

Rulebook



About This Book

Scrolls of a Northern City is set in the Taipei of 1935. The Great Taiwan Exhibition is about to open, and the newly founded city shines like in a dream, sparkling bright in the night.

In the northernmost corner of the city, in first floor of Café Bai-Hua-Tang (The Hall of a Hundred Paintings), the scent of freshly baked pastries wafts into the air and pretty waitresses wearing kimonos and frilled aprons attend to the customers.

On the second floor is the owner's private library, containing a large and diverse collection of books. Spirits roam the shelves, reading at their leisure. Even more surprising perhaps, is that the handsome young owner appears to be hiding a secret power, only to be revealed when things start to go wrong...

This book made up of three short stories, each incorporating elements of fantasy. AKRU depicts the story of a mysterious and magical shopkeeper who is a medium for the spirits with careful brushstrokes, instilling both the historical background and the sentiments of the characters a dreamlike romance.



Scrolls of a Northern City

Players: 1 ~ 5 players.
Duration: 30 ~ 40 minutes.
Recommended Age: 12+

Background

1935, Taipei City - a wondrous place that is as beautiful as a dream. Even in a dream, it sparkles and glimmers like no others. In the corner of this dreamlike city stood a small coffee shop known as Bai-Hua-Tang.

One day, the owner disappeared without a trace. As the loyal customers of the shop, you must search every spot in Taipei City for clues and bring the owner back for the worried maids. With your mystical powers and brilliant detective skills, can you find the whereabouts of the wandering owner?

Goal of the Game

Players must race to be the first one to correctly guess the numbers on all 3 Clue Cards.

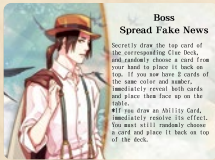
Game Components

- 3 Rulebooks (Chinese, English, and Japanese)
- 1 Taipei City Board
- 5 Wooden Rickshaws
- 3 Character Standees
- 6 Character Ability Cards
(3 Chinese cards and 3 English/Japanese cards)
- 38 Clue Cards
- 15 Ability Cards
(Chinese, English, and Japanese)
- 5 Player Screens
- 1 Sand Timer Marker
- 1 Stack of Answer Sheets
- 3 Solo Play Ability Cards
- 1 Special Board for Beginner Mode
- 1 Cardholder



Game Setup

1. Unfold the Taipei City Board and place it face up in the middle of the table. Place the Sand Timer Marker next to the board for now.
2. Choose a Maid Character Standee and place it on location 1, then place the matching Character Ability Card next to board.
 *Note: If players are familiar with the game, you may choose to play with any 2 Characters, both of which must start on location 1. If you chose the Owner Character, you must choose another Maid Character. The Owner may start the game on any location except location 1.
3. Randomly draw 1 Clue Card from each color and place them in to the cardholder as the answer for this game.
4. Shuffle the remaining Clue Cards with the Ability Cards, and evenly distribute them among the 5 locations as Clue Decks.
5. Each player receives a pen, an Answer Sheet, a Player Screen, and the Rickshaw of the matching color. Play begins with the player who has most recently drank coffee, and proceeds clockwise.



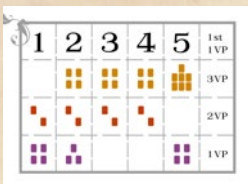
Character Ability Cards



Character Standees



Clue Cards



Stack of Answer Sheets



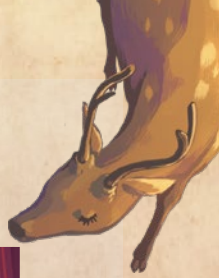
Stack of Answer Sheets



Sand Timer Marker



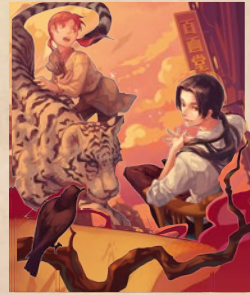
Ability Cards



Player Screens



Wooden Rickshaws



Cardholder

Taipei City Board



Game Play

Starting with the first player and going clockwise, each player chooses a different location on the board and places their Rickshaw there as the starting location.

Each player then receives 1 Clue Card from the matching Clue Deck based on their location. If an Ability Card is drawn, keep drawing until a Clue Card is drawn, and shuffle all Ability Cards back into the deck. The number of cards a player has and its color on the back are public information. Players cannot hide them from other players.

During a player's turn, they must perform 1 of the following actions:

Pursue

1. Move

You may move your Rickshaw to an adjacent location, or stay in the same location. Depending on your location, you may either Yell Out Loud or Ask for (as shown to the right.)



