

# SENSEI SEANCE

THE HIGH SCHOOL EXORCISM CO-OP

4-6 PLAYERS 14+ 20 MIN



# ◆ CONTENTS ◆

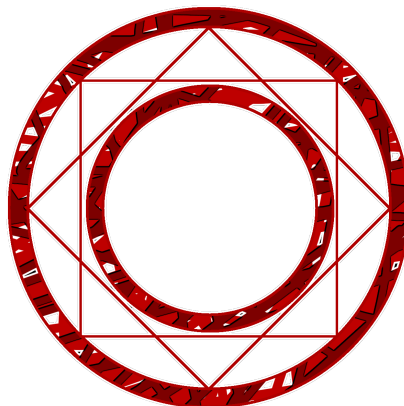
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# ◆ HIGHSCHOOL GOT WORSE! ? ◆

*At Seirei Senior High, the Occult Club wasn't exactly the school's most prestigious group. The only reason the students joined was because unlike in the other clubs, they didn't really have to do anything. No drills, no extra work, no projects, just a club without any real club responsibilities. The Occult Club brought together a collection of students that had next to nothing in common, aside from their collective interest in a free ride. The group was a patchwork of characters; a nerdy genius, the school's sports talent, a music prodigy, an enthusiastic artist, a rebelling rulebreaker and even the senior class president. They begrudgingly accept their differences - and in some cases, disdain - united by their mutual love for avoiding effort.*

*One afternoon, while they were kicking back like usual, the club found a sinister-looking book. Written in a strange language and covered in odd symbols, the bored yet intrigued students flipped through it. Pouring over the pages of ominous entities and magical elements, they didn't notice that the Occult Club was the last club at school. No one remembers who dared to read a passage aloud, but they all remembered the events that happened next.*

*As the passage was finished, light surged from the pages. The crash of thunder echoed throughout the empty school, as a strong wind whipped the clubroom. In the distance, one of their Sensei's could be heard screaming, followed by the horrifying sound of what could only be supernatural. The students stared at each other around the room. The Occult Club finally had some real work to do.*



# ◆ OVERVIEW ◆

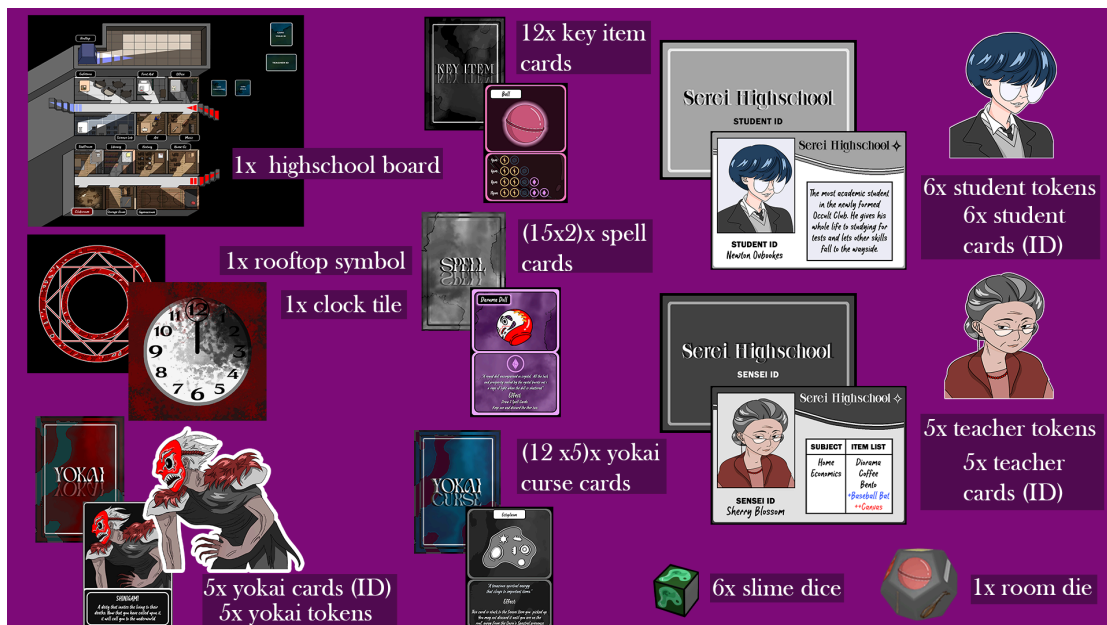
*The Yokai must be banished before the clock strikes twelve!*

Reading the mysterious book of occult knowledge, the students realise a Seance must occur to communicate with the monstrosity they have summoned. After banishing the Yokai back to the underworld, their teacher will be free of the evil spirit, and no one will have to know what horrors unfolded after school today.

