RULEBOOK



FLYING FROG™ PRODUCTIONS

A Supernatural Adventure Board Game
for 2-8 Players, Ages 12 and Up

A Touch of Evil

The Supernatural Game

By
Jason C. Hill

Tis' the dawn of the 19th century; an age of science, superstition, and witchcraft. Howling fills the night as a full moon rises over the small, secluded village of Shadowbrook. Gruesome murders have become a daily occurrence and terror haunts the streets at night. An evil creature has taken up residence here and the countryside is engulfed by a tide of darkness. But all is not lost...not yet.

A small group of heroic individuals, with the courage and strength to fight, have arrived in town. Some just passing through while others have come with a purpose; but all will be put to the test as they race to save this cursed town from falling into darkness. It will take a cunning mind and strength of spirit to determine who is friend and who is foe... to solve the mysteries and hunt the beast to its lair. But the secrets of Shadowbrook run deep. Gossip and rumors run rampant and these few Heroes may soon discover that they are outsiders here and this town is already so rotten from within there is little left to save.

Game Overview

A Touch of Evil, The Supernatural Game is a fast-paced game of fiendish creatures, dashing Heroes, and high-adventure. Each player takes on the role of a unique monster-hunting Hero, racing against time to stop the forces of darkness from claiming another foothold in the world of man. Only by investigating the town and building your Hero's strength can you hope to hunt down the Supernatural Villain to his Lair and defeat him in an epic Showdown. Players can race Competitively to be the first to defeat the Villain and save the town, or they can work together Cooperatively to defeat a much stronger Villain.

Featuring a gameboard map of *Shadowbrook* and its surrounding countryside, eight Heroes to choose from, and four different Supernatural Villains to hunt; each with its own host of unique Minions and powers to drastically change the game. *A Touch of Evil* is designed to create an adventurous cinematic feel as the story and game unfolds.

So grab your Wooden Stake, stuff some shot in that Musket, and hold on to your Tri-corn Hat; no one is safe from the creatures of the night and no one can be trusted...for inside everyone lies *A Touch of Evil.*

Gameplay Breakdown

Each player takes on the role of a Hero, racing to build up their character with Items, Allies, and Event Cards in preparation to hunt down and defeat the Villain in a Showdown. In each Game Round, every player (starting with the *First Player*) takes their Hero Turn in order, moving clockwise around the table. Once each Hero has finished, there is a Mystery Phase in which the Villain gets to unleash some evil on the Heroes in the form of drawing a Mystery Card and reading it aloud. At the end of the Mystery Phase, the First Player Marker is passed one player to the left and a new Game Round begins.

In the **Competitive Game**, players race against one another to be the first to defeat the Villain and save the town of *Shadowbrook*. In the **Cooperative Game**, all of the Heroes must work together to defeat a much stronger version of the Villain before he can consume the town in Darkness.

Game Contents

- 1 Full Color Rulebook
- 1 Folding Game Board
- 8 Unique Hero Figures
- 50 Card Event Deck
- 50 Card Mystery Deck
- 20 Card Manor Deck
- 20 Card Windmill Deck
- 20 Card Olde Woods Deck
- 20 Card Abandoned Keep Deck
- 20 Card Lair Deck
- 20 Card Secrets Deck
- 16 Town Item Cards
- 6 Town Elder Cards
- 6 Curse of the Werewolf Cards
- 6 Reference Cards
- 8 Large Hero Character Sheets
- 4 Large Villain Record Sheets
- 4 Extra Large Villain Minon Chart Cards
- 4 Full Color sheets of Die-Cut Counters
- 16 Small Dice
- 1 CD Soundtrack of Original Music

Players

A Touch of Evil, The Supernatural Game can be played by 2-8 players, either Competitively or Cooperatively. For game length reasons, you may find it best to limit 7 or 8 player games to Cooperative play or the 'Team Game' covered in the Advanced Game section. The game will work with virtually any number of players (limited only by Hero Characters available), but will become cumbersome with 7 or more individually Competitive players.

Competitive or Cooperative

A Touch of Evil has two styles of play. The Competitive Game, where each player races against one another to be the first to defeat the Villain; or the Cooperative Game, where all of the players work together against the game itself, using a much tougher version of the Villain. The default play style is Competitive, and thus described first in the Basic Game section. The Cooperative Game is covered at the end of the Basic Game section.

Game Components

Dice

The game comes with 16 standard six-sided dice that should be divided amongst the players. Often cards will refer to the terms D6 and D3. D6 is just another name for a six-sided die. D3 means to roll a six-sided die and consult the following chart:

D6 Roll	Result
1 – 2	1
3 – 4	2
5 – 6	3

Wound Markers



These red Wound Markers are included to keep track of damage that characters take during the game. They are also used for marking damage on Minions as well as on the Villain. There are individual Wound Markers as well as larger pieces representing 5 Wounds (these larger pieces are only really used for the Villain during the Cooperative Game).

Investigation Markers



Investigation markers are the currency of the game and are used for Healing, Buying Town Items from the Blacksmith, Investigating a Town Elder's Secrets, starting a Showdown with the Villain, as well as many other things. There are individual Investigation markers (marked I) as well as larger pieces representing 5 Investigation (marked V).

Shadow Track Marker



The Shadow Track Marker is placed on the space marked 20 of the Shadow Track at the beginning of the game. During the game, this marker will move down the track, closer to Darkness, as the Villain gains more evil influence over the town. This is NOT a turn counter, and is only moved when specifically called for. If the marker ever reaches 0 (Darkness), the Villain wins and the game is over.

First Player Marker



The *First Player* Marker is used to keep track of which player goes first during the current Game Round. Players roll off at the beginning of the game to determine who starts as the *First Player*. At the end of each Game Round, the marker is passed one player to the left, making them the new *First Player*.

Militia



Sometimes during the course of the game, the local town militia will be dispatched to guard an area of the board. Militia markers give any Hero in the same space +1 Combat and can take one Wound for the Hero. If a Wound is assigned to the Militia Marker, remove it from the board.

Skill Upgrade Markers



These markers are used to show permanent skill upgrades that Heroes can gain during the game.

Villain Wound Upgrades



Sometimes the Villain will gain a bonus to their wound capacity, making them even harder to defeat. These markers are placed by the Villain to reflect this upgrade, and permanently increase how many Wounds the Villain can take.

Minions



There are many Minion markers included to represent the various creatures and cohorts controlled by the Villain. Each Villain only uses the Minions listed on their individual Minion Chart.

Town Elder Markers (Advanced Game Only)



The Town Elder Markers are only used in the Advanced Game, most notably for the Secrets Card, *On the Hunt.*

Transformation Markers (Advanced Game Only)



In the Advanced Game, it is possible for a Hero to become Cursed, slowly turning into a Werewolf. These markers show the progression of transformation that a Hero has undergone.



Assorted Counters (Advanced Game Only)

Several additional counters have been provided. These are not needed for the main game but can be used for house rules, homemade Villains, and new Official Content to come.

Villain Markers

A counter has been provided for each of the Villains. These are not necessary to gameplay, but can be used to represent the Villain on the board when they attack.





Playing Pieces

There are 8 unique, grey Hero figures included, each matching one of the Hero Character Sheets.

ATOE Soundtrack

A Touch of Evil comes with its own CD Soundtrack of original music to listen to while playing the game. It is not necessary and does not affect game play in any way, but you may find that it enhances the experience.

Cards

Keywords

Most cards have Keywords associated with them, listed just below the card image. These Keywords do not have any inherent meaning, but are occasionally referenced by other cards and rules.

Play Immediately

Some cards are listed as Play Immediately. As it sounds, these cards must be played as soon as they are drawn. Occasionally a player will be allowed to draw multiple cards and choose one to keep, discarding any others (such as at the *Town Hall* space). When this is the case, a 'Play Immediately' card is only activated if it is the card chosen by the player to keep.

Remains in Play

Some cards are listed as Remains in Play. Again, as it sounds, this means that the card stays in play, face up on the table, and continues to affect the game until something cancels it.

Card Breakdown



Discard Piles

For each deck of cards in the game, there will also be a discard pile. This discard pile should be formed face up next to the deck and is where cards from that deck go when they have been used and are no longer in play. Any player may look through any of the discard piles at any time, as there are several ways of getting cards back during the course of the game. If any deck ever runs out of cards, reshuffle the discard pile thoroughly and reform the deck face down. Note that Town Item cards do not form a deck, but rather a stack. Town Items are not random and the stack may be looked through at any time. When discarded, Town Items return to the stack.

Card Types

Town Elders



The six Town Elders are the pillars of the community in Shadowbrook. They may help you on your hunt for the Villain, but are nearly as likely to run in terror from a fight or even become a servant to darkness. It is important to investigate the Secrets of the Town Elders during the course of the game to determine who can be trusted, and who cannot. Town Elder cards have two sides; a good side (blue border) and an evil side (black border). Sometimes during the game, a Town Elder will become an Evil Elder. When this happens, they flip to their black bordered evil side. All of the Town Elders start the game in play with their blue bordered good side face up.

Event Cards



Event Cards are special bonuses that Heroes get during the game. Unless marked 'Play Immediately', Events are taken into a player's hand and kept secret. They may be strategically played to give yourself an advantage, or to hinder other Heroes in their hunt for the Villain. Events are played as fast effect style cards and, unless noted otherwise, may be played at any time.

Mystery Cards



Mystery Cards represent evil actions and influences that the Villain uses during the game. A Mystery Card is drawn and read aloud by the *First Player* during the Mystery Phase each turn.

