

TROUBLE TOWN SCENARIO

GAMEPLAY

Hello! This is a gameplay presentation of Yōkai Quest first scenario introduced: Trouble Town!

On it, Ryo and Katsu will be the heroes to struggle against the yōkai that are disturbing the peaceful town, serving as a distraction for an evil plans behind the curtains!

The right text tells the preface and explains the first stage settings. After reading it, only a few preparations are needed:

1. Set the Board.
2. Place the Spawn Points and Heroes' Entrance.
3. Build the Decks and place them.
4. Have miniatures, dice and counters at hand.
5. Choose heroes (Ryo and Katsu), and choose their abilities.
6. Fill each hero Health Pool.
7. Place the hero miniatures in the Heroes' Entrance

The game is ready! Let's go for the first turn!



Preface.

The mountain village faces a new dawn. A crowd breaks the morning harmony: many farmers run towards the mayor house.

A1: Mayor! Has happened again, my fields have been devastated!

Crowd: Devastated! Devastated! Devastated!

A2: At this rate, we won't have supplies for the winter! That's unacceptable!

Crowd: Unace...! Unacept...! Not acceptable, that's it!

Voice in the Crowd: Think of the children!

Mayor: Neighbours... calm down. Those are wild animals and nothing more. We will place fences and traps in the surroundings and...

A3: But that hasn't been of any help before, we need heroes!!

Crowd: Heroes! Heroes! Heroes!

A4: Tonight some adventurers arrived to the village, let's ask them for help!

Crowd: Help! Help! Help!

The crowd hastens heading for the inn, still shouting out loud. There, they ask the heroes to investigate the fields.

Heroes: Of course, we are going to investigate what's happening!

Crowd: Happening! Happening! Happening!

Upon reaching the fields, yōkai start to appear!! Heroes prepare to fight.

STAGE 1: Shake those bones!

- Board: 1 (Field) Heroes Entrance: 1 Spawn Points: 2



- Treasure Deck: standard composition.
- Energy Deck: standard composition.
- Spawns: A1-8 (Hone Bushi, Yurei).
- Stage Win conditions: Defeat 10 Bone Warriors.
- Transition bonus: Every hero recovers two Health Counters.
- Special achievement: Win condition in less than 5 turns. Reward: extra Treasure Card.

STAGE 1: SHAKE THOSE BONES!

Energy Deck



Spawn Deck



Treasure Deck



Discarded Spawn



Discarded Energy



①

	HP: 8	EP: 4
1. Kiri no Nisshoku	A:	I1:
2. Gotan Saegiru	W:	I2:
3. Ōtori no Hikō	T1:	I3:
4. Taiyōkō	T2:	I4:

①

	HP: 6	EP: 3
1. San Shisei	A:	I1:
2. K. Shōgeki	W:	I2:
3. Iki Kanmon	T1:	I3:
4. Genkai	T2:	I4:

Turn 1

Set Phase:

The game begins!

Ryo and Katsu draw from the Energy Deck, obtaining one and two Energy respectively. (1)

As we know, one Spawn Card is drawn for each Spawn point: it results one Hone Bushi appears in one side and one Hone Bushi and a Yurei in the other! (2)

Heroes Phase:

It's the first turn, so the heroes need to enter the board. With his first and second actions, Ryo enters the board and waits for the yōkai to start entering the board! Katsu by his side, does the same. (3)

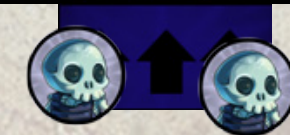
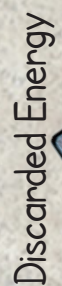
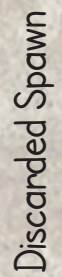
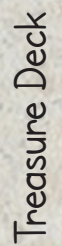
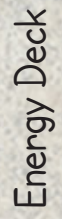
Yōkai Phase:

The yōkai that spawned enter the board! They always use their movement ability to do it, so the Hone Bushi move towards the closest hero and the Yurei does the same, but in straight lines. (4)

End Phase:

The last part of the turn! As there are no temporary effects to be removed, and the win condition is far from being accomplished, the turn ends!

STAGE 1: SHAKE THOSE BONES!

