

Tillinghast Rules

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Abstract

The village of Tillinghast was the venue for a long and bitter feud between powerful magicians. Eventually the townsfolk tired of their incessant strife, and took matters into their own hands, killing the magicians, and burying their bodies.

But the townsfolk were naive in the ways of magic, and did not perform the correct rites needed to lay the ghosts of the magicians to rest. Now the ghosts wander the town, trying to summon enough elemental spirits to resurrect themselves...

Tillinghast is a deduction game for 2-5 players. Players have to balance their race for the victory conditions, with keeping careful watch on where other players are, and leading a trail of misinformation to avoid being thwarted themselves.

1 Data

- 2-5 players
- 30-60 min
- age 8+
- Components:
 - One laminated map book per player
 - Eight small black power cubes per player
 - Four large yellow summoning cubes per player
 - A dry-erase marker per player.

2 Goal of the Game

Each player takes the role of a ghost of a powerful magician. They must be the first to summon four elemental spirits and raise themselves from the dead.

Ghosts move around the village, trying to reach four areas of Cursed Ground and Summon the spirits they need. At the same time they can cast spells to make their journey easier and thwart their opponents.

Players cannot see where other ghosts are. But ghosts don't move entirely without trace. Players use clues to work out where other ghosts are to try and stop them, while evading detection themselves.

