Level-point as a bonus.
- \* If you are annihilated, you gain no Level-point.

You can improve an Ability-bonus by 1, or HP or MP by 2 per Level-point. But note that any “Ability bonus” is not allowed to exceed other Ability-bonuses by 2 or more.

Of course, it is very fun to increase Ability-bonuses by gaining Level-points when you are playing scenarios in serial order. But if you fail to complete a scenario, you may skip it and go ahead to the next scenario. In this case, you cannot gain bonuses by Level-points.