



The Rules of the Hunt

Shadow Hunters

RULE BOOK

Number of players: 4 to 8
(5 or more is preferred.)

Play time: 30 to 60 minutes

Age: 10+



Outline

“Shadow Hunters” is a survival board game where three groups of characters, “Shadow”, “Hunter” and civilians (“Neutral”) struggle against each other to survive. The “Shadow” group are the dwellers in the demon world and the “Hunter” group’s goal is to destroy all the “Shadow” group members. Civilians are innocent people who happen to be in the middle of the battle. Each player assumes one character from one of these groups, but the other players will not know your identity. You must determine who is your ally and defeat your enemies!

Preparations

The following preparations are necessary before you start playing the game. *Note: the use of “players” and “characters” are interchangeable.*

1. Place the Game Board in the center of the table and then randomly place the 6 Area Cards in pairs on the board. Each pair of Area Cards are in the same attack range of each other (see above).
2. Shuffle the White Cards, Black Cards and Hermit Cards separately and place them face down, outside the corresponding marked edge of the board.

3. Each player chooses his/her color and takes the two Wooden Pieces of that color, placing one in the “No Damage” circle on the Game Board (called the “HP Piece”) and the other in front of them (called the “Player Piece”). This piece will be used to move about the Area Cards. Then each player takes a Player Card of their chosen color and places it in front of them. This Card will help identify which player controls which color Wooden Pieces.

4. Sort Character Cards into “Hunter”, “Shadow” and “Neutral” decks and shuffle them separately with their backs facing up. Then refer to the “Character Cards Allocation List” (next page) and draw the appropriate number of cards from each group with their backs facing up. Put all the drawn cards together and shuffle them one more time with their back facing up and then deal one to each player. Each player checks his/her character identity secretly and places the card on top of his/her Player Card with its back facing up. Remember you can check your character identity anytime during the game. Make sure to put all the unused Character Cards aside so that no one knows which Character Cards have been dealt.

5. Randomly determine the starting player.

Character Cards Allocation List

When played by 4 players

(Recommended for beginner players)

2 Hunter, 2 Shadow

When played by 5 players

2 Hunter, 2 Shadow, 1 Neutral

When played by 6 players

2 Hunter, 2 Shadow, 2 Neutral

When played by 7 players

2 Hunter, 2 Shadow, 3 Neutral *(except Bob)*

When played by 8 players

3 Hunter, 3 Shadow, 2 Neutral *(except Bob)*

Game Flow

Each player plays the game clockwise in turns. When it is your turn, you do the following actions. This repeats until the game is over.

1. Move your character. *(Mandatory)*
2. Follow the instruction on the Area Card. *(Optional)*
3. Attack other player(s). *(Optional)*

Move

❖ When it is your turn, you roll both dice at the same time. Add the two numbers and move your Player Piece to the Area Card of the same number.

(On the 4-sided die, you always look at the bottom number to determine what was rolled.)

❖ If a total of 7 was rolled, you can move to any Area Card you like. Please note, however, you can not remain on the same Area Card.

❖ You must move each time you roll the dice. The only exception is when you roll the number on the Area Card you are on – then roll again.

❖ Example: A roll of 6 puts you on the Church. If you are already on the Church, then roll again.

Action On The Area Card

After you move, you have the option to follow the instructions on the Area Card you're on. The following actions are available on the Area Cards.

Hermit's Cabin - Draw a card from the top of the Hermit Cards' stack and confirm what's written on it. Then give it to another player of your choice.

Church - Draw a card from the top of the White Cards' stack and follow the instruction.

Cemetery - Draw a card from the top of Black Cards' stack and follow the instruction.

Underworld Gate - Choose one of three card stacks *(White, Black or Hermit)* and draw a card from the top of that stack. Then follow the instruction.

About Character Cards

Each Character Card has the following information.

Name - Character name.

HP (Hit Points) - This shows how much damage you can take before you die.

Group Affiliation - This shows which group you belong to; "Shadow", "Hunter" or "Neutral" (civilians).

Win Condition - This shows what condition your character must fulfill to win the game.

Special Ability - Each character has its own unique ability. You can ignore them if you wish to play a simpler game.



Weird Woods - Choose a player and do one of the following two actions:

- A. Give 2 points of damage to the player.
- B. Restore 1 point of damage of the player.
(It is possible to choose yourself)

Erstwhile Altar - Obtain an Equipment Card from a player of your choice. Nothing happens if no player have Equipment Cards.

