



# YŌKAI QUEST

BETA  
RULEBOOK

zenit  
miniatures

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creative studio



This rulebook has been created and developed by Unusual Creative Studio.

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# INTRODUCTION

The shadows spread all over the world,  
The ninja clan of the Red Claw and  
fearsome yōkai are stalking...

In an age full of dangers, where only a  
group of heroes can stop the advance of  
darkness. A great adventure begins...

What is Yōkai Quest?

Yōkai Quest is a miniatures board game where players, portrayed by heroes over the board, collaborate to face the enemies. These enemies are composed mainly by yōkai; mythical creatures from the Japanese folklore, each one with their own unique characteristics and differentiations, ranging from the evil Oni and the crafty Tengu, to the prankster Tanuki.

The game system has been designed to be fast and simple, with mechanics easy to understand and apply. The gameplay is fragmented in stages which takes 10-20 minutes, summing up to a total time of around 60 minutes per complete game, called Scenario.

Usually, scenarios have a number of recommended players, varying between 1 and 6. Adapting the scenario to more players, even more than 6 is relatively easy task to do, so big games with a lot of players is a reality.

From Unusual Creative Studio, we hope you enjoy Yōkai Quest as much as we do!



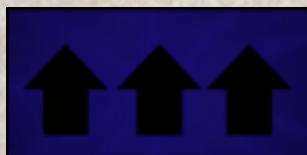
# GAME COMPONENTS



**Counters:** Health, Energy, Treasure and State Counters, used to keep track of the different mechanics of the game.



**Manuals:** The Rulebook (the one you are reading right now) and the Adventure Book. On them you will find how to play Yōkai Quest!



**Spawn Site and Hero Entrance:** The heroes and yōkai enter the fray from these points! They are placed in the borders of the game boards, as if they were entry gates to the fight!

The contents of the Basic Box of Yōkai Quest are:

- 1x Rulebook.
- 1x Adventure Book.
- 45x Energy Counters.
- 30x Health Counters.
- 40x State Counters.
- 30x Ability Cards.
- 6x Hero Cards.
- 40x Spawn Cards.
- 60x Treasure Cards.
- 40x Energy Cards.
- 5x Red Dice.
- 5x Blue Dice.
- 6x Double-sided Game Boards.
- 6x Hero Dashboards
- 20x Scenery elements (3 cardboard models)
- 6x Spawn Points.
- 1x Hero Entrance.
- 5x Board Connector
- 1x Hero Katsu (Sennin)
- 1x Hero Ryo (Bushi)
- 1x Hero Haruma (Shinobi)
- 1x Hero Ami (Sennin)
- 1x Hero Sai (Shinobi)
- 1x Hero Takako (Bushi)
- 1x Tengu Boss
- 1x Red Claw Boss
- 2x Yoroi
- 2x Giant Obake
- 8x Red Claw Ninja
- 4x Ghost Wolf
- 8x Ghost
- 8x Bone Warrior
- 6x Obake
- 4x Yurei



**Combat Dice:** Used to resolve the fights! Attacks and Defences use a combination of these coloured dice with two possible results: a sharp katana and a durable helmet.



**Cards:** they contain information about the game and influence the flow of the game: hero information, energy, items and much more! The usage of these cards is so important that they have their own sections in this rulebook.



**Miniatures:** the amazing models of Yōkai Quest! Heroes represent the players in the game, while the yōkai represent the evil forces of darkness!



The Hero Dashboard is the control panel each player has to control their hero: traits, items, abilities, life and energy pools, and more!



The game boards represent the places where the action happens! They are divided in tiles, to ease the placement of the miniatures on them.

# GAME FLOW



In this first chapter we are going to see how a game of Yōkai Quest goes! From the opening of the box, going through the preparations, to how the game itself is played. Let's begin!

## PREPARE THE GAME: SET EVERYTHING IN PLACE!

Before a Yōkai Quest game, a scenario from the Adventure Book must be chosen. Scenarios have a recommended number of players, ranging from 1 to 6; but with simple modifications, almost any scenario can be played with the desired number of players.

The scenario contains the background introduction and the stage sequence to follow; also, for each stage, it describes which board is used, the composition of the Spawn Deck, the entry sites of heroes and yōkai, the win condition, and any additional mechanics involved in the stage.

It is recommended to follow these steps:

- **Set the board for the first stage.**
- **Place the Spawn Points and the Hero's Entrance, in the indicated locations.**
- **The Energy Deck, Treasure Deck and Spawn Deck must also be built, following the scenario guidelines, and set in place.**
- **Having at hand the yōkai miniatures, counters and dice.**

Now, choose the heroes!

Each player must choose the hero to control during the scenario: the player sets the Hero Card in the Hero Dashboard, and picks the four abilities he wants to use with his hero.

After that, the indicated number of Health Counters in the Hero Card must be taken, to keep track of the hero's health, and added in a pile close to the Hero Dashboard (Health Pool).

Finally, place the hero miniature at the Hero's Entrance!



Ability cards have one ability described on each of their faces! Pick them carefully!

## URNS: LET THE GAMES BEGIN!

The stage begins with the first turn. Every turn in Yōkai Quest follows the same order of phases: Set Phase, Hero Phase, Yōkai Phase and End Phase.

### Set Phase: All Set!

First, each hero gains energy. To do so, each player draws a card from the energy deck, and adds the number of Energy Counters to their hero energy pool.

Now, the yōkai will appear! For each Spawn site, players draw a card from the Spawn Deck, and place the indicated number of yōkai in the Spawn Site.

## Hero Phase: Is the moment of the heroic deeds!

Each turn, the heroes play in the order decided by the players. When a hero is played, two actions are at their disposal; for each one of them, the hero can:

- Move a number of tiles equal to their movement trait.
- Make a basic melee attack or a basic ranged attack against an enemy.
- Use abilities that require an action.
- Use an item or a consumable that require an action, or manage the equipment.
- Do a strategic nothing!