2. Gather Clues

Depending on your location, you may either Yell Out Loud or Ask for Help

[A] Yell Out Loud: If your location does NOT have a Character Standee, then you must Yell Out Loud. Draw the top 2 cards from the matching Clue Deck, and place them face up next to the game board so everyone can see.

Players should mark off the corresponding numbers on the Answer Sheet and try to use process of elimination to figure out the numbers on the 3 cards set aside in the beginning of the game.



3	4	5	1st 1 VP
■	■ ■	■ ■ ■	3VP

[B] Ask for Help: If your location has a Character Standee, then you must Ask for Help.

Use the ability of the character, and move the standee 2 locations . clockwise.

The next player then begins their turn.

Ability Cards:

In the story, they represent important helpers of the Owner. In the game, they will use their magic powers to assist you.

Whenever you draw an Ability Card, resolve its effect immediately, and then place the card faceup under the Clue Deck of the matching location. Even after an Ability Card is used, if a player manages to draw the card again in the future, they will be able to use its ability once again.

*Note: players should never draw an Ability Card into their hands.



Solve

Each player may only attempt this action once per game.

If you think you have figured out the final answer, write your guess on the Answer Sheet and declare them to everyone. Secretly look at the 3 set aside cards to confirm your guess without revealing the final answer.

If your guess is correct, you win the game!

If at least one number is wrong, then return all 3 cards next to the game board facedown. Take the Sand Timer Marker (it may be in front of other players), and place it in front of any other player of your choice. During that player's turn, they must take the Pursue action immediately followed by a Solve action.

*Note: You are now out of the game, but are still affected by Ability Cards and Maid Characters.

Game End

If anyone guesses all 3 numbers correctly, they are the winner.

Otherwise, everyone sums up their score according to the following:

The first player to take the Solve action scores 1 point.

Any player who guesses the yellow number correctly scores 3 points.

Any player who guesses the red number correctly scores 2 points.

Any player who guesses the purple number correctly scores 1 point.

The player with the highest score wins.

Game Variant

Beginner Mode

There are no rule changes, but the board has one less location and all number 5 Clue Cards are removed. The game will be simpler and faster. Recommended for first time players or younger players,

Game Setup

1. Remove all number 5 Clue Cards (showing an Owl) from the game.
2. Use the Special Board for Beginner Mode to cover location 5.
3. All other rules remain the same. Goal of the Game, Game Play, and Game End

All remain the same as the base game.



Solo Play

The game also supports single player! Experience the elegant and busy life of the Owner!

Goal of the Game

Your mission is to reveal as many of the facedown Clue Cards as possible to find the number of the red Clue Card. Aim for the highest score!

Game Setup

1. Unfold the Taipei City Board and place it face up in the middle of the table. Place the Owner Standee at location 1.
2. Take out the 3 Ability Cards for solo play and set them aside for now.
3. Randomly draw 1 red and 1 purple Clue Card and place them face down as the answer for this game.
4. Shuffle all the yellow Clue Cards faceup with all the red and purple Clue Cards facedown into one deck, and set them up into a pyramid, as illustrated in the figure.
5. Reveal the topmost red and purple Clue Cards of every pile. You may now begin the game.



Game Play

You can choose either to either Pursue or Solve on your turn.

Pursue:

1. Remove 1 yellow Clue Card that is not covered by other cards, and move the Owner Character a number of spaces clockwise or counterclockwise equal to the number of the removed card.



2. Based on the location of the Owner, remove a red or purple Clue Card of the matching number.



*If 2 or more cards are eligible for removal, you can still only remove one.

*If there are no cards to remove after you move, nothing happens.



3. If any red or purple Clue Card is now at the top, reveal it immediately.

4. You may use the effect of the solo play Ability Cards at any time. Each [A]card may only be used once:

Remove a revealed Clue Card of the highest number.

[B] Remove a revealed Clue Card of the lowest number.

[C] Instead of removing a yellow Clue Card in step 1, move the Owner one space.

5. If you are unable to remove any card, you must immediately perform the Solve action.

Solve

You may only perform this action once per game.
As the game continues, players will have a better idea of what the final answer is.
Check your guess after you choose this action.

End of the Game

If you guess the red number correctly, you score 1 point and the mission succeeds (Otherwise, the mission fails).
If you guess the purple number correctly, you score 1 point.
Score 1 point for every unused solo play Ability Card at the end of the game.
Try to reach 5 points, which is the highest score possible!

Solo Play Ability Cards



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antler
鹿言
工作室



Cardholder

3+4



1+2