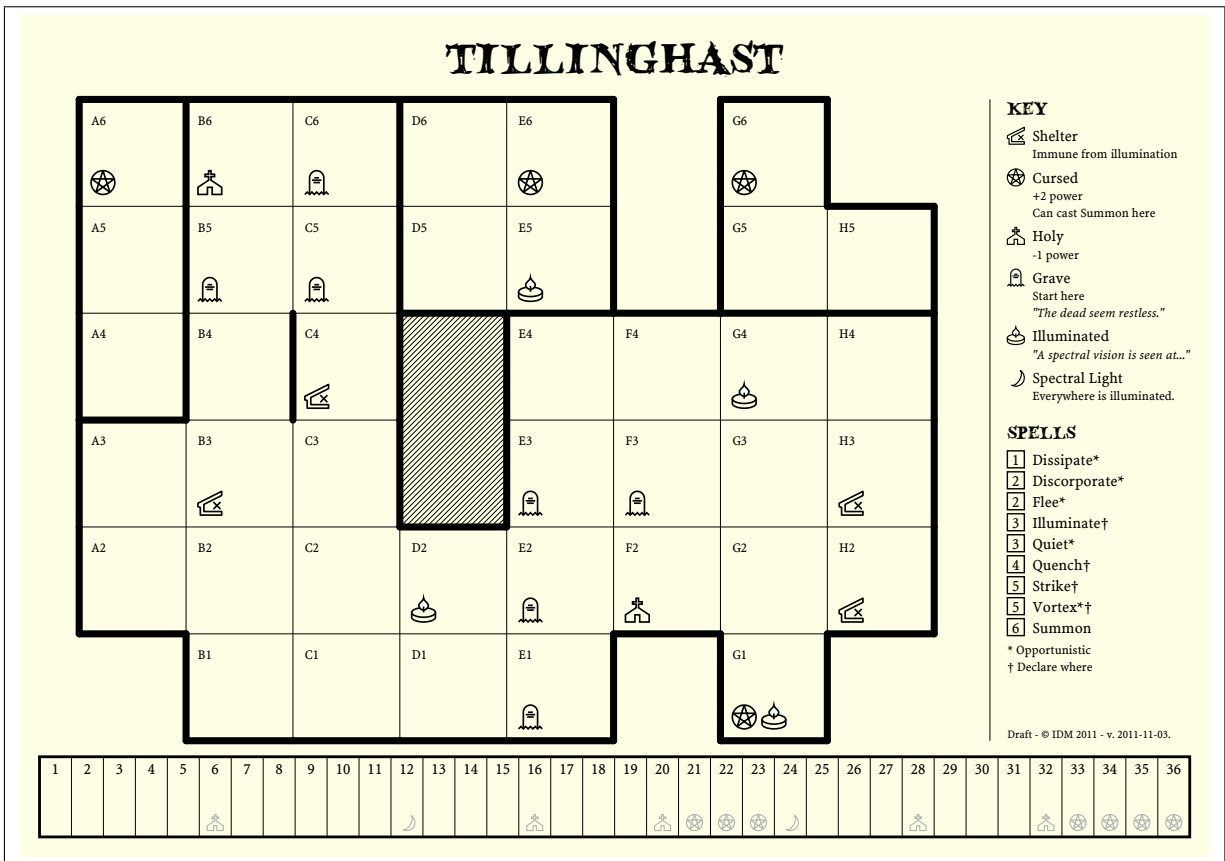


Figure 1: A Sample Map in Pre-production Form (i.e. without Flavor Art)

3 Setting Up

The players choose a map to play. Each player turns in their book to the correct map. Players start with no power cubes or summoning cubes. Place the piles of cubes as a general supply in the center of the playing area where everyone can reach them.

Players choose where their ghosts start, and mark it in the start box on their map. Ghosts must start on a square with a grave symbol.

4 Turn

Play progresses in numbered Rounds, each representing one hour of the game. At the bottom of the map is a track that shows the number of rounds in the game, and it may vary from map to map.

In each round players take their turns in clockwise order from the starting player. A player's turn consists of three phases:

1. Movement and spell-casting.
2. Drawing power cubes.
3. Other players cast opportunistic spells.

When all players have taken their turn, any Special Hour effects take place for this round (see Special Hours below). Then the next round begins with the start player.

4.1 Movement and Spell-casting

Each turn a ghost can move to one of the four squares adjacent to their current square. Ghosts cannot normally move through a wall (a darker line on the map). Movement is optional.

A player may have their ghost cast any number of spells before or after their movement on their turn. To cast a spell, a player pays the appropriate number of power cubes back into the general supply, then takes the appropriate action.

Whenever a ghost moves (as their normal movement or using a spell), the player records this on their round track under the current round number. These records will be revealed for everyone to see at the end of the game. This ensures that players don't cheat. Even though nobody can see what other players are doing during the game, there is a record that can be checked afterward.

4.2 Drawing Power Cubes

After the player has carried out any movement and spell-casting they wish, they will take additional power cubes from the general supply to signal the end of their turn. If they used their one square of normal movement, they will receive one power cube. If they did not move normally (even if they moved using only spells) they will receive two cubes. The number of cubes can be modified by the special effects of certain areas, described below.

Players may never have more than eight power cubes. If a player has seven power, and should ordinarily draw two more cubes, they will draw just one to reach eight.

Players may draw fewer cubes than they are entitled to. Players must declare the number of cubes they are taking.

4.3 Opportunistic Spells

In this phase, all other players have the opportunity to cast spells that are marked as being available opportunistically. A player cannot cast opportunistic spells on their own turn.

Players who wish to cast opportunistically declare their intention without saying what spells they wish to cast.

Those players then take turns to resolve their opportunistic spells in clockwise order starting from the person on the left of the player who has just taken their turn. Each player must cast all the opportunistic spells they wish to cast before the next player casts any.

Casting opportunistic spells is not a normal turn: players don't get a normal move, nor do they draw cubes. If a player does not declare their desire to cast opportunistic spells, they cannot change their mind that turn.

After opportunistic spells have been resolved the next player begins their turn proper. The opportunistic phase does not change the order than normal turns are taken.

4.4 Ending the Game

The game ends at the end of a round when one player gains their fourth summoning cube. If there is only one player with four cubes at the end of the round, they are the winner. Otherwise the winner is found using the tie-breaking rules below..

If the game reaches the end of the last turn on the round track, then the game ends and the player with the most summoning cubes is the winner.

