

Shadow House

The Code



After a series of mysterious events, Viscount Shadow met an untimely demise, leaving his will hidden in a safe with a secret password. He as a lover of puzzles, scattered cryptic clues throughout the mansion.

One day, a group of cunning detectives is summoned to crack the code. Each detective holds pieces of the puzzle, racing to be the first to unlock the safe. But there's a twist: Some detectives belong to rival factions, and uncovering your competitors' clues might be the key to victory. Who will be the first to unravel the mystery and claim the Viscount's legacy?

Components

- a. 6 Character Cards
- b. 5 Player Cards (5 colors)
- c. 20 Clue Cards (#0-9, 2 sets)
- d. 1 Action Summary Card
- e. 1 Safe Keeper Card
- f. 1 Winning Condition Card
- g. 40 Hint Tokens (5 colors, 8 each)
- h. 5 Scoring Tokens
- i. 1 Safe



Conspiracy Mode
Faction Mode

Goal

There are two modes in the game. In *Faction Mode*, the detectives take turns revealing clues and placing hints between their clues until someone deduces the correct combination in the Safe. Additionally, the detectives can dig into another's clues to secure a win for their faction. In *Conspiracy Mode*, the detectives work together to crack the Safe for reputations; however, the daredevil won't earn any reputations, so be careful of the hints you provide.

Setup

1. Choose Mode: The players agree to play either *Faction* or *Conspiracy Mode*. Place the Action Summary Card in the center of the table. Depending on the chosen mode, flip the Action Summary Card to the corresponding side face up.
2. Select Starting Player: The last player to withdraw money from the bank is the starting player.
3. Deal Character Cards: Shuffle the Character Cards facedown and deal 1 card to each player. **Note:** Shuffle 3 Character cards from different factions for 3-player games.
4. Secrets in the safe: Shuffle all of the Clue Cards facedown and secretly put 2 cards into the Safe (no player is allowed to see them).



5. Deal Clue Cards: Starting with the player to the right of the starting player, deal the remaining cards facedown one by one in a counterclockwise order until all have been dealt.
6. Arrange Clues: Players check their own Clues (**secretly!**) and arrange them in ascending numerical order **from left to right** including their Character Card, which has a value of 5. This forms the player's own Clue row (see diagram below).
7. Sort Hint tokens: Sort the Hint tokens by color. Each player takes a set of the same color facedown, along with its corresponding Player Card and a Scoring Token. Place them in front of themselves above the Clue row as their Hint Pool.
8. Reveal Factions (if applicable): If playing in *Faction Mode*, all players flip their Character cards to reveal their factions.
9. The starting player begins the game.

Gameplay

Faction Mode

Players take turns in a clockwise order. On their turn, the turn player announces the action they want to perform. After the action, the next player takes their turn.

Have a Drink: *When there is insufficient information, let's have a drink...*

Detectives exchange opinions but avoid revealing too many clues. The turn player draws 2 Hint tokens, while all other players draw 1 Hint token from their Hint Pool. Each player then places their Hint token(s) in their Clue row according to the following rules:

- When placing between or next to cards, the value must be greater than or equal to the card on the left and less than or equal to the card on the right.
- Multiple tokens can be placed in the same position if they match the rules above. *If a player draws 2 Hint tokens...*

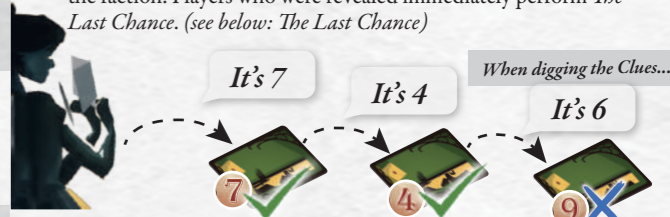


- Whenever there are not enough Hint Tokens in the Hint Pool, the player reveals a Clue card for each token they need to draw. **Note:** If all of a player's Clue Cards are revealed by this action, that player will not have *The Last Chance*. (see next page)

Dig: *We never touch our own secrets, but we often reveal others' mistakes.*

Uncover another detective's clue. Target a facedown Clue card in another player's row and announce a value for your deduction.

- If the target player confirms the value is correct, they reveal the card. The turn player must then deduce the value of another Clue card of any player except themselves. Continue this process until they fail.
- If all of a target player's Clues are revealed by this action, they flip their Character Card to cover their faction. They no longer win for the faction. Players who were revealed immediately perform *The Last Chance*. (see below: *The Last Chance*)



- If the target player confirms the value is incorrect, the turn player must reveal one of their own facedown cards in their Clue row, and their turn ends. **Note:** If all of the turn player's Clue Cards are revealed after this action, the turn player will not have *The Last Chance*.