About Hermit Cards

Hermit Cards help you to identify the characters belonging to the other players. The player drawing the Hermit Card is the “current player”.

- ❖ If you draw a Hermit Card, confirm what’s written on the card. Then choose a player and give the card to him/her while keeping the card’s back facing up. (Don’t let anyone else see the card).
- ❖ If you are given a Hermit Card, confirm what’s written on the card and follow the instruction only if your character name or character affiliation matches the information on the card. Otherwise you declare “nothing happens”.

❖ Hermit Card Example ❖

Let’s say you’re given a Hermit Card which says: “I bet you’re a Shadow!, If so, you receive 1 point of damage!” If your character’s affiliation is Shadow, you get 1 point of damage and move your HP Piece on the Game Board accordingly. If not, you do nothing and simply declare “nothing happens”.

The player who drew a Hermit Card and the player who was given the Hermit Card are not allowed to announce to the other players what was written on the card. The player who was given the Hermit Card should place the card in the discard pile next to the Game Board **face down**.

- ❖ If you are given a Hermit Card, you must not tell a lie and honestly follow the instruction on the card. *(except if you are the character “Unknown”)*

Please note that it is the player who was given the Hermit Card who should follow the instruction, not the current turn player.

- ❖ If you run out of all the Hermit Cards, please shuffle the discarded Hermit Cards to create a new stack of cards.

About White And Black Cards

There are two different types of White/Black cards as follows:

Single-use - If you draw a card which says “Single-use”, you read the instruction to the other players, follow the instruction, and then discard it. Discarded cards are placed face up outside the opposite edge of the board where marked.

Equipment - If you draw a card which says “Equipment”, you place the card in front of you. The card is then “equipped”. Equipment Cards are always in effect while equipped. You can equip as many Equipment Cards as you like.

- ❖ In case you run out of all the Black/White Cards, please shuffle the discarded cards to make a new stack of cards.

Attack

At the end of your turn, you have the option to attack a player on the 2 Area Cards in your range.

❖ About Range ❖

When you move to an Area Card, you can choose to attack a player on either that card or the adjacent card it is paired with.

- ❖ If you choose to attack, pick your target and roll both dice at the same time, inflicting damage equal to the difference between the two numbers rolled (subtract the smaller number from the bigger number). If both dice rolled have the same number, your attack fails and no damage is inflicted.

❖ Attack Example ❖

If you roll a 2 on the 6-sided die and a 4 on the 4-sided die, you inflict 2 points of damage
(4 - 2 = 2).

- ❖ In the case where you attack multiple players at one time due to certain card effects, you roll the dice once and apply the result to all the target players.

Character's Death

- ❖ As you receive/heal damage from other players' attacks or card effects, you move your HP Piece on the Game Board to record how much damage you've received (or healed). Your character dies when your accumulated damage equals or exceeds the HP amount shown on your Character Card.
- ❖ When your character dies, you are out of the game. You must reveal your identity (turn your Character Card face up) and remove your Character Piece and HP Pieces from the Game Board.
- ❖ If you kill another character, you obtain an Equipment Card of your choice from that character and discard the rest.

Game Over And Win

- ❖ If you fulfill your character's Win Condition, you immediately reveal your identity (if not already revealed) and declare that the game is over. (In most cases this happens when a character dies.)
- ❖ You do not have to wait until your turn to declare the game is over. If your character fulfills its Win Condition due to another player's action, you may immediately declare that the game is over.
- ❖ All the players who fulfilled their characters' Win Condition are considered to be winners.
- ❖ Depending how the game progresses, it is possible for "Shadow" and "Hunter" players to end up as winners even if they have already been killed in the middle of the game.

Special Abilities

Each character possesses a Special Ability.

- ❖ Each player can only utilize his/her character's Special Ability in return for revealing his/her character's identity (by turning the Character Card face up). (*Exceptions: "Daniel" and "Unknown".*) You may reveal your identity at anytime during the game even during another player's turn.

Following are the descriptions of each character's special ability:

Allie - Mother's Love: You can fully heal your damage once during the game.

Bob - Robbery: If you inflict 2 or more points of damage to another character, you can take an Equipment Card of your choice from that character instead of giving him/her the damage.

Charles - Bloody Feast: After you attack a character, you can attack the same character again by giving yourself 2 points of damage.

Daniel - Scream: You must reveal your identity when another character dies. You cannot reveal your identity at any other time.

Emi - Teleport: When you move, you can choose either to roll the dice normally OR move to an adjacent Area Card without rolling the dice.