In the case of a tie, the following criteria are used in order:

1. the tied player with the most power cubes is the winner,
2. the tied player who's ghost was banished the least number of times is the winner,
3. the player who moves later in the round is the winner.

When a game is over, all players place their maps on the table, and are free to examine each other's round track to see where ghosts were during the game.

5 Spells

There are a number of spells that can be cast. The cost of each spell, for a particular scenario, is given on the map. The cost of the spell is paid in power cubes before the spell is cast. A player may choose to spend more than the required number of power cubes to cast a spell (in order to mislead other players as to what spell is being cast). Spells must be paid for one at a time before they are cast, and then immediately resolved. Players can't put down the payment for several spells at once.

Players must declare the number of cubes they are paying each time they cast a spell.

A spell that is not listed on a map may not be cast in that game.

5.1 Discorporate

This spell allows a ghost to move through walls to adjacent squares for the duration of the current turn. A ghost may not discorporate into or through an empty or shaded square.

Discorporate can be cast opportunistically.

If discorporate is cast during the opportunistic phase, it only remains in effect only until the end of that phase: the player who cast it can't benefit from its effects on their next turn (they may of course cast it again as part of their normal turn).

5.2 Flee

This spell allows a ghost to carry out an extra move to an adjacent space. If they are discorporate, they may move through walls.

Flee can be cast opportunistically.

5.3 Illuminate

This spell places a source of spectral illumination on the square where the caster is standing. The casting player must declare which square is now illuminated (thus revealing where their ghost is), and all players should mark this on their maps. This source of illumination is permanent (unless the Quench spell is cast on it).

Illuminate cannot be cast opportunistically.

5.4 Quiet

This spell allows a ghost to avoid triggering any detection effects for the rest of this turn. Detection effects include both illumination, and triggering the Grave special area.

Quiet can be cast opportunistically, but the effect only lasts from the point it is cast to the end of the current player's turn. If a player casts Quiet opportunistically, it will not still be active when they begin their next normal turn.

5.5 Strike

This spell calls down a spectral strike on a square adjacent to the caster. The player casting this spell will declare the square on which the strike takes place (and thus reveal that their ghost is adjacent to it). Any ghost on the square receiving the strike is *banished*, and any ghost on any adjacent square is illuminated.

If player has a banished ghost, they declare their banishment. Banished ghosts lose all their power (all power cubes are returned to the general supply) and, if they have any, they lose one of their summoned elementals (again returned to the general supply). The player can choose which elemental is lost and can remove one of the marks from a Cursed square they have used (see the Summon spell for more details).

The player controlling the banished ghost loses their next turn, taking no action and drawing no cubes. Their ghost will be unbanished at the beginning of their following turn. When a ghost is unbanished, it begins from a grave square of the player's choosing.

Banished ghosts are not on the map, and therefore are immune to all spells, area and hour effects.

When a strike is called down, the squares adjacent to the strike are illuminated instantaneously, and any players with ghosts in those areas must declare their presence (subject to the normal exceptions for special areas). Note that the ghost casting the spell will be adjacent to the strike, and therefore will be illuminated.

This illumination is a flash: it is instantaneous then disappears. Illumination only applies to immediately adjacent squares, and cannot pass through walls.

Because of the sequence of play, it is not possible for any other player to have a Quiet spell active when a strike hits. The casting player may have an active Quiet spell if they cast it before the Strike.

Strike cannot be cast opportunistically.

5.6 Quench

This spell removes a source of illumination from the caster's location. It can remove illumination added from a previous Illuminate spell, or illumination on the map from the start. Quench has no effect on illumination from a Strike, since such illumination is instantaneous.

The casting player declares the square whose illumination has been quenched (thus revealing where their ghost is).

Quench cannot be cast opportunistically.

5.7 Vortex

This spell allows the caster to instantly teleport to any Grave square on the map. When the player casts this spell they must declare the square they are teleporting from.

Vortex can be cast opportunistically.

