Shadow Hunters
RULE BOOK

Number of players: 4 to 8
(5 or more is preferred.)
Play time: 30 to 60 minutes
Age: 13+

Z-MAN games



Overview

"Shadow Hunters" is a survival board game where three groups of characters, "Shadow", "Hunter" and "Neutral" (civilians) 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!

Content

- **1 Game board**



Area cards
(6)



Character cards
(10 + 10 new)



Hermit cards
(16)



White cards
(16)

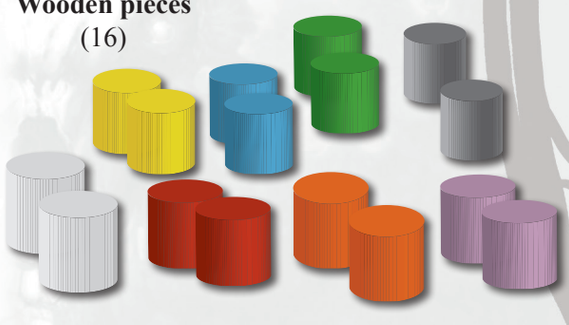


Black cards
(16)

Player boards
(8)



Wooden pieces
(16)



- **1 Rule book**
- **1 six-sided die and 1 four-sided die**

4 players setup example:



Game setup

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 Damage Track (called the "Hit Points - 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 Board of their chosen color and places it in front of them. This Player Board 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" and draw the appropriate number of cards from each group with their backs facing up. Put all the drawn cards together, shuffle them one more time and then deal one to each player. Each player secretly checks his/her character identity and places the card on top of his/her Player Board 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 your first games)
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

When played by 8 players
3 Hunter, 3 Shadow, 2 Neutral

Character Cards

Each Character Card has the following information.

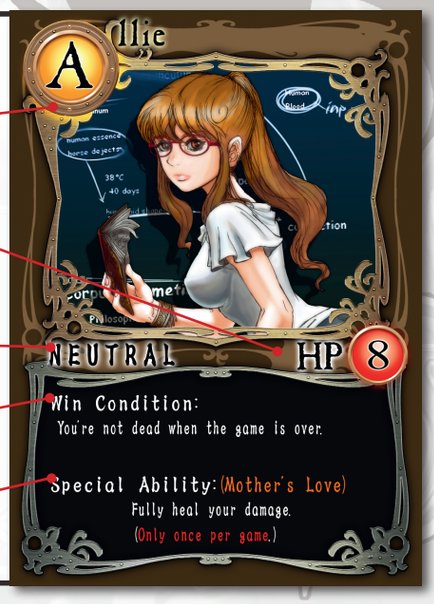
Name - *Character name.*

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.



Playing the game

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 your character (Mandatory)

✣ 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 top 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. Roll again if you roll the same number of the Area Card you are on.

✣ *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 (Optional)

After you move, you may 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 secretly read 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.

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

A. Give him/her 2 points of damage.

B. Restore him/her 1 point of damage. *(It is possible to choose yourself)*

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

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, read 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).

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 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 ✣

You are 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 up 1 space on the Damage Track. 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 tell 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")*

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

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 face up. The card is then "activated". Equipment Cards are always in effect while activated. You can activate 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 other player(s) (Optional)

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

✣ 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.

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 Damage Track 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.

End of the game

✣ 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 use 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)**: 4-6 players: If you inflict 2 or more damage to a character, you may take an Equipment card of your choice from that character instead of giving them damage.
7-8 players: If your attack kills a character, you take all the Equipment cards that character had.

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 either the Area Card paired to the one she's currently occupying, or the closest Area Card (in a different range) on the opposite side in the adjacent pair.

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

When played by 8 players
3 Hunter, 3 Shadow, 3 Neutral

✣ 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. In this case, **REMOVE the character Bob from the game**. This will simplify matters.

(FAQ) Frequently asked questions

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 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 acceptable 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.

Play Tips

Identify other players' characters!
Identifying other players' characters is one of the 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.

Additional 10 Characters

***All the cards in this set are printed with a "★" at the lower right portion.**

How To Use These Cards

When you play "Shadow Hunters" using these additional cards, you need to use the following procedures printed below. Then read the "Game setup" section.

1. Replace character cards There are several ways to replace character cards. Please discuss among participating players and decide your favorite way.

a. Play only with these additional characters. Only the characters included in this set are used. All the basic character cards will be replaced with these additional character cards.

b. Play by replacing basic characters with new characters of your choice. This allows you to use your favorite characters per each character name initial. Please choose your favorite characters from this set and replace basic characters with the same initial with them. (Replace "Emi" with "Ellen" for example.)

c. Play by mixing new characters with the basic ones - PART 1. You choose characters from the 20 characters that consist of both new characters in this set and basic characters. Out of the character cards in this set and basic character cards, shuffle two cards with the same name initial with their back facing up. Then pick one with its back facing up. Sort it by the category; Shadow, Hunter, Neutral. Repeat this 10 times to get 10 character cards.

d. Play by mixing new characters with the basic ones PART 2. You choose characters from the 20 characters that consist of both new characters in this set and basic characters. Characters can appear in any possible combination. Because characters of the same name initial can appear, the HP difference between Shadow and Hunter is considerable.