Location Cards (The Manor, Windmill, Olde Woods, Abandoned Keep)



Each corner location on the board has a deck of Location Cards associated with it. These cards are drawn as a Hero explores the location and can be Items or Allies that you find, ways of gaining Investigation, or dangerous Minions to fight.

Secrets



Secrets Cards are played face down under the Town Elders and describe some dark element to their character. During the course of the game, Heroes may investigate the Elders to look at their Secrets and determine who could be a helpful ally when fighting the Villain (or who is really in league with the Villain).

Lair Cards



Lair Cards represent a location where you can find the Villain to start a Showdown. When you get a Lair Card, it should be kept secret so that other players do not know where you are headed. Lair Cards have a number on them which is the cost of Investigation needed by a Hero to start a Showdown with the Villain at the listed location. A Hero may never have more than one Lair Card at a time.

Lair Cards are also used to determine **Random Locations** as described in the Basic Game section of the rules.

Town Items



The Town Items do not need to be shuffled. Instead, they form a face up stack of cards that can be purchased by Heroes while at the *Blacksmith* space in Town. Town Items have a number in the upper right corner which is the cost of Investigation needed for a Hero to buy that card.

Curse of the Werewolf (Advanced Game Only)



The Curse of the Werewolf is only used in the Advanced Game and is described later.

Reading Cards

Most cards in the game should be read aloud to all players when drawn. There are only two real exceptions to this as noted above - **Event Cards** and **Lair Cards**.

> Only Event Cards and Lair Cards are kept secret when drawn by a player. All other cards should be read aloud when drawn.

Of course, when used to determine a **Random Location**, Lair Cards are revealed and then discarded. It should also be noted that when investigating the **Secrets** of a Town Elder, a player will probably want to keep what they have learned to themselves.

Heroes & Villains

Hero Character Sheets

Each of the different Heroes is represented by a Hero Character Sheet that lists their Skills, unique Abilities, and information.



Villain Record Sheets

There are four different Villains that can terrorize Shadowbrook, each represented by a large Villain Card that lists their Combat, Health, and unique Abilities. All Villains have a main Ability as well as several Advanced Abilities. A Villain's Advanced Abilities are only used in the Advanced Game.



Villain Minion Charts

Each Villain has a unique set of Minions and special Events that they use to attack the Heroes. These are listed on each Villain's individual Minion Chart which players roll on when attacked during the course of the game. Minion Charts are double-sided, with the Basic Game results (green) on one side, and the Advanced Game results (red) on the other.

Game Board

The game board is a map of the small town of Shadowbrook and its surrounding countryside. The board is divided into a number of spaces that show the paths and locations that the Heroes can move through during the game. There are four types of spaces on the board:

Corner Locations

(The Manor, Windmill, Olde Woods, Abandoned Keep)

In each corner of the board, there is a location that the Heroes can visit and explore. Each of these spaces has a unique theme as well as a Location Deck associated with it that Heroes draw from when Encountering the space.

Town Spaces

(Town Hall , Blacksmith, Church, Doctor's Office, Magistrate's Office)

The town of Shadowbrook is divided into a number of spaces. Each of these spaces allows the Hero to draw an Event card when Encountering the space as well as a special ability that can be used when Encountering the space.

Dangerous Locations

(Fields, Marsh, Covered Bridge, Crossroads)

Dangerous Locations are spaces of interest along the roads. When Encountering a Dangerous Location space, the Hero rolls a D6. On the roll of 3, 4, 5, or 6, the Hero draws an Event as they find some useful clues to their investigation. However, on the roll of 1 or 2, the Hero must instead draw and read a Mystery Card as you have discovered something sinister.

Roads

Roads are the unnamed spaces that form pathways around the board and connect the various other locations. Heroes do NOT need to Encounter Road spaces when ending a move there, as there is no game text or deck of cards associated with them.

Investigation

As mentioned before, **Investigation** is the currency of the game. It represents information that the Hero has collected on their hunt for the Villain as well as the willingness of the townspeople to trust the Hero and help them out. During the game, heroes collect Investigation markers through card play, things that happen in the Mystery Phase, or collecting it directly from the board.



Investigation is used for purchasing Town Items from the *Blacksmith*, Training your Skills at the *Church* or *Magistrate's Office*, Healing Wounds, Investigating the Secrets of the Town Elders, buying a Lair Card and starting a Showdown with the Villain, as well as several other things. It can also be lost if a Hero fails a particular test or challenge, or if the Hero is KO'd in a fight (as the townspeople will have lost some amount of faith in them).

The Shadow Track

The Shadow Track keeps record of how much control the Villain has over the town and its surrounding areas. As the Shadow Track moves closer to Darkness, the Villain gains a stronger hold over the town, but also becomes easier for the Heroes to find. The Shadow Track is marked with numbered circles in descending order, from 20 to 1, and represents the 'health' of the town. 0 is considered **Darkness** and if the track ever moves past the 1 space, the game ends and the Villain has won.



It is important to note that the Shadow Track is NOT a turn marker and does NOT move every turn. The Shadow Track ONLY moves when something in the game directly calls for it to move.

The Shadow Track is also divided into five Stages. Each Stage includes four spaces on the track and is marked with a vertical white line to show the separation. The last two stages are numbered in Red. Some game elements will refer to these stages, such as the current cost for a Hero to buy a Lair Card, or refer to the Shadow Track being in the Red.



Lair Cost

One of the most important aspects of the Shadow Track is that the current position of the track determines how easy it is to hunt the Villain back to its lair (the stronger it has become, the easier it is to follow its trail of evil). Each Stage of the Shadow Track has a Lair Cost at the bottom which shows the current cost of Investigation for a Hero to buy a Lair Card during their turn.

Skills

Heroes have four Skills: Spirit, Cunning, Combat, and Honor. These different Skills are used during the game to make tests and fight enemies.

Spirit (Blue) - Spirit represents how in tune with the supernatural the character is and how good they are at interacting with ghosts, magik, and otherworldly events.

Cunning (Green) - Cunning represents how well the character can solve puzzles and riddles, as well as an understanding for technology and science.

Combat (Red) - Combat shows a character's ability to fight effectively, even without the use of weapons. It also represents basic strength.

Honor (Yellow) - Honor shows a character's courage and willingness to make heroic sacrifices to defend others. It also represents wisdom, street smarts, and experience.

Making Skill Tests

Frequently a Hero will be called on to make a Test using one or more of their Skills. These Tests will tell you which Skill to use and what target number you need to be Successful. To make the Test, roll a number of dice equal to the selected Skill. If at least one of these dice rolls equal to or higher than the target number, the Test is Successful.

For example, "Make a Spirit 5+ Test." would mean to roll a number of dice equal to your Spirit Skill. If at least one of the dice rolls a 5 or higher, the Test is Successful. If none of the dice roll high enough, the Test is Failed.



Most commonly, Skill Tests are used to gain Investigation through cards you encounter at Corner Locations. For example, the card *Hanging Skulls* found at the *Olde Woods* reads, "Make a **Spirit 4+** Test and gain **1 Investigation** for every 4+ rolled." In this case, the Hero that drew this card would make a Spirit 4+ Test, rolling a number of dice equal to their Spirit and needing to roll 4, 5, or 6 on any of the dice to be Successful. For this card, the Hero would gain 1 Investigation for each die that rolled 4, 5, or 6. It is also important to note that in this case, there is no penalty if the Test is Failed.

Some Tests will call for two or more Skills to be used together (Ex. – Spirit & Cunning 4+). When this is the case, simply add those Skills together and roll a number of dice equal to the total to make the Test. So a Hero with Spirit 4 and Cunning 2 would make a combined Spirit & Cunning Test using 6 dice.

Items and Allies

As the game progresses, Heroes will find cards along the way that have the Keyword **Item** or **Ally**. Items are weapons and equipment collected by the Hero while Allies are local townspeople that have joined the Hero in their fight to save Shadowbrook. These cards give the Hero bonuses to their Skills and often have special abilities that can be used. When an Item or Ally card is found, it is taken by the player and placed face up on the table next to their Hero Character Sheet. While the Hero has the Item or Ally, they may use the card's game text and any Skill bonuses listed. A Hero's Items and Allies are never kept secret and any player is allowed to look at any Item or Ally on the table at any time.

A Hero may use ANY NUMBER of Items and Allies at the same time to add Skill bonuses and/or card text abilities.

Town Items

Town Items are a set of fixed Item cards that can be purchased using Investigation while at the *Blacksmith* space in Town. The cost of Investigation needed to buy a Town Item is listed in the upper right corner of the card. This stack of Town Items is available to any Hero, but is limited to the number of individual cards available. In other words, there is only one *Musket* card in the Town Items stack. If another Hero buys it first, no one else can purchase it until it is discarded back to the Town Items stack.

Carrying Limit

As stated above, a Hero may use any number of Items and Allies at the same time; however you ARE limited to the number of Items/Allies that you can carry.

> A Hero may only carry up to <u>one</u> Item or Ally (a single card) from each of the four Corner Locations at a time. They may also only carry up to <u>three</u> Town Items at a time.

This will normally be a total of up to <u>seven</u> cards (1 card from each of the four Corner Locations and 3 Town Items). Sometimes a Hero will gain the ability to carry more cards at a time or a card will not count against their carrying limit. In these cases, a Hero may carry more cards than normal.

The Corner Location cards have a unique symbol in the upper left corner to represent the deck that they are from as well as color-coded borders to make it easier to remember what you have and what you can still carry. For instance, Abandoned Keep cards have the Keep symbol in the upper corner and a red border around the card.