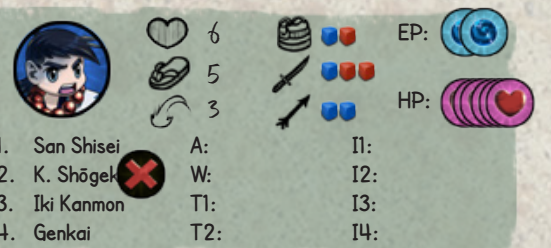
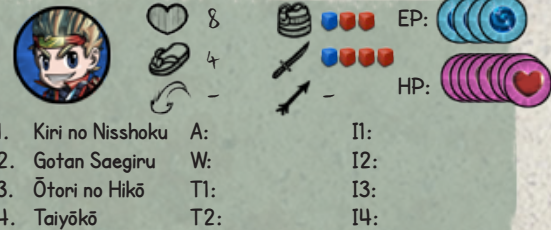


Turn 2

Set Phase:

A new turn begins! Katsu and Ryo draw energy from the Energy Deck, obtaining 3 energy each one!

More yōkai come: this time two Yurei and two Hone Bushi appear. Things are getting serious!



Heroes Phase:

Better start defeating some yōkai, or the board will be crowded soon! The two heroes move towards the bottom Spawn Point, trying to close the gap.

Katsu, moves closer to the Hone Bushi, and uses his "Katsuryoku Shōgeki" ability on him! It consumes 3 energy from Katsu's Energy Pool and puts a Cooldown Counter on the ability; but it does an attack with 5 Blue Dice, resulting in one wound inflicted to the Hone Bushi! (2 Katanas in the attack vs 1 helmet in defence). (1)

The Hone Bushi is defeated! Its miniature is retired from the board, and the heroes add their first Treasure Counter to the pool! (2)

As Katsu has spent his two actions, he removes the Cooldown Counter from his ability. Now it's time for Ryo!

Seeing that the Yurei can damage Katsu if left alone, he moves quickly to her melee, and prepares himself to absorb the incoming melee attack!

With this, the Hero Phase ends. Now its yōkai time!

STAGE 1: SHAKE THOSE BONES!

Energy Deck



Spawn Deck



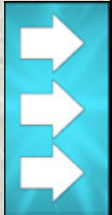
Treasure Deck



Discarded Spawn



Discarded Energy



Turn 2

Yōkai Phase:

The Yurei goes first, as she has the higher initiative! Her behaviour chart indicates that she must use Kyōren if a hero is in her melee tiles, so that's what she does!

Her ability states that she does a basic melee attack: the result is that Ryo is unaffected (0 katanas vs 1 helmet). The Yurei is weak attacking in melee! (1)

The Yurei waiting in the Spawn Point enter the board, threatening the heroes!

Now the Hone Bushi! As they have no heroes in their melee tiles, they move towards the closest hero; the ones waiting in the Spawn Point do the same.

End Phase:

The turn ends! The count towards the "Win Condition" now is 1!

  8  4     EP:                                  

STAGE 1: SHAKE THOSE BONES!

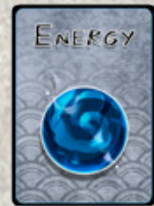
Energy Deck

Spawn Deck

Treasure Deck

Discarded Spawn

Discarded Energy



5



Turn 3

Set Phase:

Turn 3 begins! As usual, the energy draw: 1 for Ryo, 2 Energy Counters for Katsu.

And more yōkai! A Hone Bushi and a Yurei appear on the top Spawn Site, while two Hone Bushi and a Yurei appear on the bottom Spawn site.

Hero Phase:

Better do something spectacular, or things can be bad!

Ryo moves back to earn some space and unleash his "Kiri no Nisshoku", It costs one action, 4 Energy Counters and puts 2 Cooldown Counters on the ability; but the results are devastating for the yōkai! Three Hone Bushi and a Yurei are covered by the area of effect, so each one receives an attack with two Red Dice and two Blue Dice. Because of it, the three Hone Bushi are defeated, but the Yurei resists! The dice throws are:

Hone Bushi 1: 2 katanas vs 0 helmets (1)

Hone Bushi 2: 3 katanas vs 1 helmets (2)

Hone Bushi 3: 2 katanas vs 1 helmets (3)

Yurei : 1 katanas vs 1 helmets(4)

3 more Treasure Counters are added to the Treasure Pool, due to the three Hone Bushi Defeated. (5)

As Ryo has spent his two actions, he removes one Cooldown Counter from his ability, but one remains! That means that he won't be able to use "Kiri no Nisshoku" during turn 4!