5.8 Summon

This spell summons one of the four elemental spirits that a player needs to win the game. On each map there are four or more Cursed Ground spaces. Summon can only be cast in one of these four areas, and can be cast at most once in each.

When a player casts this spell, they take a summoning cube from the general supply (thus other players know the spell has been cast, but not where). They mark on the map which square the summoning took place at. The ghost may not cast summoning again from that square.

Each summoning cube represents a different elemental spirit, and each Cursed Ground square can summon only one such spirit.

If a ghost is banished through a Strike spell, they lose one summoning cube. At this point a player can choose which spirit they lose. They choose one of the Cursed Ground spaces they have previously cast Summon from, and erase its mark from their map.

Summon can not be cast opportunistically.

5.9 Dissipate

This spell has no effect. It is used purely to mislead other players. It has a minimum cost of one, but is normally cast by paying more cubes, to make it appear like another spell has been cast.

Dissipate can be cast opportunistically.

6 Special Areas

Some squares on the map are marked with special symbols that affect the game play.

6.1 Shelter

A ghost on a square with shelter is immune to illumination. There is, therefore, no point in illuminating a shelter, since the illumination would have no effect. It is most useful to hide from the illumination flash from the Strike spell. It protects from the flash only, it does not offer protection from banishment.

6.2 Cursed Ground

These squares are the only places where the Summon spell can be cast.

In addition, players whose ghosts end their turn on Cursed Ground may take two more power cubes than normal (subject to the normal eight maximum).

6.3 Holy Ground

Players who pass through one or more Holy Ground squares, at any point on their turn take one fewer power cubes than normal at the end of their turn. This only applies to a player's normal turn, it does not apply to any opportunistic movement.

This effect is not cumulative, the player may pass through any number of Holy Ground squares and only forfeit one cube. The minimum number of power cubes that a player is entitled to is zero, this effect cannot cause a player to have to give cubes back.

6.4 Grave

A player whose ghost moves into a Grave square at any time (in their own turn, or in an opportunistic turn) immediately says “The dead seem restless.” This indicates they are currently on a Grave square, but does not give away which one.

If a ghost is already on a Grave square at the start of their turn, and doesn't leave it, they must say “The dead seem restless.” at the end of their movement and spellcasting phase.

If the ghost is subject to a current active Quiet spell, then they may ignore this effect.

6.5 Illuminated

A player whose ghost moves into an Illuminated square at any time (in their own turn, or in an opportunistic turn) immediately says “A spectral vision is seen at ...” with the square on which their ghost is located.

A square may also be illuminated instantaneously as a result of a Strike spell.

If the ghost is subject to an active Quiet spell, then they may ignore this effect.

7 Special Hours

Some rounds in the round track have symbols on them, indicating that special actions occur at the end of these rounds.

7.1 Cursed

At the end of this round, all ghosts that are not currently banished receive two additional power cubes (subject to the normal maximum of eight). Players may elect not to take this cube.