If a Hero ever has more cards than they can carry (for instance two cards from the Abandoned Keep), they must immediately discard back down. You may always choose which card(s) to discard.

Healing Wounds

Any time a Hero, Minion, or the Villain gets to Heal, simply remove the appropriate number of Wound markers from them.



The Basic Game

The Basic Game is intended to familiarize players with all of the core game mechanics and create a fast-paced experience without getting bogged down by some of the more potentially complex rules that are unique to a particular Villain, Minion, or Town Elder's Secrets. The following Basic Game rules section covers everything you need to know to play your first few games.

Though there are two styles of play (Competitive and Cooperative), this section focuses on Competitive play as that is the default game style. At the end of the Basic Game section, there is information for playing the Basic Game in the Cooperative play style instead.

> You may be tempted to jump right in and play the full Advanced Game (especially if you and your group are experienced gamers). It is strongly suggested that you play the Basic Game at least once to get a good feel for how the game flows and the basic underlying mechanics. The Basic Game really is 90% of the game experience, and has only been streamlined for easier game flow as you get used to the rules.

Setting Up

Remove Advanced Game Elements

The first thing to do in preparing for the Basic Game is to remove a few components that are only used in the Advanced Game.

- Set aside the *Curse of the Werewolf* cards (these are only used in the Advanced Game when fighting the Werewolf Villain).
- Search through the **Secrets** cards and remove the following from the deck:
  - *On the Hunt* (2 Copies)
  - *Hero of the People* (2 Copies)
  - *Darkest Secret* (2 Cards)
  - *Selfless Martyr*
  - *Reluctant Hero*

These are slightly more complex Secrets that should be kept aside and only used in the Advanced Game once players are more familiar with how everything works.

Laying out the Game Board

Unfold the Game Board and place it at the center of a large table. Place the Shadow Track near the board where everyone can see it with the circular, green Shadow Track Marker starting on the space marked 20.

Shuffle and Place the Card Decks

Separate all of the various card decks and fully shuffle each of them. You do not need to shuffle the Town Items cards as they remain face up during the game in a stack where everyone can reach them. Place the four Location Decks (The Manor, Windmill, Olde Woods, and Abandoned Keep) next to the board, near their respective Locations. Place the remaining card decks (Event, Mystery, Lair, and Secrets) near the board as well.

It is very important to thoroughly shuffle each deck of cards before every game.

Place the Town Elders

Place the six Town Elder cards in a row along the top of the Game Board, with their Good side face up. These Town Elders are considered to be in Town. Draw one Secrets Card for each Town Elder (without looking at or revealing it) and place it face down under the Elder's card. In this way, each Town Elder should have one Secrets Card face down beneath them that no player has seen yet.

Draw or Choose the Villain

Shuffle up the stack of Villain Record Sheets and randomly draw one of them to see what is terrorizing the town. Alternatively, if all of the players agree, you may collectively choose which Villain you would like to battle. Once you have determined the Villain, take the corresponding Minion Chart as well (The Vampire uses The Vampire's Minion Chart, etc). The remaining Villains and their Minion Charts are set



aside and will not be used in this game.

Place the selected Villain Record Sheet face up on the table where everyone can see it as well as the matching Minion Chart with the Basic Game side face up.

> Remember that in the Basic Game, only the Villain's one Basic Ability is used. The Advanced Abilities listed are only used later in the Advanced Game.

Draw and Place Hero Characters

Shuffle up the stack of Hero Character Sheets. Each player then randomly draws one Hero from the stack to play. The remaining Hero Characters are set aside and will not be used in this game. Place your selected Hero Character Sheet face up on the table where everyone can see it and take the matching Hero playing piece out of the box.

> All Heroes start in the Town Hall space at the center of the Game Board, unless noted otherwise on the Hero's Character Sheet (currently only *Heinrich Cartwright, The Drifter* starts in a space other than the Town Hall).

Prepare Counters and Dice

Place all of the Investigation Markers in an Investigation Pool where everyone can reach them. Place all of the Wound Markers and other counters near the board, within reach as well. Also, distribute the dice between players.

Each Hero Starts the Game with 2 Investigation

Each Hero starts the game with 2 Investigation taken from the pool.

Roll Off to Determine the First Player

All of the players should now roll off to determine who will be the *First Player*. Whoever rolls highest (re-rolling ties) takes the First Player marker and places it by their Hero Character Sheet. That player starts the game as the *First Player*.

YOU ARE NOW READY TO BEGIN THE GAME.

The Game Round

A Touch of Evil is played in a series of Game Rounds until the Villain is defeated or the Shadow Track moves into *Darkness* (below the 1 on the track is considered *Darkness*). Each Game Round is broken into three steps:

1. The *First Player's* Hero Turn
2. Remaining Hero Turns (moving clockwise around the table)
3. Mystery Phase

The player who currently has the First Player Marker (known as the *First Player*) always does their Hero Turn first, moving, fighting, and taking Actions. Once the *First Player's* Hero Turn is complete, play passes to the next player on the left. Each player takes their Hero Turn in order, clockwise around the table. After all players have finished, there is a Mystery Phase in which the Villain gets to do something evil in the form of a Mystery Card. At the end of the Mystery Phase, the First Player Marker is passed to the next player on the left and a new Game Round begins.

A Hero's Turn

Each Hero's Turn is comprised of the following three phases, which must be completed in order.

1. Move
2. Fight Enemies in your space
3. Take Actions

Movement

When it is a Hero's turn to move, they roll a D6 and may move up to that many spaces on the board. Heroes may freely move past each other and even occupy the same space on the board. The only thing that stops a Hero's movement is entering a space with a Minion that is already in play (Note that other Heroes are NOT considered enemies, even though you may be competing against one another).

> When rolling for movement, if you roll a 1 on your movement die, you may immediately draw an Event card for free.

This free Event is a bonus for your low movement roll and represents the Hero taking extra time to look around and investigate while on the go.

Lingering

A Hero does not have to move during their turn, but may choose to simply remain in the space they are already in. This can be dangerous however, as staying in one place for too long can attract the unwanted attention of evil.

When a Hero ends their Move in the same space that they started their turn in, this is called *Lingering*. The Hero must roll a D6. On the roll of 1, you are attacked! Roll once on the Villain's Minion Chart (Note that not all of the results on a Minion Chart are actually Minions. Sometimes the result will be an evil Event that is Unique to the Villain).

Rolling for Lingering is different than a Hero's actual Move roll, and is only made after the Hero has rolled for movement and decided to stay in the same space.

Corner Location Themes

Each of the four Corner Locations has a unique theme to the cards in its deck. These themes can help players determine where they might want to go exploring first. Generally, the lower two Locations (Abandoned Keep and Olde Woods) are more wild and dangerous. You are more likely to be attacked there, but the potential reward of finding good Items is higher.

The Manor - Focuses on Spirit, Secrets, and Books.
Windmill - Focuses on Cunning, Combined Tests, and Items.
Olde Woods - Focuses on Spirit, Combat, and Magik.
Abandoned Keep - Focuses on Cunning, Honor, and Dangers.

Fight Enemies in Your Space

If during their turn, a Hero moves into a space with an enemy (a Minion Counter already on the board), their movement ends and they must fight before moving on to their Actions phase. Fights are covered in greater detail below. Note that it is also possible (and often likely) to Fight in other parts of your turn or even during the Mystery Phase. This step is only for the resulting Fight when you decide to move into a space that contains a Minion.

Take Actions

After completing any Fights with enemies in the Hero's space, the Hero is now allowed to take Actions. Taking Actions is the meat of the Hero's turn and is how you explore Locations, build up strength, and hunt the Villain.

> Actions may be taken in any order you wish and each Action may be performed multiple times if desired (though some are limited to once per turn). Most Actions are optional and may be taken or not, as you see fit. The only Action that is required is to Encounter the Space you are in.

The following is a list of the Actions that a Hero can take during their Actions Phase. These are summarized for ease of use on the Reference cards.

Encounter the Space

(Mandatory) (Limit Once Per Turn)

The only Action that a Hero MUST take each turn is to *Encounter the Space* that they are currently in. Unlike most other Actions, you may only Encounter the Space you are in once per turn. Encounter the Space as follows:

Corner Locations - The four Corner Locations (such as The Manor or Olde Woods) have a deck of cards associated with them. To Encounter these spaces, draw one card from the top of the deck and read it aloud. If the card is an **Item** or **Ally**, you have found something (or someone) to help you on your hunt. Place the card by your Hero Character Sheet. If it is a **Minion**, you have been attacked; work out the Fight as normal. If it is any other card, follow the text printed on the card.

Other Named Spaces - Every other named space has game text printed on the board. To Encounter any of these spaces, follow the game text listed there. You will notice that most of the Town spaces also have one or more special abilities which may be used while Encountering the Space (for instance, at the *Doctor's Office* you may **Heal** and /or **Cure a Curse** in addition to the **Draw an Event** game text). These Town space special abilities are always optional.

Roads - Roads have no game text or card deck and therefore do NOT need to be Encountered.

Collect Investigation from the Board (Limit Once Per Turn)

If a Hero ends their move in a space of the board that has Investigation markers in it, they may automatically collect those Investigation for free as an Action.

Heal a Wound (Cost: 3 Investigation)

A Hero may spend 3 Investigation to Heal one of their Wounds (remove a Wound marker from the Hero's Character Sheet). This is much more expensive than Healing at the Doctor's Office, but has the convenience of not having to return to Town.