Once a hero has started to do its actions, must finish both of them before another hero can be played. How each one of these possible actions work will be described extensively in sections ahead.



How lucky! Ryo draws an Energy Card and adds 3 Energy Counters!



## Yōkai Phase: Here they come!

When all the heroes have been played, it's the turn of the yōkai. They are handled by the players, following a "behaviour chart" to decide their actions. Those behaviour charts are easy to understand and use, adding a beat'em up feeling to the game by capturing the wild nature of the yōkai!

The order in that the yōkai are handled is organized by their initiative trait: the order in which they play must be resolved in decreasing value of initiative, being that order decided by the players in the case of matching values.

In the appropriate section, all the details regarding the yōkai will be described.



With his first action, Ryo uses "Kiri no Nisshoku", defeating both Hone Bushi and Yurei. Then, with his second action, he moves toward the other Hone Bushi and Obahe!



Now it's Sai's moment! She moves behind Ryo to take cover with her first action, and uses the second one to do a ranged basic attack over the Hone Bushi!

### End Phase: The turn ends!

In this phase, all the effects that last during a turn are removed; for example earthquake mechanics or poison clouds in certain stages, global power ups, etc. Heroes can also make one change on their equipment during this phase, as will be explained in the Treasure Cards section.

After this last phase the turn ends, and a new turn begins with a new Set Phase.

When this cycle ends? This can happen in two ways:

- **The win condition of the stage has been accomplished:** This is explained further in the Scenario section.
- **All the heroes have been removed from the game:** In this case, the "Retry Mechanic" comes into play, which will be explained later.





Yōkai Phase! Two Hone Bushi and two Obake move towards their closest heroes, while another Hone Bushi and a Yurei attack Ryo!

### Other Events: What a surprise!

Also there are events that may occur during the turn at any time; those are:

- **A hero is defeated!** At any moment, if the health pool of a hero is left empty, the hero miniature is removed from the game board, not being able to be played until the stage ends.
- **A yōkai is defeated!** If the health pool of a yōkai is left empty, the miniature is removed from the game board.
- **Heroes find Treasure!** This happens is explained in the Treasure Cards section.
- **Fast reactions!** Happens when a hero or a yōkai activates a Fast Response ability or item. This will be described in a coming section.



# SYSTEM MECHANICS



In this chapter we will have a look to the different mechanic involved during a game of Yōkai Quest, and learn how to resolve the situations.

## TILED BOARD: SQUARES EVERYWHERE!

Boards in Yōkai Quest are divided in square tiles. Miniatures fit in those tiles: the majority of them only cover one, but some bosses can cover 4 of them or even 9!

When miniatures move or do ranged attacks, tiles must be counted to know how far these actions can go. This count is always done from a tile to the next one going through the square sides, never diagonally!

Also, the count starts in the tile where the miniature is placed; in the case of bigger miniatures, any of the occupied tiles can be chosen for this (generally, the most advantageous one).



Haruma can shoot his bow against the nearby Bone Warrior or against the Obahe, but the Yurei is in a safe spot! (If Haruma can reach her!)



Sai can use her "Kyōryoku Kayaku" ability to a target up to 3 tiles away! (Tiles highlighted in red). The Hone Bushi is at safe distance!

## LINE OF SIGHT: WHAT DO YOUR OBAKE EYES SEE?

The Basic Ranged Attack, and some abilities and items use the concept of Line of Sight. This is simply what the hero or yōkai can see from their point of view.

To determine it, the players must try to virtually project the base of the miniature, either their hero or the yōkai, towards the target.

- If the projection could be drawn clearly, not touching any enemy miniature or obstacle in its path to the target, the attack continues.
- If this projection is interrupted by an enemy miniature or obstacle, the line of sight is blocked and the ranged attack, ability or item cannot be used.

There are exceptions to this rule:

- **Big miniatures:** those miniatures which occupy 4 or more tiles, cannot be covered by other miniatures or obstacles placed in the way, thus they are always in the Line of Sight! Also, as they have a privileged position, they can always target anyone they want, ignoring the Line of Sight rule.
- **Some abilities bypass this rule:** this happens either because their effects cover large areas, or because they directly ignore the Line of Sight.



### ACTIONS: MAKE YOUR TRAINING WORTH!

Both heroes and yōkai follow the same mechanics when it comes to be played. Each one of the different actions will be described here:

- **Basic Movement:** The movement is the capability of heroes and yōkai to change his placement in the board. How this works is described in a section ahead.
- **Basic Melee Attack and Basic Ranged Attack:** These are the most basic form of aggression. The procedures to solve these actions are described in the Combat section.
- **Abilities:** Heroes have abilities that can be used as actions. How the abilities work is described in the Hero page and in the Ability Card, using visual cues to make them easy to remember.
- **Items:** Some pieces of equipment have effects that require an action to activate their powers. To be able to do it, these items must be placed in the proper slot (Armour; Weapon or Trinket).

Multiple equipment swaps and item trading require from an action; it will be explained later in this rulebook.

This ends what heroes and yōkai are able to do when it comes to actions. However, as we will be able to see in the next section, there are things players and yōkai can do at any moment.

## FAST RESPONSES: YOU BETTER HAVE GOOD REFLEXES!

Fast responses are those things that a hero or a yōkai can do out of the course of actions already explained; examples of this are using a potion or activating abilities that do not require of an action. In the Rulebook descriptions, and in the card of the item or ability, it will be indicated if these can be used as a Fast Response.

When one of them is used, the resolution must be instant, even if used during the resolution of an action: it stops, the fast response is applied, and then the action continues.

For the yōkai, it works in a similar way: in the description of the yōkai it will be specified when and how a fast response is triggered, and what does it do.



Katsu uses "Katsuryoku Shōgeki" over Takako! She recovers 4 Health Counters, but... the Akatsume Boss has a Fast Response that makes him jump to the nearby heroes who use abilities!