Win Condition Of New Characters

Agnes - When the game is over, if the player to your immediate right wins, you also win. Even if "Agnes" or the player to your immediate right is already dead, if the player to your immediate right fulfills the win condition, Agnes also wins.

Bryan - You win if your attack kills a character whose HP is 13 or more. This doesn't apply in the case where you kill other characters by the effect of cards such as Area Cards, White, Black, or Hermit Cards. If you kill multiple characters at the same time with the Black equipment card "Machine Gun" and among the killed characters is one whose HP is 13 or more, you win. Alternately, Bryan wins if he is on the "Erstwhile Altar" when the game is over.

Catherine - You win if you die first. If you die at the same time as another character(s) and no other character died before you did, you are deemed to be the first one to die and become the winner. Alternately, you win if you are one of last two characters standing.

David - You win when you are equipped with 3 or more of the following White equipment cards at the same time; "Spear of Longinus", "Holy Robe", "Silver Rosary", "Talisman".

Special Abilities Of The Additional Characters

Agnes - (Capriccio)
Only once during the game, this can be used at the start of your turn. When used, you can change your win condition to "The player to your immediate left wins." Once you use this special ability, you can not restore the original win condition.

Bryan - (MY GOD!!!)
When your attack kills a character whose HP is 12 or less (ex. "Fu-ka" or "Ultra Soul"), you must reveal your identity. You do not have to reveal your identity when you kill a character using the effect of cards such as Area Cards, White, Black, or Hermit Cards because they are not considered to be "attacks".

Catherine - (Stigmata)
This can be used at the start of each of your turns. When used, you can heal 1 point of your damage. Nothing happens if you have no damage. This effect does not come into play unless you declare the use of the special ability at the start of your turn.

David - (Grave Digger)
Once during the game, even out of turn, you can obtain one equipment card of your choice from any of the discard piles.

Ellen - (Chain of Forbidden Curse)
Once during the game, this can be used at the start of your turn. After you declare the use of your special ability, you choose a character. The chosen character will lose his/her special ability until the end of the game. The character who lost his/her special ability will not be able to declare the use of/apply the effect of his/her special ability at all. Ellen's ability continues even if she dies.

Fu-ka - (Dynamite Nurse)
Once during the game, this can be used at the start of your turn. After you declare the use of your special ability, you choose a character. The chosen character's damage amount will be set to 7 regardless of the current damage amount.

Gregor - (Ghostly Barrier)
Once during the game, this can be used at the end of your turn (when all the attack actions and death judgments are done or after you declare not to attack another character). By using this ability, you won't receive any damage until the start of your next turn. When you are instructed to take damage by a Hermit card, simply declare "Nothing happens". This special ability does not work against effects that change the absolute value of damage, such as damage recovery effects or the white card "First Aid".

Ultra Soul - (Murder Ray)
At the start of your turn, you can give 3 points of damage to one character who is at the "Underworld Gate".

Valkyrie - (Horn of War Outbreak)
When you attack another character, you only roll the 4-sided die and inflict the amount of damage rolled.

Wight - (Multiplication)
Once during the game, this can be used at the end of your turn (when all the attack actions and death judgments are done or after you declare not to attack another character). You continue your turn a number of times equal to the amount of dead characters in the game. The number of extra turns does not include your original turn. (For example, if 1 character is already dead, you get 1 extra turn after you finish your original turn.)
Note: You do not get more turns if you kill characters during these extra turns. The amount of extra turns is fixed based on the current number of dead characters at the time you activate your ability.

(FAQ) Frequently asked questions

Q1. While I was playing with Agnes, Bryan, who was to my immediate right, died. In this case, does "the player to the immediate right" mentioned in Agnes's win condition switch to the player immediately to the right of Bryan? (i.e. The second player to the right from me?)

A1. The player to the immediate right of you always refers to "the player who plays his/her turn right before you at the start of the game." In this case, the only player that affects Agnes's win condition is the player who is in charge of Bryan. Please note the same rule applies (to the left this time) when you change the win condition to "The player to your immediate left wins" by Agnes's special ability "Capriccio".

Q2. Regarding Ellen's special ability "Chain of Forbidden Curse", is it effective against a special ability that has already been used?

A2. If your character is affected by the "Chain of Forbidden Curse", you won't be able to activate/apply the effect of your special ability from that instance onward. However, all effects applied prior will remain. For example, if you apply "Chain of Forbidden Curse" to Catherine, who already used her special ability "Stigmata", you will not affect the damage she healed prior to the effect, but it does stop her from using it in the future. Agnes's "Capriccio" or Gregor's "Ghostly Barrier" will lose effect at the time "Chain of Forbidden Curse" is used. This means for Agnes, her win condition will revert back to "The player to your immediate right wins" and for Gregor, he will start receiving damage as usual. Please note "Chain of Forbidden Curse" has no effect on Unknown's ability, because this ability is not considered to be a special ability.

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