Look at a Town Elder's Secrets (Cost: 2 Investigation)

A Hero may spend 2 Investigation to choose one of the Town Elders and look at all of the Secrets cards stacked beneath them. Looking at a Town Elder's Secrets will let you know whether or not they can be trusted to help you in a Showdown with the Villain, or if they might just stab you in the back! When looking at a Town Elder's Secrets, it is important to not show these cards to any other players, but rather keep the knowledge of what you have seen to yourself for later use.

Buy a Lair (Cost: Listed on the current Stage of the Shadow Track)

Heroes may purchase a Lair Card at the cost of Investigation listed for the current Stage on the Shadow Track. When a Hero buys a Lair Card, they draw the top card from the Lair Deck. The Hero may look at their own Lair Card, but should keep it secret from other players.

> Heroes are limited to one Lair Card at a time. If you already have a Lair Card and you get another, you must immediately choose one to keep and discard the other.

Start a Showdown (Cost: Listed on your Lair Card)

Once a Hero feels that they are ready to take on and defeat the Villain (or more likely, feels that if they do not go for it, someone else will), the Hero may use their Lair Card to start a Showdown. To start a Showdown, the Hero must have a Lair Card, be at the Location listed on their Lair Card and, instead of Encountering the Space, pay the cost of Investigation listed on the Lair Card to start the Showdown. Showdowns are covered in greater detail later.



The Mystery Phase

During the Mystery Phase each turn, the Villain gets a chance to unleash some evil onto the Heroes and the townspeople of Shadowbrook. This comes in the form of Mystery Cards. During the Mystery Phase each turn, the following steps are taken in order:

1. Start of the Mystery Phase

Anything that occurs at the 'Start of the Mystery Phase' happens at this point. If there is more than one thing that needs to happen at the Start of the Mystery Phase, the current *First Player* chooses in what order they are done.

2. KO'd Heroes are Revived

Any Heroes that are currently KO'd immediately stand back up and rejoin gameplay. Note that when Heroes are revived, they should be Fully Healed.

3. The Villain Heals

If the Villain currently has any Wound markers on it, it automatically Heals D3 Wounds. Note that the Villain is only ever really wounded during a Showdown, so this step will only occur after at least one Showdown as been fought by a Hero, and only if the Villain was not defeated.

4. Draw a Mystery Card

The current *First Player* draws and reads a Mystery Card aloud. Mystery Cards represent the Villain taking some sort of evil action such as attacking one of the Town Elders or unleashing some of its Minions onto the board. Mystery Cards are never secret and should always be read aloud to all players. Some Mystery cards are marked **Remains in Play**. As noted earlier, these cards are played face up on the table and continue to affect the game until they are canceled in some way.

5. Pass First Player Marker

At the end of the Mystery Phase, the First Player marker is passed to the next player on the left and a new Game Round is begun. In this way it will move around the table from Game Round to Game Round, allowing each player to be the *First Player* in sequence.



Town Elders

The Town Elders of Shadowbrook are the pillars of the community; personalities that run the town, each with their own shady past and dark secrets. Because all of the Heroes are outsiders, they must spend time to investigate the Town Elders if they are to learn who can be trusted and who is corrupt.

Dual Nature

Town Elder cards are double sided with a good side (blue bordered) and an evil side (black bordered). At the start of the game, all of the Town Elders are placed face up at the top of the board (they are considered to be 'in Town') with their good side showing. During the game though, individual Elders may be revealed to in fact be evil! When this happens, that Elder is flipped over to show their evil side and they become an Evil Elder.

Secrets

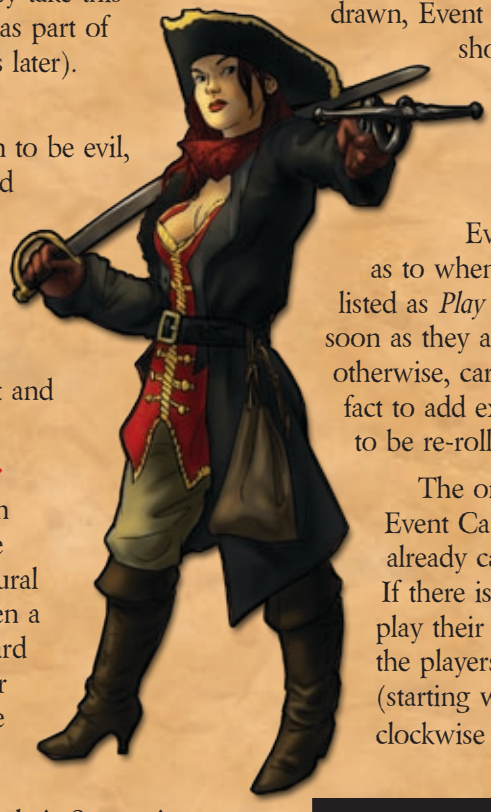
Each Town Elder starts the game with a single Secrets Card that has some shady bit of information about that Elder. It could be a Little Secret which is inconsequential to your investigation, or it could be something far worse. It is possible that you may find an Elder to have an Inner Strength that could be of great use to you in your eventual Showdown. Though Town Elders only start with one Secret, they may gain additional Secrets over the course of the game. All of these cards are collectively known as the Town Elder's **Secrets**.

Good Side

On the good side of each Town Elder, you will find three basic Skills - Spirit, Cunning, and Honor. In the Basic Game, these are only referenced by other cards (usually Mystery Cards). You will also find a Special Ability at the bottom of the card. This is the ability that a Hero gains when they take this Elder with them to a Showdown as part of their Hunting Party (more on this later).

Evil Elders

When a Town Elder is shown to be evil, they cease to be a Town Elder and instead become an Evil Elder. The card is flipped over, any Secrets they had are discarded, and they are repositioned next to the Villain's Record Sheet. Evil Elders give the Villain +1 Combat and have one Wound.



Death of a Town Elder

It is not uncommon for Town Elders to be killed throughout the game (there is a vicious Supernatural fiend on the loose after all). When a Town Elder is killed, turn their card sideways to show this. That Elder keeps their Secrets and can still be investigated, but may no longer join a Hunting Party (as they are dead). The reason that they keep their Secrets is that if they turn out to be evil, it is assumed that they faked their own death and still join the Villain.

When a Town Elder is about to be killed, any player may play cards to prevent a Wound to them, thereby keeping the Elder alive.

Each time a Town Elder is killed, move the Shadow Track 2 Steps closer to Darkness.

Hunting Party

The main reason that Town Elders are important to the Heroes is that when a Hero goes to start a Showdown with the Villain, they are allowed to form a Hunting Party of up to two Town Elders to join them. You may not choose dead Elders or those that have already joined the Villain as Evil Elders. Hunting Parties are covered more in the section on Showdowns.

Playing Event Cards and Timing

Event Cards are very important as they are fast effects that can be used to help yourself out or hinder other Heroes that you are racing against. When drawn, Event cards go into your hand and should be kept secret from other players (unless noted as *Play Immediately*). You may have ANY NUMBER of Event Cards in hand at a time.

Event Cards should be fairly clear as to when they should be played. Those listed as *Play Immediately* must be played as soon as they are drawn. Unless specifically stated otherwise, cards may always be used after the fact to add extra dice to a Skill Test, force dice to be re-rolled, etc.

The only exception to this is that an Event Card may not be canceled after it has already caused dice to be rolled or re-rolled. If there is ever a dispute over who gets to play their card first, priority always goes to the players based on the current turn order (starting with the *First Player* and moving clockwise around the table).

Canceling Cards

Many times a card will allow you to cancel another card as it is played or that **Remains in Play**. As noted earlier, an Event Card may not be canceled after it has already caused dice to be rolled or re-rolled. Mystery Cards may always be canceled. If a Lair Card is canceled, any Showdown that was going to start as a result is also canceled.



Fights

When a Hero is called on to Fight, they must engage in a series of Fight Rounds with the enemy until one of three things happens: The enemy is defeated, the Hero is KO'd, or the Hero chooses to Escape. During each Fight Round, both the Hero and the enemy will get a chance to attack one another before the results are applied. In this way, Fights are considered to be simultaneous.

Fight Round Breakdown

-Hero rolls Fight Dice

-Enemy rolls Fight Dice

-Apply Results

Fight Dice

Heroes roll a number of Fight Dice equal to their Combat Skill. This is considered a Combat Test. Minions roll the number of Fight Dice listed on their card or Minion Chart entry.

> Unless noted otherwise, Fight Dice always need to roll 5 or 6 to be successful. For each successful Fight Dice roll (5 or 6), you score one Hit on your opponent.

When rolling Fight Dice, other players should roll the dice for the enemies that you are fighting. Players may take turns rolling, or you could just always have the player to the Hero's left roll for the enemy. It doesn't really matter who rolls the Fight Dice, as long as it is not the Hero player.

Apply Results

Once both the Hero and enemy have rolled their Fight Dice, it is time to apply the results. For each Hit done, one Wound is caused. Place a Wound marker next to the Minion or on the Hero's Character Sheet for each Hit scored against them.

If the Minion has taken Wound markers equal to or more than their number of Wounds listed, they are defeated. If a Hero has Wound markers filling all of their Wound boxes, then the Hero has been KO'd. Note that because the results are applied simultaneously, it is possible for both the Hero and Minion to be defeated/KO'd in the same Fight Round. If both the Hero and Minion are still capable of continuing, begin another Fight Round.

When a Minion is defeated, it is considered a Victory for the Hero (even if the Hero has also been KO'd). The Hero gains any Victory bonus listed on the enemy's Minion Chart entry or card.