Sai uses a Ramen she had in her item slots, recovering instantly 3 Health Counters. Because it's better safe than sorry, an the yōkai never stop coming!



## ENTERING THE BOARD: MAY I JOIN THE PARTY?

When heroes and yōkai are waiting on their respective Heroes' Entrance and Spawn Site, they can't do any action besides the one that allows them to enter the board. They must do as follows, respectively for heroes and yōkai:

- **Heroes:** they can only do a basic movement to enter the Board, counting the first step as they enter the adjacent tile to the Heroes' Entrance.
- **Yōkai:** They partially ignore their behaviour chart, only using the ability that allows them to move to the board.

For example: Hone Bushi and Yurei will "Move towards the closest hero!" each one of them with their particularities, while the Yoroi will do a "Whirlwind".

If the yōkai is unable to move in because the closer tiles are crowded either with other yōkai or with heroes, the Spawn Point is temporarily displaced to the left, to the first position which allows the yōkai to enter correctly the board.



## MOVEMENT: BE FOOTLOOSE!

Movement is when a miniature changes its position on the game board. This can happen via a Basic Movement or via Abilities. Heroes and yōkai have a trait that indicates how many tiles the miniature can advance with a Basic Movement. In abilities, it is indicated in the Ability Card.

How the movement is done? Heroes and yōkai move always straight from one tile to another; this is done as was described in the Tiled Board section: going through the tile sides, never diagonally. Going from a tile to other costs one from the indicated movement number and it can be done until the all the movement is spent, or it can be stopped anytime thus ending the movement prematurely.



Ryo can do a basic movement to place himself in any of the green highlighted tiles. Notice that while he cannot pass through yokai, he can do it through other heroes; and in any case the maximum tile count is four, equal to his movement trait.



Ryo uses one of his actions to do a basic movement: he moves two tiles and stops. He can pass through Takako, but remember: only one tile at a time, and never diagonally!

Some yōkai or heroes abilities, or some situations, may force the movement to be done in a specific way, though: if so, it is described in the ability or in the related rule.

Heroes can pass through tiles occupied by other heroes, but cannot end the movement there. Same goes for the yōkai: they can go through tiles occupied by other yōkai, but they cannot end the movement where other yōkai is placed: miniatures cannot be clumped in a tile!

Finally, some tiles may be prohibited when performing movements: rocks, a lava river, walls, etc. Those cases are specified in the stage description and/or the board itself via visual indicators; If not specified, the players should decide if a tile is practicable or not.

## COMBAT: TIME TO KICKASS AND...

When a miniature attacks, either with a basic attack, ability, a consumable, or equipment that has a combination of combat dice for attacking, the steps to resolve the attack are the following:

- The attacker throws the combination of combat dice indicated in the basic melee or ranged attack trait. The results with a Katana are kept.
- The defender throws his/her defence combination of dice. For each Helmet result, one Katana result from the attacker is nullified.
- The final amount of Katana results, after the removal, is the number of wounds taken by the defender; removing one counter from the Health Pool for each wound taken.

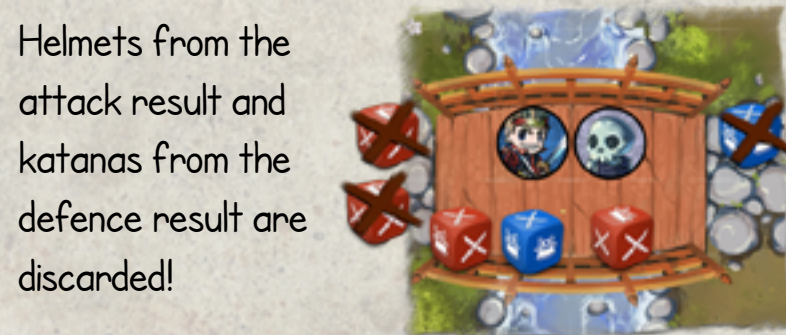
Basic attacks work as follows:

To do a basic melee attack, the miniature must have a valid target in their melee tiles. Which tiles are "melee"? Melee tiles are those surrounding the miniature in an orthogonal direction. For example, a miniature will have 4 melee tiles, one in each direction. A big miniature, like the Tengu, will have 8 melee tiles, two on each orthogonal direction.

After the target is chosen, the attack proceeds using the combination of dice indicated in the Melee Power and following the resolution steps indicated before.



Ryo does a Basic Melee Attack against the Hone Bushi! Attack and Defence combinations of dice are thrown!



Helmets from the attack result and katanas from the defence result are discarded!



Katanas and helmets cancel each other; the final result is a katana, so the Hone Bushi receives a wound and he only has one Health. The Hone Bushi is defeated!

To do a ranged attack, the miniature must have a valid target at range. So now, which tiles are considered "at range"? Those tiles are the ones within the Reach trait, counted from the miniature, excluding the melee tiles.

In short: melee attacks cover a distance of 1 from the miniature, while ranged attacks cover from 2 to the Reach trait.

Abilities that cause damage have a combination of dice to represent the attack, specified in the Ability Card. If the ability affects by any means more than one enemy, the attacker must throw the dice for each one of the enemies affected. Items work in a similar way that abilities, those which can cause damage have that information in their Treasure Card. If the ability or item specifies that the attack is melee or ranged, the procedural is analogue to the basic attack, using the traits indicated in the ability or item (or hero's traits if the ability doesn't indicate those)