The Last Chance: *It hangs by a thread! You need to unlock now.*

- If the last facedown Clue card of a player is being revealed by "Dig" action, they have one final chance to perform the "Unlock" action after the current action. If they deduce the correct password, they record a triumph.



▪ **Unlock:** *To find hidden secret, try to deduce the correct combination in the safe.*

Announce the value of both cards in the safe and secretly check if they match. If the player is the first one to "Unlock", otherwise, ask the Safe Keeper for the correction.

IMPORTANT *Players cannot perform this action as their very first action in each round.*

- If the values match, the player records a triumph.
- If not, **the first player** fails the "Unlock" action, flips their Character Card to cover their faction, and can no longer win for the faction. Then, the player takes the Safe and Safe Keeper card and becomes the Safe Keeper.



The Safe Keeper:

As the gatekeeper, you can only hope others make mistakes.

- The Safe Keeper has no faction but answers whether the detectives' deductions are correct or incorrect.
- The Safe Keeper loses the chance to unlock the safe but is still in the game and can only perform the "Have a Drink" or "Dig" action on their turn.
- When a player becomes the Safe Keeper, they flip their Character Card to cover their faction and take the Safe and Safe Keeper card. If any subsequent player performs the "Unlock" action and announces the values, They do not check the safe. Instead, the Safe Keeper checks and answers how many numbers are correct.
 - If the combination is correct, that player records a triumph.
 - If any of the values is incorrect, Safe Keeper draws a Hint token from that player's Hint Pool to place on their Safe Keeper Card. Whenever there are 3 Hint tokens on the Safe Keeper card, the Safe Keeper records a triumph.

Record a Triumph

- Whenever the following conditions are met, the achieving players share 2 points. Record the points earned on their Player card:



- If a player successfully deduces the correct password.
- If the Safe Keeper collects 3 Hint tokens.
- If all rival detectives' Character cards are flipped, the remaining players of the same faction share the points. If 2 players of a faction win together, each player earns 1 point.

Winning a Game / Start a New Round

- Whenever any player has 3 or more points, the player with the most points wins the game. If no player has 3 or more points, follow the setup instructions for a new round.



When you reach three points, move the scoring token to the three-point grid.



A DEDUCTION GAME
COOPERATION AND CONSPIRACY

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Gameplay Conspiracy Mode

There are no "Have a Drink" and "Dig" actions in Conspiracy Mode, but there is a new action to perform. Players can share any information regarding their Clue card during conversation, but they must never reveal the card itself.

The gameplay is the same as the *Faction Mode* game, players take turns in a clockwise order. On their turn, the turn player announces the action they want to perform:



- **Ask a Question:** *Share something you hold. Clues are real, but players' whispered discussions may not be the truth.*

Draw 2 Hint tokens from your own, pass them to any player, including yourself, and ask them, "How many of these values are in your row?" That player MUST answer the question honestly.

Q: How many of 1, 6 are in your row?

A: Two



After that, the player who answered places the Hint tokens in their Clue row according to the following rules:

- When placing between or next to cards, the value must be greater than or equal to the card on the left and less than or equal to the card on the right.
- Multiple tokens can be placed in the same position if they match the rules above.
- If a player has no Hint tokens, they can NOT perform "Ask a Question". They must perform the "Unlock" action.



- **Unlock:** *The password was deduced, maybe? In the team, who should bravely take the lead?*

Announce the value of both cards in the safe and secretly check if they match.

IMPORTANT *Players cannot perform this action as their very first action in each round.*

- If the values match, players with their Character cards still earn 1 point. The player who successfully unlocks the Safe earns 1 additional point.
- Players who have lost their Character cards do not earn any points. The players record the earned points on their Player card.
- If not, the player discards their Character to the center. They lose the chance to earn the reputations and their turn will be passed.



- As soon as there is **only one** player left (he has not failed yet), they immediately perform "Unlock" action. If all players fail to unlock the Safe, no player earns points.

Winning a Game / Start a New Round

- Whenever any player has 3 or more points, the player with the most points wins the game.
- If no player has 3 or more points, follow the setup instructions for a new round.

TIP

- Taking notes is encouraged.
- Players can use a diagram like the one below to help cross out incorrect answers.
- Answers to the questions must be correct, and players can ask about previous answers again.

Zero is the leftmost number in the Clue row

0.	1.	2.	3.	4.	5.	6.	7.	8.	9.
X	X	X	X	X	X	X	X	X	X

** If you see a clue you can put a note \ on the X*