Escaping from a Fight

At the start of each Fight Round after the first, the Hero may choose to continue the Fight or **Escape**. If the Fight continues, proceed with another Fight Round as normal. If the Hero chooses instead to Escape, they must immediately move to any adjacent space that does not contain an enemy and their turn immediately ends. If there are no adjacent spaces to Escape to (perhaps there is an enemy in every adjacent space), the Hero may not Escape and must fight to the finish.

Undefeated Minions

Sometimes a Fight will end and the Minion will not have been defeated (usually this happens if the Hero is KO'd or Escapes). If the Minion is a counter that has been placed on the board, it remains in the space and Fully Heals any Wounds it had taken during the Fight. If the Minion is a card, it is simply discarded.

Between Fight Rounds

At the start of a Fight, as well as before each subsequent Fight Round, players have the opportunity to play cards and use abilities. This is NOT considered to be 'during a Fight Round'. The reason that this is important is because many things (such as Healing) are often noted as 'except during a Fight Round'.

Using Cards and Abilities

Players may use Event Cards and abilities at any point during the Fight. This may cause Fight Dice to be added or re-rolled up until the results are applied. For instance, if a player uses an Event Card to give their Hero +2 Combat, the Hero would then immediately roll an extra 2 Fight Dice.

Fighting the Villain

Occasionally a hero will have to engage in a single Fight Round with the Villain due to a Mystery Card or Minion Chart result. These Fights are NOT considered a Showdown and consequently, the Villain cannot actually be hurt. In these cases, a single Fight Round should be played out between the Hero and the Villain as described above (the Villain rolls Fight Dice equal to its Combat). In this kind of Fight, the

Hero will usually gain 1 Investigation for each Hit done to the Villain (instead of causing a Wound). Showdowns are covered in detail below.

KO'd Heroes

When a Hero loses their last wound (has a Wound marker filling each of their Wound boxes), the Hero becomes KO'd. Immediately move the Hero to the Town Hall space and lay them down on their side to reflect their KO'd status.

When KO'd, a Hero must immediately roll a D6 and lose that number of any mix of Investigation, Items, and/or Ally Cards. Also remove all Wound markers from the Hero.

While KO'd, a Hero does not participate in any element of the game. They do not collect Investigation, cannot be attacked, etc. The player of a KO'd Hero MAY, however, still play Event Cards as normal.

KO'd Heroes stand back up and rejoin the game during step 2 of the Mystery Phase. It should be noted that, in effect, if KO'd during the normal turn, you will stand up during the Mystery Phase of that same turn. If KO'd during the Mystery Phase itself, you will not be able to stand back up until the following Mystery Phase, thereby missing your next Hero turn.

Minions and Minion Charts

Each Villain has its own set of unique Minions and special Events listed on its Minion Chart. When called on to roll on the Villain's Minion Chart, roll a D6 and consult the chart to see the result. For the Basic Game, make sure that the Minion Chart has the Basic Game side face up (with Green text and numbers). Note that not all results on the chart are actually Minions. Many times a result will instead be a special Event, specifically related to the Villain being hunted. These Minion Chart Events MAY be canceled by anything that cancels an Event.

Minions

Minions are creatures and followers, controlled by the Villain. They come in two different forms; either as cards found in the various Corner Location



decks or as counters brought into play as a result on the Minion Chart. Cards that are Minions are only in play for the duration of a single Fight. Once that Fight ends (whether they are defeated or not), the card is discarded. Minion Counters, on the other hand, are placed on the board as instructed and will remain there until defeated.

Minion Counters

Minion Counters are limited to the number provided for each in the box (note that the counters are double-sided). If you are ever called to place a certain Minion and there are no more counters for that Minion available, instead move the Shadow Track 1 step closer to Darkness.

Minion Counters are limited to 1 per space.

If a Minion ever moves or appears in a space that already has a Minion, the existing Minion Counter will be displaced to the next adjacent space on the shortest route back to the Town Hall. This may occasionally displace several Minions in a row if there are already a number of them on the board. If a Minion is already at the Town Hall and would be displaced, instead remove the Minion Counter from the board and move the Shadow Track 1 step closer to Darkness.

Any time a Minion appears or moves into a space with a Hero, that Hero must immediately fight the Minion.

If there is more than one Hero in the space, the Minion will fight the Hero with the highest Honor Skill first (if there are more than one with equal Honor, the *First Player* chooses who must fight). If a Hero Escapes from a Fight with a Minion Counter (moving away to an adjacent space) and there is another Hero left in the space with the Minion, the other Hero will now have to fight that Minion.

The end result is that a Hero and a Minion Counter cannot be in the same space on the board without having to immediately fight.

Drawing a Random Location

When a Random Location is called for, reveal and discard the top card of the Lair Deck. The location listed on the revealed card is used for this Random Location. Like every other deck in the game, when the Lair Cards have run out, reshuffle the discard pile to reform the deck.

Running out of Cards in a Deck

In *A Touch of Evil*, ALL of the card decks recycle when they are exhausted. Whenever any card deck runs out, reshuffle the discard pile to reform the deck. Sometimes cards will have been 'removed from the game'. Like it sounds, these particular cards are no longer part of the current game and are NOT reshuffled with the rest of the deck.



Shortest Path to the Town Hall

Sometimes a card or rule will call for the 'shortest route to the Town Hall'. To determine this, count the number of spaces between the target and the *Town Hall* space along any possible movement paths. Whichever path has the fewest spaces is considered to be the 'shortest route'.

The only space on the board with two such equal distance routes back to the *Town Hall* is the *Fields* space. Because of this, the *Fields* space is marked with numbered arrows. An arrow with 1, 2, 3 points toward *The Manor*, while an arrow with 4, 5, 6 points toward the *Windmill*. If something in the *Fields* space needs to find the shortest route to the *Town Hall*, roll a D6 and use these numbered arrows to determine which direction to go.

Removing Cards from the Game

Sometimes a card will be 'Removed from the Game'. When this happens, the card is placed off to the side and will not take any further part in this game. At the end of the game, these cards should, of course, be mixed back into their respective decks.

Showdowns with the Villain

The only way to defeat the Villain and win the game is by hunting it down to its Lair and starting a Showdown. Once you have a Lair Card and you have moved to the appropriate space on the board, you can start a Showdown there instead of Encountering the Space (note that if you have already Encountered the space this turn, you will have to wait until next turn to start your Showdown).

When starting a Showdown, follow these steps in order:

1. Reveal Lair Card and pay Cost
2. Form Hunting Party
3. Reveal Secrets
4. Accusations
5. Showdown Fight Rounds

1. Reveal Lair Card and pay Cost

To start the Showdown, reveal your Lair Card, pay the Investigation cost listed on the card, and the Showdown will begin. Each Lair Card also has a special ability which automatically takes affect when you start a Showdown with that card.

2. Forming a Hunting Party

At the start of a Showdown, the Hero may choose up to two Town Elders to bring with them as a Hunting Party. You may choose from any of the Town Elders that are still alive and have not become Evil Elders. This is where it is important to have investigated the Elder's Secrets ahead of time.

Move the chosen Town Elder cards over next to your Hero Character Sheet. During the Showdown, you gain the special abilities of the Town Elders in your Hunting Party, so choose wisely.

3. Reveal Secrets

Once you have chosen the Town Elders for your Hunting Party, it is the moment of truth. Reveal the Secrets of each Town Elder in your Hunting Party

and read them aloud. This may cause one or more of them to become Evil Elders. Evil Elders discard any Secrets they had and immediately join the Villain.

4. Accusations

One other advantage of investigating the Town Elder's Secrets ahead of time is that when a player starts a Showdown, each other player may make up to one Accusation of a Town Elder, calling them out as being evil!

To make an Accusation, a player chooses a Town Elder that they believe to be evil (it helps if you have looked at their Secrets) and immediately pays the cost to investigate that Elder's Secrets (usually 2 Investigation markers) out of the normal turn sequence. Reveal the Secrets of the Accused Town Elder. If the revealed Secrets turns them into an Evil Elder, they immediately join the Villain. If the Accusation is false and the Town Elder does not become evil, then the player that made the Accusation immediately loses ALL other Investigation markers that they have. The falsely Accused Elder's Secrets remain face up under them.

5. Showdown Fight Rounds

Showdown Fight Rounds work very much like regular Fight Rounds, only you are fighting a much tougher enemy; the Villain itself! Fight Dice are still rolled as normal by both the Hero and the Villain, causing a Hit for each roll of 5 or 6. The Villain rolls Fight Dice equal to its Combat Skill. There is also an opportunity between each Showdown Fight Round for the Hero to play cards that may not be used 'during a Fight Round' (such as most Healing).

There are a few changes from a normal Fight as follows:

Attacking the Hunting Party

When the Villain attacks, it must roll one of its Fight Dice specifically against each of the Town Elders in the Hunting Party; its remaining Fight Dice then target the Hero. A single Wound is enough to kill any Town Elder (with the exception of *Lord Hanbrook*). These Wounds may be prevented as normal.

Targeting Evil Elders

When the Hero rolls Fight Dice, they may choose to split their attack between the Villain itself, and any Evil Elders that have joined it. The Hero must decide how they will split their Fight Dice before rolling. Evil Elders only have a single Wound box each and so one Wound will kill them. Once killed, an Evil Elder no longer gives a bonus to the Villain. Any extra Hits targeted specifically at an Evil Elder are wasted.

If the Villain is about to take its last Wound, and still has Evil Elders with it, the Wounds will always be placed on the Evil Elders before the Villain can finally take its last Wound.