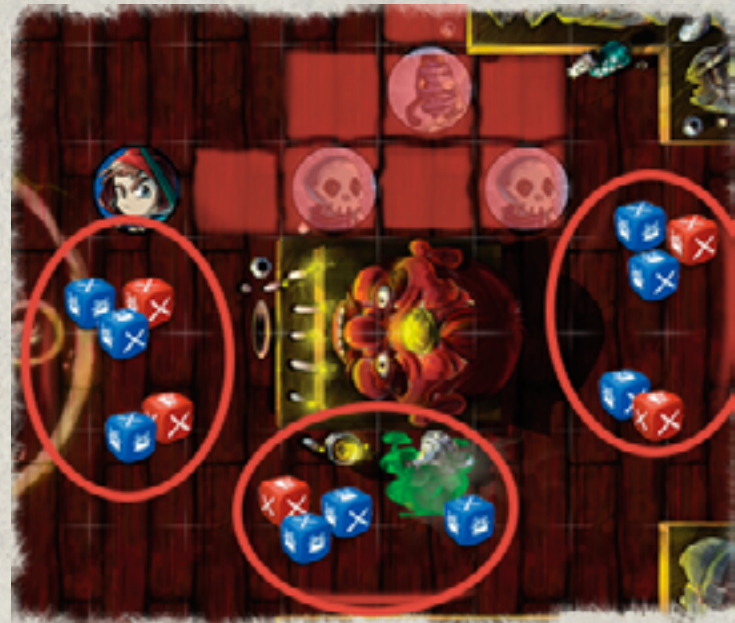
The combination of dice thrown for defence is stated in the Hero Card, under the Defence trait, and for the yōkai in their own section of the manual.



Combat dice are used to resolve fights! They can be of two types:

Red die: Four Katanas and two Helmets. Those are the fiery ones!

Blue Die: Four Helmets and two Katanas. Blue die are sturdy for sure!



Haruma uses his "Senjō Kuushuu" ability! The area of effect covers the two Hone Bushi and the Obahe. Independent dice throws are done to resolve each attack: from left to right, the Hone Bushi is defeated (2 katana vs 1 helmet), the Obahe is defeated too (1 katana vs 0 helmet), but the other Hone Bushi stands still! (2 katana vs 2 helmet).

## ALTERED STATES: I FEEL FUNNY...

Some abilities or items produce altered states on the affected heroes or yōkai. These effects are highlighted using State Counters of different types, and are placed over the Hero Card of the affected hero, and close to the yōkai miniature when it affects a yōkai. When an attack, ability or item with altered states affects a miniature, it always puts the indicated State Counters on that miniature regardless of any other effects caused (damage, movements, etc.)

These effects have a variety of gameplay impacts: affected miniature may be prevented from moving, have reduced defence or empowered attack, lose Health over time, and many more. New state applications add the specified number of State Counters to the already present in the miniature, even if there are ones of the same types.

Every time a Hero uses their two actions, before the next hero starts playing; or after a yōkai is played, before the next yōkai is played, one State Counter of each type affecting that hero or yōkai is removed. This is the natural way of removing State Counters, but some abilities or items may force their removal.

As a result of the Yurei attack, Katsu places a Entangle Counter over his Hero Card. His next movement will be hindered!



Katsu receives an attack from the Yurei! The ranged attacks of the Yurei always put an Entangle Counter on the target.

- **Armour Reduction:** the miniature loses a dice from their Defence trait, while there are Armour Reduction Counters present. The die lost is the one situated most to the right of the indicated ones.
- **Silence:** when affecting a miniature, it cannot use abilities; it can only do basic movements, basic attacks and/or use items.
- **Entangle:** the miniature affected loses one point in their Movement trait for each Entangle Counter present.
- **Stun:** the miniature loses a die from their Melee Power and Ranged Power traits, while there are Stun Counters present. The die lost is the one situated most to the right of the indicated ones.
- **Damage Over Time:** Each time one of these DOT Counters is removed naturally, a Blue Die is thrown: with a katana result the miniature loses one Health Counter, while a helmet result has no effect.
- **Curse:** Each time one of these Curse Counters is removed naturally, a Red Die is thrown: with a katana result the miniature loses one Health Counter, while a helmet result has no effect.

# HEROES

The main protagonists in Yōkai Quest! The heroes fight against the evil without rest, anywhere they find it. For that, they have unique traits and abilities that make them heroes, and use items to help their tasks.



## HERO DASHBOARD: ORGANIZATION FIRST!

In the Hero Dashboard, all the cards regarding the chosen Hero are set in the available slots. Only one card can be placed on a given slot at a time, and each one of the card types will be described and explained in the following sections. Also, some counters may be placed on top the different cards to keep track of certain mechanics.

- **Hero Slot:** here is placed the Hero Card
- **Skill Slots:** the chosen Ability Cards are placed here.
- **Equipment Slots:** one for each type of equipment.
- **Item Slots:** looted Treasure Cards stored.

Skill Slots: the chosen abilities are placed here.



Hero Slot:  
here is placed  
the Hero  
Card

Equipment Slots: one  
for each type

Item Slots: looted  
treasure stored.

## HERO CARDS: WHO IS THE BOSS!

In the Hero Card you will find the value of the traits that define a hero: movement, defence, health, reach melee power and ranged power. This card is placed in the Hero Slot, and this is where any State Counters affecting the hero are placed too. The elements of the card, from up to down and left to right, are:

1. **Name:** name of the hero.
2. **Illustration:** art of the hero.
3. **Class:** bushi, shinobi or sennin.
4. **Health:** the maximum amount of Health Counters the hero can have in his Health Pool. Also, this is the number of these counters the hero begins a scenario with.
5. **Movement:** indicates how many tiles the hero can advance with a Basic Movement, as described in the Movement section.
6. **Reach:** this value indicates how far the basic ranged attack target can go.
7. **Defence:** this is the combination of dice thrown when the hero defends from an attack.
8. **Melee Power:** this is the combination of dice thrown when the hero attacks with a basic melee attack.
9. **Ranged Power:** this is the combination of dice thrown when the hero attacks with a basic ranged attack.



## ABILITY CARDS: SHOW ME YOUR MOVES!

Abilities are unique in each hero: they have an array of 10 different ones, having to choose four of them before a scenario begins by placing them in the Skill Slot.

The Ability Cards have one particularity: they have no card back; in each face you will find a different ability.

