

# Shadow Hunters

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## SHADOW HUNTERS EXPANSION

### Introduction

This is an expansion to the “Shadow Hunters” board game. You must have the original “Shadow Hunters” board game set to use these cards. In this rulebook, we refer to characters and cards that were included in the original “Shadow Hunters” board game as “old characters” and “old cards” for convenience.

### Contents

11 Character Cards

2 White Cards

2 Hermit Cards

*\*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 new cards, you need to use the following procedures printed below. Then read the “Preparations” section in “Shadow Hunters” rulebook.

**1. Replace old White Cards and Hermit Cards with the new ones.** Please remove the following old cards from the game and add the new cards with the same name.

- White Card “Disenchant Mirror”
- White Card “Chocolate”
- Hermit Card “Hermit’s Bully”
- Hermit Card “Hermit’s Tough Lesson of Love”

**2. 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 the characters included in this set.** Only the characters included in this set are used. All the old character cards will be replaced with the character cards included in this set.

**b. Play by replacing old 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 old characters with the same initial with them. (Replace “Emi” with “Ellen” for example.)

**c. Play by mixing new characters with the old ones - PART 1.** You choose characters from the 20 characters that consist of both new characters in this set and old characters. Out of the character cards in this set and old 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. When played by 7 or more players, you can not use the old character card “Bob”. In that case, for a character with the name initial “B”, please use either only one “Bryan” card or the “Bob” included in this set.

**d. Play by mixing new characters with the old ones PART 2.** You choose characters from the 20 characters that consist of both new characters in this set and old 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.

### About The New “Bob”

This set includes a new “Bob” card as extra. When you play with 7 or more players and wish to use “Bob” (the old “Bob” card can only be used when there are 6 or fewer players), you need this new “Bob” card. **NOTE: The original “Bob” was misprinted and had the win condition of owning more than 5 Equipment cards – so it is a good idea to use this “Bob” to replace the old one in all cases.**

**Special Ability “Robbery”** - This can be used when your attack kills a character. When you use this, you obtain all the Equipment cards of the character you killed. Damage caused by Area Cards, White, Black and Hermit Cards are not considered to be attacks. Therefore the special ability is not activated if you kill other characters with these card effects.

**Win Condition** - If you are using special abilities in your game, your win condition will be same as the old Bob’s “You have 5 or more Equipment cards”. If you are not using special abilities in your game, the win condition is “You have 4 or more Equipment cards”.

### Win Condition Of New Characters

**Agnes** - At the time 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 "Machinegun" 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 New Characters

### **Agnes - Special Ability (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 - Special Ability (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 - Special Ability (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 - Special Ability (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 - Special Ability (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 - Special Ability (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 - Special Ability (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".

### **Wight - Special Ability (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 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.**

## Q&A

**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.



10+



4-8



60min.