Escaping From/Canceling a Showdown

The Hero may Escape from a Showdown in the same way as Escaping from a normal Fight. Note however, that unlike normal Minions, the Villain only gets to Heal its Wounds a bit at a time during each subsequent Mystery Phase. This also applies if the Showdown is canceled in some way.

Sending Town Elders Back to Town

At the start of each Showdown Fight Round after the first, you have an opportunity to send any of the Town Elders in your Hunting Party back to the relative safety of Town. Choose which (if any) and move them back to their normal position at the top of the board. Once sent away, you may not bring them back to the Showdown and you no longer gain their special ability. At the end of a Showdown, all living Town Elders from the Hunting Party will automatically return to Town.

Winning the Game

The first player to fight a Showdown with the Villain, AND defeat it, saves the town of Shadowbrook and wins the game. Note that it IS possible to win the game even if KO'd during the same Showdown Fight Round in which you defeat the Villain (Fights are, after all, simultaneous). As long as the Villain takes their last Wound, it is assumed that you can be revived by the townspeople afterward. You could also view this as sacrificing yourself to defeat evil – either way; you have saved the day and won the game.

You are now ready to play your first few games.

(If you would like to play the Basic Game Cooperatively, you will need to read the next section as well)

Cooperative Play

Though the default style of play is Competitive, *A Touch of Evil* is set up to also be played Cooperatively, with all of the players allied together against the Villain (the game itself). This Cooperative style of play uses all of the rules from the Basic Game section, with a few additional rules covered below. You'll notice that many of the cards (especially Events) can be played on any Hero, not just yourself.

Exchanging Cards

A new **Action** that any Hero may take during their Hero turn is to exchange Items or Allies with other Heroes in your space. There is no limit to the number of Item/Ally cards that you may give or receive per turn, but you must always observe your carrying limit. Also, any time a Hero has to discard an Item/Ally due to their carrying limit, they may instead give it to any other Hero in their space. This is out of the normal turn sequence. Note that you may only exchange Item and Ally cards in this manner, NOT Events, Investigation markers, etc.

Cooperative Shadow Track

When playing Cooperatively you should flip the Shadow Track over and use the side marked Cooperative Game. This Shadow Track is the same as the normal one, but with one small difference. There are certain spots on the track covered by a symbol. When the Shadow Track Marker moves onto one of these spots, the Villain immediately gains the bonus shown on the symbol (either +2 Wounds or +1 Combat). Place the appropriate counter for the bonus on the Villain's Record Sheet. These symbols are always at the start of a new Stage of the Shadow Track and represent the Villain getting stronger as it gains more control over the town.

If the Shadow Track Marker is moved back, away from Darkness, and crosses back past one of these bonus symbols, remove that bonus from the Villain.



Mystery Phase Chart

To make things a little more challenging for the Heroes, each turn during the Mystery Phase, the Villain has some additional influence on the game in the form of the Cooperative Mystery Phase Chart. Roll once on the following chart just before drawing and reading the Mystery Card each turn:

D6	Result
1	**Darkness Falls** - The Shadow Track immediately moves 2 Steps closer to Darkness. The Heroes may collectively take 5 Wounds divided as they see fit to prevent this.
2	**Creeping Shadow** - The Shadow Track immediately moves 1 Step closer to Darkness. The Heroes may collectively take 3 Wounds divided as they see fit to prevent this.
3-4	**Minion Attack!** - Roll once on the Villain's Minion Chart and place that Minion at a Random Location.
5-6	**Scattered Clues** - Draw a Random Location and place 2 Investigation in that space.

For ease of reference, this chart is also shown on the back of the Rulebook.

Town Elder Secrets

The cost to Investigate a Town Elder's Secrets as an Action is increased to be equal to the number of Heroes playing (instead of the normal cost of 2 Investigation). For example, if there are four Heroes, it would cost 4 Investigation to look at the Secrets of one Town Elder. The whole cost must be paid by a single Hero as an Action to Investigate a Town Elder.

Also, any time a player looks at a Town Elder's Secrets, reveal them for all to see. Note that this does NOT apply to cards or abilities that specifically say, "without revealing".

When a Town Elder is killed, move the Shadow Track as normal and then reveal all of that Elder's Secrets. Any Keyword **Evil** Secrets they have immediately take affect, turning them into an Evil Elder instead.

Villain Difficulty

The Villain that the Heroes will be fighting is far tougher than the normal version, with far more Wounds and the capacity to heal faster if not defeated in one Showdown. Multiply the Villains base Wounds times the total number of Heroes. This will scale the Villain according to how many Heroes are playing. For example, if there are four Heroes, and the Villain has a base Wounds of 5, the Villain will actually have 20 Wounds for this Cooperative game (4 x 5 = 20). It is important to note that ONLY the base Wounds of the Villain are multiplied in this way. Any bonus Wounds that the Villain has gotten will simply add to the total.

Also, during the Mystery Phase, instead of Healing D3 Wounds like normal, the Villain Heals a full D6 Wounds each turn.

Buying a Lair Card

In Cooperative play, the Heroes only need a single Lair Card for the whole group. Any Hero may buy the Lair Card and should place it face up on the table where everyone can see it.

Cooperative Showdown

There are a few changes to the way Showdowns work in Cooperative play.

Starting a Showdown

To start a Showdown, any Hero at the location of the Lair Card may start a Showdown during their Action Phase as normal. Any other Heroes on the board may also pay the cost printed on the Lair Card to immediately move to the Showdown location and join in. Any Heroes that choose not to pay the cost (or cannot pay), do not take part in the Showdown.

Choosing the Hunting Party

Players may discuss which Town Elders to bring along as part of the Hunting Party, but the final choice rests with the current *First Player*. You may only bring along two Town Elders as normal, even though there may be several Heroes involved.

Each Town Elder in the Hunting Party must then be assigned to a specific Hero (Limit 1 per Hero). A Town Elder's Special Ability only applies to the Hero they are assigned to. Also, if there is a Militia Counter in the space, it must be assigned to a specific Hero in the same way, and may not be assigned to a Hero that already has a Town Elder assigned.



Showdown Fight Rounds

Fight Rounds for a Cooperative Showdown work the same as a normal Showdown, however each Hero present gets to take their Fight Round in order, beginning with the Hero that started the Showdown. Each Hero Fights in turn; rolling Fight Dice, having the Villain roll its Fight Dice, and working out the results. Note that the Villain gets its full Combat attack against each and every Hero taking part. The Villain only targets Town Elders in the Hunting Party when attacking the Hero they are assigned to (Militia are never targeted separately).

Due to the Villain's increased number of Wounds, Cooperative Showdowns will usually last a little longer than normal, and you will need to use the larger 5 Wound pieces to keep track of its damage.

Regrouping and Escaping

At the start of each Showdown Fight Round (including the first), Heroes present may regroup by exchanging Items and Allies as well as switching the assignment of Town Elders/Militia in the Hunting Party. This is also a good time to use any Healing as it is between Fight Rounds. Also, any Hero that wishes may Escape between Fight Rounds. If there are no Heroes remaining (all have Escaped or been KO'd), the Showdown immediately ends.

Winning & Losing

In Cooperative play, the Heroes will either win or lose the game as a group. The goal of the Heroes, to defeat the Villain, remains the same. The Villain, however, has a higher chance of overtaking the town. If the Shadow Track reaches Darkness, the game ends and the Heroes lose. The game also ends in defeat if all of the Heroes are ever KO'd at the same time.

Advanced Game

It is highly recommended that you play at least one Basic Game before moving on to the Advanced Game. The Basic Game covers 90% of the rules while the Advanced Game adds elements that are a little more complex and easier to follow once you have a firm handle on the overall flow of gameplay.

Most of what makes the Advanced Game more complex is not additional rules per se, but rather the addition of a few more complex Secrets Cards, the Villain's Advanced Abilities, and the Advanced Game side of the Villain's Minion Chart. Because of this, the Advanced Game section has been set up as a series of additional individual elements that you can add in as you like to tailor the complexity of your game.

Collecting Investigation From the Board

In the Basic Game, Heroes may collect Investigation markers that are in their space on the board for free, as an Action. In the Advanced Game, it is not quite as easy and depends on your Hero's Skill.

To collect Investigation from the board, a Hero must make a **Spirit** or **Cunning 5+ Test** (Hero's choice). For each successful roll of 5 or 6, that Hero may collect **1 Investigation** from their space.

Villain's Advanced Abilities

There are no extra rules associated with these Advanced Abilities, they just add a little more to remember about the Villain as well as making the Villain a bit stronger.

Curse of the Werewolf

One aspect of the Werewolf in the Advanced Game is its ability to inflict a **Curse** on the Heroes. Any time a Hero is KO'd by the Werewolf in a Fight (or Showdown), they automatically take a *Curse of the Werewolf* card. This Curse causes the Hero to slowly transform into a Werewolf themselves!

The specifics of this Curse can be found on the *Curse of the Werewolf* card itself. Once the Curse is complete and the Hero has become a Werewolf Hero, they continue to function as normal during their own turn, but will become a Werewolf during each Mystery Phase, compelled to attack another Hero on the board. It is important to note that Curses may be **Cured** at the *Doctor's Office* space in Town at a cost of Investigation markers. This Curse may even still be Cured after the Hero has fully become a Werewolf Hero.



Advanced Game Minion Charts

Each of the Villain's Minion Charts has a **Basic Game** side and an **Advanced Game** side. The **Advanced Game** side has more possible results and some of the results are a bit more in depth (specifically for the Werewolf and Scarecrow).