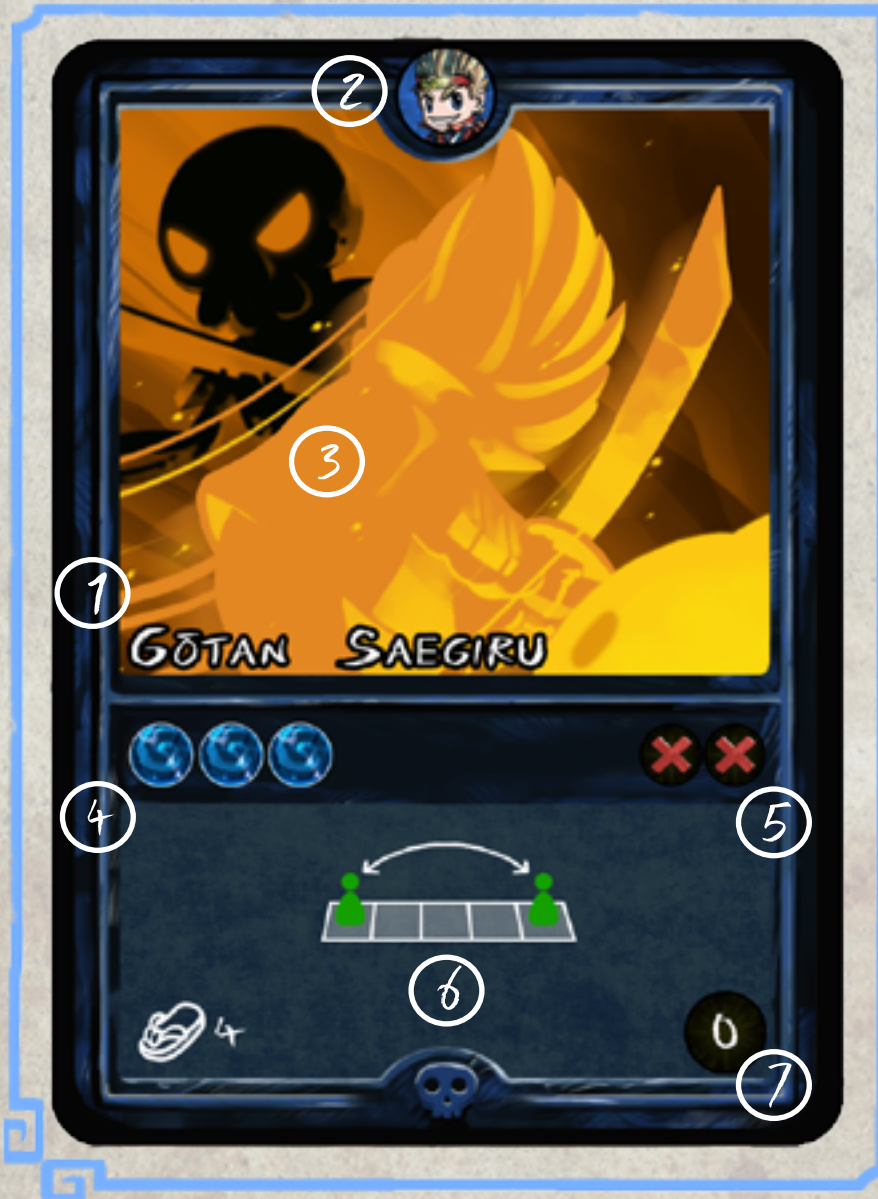
What does this mean? If you choose ability and place it in the Skill Slot facing upwards, the ability displayed in the other face is automatically discarded, so there are impossible combinations!

Abilities are displayed in the following fashion:

1. **Name:** Name of the ability.
2. **Hero Portrait:** The hero that uses this ability.
3. **Illustration:** Art related to the ability.
4. **Energy Cost:** The amount of energy from the Energy Pool that is consumed when the ability is used. That number of counters is retired upon use, no matter what the result of the ability was. If the required amount is not available, the ability cannot be used.
5. **Cooldown:** The amount of time needed before the ability can be used again. The indicated amount of Cooldown Counters is placed on top the ability card; the ability cannot be used while there are any Cooldown Counters present.
6. **Visual Cue:** A visual diagram, using standardized icons, to describe what the ability does. This is designed to be a reminder: a description of how the ability works can be found in the section describing the hero.
7. **Type:** Indicates if the ability is an Action, thus requiring one of the two actions a hero has available during the Hero Phase to be used, or a Fast Response, thus being usable anytime.

Some abilities need some time before they can be used again: the Ability Card specifies a number of Cooling Counters that must be placed on top of the Ability Card when it is used. If the ability has at least one of these counters, it cannot be used!

The removal of these Cooldown Counters is as follows: every time a Hero has used his two actions, one Cooldown Counter in each one of the abilities is removed.



## TREASURE CARDS: DID YOU GET SOMETHING GOOD?

For every yōkai defeated, one Treasure Counter is added to the treasure pool. Unless specified otherwise, for each five Treasure Counters in the Treasure Pool, each hero draws a card from the Treasure Deck. This happens immediately when the number of counters has been matched, removing that number of counters from the pool after drawing cards.

Those cards can contain two different types of items: Equipment and Consumables.

The item drawn always goes to the Item Slot in the Hero Dashboard; however, if all the slots have items on them, one item must be discarded immediately.