Character 1: Kiri no Nisshoku

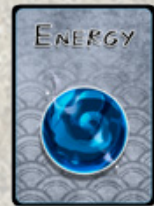
HP: 8	EP: 4
AT: 4	DEF: 4
SP: 4	SK: 4
TI: 4	TA: 4

Character 2: K. Shōgeki

HP: 6	EP: 5
AT: 5	DEF: 5
SP: 5	SK: 5
TI: 5	TA: 5

STAGE 1: SHAKE THOSE BONES!

Energy Deck



Spawn Deck



Treasure Deck



Discarded Spawn



Discarded Energy



Turn 3

Hero Phase:

Now its Katsu time!

He moves toward the two Yurei in the upper side, and uses "San Shisei" with his second action! That spends 3 Energy Counters and puts two Cooldown Counters in the ability (1), but Katsu can perform three basic melee attacks in rapid succession while moving! The results of the attacks are:

Yurei 1: 2 katanas vs 1 helmets (2)

Yurei 2: 0 katanas vs 1 helmets (3)

Yurei 3: 3 katanas vs 0 helmets (4)

One of the Yurei is still standing! The other two are defeated and are retired from the board; also, two Treasure Counters are added to the Treasure Pool... hold on! There are now 6 Treasure Counters!

That means 5 can be retired, and that our heroes draw a Treasure Card each one.

Ryo draws a consumable: an Onigiri, and Katsu draws a piece of equipment, a Tsuru Kanzashi! Both are stored in the items slot for the moment. (5)

Finally Katsu removes a Cooldown Counter from his ability, leaving the other one there.

With this, the Hero Phase ends! They have achieved a huge victory here! But the fight continues!

	HP: 8	EP: 4	HP: 5
1. Kiri no Onigiri	A:	I1: Onigiri	
2. Gotan Saegiru	W:	I2:	
3. Ōtori no Hikō	T1:	I3:	
4. Taiyōkō	T2:	I4:	

	HP: 6	EP: 3	HP: 5
1. San Shisei	A:	I1: Tsuru Kanzashi	
2. K. Shōgeki	W:	I2:	
3. Iki Kanmon	T1:	I3:	
4. Genkai	T2:	I4:	

STAGE 1: SHAKE THOSE BONES!

Energy Deck



Spawn Deck



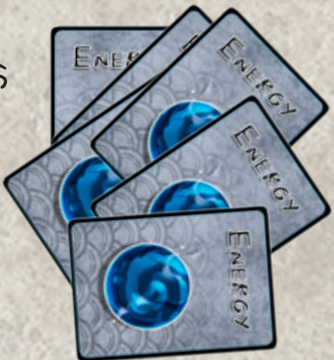
Treasure Deck



Discarded Spawn



Discarded Energy



2

Character card for Kiri no Onoku:

1. Kiri no Onoku	A:	I1: Onigiri
2. Gotan Saegiru	W:	I2:
3. Ōtori no Hikō	T1:	I3:
4. Taiyōkō	T2:	I4:

Stats: HP: 8, EP: 4, T1: 1, T2: 1, I1: 1, I2: 1, I3: 1, I4: 1

1

Turn 3

Yōkai Phase:

The yōkai with the higher initiative is the Yurei, so she goes first. Wait... the one on the board has no heroes in melee but at range! She has no preferred in target, so players decide that Ryo will take her "Juso" attack.

The Yurei throws two Red Dice and one Blue Die when attacking at range; Ryo has the same combination for defence. The result 2 katanas vs 0 helmets, so Ryo suffers two wounds! Two Health Counters are immediately removed from his Health Pool in consequence. Also, the Yurei ranged attacks puts a Entangle Counter on the target! (1), so one is placed besides the Hero Card (2).

Now, the other Yurei enter the board! They do it as usual, with their movement ability.

And finally, the tireless Hone Bushi! They enter the board moving directly towards the heroes.

End Phase:

That was an intense turn!

The "Win Condition" count is now 4! Also Katsu equips the Tsuru Kanzashi in one of the Trinket Slots, immediately gaining an additional Red Die in Defence (3).

With this, the turn ends!