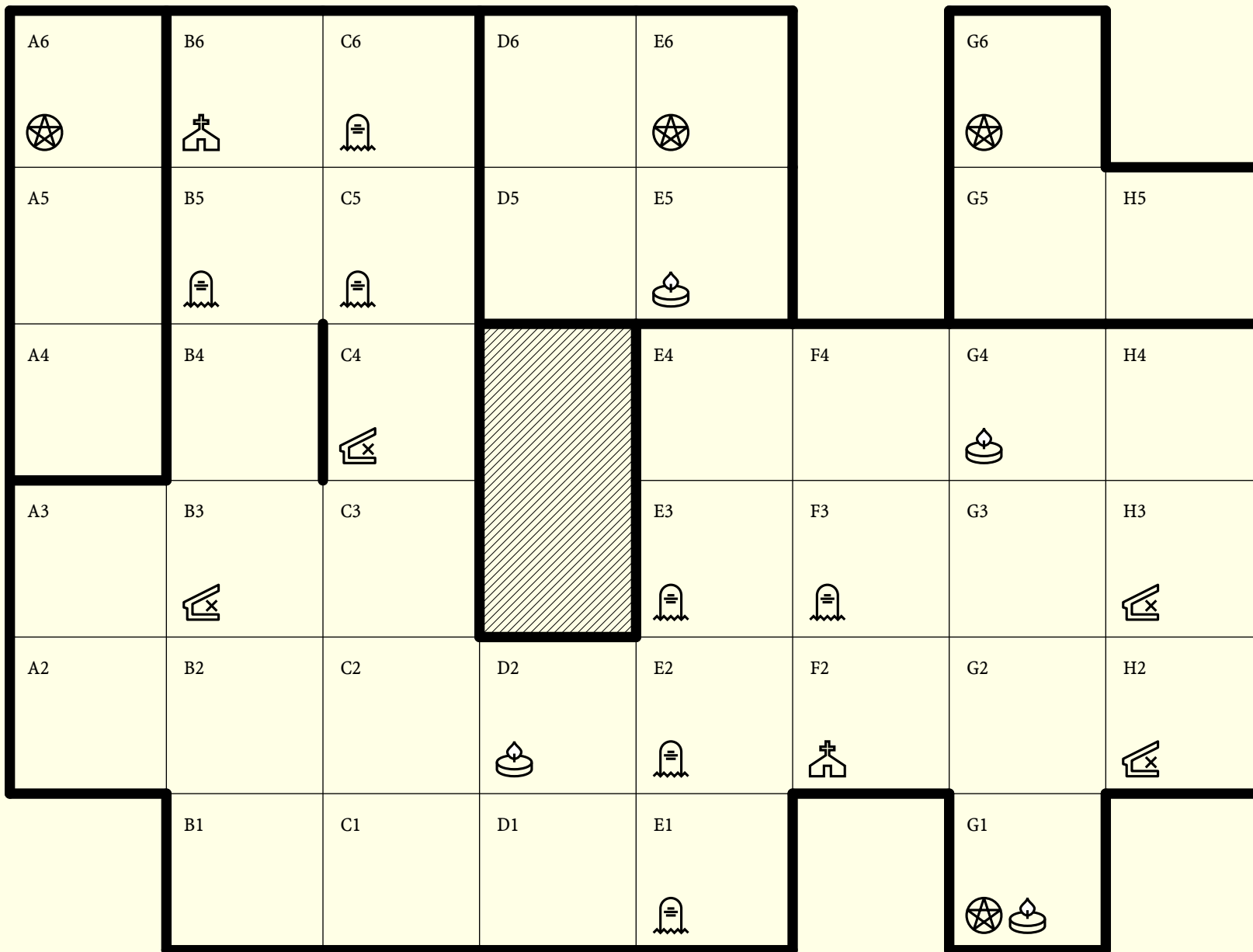
7.2 Holy

Holy times are difficult for ghosts. At the end of the round, all players place half of their power cubes back into the general supply, rounding up (i.e. a player with one cube gets to keep it, someone with five gets to keep three).

7.3 Spectral Light

At the end of this round, the whole map is illuminated, and all ghosts must declare where they are. Banished ghosts, and ghosts currently in shelter are exempt. Quiet spells cannot be used to avoid this, even if cast during the immediately preceding opportunistic phase.

TILLINGHAST



KEY

- Shelter
Immune from illumination
- Cursed
+2 power
Can cast Summon here
- Holy
-1 power
- Grave
Start here
"The dead seem restless."
- Illuminated
"A spectral vision is seen at..."
- Spectral Light
Everywhere is illuminated.

SPELLS

- 1 Dissipate*
- 2 Discorporate*
- 2 Flee*
- 3 Illuminate†
- 3 Quiet*
- 4 Quench†
- 5 Strike†
- 5 Vortex*†
- 6 Summon

* Opportunistic
† Declare where

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1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	