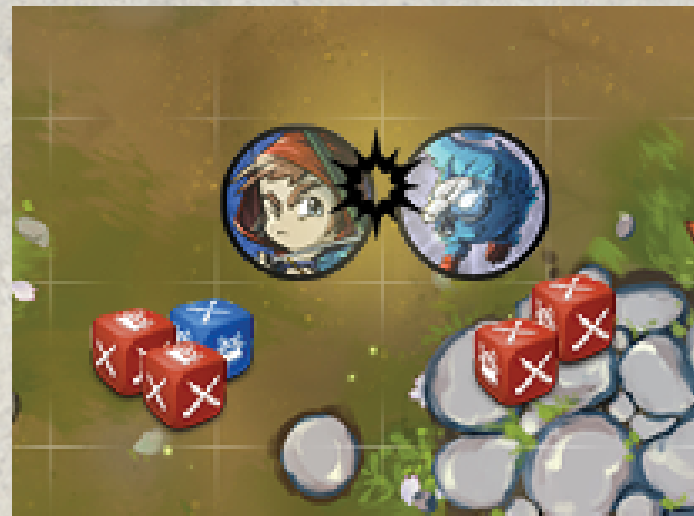
Each type of item has its own considerations:

- **Consumables:** these items are always stored in the Item Slots, and they are discarded on when their effects are activated. Heroes can only use one consumable per turn.
- **Equipment:** These items have a type: armour, weapon or trinket, and a class: bushi, shinobi or sennin; they indicate the slot where they can be placed and the hero class needed to do so.
- 

Players can displace the equipment of their heroes from the items slot to the corresponding slot for armour, weapon or trinket, do the opposite, or swap items, but only once per turn. When placed in the armour, weapon or trinket slots, any effects described happen immediately, and any uses it may have can be activated.

Some of these equipment are exhausted upon use, may broke under certain conditions, etc. When this happens, the card is immediately discarded.

Items can also be passed from a hero to another: this is called trading. To do so, both heroes must be on adjacent tiles (melee tiles), and without any yōkai on their own melee tiles. The trade follows these rules: players can displace items between item slots, do the opposite displacements, or do swaps. In any case, a hero must activate the trade spending an action during the Hero Phase.



A Shikigami Inu attacks Haruma! The attack results in two katanas. Haruma throws his defence; because Haruma has a trinket equipped, he throws an additional Red die. With the two helmets, he takes no wounds!

All the discarded Treasure Cards are stored together. When the Treasure Deck is out of cards, immediately all the discarded Treasure Cards are shuffled and conform the new Treasure Deck.

Treasure Cards have the following layout:

1. **Name:** name of the item.
2. **Illustration:** art related to the item.
3. **Class:** The class that can use this item.
4. **Type:** tells if the item is a consumable, or if it is equipment, its type: armour, weapon or trinket, and class: bushi, shinobi or sennin.
5. **Visual Cue:** A visual diagram, to describe how the item works. This is designed to be a reminder: items are described in their own section of the manual.



## ENERGY CARDS AND POOL: TAKE MY ENERGY!

While Energy Cards have no direct placement in the Hero Dashboard, each time an Energy Card is drawn, Energy Counters must be placed close to the Hero Dashboard, up to a maximum of seven: excess counters are not added.

After this process is complete, the Energy Card is discarded.

However, if any effects come from one of these cards, it must be placed as a reminder over the Hero Card who draws it until the end of the current turn, being discarded afterwards.

All the discarded Energy Cards are stored together. When the Energy Deck is out of cards, immediately all the discarded Energy Cards are shuffled and conform the new Energy Deck.

Some Energy Cards have a bonus that is immediately applied upon drawing them!



Be careful, if you loss all these shiny Health Counters, your hero is defeated! If that happens, you will have to wait for the stage to end.

## HEALTH POOL: IT'S ONLY A FLESH WOUND!

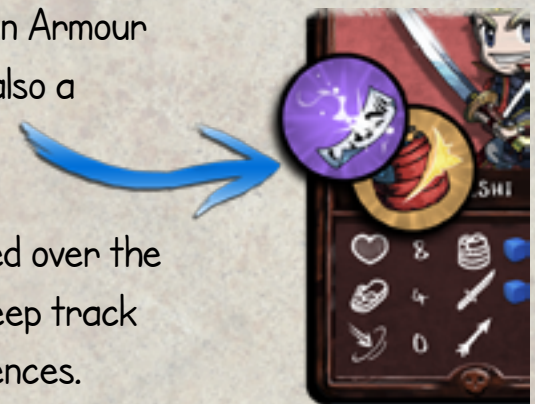
The Health Counters are stored in the health pool, placed close to the Hero Dashboard.

## STATE COUNTERS: STOP BEING SICK AND...

The different State Counters are placed over the Hero Card, to show that the hero is affected by effects that may alter his performance.

Ryo is suffers an Armour reduction, and also a Curse effect!

Those are placed over the Hero Card to keep track of the consequences.



# YŌKAI

In this chapter you will find all the information you need to know about the yōkai!



## YŌKAI TYPES: WHAT AM I?

Yōkai are the enemies in Yōkai Quest. The term yōkai could be translated approximately as "monster" or "ghost", and it ranges a wide variety of creatures and evil characters.

The most basic yōkai are, for example, the Hone Bushi, Obake or Yurei. Those appear in the game very commonly, and are relatively easy to beat, with simple behaviours that can be easily anticipated. Their strength is the number in which they appear!

After them the Dark Champions come. The presence of those yōkai enhances the capabilities of certain types of basic yōkai. For example, the Undead Dark Champion can boost the movement or melee power of the Hone Bushi present on the board. They also have better traits and a little more complex behaviour.

In top of all the yōkai are the bosses and epic bosses. There are unique enemies in the way that their traits and behaviours are different on each scenario. Bosses usually appear at the end of scenarios, as the final enemy, while epic bosses are so powerful that must be fought during all the stages of an epic scenario!



Epic Boss:  
beware!!



Basic yokai are the most  
common enemy: you will  
face tons of them!