Franklin - Lightning: Once during the game, at the start of your turn, you can choose a character and give him/her damage by rolling a 6-sided die.

George - Demolish: Once during the game, at the start of your turn, you can choose a character and give him/her damage by rolling a 4-sided die.

Unknown - Deceit: When given a Hermit Card, you may lie about your identity to trigger the card or to say "nothing happens". You do not have to reveal your identity to use this Special Ability.

Vampire - Suck Blood: When you attack and give damage to a player, you immediately heal 2 points of your own damage.

Werewolf - Counterattack: When you are attacked by a player, you can choose to counterattack him/her immediately after the initial attack is resolved. It is acceptable to reveal your identity right after you are attacked to do the counterattack.

For Greater Speculation & Enjoyment

When played by 7 or more players, you may want to consider using more Character Cards than the number of players. Applying this rule should increase the difficulty of speculating the identity of the other players' characters.

- ❖ At the start of the game, prepare a greater number of Character Cards than the actual number of players by 1.

When played by 7 players

3 Hunter, 3 Shadow, 2 Neutral (*except Bob*)

When played by 8 players

3 Hunter, 3 Shadow, 3 Neutral (*except Bob*)

❖ As in the standard rules, deal each player one Character Card. Put the remaining card face down to the side.

❖ The player of the first character to die during the game acts as a judge. The judge then confirms the information on the remaining card and, each time a character dies, checks and announces if the game's Win Condition has been met or not. The judge is not allowed to announce the information on this card to the other players.

Time Saving Rules

When played by 6 or more players, you may consider allowing each player to use a "Hermit Card" at the start of the game. This helps when most of the players are beginners or when you wish to keep play time short.

1. When the game's preparations are done, the starting player draws a Hermit Card. He/She does what it says on the card or says "nothing happens" and then gives it to the player on his/her left, who does the same thing. (*Handling of the Hermit Card is the same as in the standard rules.*)

2. When all players are done using the Hermit Card, the game continues normally.

For Beginners

For the first game, you may choose not to allow Special Abilities to be used. This will simplify matters.

Q&A

Q1 : I've obtained several Equipment Cards. Can their effects be combined?

A1 : Yes they can. Let's say you have "Cursed Sword Masamune", "Butcher Knife", "Chainsaw", "Handgun" and "Machine Gun". First you must attack another player due to the effect of "Cursed Sword Masamune". In addition, due to the effect of "Handgun" and "Machine Gun", all the players in all the ranges except your range will be attacked. Further, due to the effect of "Cursed Sword Masamune", "Butcher Knife" and "Chainsaw", the damage amount you give would be: the number rolled on a 4-sided die +1 (Butcher Knife) + 1 (Chainsaw).

Q2: Some of Black Cards and White Cards say they take effect "when you reveal your identity." Does this mean their effect is unavailable if my character identity has already been disclosed?

A2: No it doesn't. If your character identity has already been revealed, the card effect is available as if you just revealed your character identity.

Q3: When I choose a player and heal his/her damage due to the effect of the Area Card "Weird Woods" or the White Card "Blessing", is it OK to choose a player who has no damage?

A3: Yes it is acceptable. In that case nothing happens and you simply waste the card effect.

Q4: If I kill multiple characters at one time due to the card effect "Machine Gun", do I get only 1 Equipment Card?"

A4: No. You can get 1 Equipment Card of your choice from each of the killed characters.

Q5: Is it possible not to use the effect of my Equipment Cards?

A5: No it isn't. Your Equipment Cards are always in effect. It is not possible for a player to use card effects selectively. There's one exception however. You can choose whether or not use the card effect of "Mystic Compass" before you move.

Q6: When I use "Emi's" special ability "Teleport", can I choose to move to an Area Card in a different range than I'm in now?

A6: Yes you can. If "Emi" uses her special ability "Teleport", she can move to either the Area Card paired to the one she's currently occupying, or the closest Area Card on the opposite side in the adjacent pair.

Play Tips

Identify other players' characters!

Identifying other players' characters is one of biggest attractions of this game. If you attack other players without knowing their identity, you may end up attacking your allies. Keeping close tabs on other players' actions should help you to figure out their identities.

Think about the team play!

Multiple players can be winners in this game. Even if the "Hunter" and "Shadow" group characters die in the middle of the game, they can still win the game if their ally player fulfills the Win Condition.

Therefore, when your character is about to die, it's important to see if there is anything you could do to put your ally player in an advantageous position.



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