Round Minion Counters

The Advanced Minion Charts for the Werewolf and Scarecrow also add a new type of Minion Counter, *Rats* and *Crows*. These are round counters rather than the normal square counters. This sets them apart from the other Minions as they follow slightly different rules (as detailed on the appropriate Minion Charts). The main differences for these round counter minions are that they do not stop Hero movement, they do not Fight in the normal sense, and they do not displace other Minions. They may share the same space with another Minion, though they are limited to one per space of their own Minion type (*Rats* or *Crows*).

If more than one round counter Minion is ever in the same space, remove all but one of them and move the Shadow Track 1 step closer to Darkness for each of these Minions removed. This will usually only come up when Minions are called on to move around the board by a specific card such as *March of Darkness* and need to be consolidated when they move into the same space.



Using All of the Secrets

Once you are comfortable with the way that the Town Elders fit into the game and the advantages of investigating their Secrets, it is time to add all of the remaining Secrets cards back into the deck during Game Setup. These Advanced Secrets cause a greater level of interaction with the Town Elders, potentially giving them a more active role during the course of the game.

Reveal Immediately

Some Secrets are listed as **Reveal Immediately**. This is very much like 'Play Immediately', only whenever a player investigates the Town Elder and looks at this Secret, it must be immediately revealed and read aloud. These Secrets usually involve placing the marker for the Town Elder onto the board or having the Town Elder actually join a Hero temporarily.

Reveal Immediately cards do NOT have to be revealed if the Hero is using a specific card or ability that says "without revealing", though you may reveal the card if you wish.

The Team Game

An alternate style of play is the **Team Game**. This mixes the Competitive and Cooperative styles together as multiple small teams of two, three, or four Heroes each race against one another to defeat the Villain. This is a good style of play for larger groups of players. Each team should have an equal number of Heroes. If the number of players cannot be divided evenly by 2, 3, or 4, the team with fewer players should just use an extra Hero between them to even things out.

Using Elements From Each Style

The Team Game uses all of the Competitive style rules with just a few exceptions. Like in Cooperative play, Heroes on the same team are working together against the other teams. Teammates may Exchange Items and Allies with each other in the same space, as noted in the Cooperative Play section. Also, buying Lair Cards, Villain Difficulty, and fighting Showdowns with the Villain are handled as per Cooperative play with your own Team. For example, if you have three Heroes on each team, the Villain will have three times its base Wounds. Note that the Villain does Heal D6 Wounds during each Mystery Phase as with the Cooperative style of play.

First Player

The First Player Marker should be held by each Team as a whole, rather than by any individual player. When it is time to pass the First Player Marker, it is passed to the next Team on the left. In a sense it becomes a First Team Marker.

Simultaneous Play

One of the biggest advantages of the Team Game is that all of the Heroes on a Team may take their turns at the same time. Each Hero should move in the Move Phase, Fight enemies, then take their Actions. The only restriction to the turn sequence is that each Hero should finish Taking Actions before the next Hero begins. You may however choose in what order the Heroes will take their Actions. This can greatly speed up large games and make for a fun team dynamic.

Winning the Game

The first Team to defeat the Villain in a Showdown wins the game.

Optional Rules

If you would like to add a little extra difficulty and flavor to the game, you may use the following Showdown Chart when fighting the Villain (if all players agree). This can be used in either Competitive or Cooperative play.

At the start of each Showdown Fight Round after the first, roll 2D6 and consult the following chart. Results on this chart may be canceled as though they were Event or Mystery Cards.

Showdown Chart (Optional)

2D6	Result
2	Daring Confrontation - Choose one Hero present to immediately make an Honor 6+ Test. If failed, every Hero present must take 1 Wound or the Showdown is canceled.
3	Coach Chase - Draw a new Lair Card and move the Showdown to this new location. Any Heroes that want to continue fighting must immediately pay the cost on the new Lair Card and move to that space of the board. Any who do not/cannot pay are left behind. You must now use the special ability of the new Lair Card.
4-5	Impossible Foe - The Villain immediately Heals D6 Wounds (or D3 Wounds in Competitive play).
6	A Cunning Challenge - Heroes must use their Cunning to fight this round, instead of Combat.
7	The Power of Evil - The Villain immediately Heals D3 Wounds (or 1 Wound in Competitive play).
8	Supernatural Force - Heroes must use their Spirit to fight this round, instead of Combat.
9-10	Darkness Unleashed - The Villain immediately does D3 Hits to the Heroes collectively. These may be divided as you see fit (or 1 Hit in Competitive play).
11	Sweeping Strike - Each Hero present must immediately discard one Item or Ally of their choice.
12	Fight the Good Fight - The Villain and EVERY Hero immediately Heals D6 Wounds each (Revive KO'd Heroes). In Cooperative play, any Hero not taking part in the Showdown may immediately join for free.

For ease of reference, this chart is also shown on the back of the Rulebook.

Hero Profiles

Karl, The Soldier



A veteran of the Revolution, Karl has witnessed the horrors of war first hand. During his time in the continental army he also saw things that were beyond belief...supernatural things. With his hardened combat experience and research of the occult, Karl has become a hunter, tracking down and vanquishing the creatures of the night.

Anne Marie, The School Teacher



Having recently arrived in Shadowbrook, Anne Marie has come to replace the last school master who disappeared quite suddenly, under mysterious circumstances. With a firm hand and compassionate spirit, she believes that only knowledge can bring the power to make the world a better place.

Inspector Cooke



From the neighboring 'big city', police inspector Jonathan Cooke has come to Shadowbrook to hunt down and apprehend the men responsible for terrorizing this small community. Rooted in science and fact, he believes that there is nothing in this world that cannot be explained through investigation and logic. To him, fear and superstition are the greatest enemies of reason.

Thomas, The Courier



Since a young age, Thomas has been a traveler. A loner and a scout, he makes a living as a courier, forever on the move. With a scarred face and a dead eye, Thomas has always looked out for himself above all else. Riding into town with a special delivery for one of the Elders of Shadowbrook, he finds himself wrapped up in the mysterious and deadly events that begin to unfold around him.

Heinrich Cartwright, The Drifter



Always in the wrong place at the wrong time, Heinrich Cartwright arrived in Shadowbrook this afternoon. Drifting from town to town, he is a stranger to all. With a scruffy beard and well-worn clothes, he has learned to be resourceful, making due with what is on hand. In his long life, Heinrich Cartwright has seen more than his share of death, and the unspeakable horrors that haunt this world. Seen them... and defeated them.

Katarina, The Outlaw



A scoundrel and thief, Katarina stalks the roads at night as a highway robber. Her skill with a blade and accuracy with her trusty pistol crossbow are matched only by her strong sense of honor. With a wink and a smile, she only steals from the richest of travelers who greedily horde their ill-gotten wealth.

Victor Danforth, The Playwright



A boastful braggart and master thespian, the world renowned Victor Danforth expounds endlessly on his life of high adventure and romantic exploits. He has learned every trick of the trade to keep up appearances while hiding the fact that he is, at heart, a cowardly soul who is even afraid of his own shadow.

Isabella Von Took, The Noble Woman



Wife to one of the wealthiest statesmen in the former colonies, Isabella Von Took has led a pampered but secluded life. Used to playing politics and getting what she wants, Isabella is not above treachery and deceit, when it suits her. Recently widowed, she has set out with an entourage of servants and a coach full of luggage to find her own adventure in the world.

FAQ & Clarifications

Q. - If you have an Item that lets you use Cunning or Spirit instead of Combat to fight, what if a Minion requires you to use something other than Combat in the first place (such as *Ghost Soldiers*)?

A. - Items like *Tools of Science* may ONLY be used if you would actually be using Combat to fight. Against *Ghost Soldiers* for instance, the Hero will always have to use their Spirit.

Q. - Some Items such as *Holy Water* may be discarded to automatically defeat a Minion. Can this be done before the first Fight Round?

A. - Yes, you may discard it at any time. If discarded before a Fight Round, the Minion is defeated without rolling Fight Dice.

Q. - If chosen as part of your Hunting Party, when does Sophie The Midwife's special ability start to take affect? What if Sophie has the *Coward* Secret?

A. - As soon as the Town Elder's Secrets are Revealed, Sophie's ability becomes active. If a *Coward*, her special ability may still be used to try and cancel Mystery Cards in play before the first Fight Round when you roll to see if she runs away.

Q. - If Lord Hanbrook takes a single Wound in a Showdown and then returns to Town, does he Heal or retain the Wound?

A. - He Heals the Wound. You can also Heal Lord Hanbrook between Showdown Fight Rounds using anything that would Heal the Hero.

Q. - Can Doctor Manning or Lady Hanbrook prevent Wounds done to other Town Elders in the Hunting Party?

A. - No. They may only prevent Hits/Wounds done to the Hero.

Q. - Can the *Torch* be used to re-roll a Hit done to a Town Elder in the Hunting Party?

A. - Yes. It is meant to include a Hit to a Town Elder in your Hunting Party as well.

Q. - Can the *Rat's Nest* Minion really move?

A. - Yes. They relocate the nest.

Q. - With *Curse of the Werewolf*, does the Hero attack in the first Mystery Phase that they become a Werewolf Hero?

A. - Yes.

Q. - If I try to start a Showdown, but my Lair Card is Canceled, can I still Encounter the Space?

A. - Yes.

Q. - The *Barghest Hound* moves up to 2 spaces at the start of the Mystery Phase to reach the nearest Hero. What happens if it moves past another Minion? Is that Minion displaced?

A. - No. The *Barghest Hound* will move over any intervening Minion to reach the Hero. Only if the Barghest Hound moves 2 spaces toward a Hero and ends in the space with another Minion will the Hound displace it.