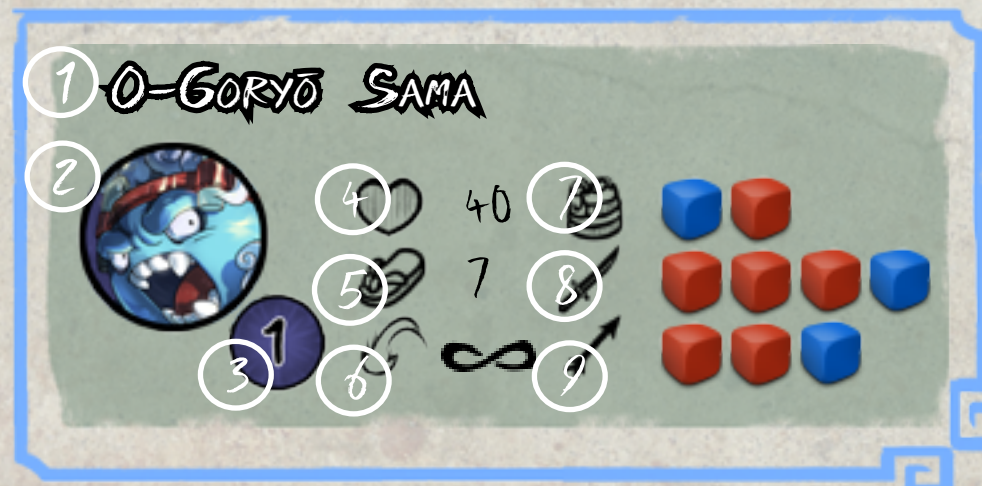
From time to time, Dark  
Champions may appear!

Boss: you will face  
bosses at the end of  
scenarios

## YŌKAI TRAITS: LAY THE CARDS ON THE TABLE!

The yōkai have traits that define them in the system mechanics. Those are:

1. **Name:** name of the yōkai.
2. **Portrait:** art of the yōkai.
3. **Initiative:** this number indicates the order in which this type of yōkai is played.
4. **Health:** the maximum amount of wounds the yōkai can receive before being defeated. Usually only the bosses and epic bosses will have more than one health, so is advisable to keep track of the wounds inflicted to them using paper and pencil. Each received wound by the yōkai lowers the health by one point.
5. **Movement:** indicates how many tiles the yōkai can advance with a basic movement, as described in the Movement section.
6. **Reach:** this value indicates how far the basic ranged attack target can go.
7. **Defence:** this is the combination of dice thrown when the yōkai defends from an attack.
8. **Melee Power:** this is the combination of dice thrown when the yōkai attacks with a basic melee attack.
9. **Ranged Power:** this is the combination of dice thrown when the yōkai attacks with a basic ranged attack.



## PLAYING THE YŌKAI: HEROES, BE AFRAID!

So, we know what they are and what traits define them. Now, the most important part: how to play them?

### Order of play

When the Yōkai Phase of a turn starts, the first thing to do is find which of the present yōkai, on the board and waiting in the spawn point has the higher initiative value. That type will be the first ones to be played.

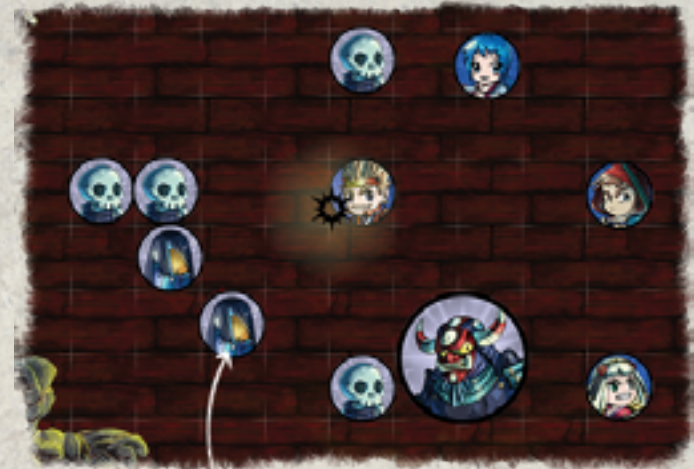
If more than one type has the same value, player will decide which group is played first.

The order in which are played the yōkai inside a type is also decided by the players (advices about how to do it will be given on each yōkai description, like "move the Hone Bushi in order of proximity to heroes").

After the first group sorted by initiative has been played, the next group will be the one with most initiative that hasn't been played yet the current Yōkai Phase. This process will repeat until all the yōkai have been played.



Finally the Yoroi, with one in initiative! Because he has no heroes in melee, he does a whirlwind: moves towards Takako and unchains the blade tempest, hitting her!



With their Initiative of four, the Yurei are the first ones to be played! One of them attacks Ryo, while the other moves towards him!



After the Yurei, there goes the Hone Bushi with their two in Initiative! All of them move towards the closest hero each one of them have.

## Behaviour chart

Finally, the yōkai will follow a behaviour chart that dictates how they are played. Those flowcharts are easy to follow once you know the little details!

The flowcharts have the following elements:

- **Green oval:** represents the start and the end of the flow. The start will always be on the upper part and arrows will come out of it, and just the opposite for the end.
- **Black arrows:** represent the transit that must be followed between elements.
- **Blue diamond:** represents decisions. It will always contain a text with a question or a random process, like "heroes at range?" or "throw two Blue Dice". The exits of the diamond will have the possible answers besides each black arrow: the one with the correct answer is the one to be followed!
- **Red rectangle:** represents actions! A text inside will indicate either what to do or the name of the ability. In both cases, an explanation of what the yōkai does in each case will be attached to the behaviour chart.

So it's very easy! Just start in the green oval, and follow the black arrows. When a blue diamond is reached, resolve the question and follow the black arrow with the correct answer. When it is a red rectangle, resolve the action and continue the black arrow. Just continue these two steps until you reach the final green oval, when the yōkai ends its play.

It is much more complex explained than it is in reality: in no time you will be playing all the basic yōkai easily, without even needing to check their behaviours charts.

## Behaviour Chart



## Obake Abilities:

1. **NIGERU:** The Obake moves away of the closest hero using all his available movement if possible, and following a path that puts maximum distance from that hero. This movement will stop before the Obake enters a tile where it won't have a hero within Reach.
2. **ENJŌ:** The Obake spits fire, doing a basic ranged attack over the closest hero at range.
3. **Move towards the closest hero:** The Obake moves toward the closest hero using all the available movement if possible, following the closest path. This movement will stop when the Obake enters a tile where it has a hero within Reach.

# SCENARIOS

Scenarios are the core of Yōkai Quest playstyle: they conduct the action within a story arc, providing the leitmotif of the fighting, in a classic introduction, climax and ending structure.



## SCENARIO: TELL ME THAT STORY AGAIN...

Scenarios have two main parts: storytelling and stage, usually alternating between each one as the scenario progresses.

- **The storytelling occurs between the stages:** here the plot is developed; why the heroes are there, the problems they face and the motivations to fight.
- **Stages are the playable part of the scenario:** there are described all the necessary setups needed to play: the board/boards used, Spawn Points, etc.

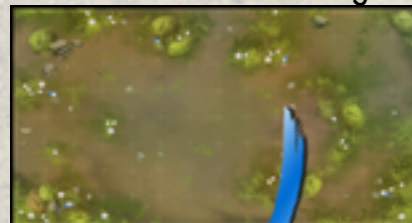
Stages have a win condition, specified in their description. If this condition has occurred by the time an End Phase begins, the Spawn Sites stop working (no more Spawn Cards are drawn during the next Set Phases). When the condition has occurred and there is no remaining yōkai, the stage is closed and the next one must be prepared. Any additional considerations to this, if any, will be explained on the "win condition".

If the stage was the last of the scenario, it has been completed successfully!

The Adventure Book provides all the information needed about the Scenarios and their stages: boards, spawn deck composition, treasure deck, win conditions, etc.



Stage 1



Stage 2



Stage 3



The Scenario flows through the stages, as heroes accomplish the objectives.

During the transitions, the fragments of the story will make you immerse in the adventure !!

## HEROES DEFEATED: I'LL BE BACK!

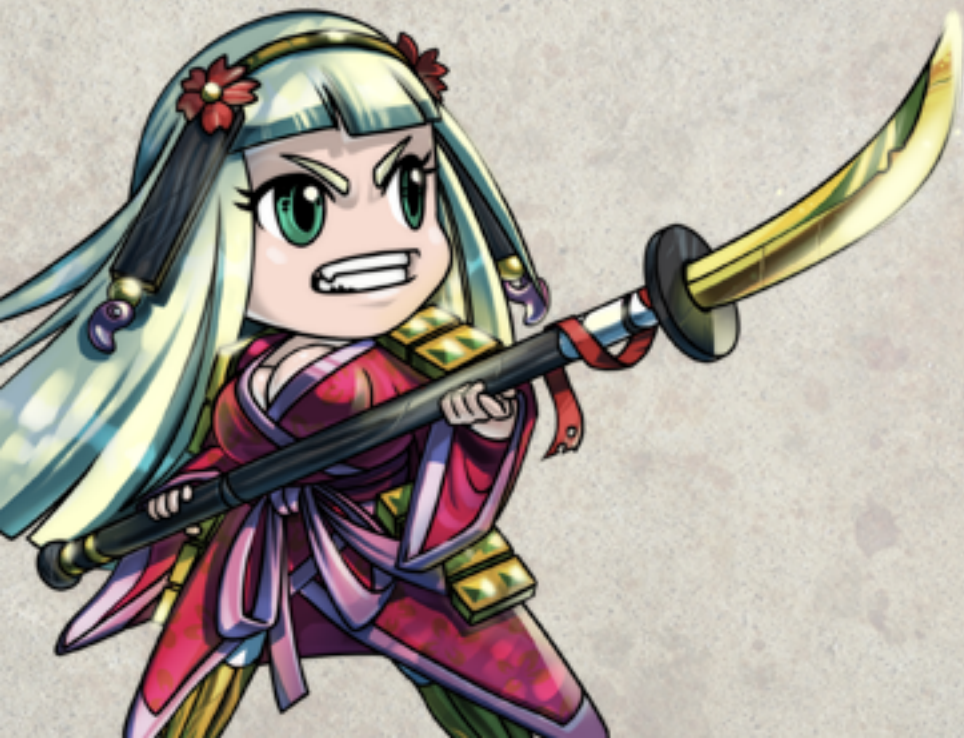
When a Hero has lost all the Health Counters, has been defeated: their miniature is removed from the stage, and cannot participate any more until it ends. At the moment this happens, the player controlling the hero must proceed as follows:

- All the Energy Counters in the energy pool are removed.
- All State Counters and Cooldown Counters are removed.
- The player must discard one of the items placed on any of the Hero Dashboard slots.

The hero in this situation must wait until the stage ends, either by a win, or by a retry. If the stage ends with a win, the hero defeated will recover one Health Counter to be ready for the next stage (this adds to the specified stage transition of the scenario, unless said otherwise).

If all the heroes playing the stage have lost all their Health Counters, and thus have been removed from the board, the retry mechanics comes into play.

When a retry happens, the stage is reset; it must be played again from the beginning.



Takako receives attacks from the Yurei, the Akatsume Ninja and the Hone Bushi! The wounds received depletes her Health Pool, so Takako is defeated!

## RETRY MECHANICS: PLEASE CONTINUE!

The steps to follow before the stage restarts are:

- The Energy Deck, Spawn Deck and Treasure Deck are rebuilt and shuffled.
- The treasure pool is emptied.
- The win conditions are reset, so any accomplishments toward it are discarded.
- All the scenery elements are restored.

This reset can only happen once per Stage. If a second Retry is triggered, the Scenario is lost.

Additional information about the specific mechanics if a Scenario is lost during a campaign is described in the Adventure Book.

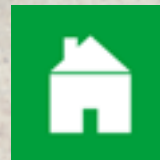
# YŌKAI QUEST BETA RULEBOOK

ENGv.023

This is a Kickstarter version of the Yōkai Quest rulebook.

All the elements of this game are under constant evolution and improvement! It is important for us to hear thoughts and opinions from our kickstarter backers, so any constructive criticism is welcome.

Follow us in our social networks!!



# KICKSTARTER