Q. - What if two *Barghest Hounds* can reach the same Hero? Does the Hero fight both?

A. - The *Barghest Hounds* will move one at a time (the order is chosen by the current *First Player*). The Hero will have to fight the first Hound that moves before the second Hound gets to go.

Q. - The Event Cards that add a bonus to your Skills (*Strength of Spirit*, *Strength of Will*, etc) have a Skill symbol on them but are not *Remains in Play*. Do these cards stay in play?

A. - No. These cards give you a Skill Upgrade Marker and are then discarded. The symbol on the card is just meant to graphically illustrate the bonus.

Q. - How does the timing of the Event Card *Gossip and Rumors* work with Accusations of Town Elders at the start of a Showdown?

A. - *Gossip and Rumors* may be played to interupt an Accusation, allowing you to look at and discard/replace a potentially evil Secret after the Accusation has been declared, but before the Secrets are revealed.

Q. - When does it take affect if a Villain gains Wounds during a Showdown Fight Round from a Wound Upgrade marker or Evil Elder (like the Spectral Horseman's *Collect Souls* ability)?

A. - These only take affect at the end of the current Fight Round, after the Fight Dice results are applied. If the Villain is defeated in the same round as they gain the bonus, the game ends before the bonus applies.

Look for up-to-date FAQ, additional material, and support on the Website at:
WWW.FLYINGFROG.NET

Credits

Game Design - Jason C. Hill

Graphic Design and Layout - Jack Scott Hill

Music Composition - Mary Beth Magallanes

Photography - Jack Scott Hill

Post Production Artwork - Jack Scott Hill
Jason C. Hill

Game Board Illustration - Matthew Morgaine
Rules - Jason C. Hill
Miniature Concept Artwork - James Ma
Miniature Sculpts - Gael Goumon

Playtesters –
James Boer, Mark Brown, Jennifer Coonradt, Tom 'Coony' Coonradt, John Corpening, Joel Hills, Chris Kemnow, Aaron Martin, David A. Nolin, Brian Scroggs, Christopher Shull, Jennifer Skahen, and many others.

Cast

Heroes:

Katarina, The Outlaw –
Josie Nutter

Heinrich Cartwright, The Drifter –
Matthew Morgaine

Inspector Cooke –
Drew Cady

Victor Danforth –
Christopher W. Shull

Thomas, The Courier –
Michel S. Lowrance

Karl, The Soldier –
Patrick Meehan

Isabella Von Took –
Kelli Zmiarovich

Anne Marie,
The School Teacher –
Anne Marie Henderson

Town Elders:

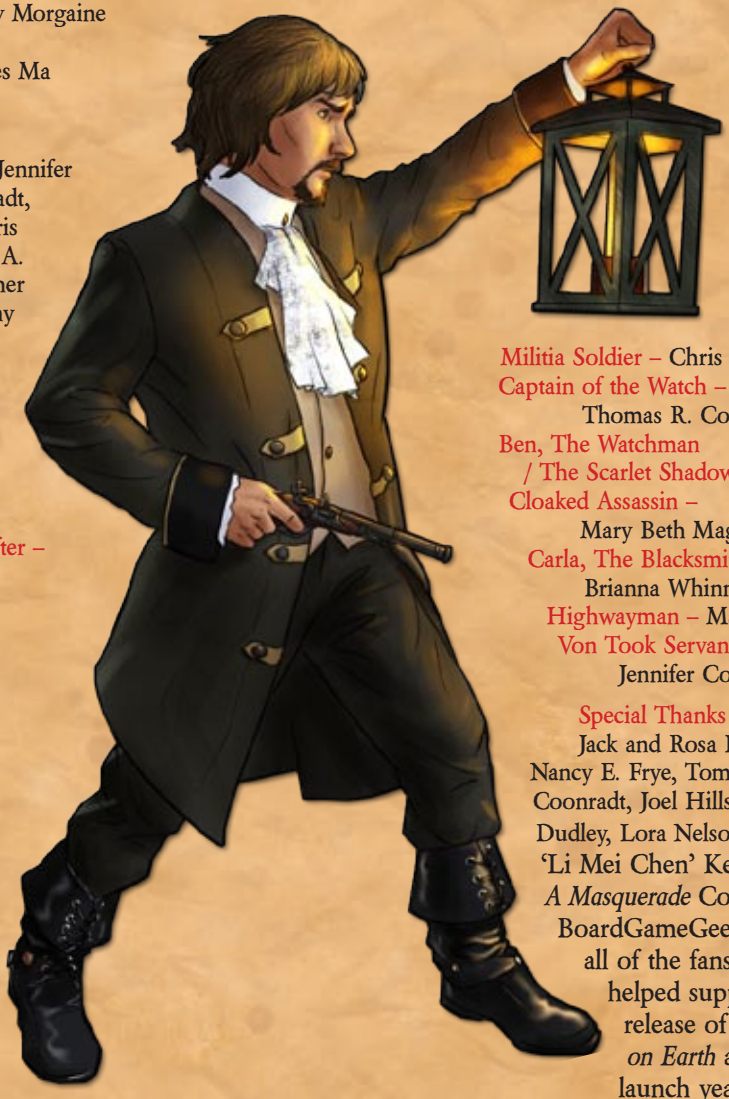
Lord Hanbrook – Frank Peterson
Lady Hanbrook – Nancy E. Frye
Doctor Manning – David A. Nolin
Sophie, The Midwife – Bailey Fischer
Reverend Harding – Aaron Sutherland
Magistrate Kroft - Josh Lytle

Villains:

The Vampire – Jonathan "Sto" Perrins
Spectral Horseman – Lora Nelson
Scarecrow/Werewolf – Jason C. Hill

Townspeople and Minions:

Lucy Hanbrook – Amanda Kom
Selena, The Housemaid
/ The Succubus – Heidi Costello
The Coachman – Jack W. Hill Jr.
Jack, The Servant Boy – Todd Harry
Delani, The Servant Girl – Lynn Rose



Militia Soldier – Chris Kemnow
Captain of the Watch –
Thomas R. Coonradt
Ben, The Watchman
/ The Scarlet Shadow – Jason C. Hill
Cloaked Assassin –
Mary Beth Magallanes
Carla, The Blacksmith's Wife–
Brianna Whinnery
Highwayman – Mark Brown
Von Took Servant –
Jennifer Coonradt

Special Thanks -
Jack and Rosa Hill, Baxter, Nancy E. Frye, Tom 'Coony' Coonradt, Joel Hills, Matthew Dudley, Lora Nelson, Chris 'Li Mei Chen' Kemnow, *A Masquerade* Costumes, BoardGameGeek.com, and all of the fans who have helped support the release of *Last Night on Earth* and the launch year of Flying Frog.

Contact Info / Web Info
WWW.FLYINGFROG.NET

A Touch of Evil ™, *The Supernatural Game*, Copyright 2004-2008 Flying Frog Productions, LLC. All Rights Reserved. First Edition 2008. Shot on location in Washington State. Manufactured in China. *Something Wicked* ™ this way comes.

Mystery Phase Summary

1. Start of the Mystery Phase
2. KO'd Heroes are Revived
3. The Villain Heals
4. Draw a Mystery Card
5. Pass First Player Marker

Showdown Steps

When starting a Showdown, follow these steps in order:

1. Reveal Lair Card and pay Cost
2. Form Hunting Party
3. Reveal Secrets
4. Accusations
5. Showdown Fight Rounds

Cooperative Mystery Phase Chart

D6	Result
1	Darkness Falls - The Shadow Track immediately moves 2 Steps closer to Darkness. The Heroes may collectively take 5 Wounds divided as they see fit to prevent this.
2	Creeping Shadow - The Shadow Track immediately moves 1 Step closer to Darkness. The Heroes may collectively take 3 Wounds divided as they see fit to prevent this.
3-4	Minion Attack! - Roll once on the Villain's Minion Chart and place that Minion at a Random Location.
5-6	Scattered Clues - Draw a Random Location and place 2 Investigation in that space.

See Cooperative Play on Page 20 for details.

Showdown Chart (Optional)

See Optional Rules on Page 24 for details

2D6	Result
2	Daring Confrontation - Choose one Hero present to immediately make an Honor 6+ Test. If failed, every Hero present must take 1 Wound or the Showdown is canceled.
3	Coach Chase - Draw a new Lair Card and move the Showdown to this new location. Any Heroes that want to continue fighting must immediately pay the cost on the new Lair Card and move to that space of the board. Any who do not/cannot pay are left behind. You must now use the special ability of the new Lair Card.
4-5	Impossible Foe - The Villain immediately Heals D6 Wounds (or D3 Wounds in Competitive play).
6	A Cunning Challenge - Heroes must use their Cunning to fight this round, instead of Combat.
7	The Power of Evil - The Villain immediately Heals D3 Wounds (or 1 Wound in Competitive play).
8	Supernatural Force - Heroes must use their Spirit to fight this round, instead of Combat.
9-10	Darkness Unleashed - The Villain immediately does D3 Hits to the Heroes collectively. These may be divided as you see fit (or 1 Hit in Competitive play).
11	Sweeping Strike - Each Hero present must immediately discard one Item or Ally of their choice.
12	Fight the Good Fight - The Villain and EVERY Hero immediately Heals D6 Wounds each (Revive KO'd Heroes). In Cooperative play, any Hero not taking part in the Showdown may immediately join for free.



FLYING FROG PRODUCTIONS™

© 2008 Flying Frog Productions, LLC All rights reserved