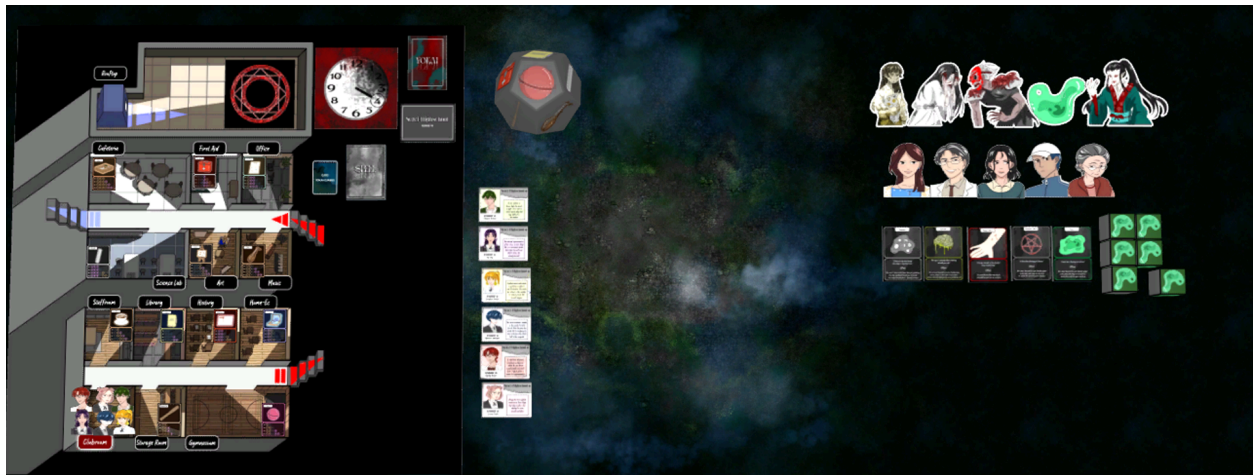
To conduct a seance, Students must work together to find items important to the possessed teacher. Unfortunately, as a being from the underworld, the Yokai is aware that the students will be working to banish it, and it has imbued these items with a curse.

Using their newfound knowledge of Occult magic, the high school students must obtain these possessed items and bring them to the rooftop to perform the seance. Here, the Yokai can be banished back to the underworld, and their poor teacher can be free to go back to marking quiz sheets and drinking coffee.

# ◆ WHAT ' S IN THE BOX ◆



# ◆ BOARD SETUP ◆



- ★ Before the game begins, players should each select a Student they would like to play as. Their Student ID card should sit in front of them, face up.
- ★ All Student Pieces should be positioned to start in the club room. Use the piece that corresponds to your Student ID.
- ★ Shuffle the Main Deck and place this on the “Spells” label on the playmat.
- ★ Deal each player one card from the Main Deck. Sensei Seance uses an *open-hand* configuration, so place this card face-up next to your Student ID. All cards you add to your hand will also be placed this way, for other players to see.
- ★ Keeping them separate, shuffle both the Yokai and Sensei Decks. Pull one card from each, and flip them over. This is the teacher who’s been possessed, and the Yokai possessing them!
- ★ Place both these cards face-up on their respective spaces on the playmat.
- ★ Referencing the Yokai Guide section, find your selected Yokai and read aloud your Yokai’s effects

- ★ Find the Curse Deck for your Yokai and place this beside the Main Deck, on the label "Yokai Curses".
- ★ Referring to the Sensei Items listed on the Sensei ID, place these Item Cards on the board in their respective locations.
  - *Remember, additional Items are added to scale with party size, and marked with "+" and "++" on the Sensei ID, for 5 and 6 players respectively.*
  - *In Tabletopia, all Item Cards are laid out on the board by default. Remove any Item cards not in use.*
- ★ For most Yokai, the Movement Die should be rolled, and the Yokai Piece placed in this room. For Suraimu, place the Slime Dice in each room with a Sensei Item.
- ★ Place the Sensei Piece on the rooftop
- ★ Move the Clock counter to "4pm" and position this where all players can see it.
- ★ *The player who most recently watched an anime goes first.*

***Good luck students, time is ticking!***



# ◆ GAMEPLAY ◆

## YOU MUST HOLD A SEANCE

To hold the Seance, banish the Yokai and free your Sensei, you must:

1. ***Collect all Sensei Items***
2. ***Bring all Sensei Items to the rooftop***
3. ***Hold the Seance by matching three-of-a-kind Spell Types***

### > FIRSTLY, HOW DO WE GET THESE CURSED ITEMS??

Having been hexed by the Yokai, the Students must use their knowledge of Occult Spells to rid Sensei Items of their curses, and bring them to the rooftop.

Sensei Seance is a hand-management and pattern-collection game. For a player to pick up a Sensei Item, they must meet the Spell Requirements detailed on the Sensei Item's card by matching Spell Types.

Players create a set by having the correct combination of Spell Types across their hand, ***and the hand of any players in the same room.***

### >> SPELL CARDS & TYPES

Each Spell Card belongs to a house of magic; ***Crystal, Shadow, or Energy***

A player may choose to save a Spell Card and use its type to fulfil a Spell Requirement, or may play it as an action and use its effect.

When a Spell Card's effect is used, it must be discarded.

If a Spell Card's type is used to fulfil a Spell Requirement, it must be discarded.



If a player can make a set and fulfil the Spell Requirement, they may add the Sensei Item to their hand. They must discard any Spell Cards they used in their hand to fulfil the Requirement, **but players in the same room maintain their hand.**

Players must have room in their hand to hold the Sensei Item, and picking up the Item requires one action.

## > OKAY, WHAT NEXT?

Once all Sensei Items have been obtained, they must be brought to the rooftop where the seance can take place.

The Students must call upon their occult knowledge to initiate the seance. Of the three houses of magic, they will need to draw upon one and channel its power! Across the hands of all players on the rooftop, a matching set of three Spell Types must be present.

## > IS IT OVER????

If all Sensei Items have made it to the rooftop, and students can aptly draw upon one house - all before the clock strikes 12 - the Yokai is successfully exorcised from the tortured Sensei, and Seirei Senior High is safe once more!

If students do not manage to conduct the seance before midnight, the Yokai will consume the Sensei's soul and they are lost forever. You dare not think what will happen when school opens the next morning.

At the end of the game, players should open up to the final section of this guide: **Seance Outcomes**, and read aloud what fate awaits the students after their horrifying evening!

### **Added challenge: Deadly Yokai**

*More advanced players may choose to impose the Deadly Yokai condition on the game. Not only must students rush to complete the Seance before twelve o'clock, but they must watch out for the Yokai's Deadly Curses! If at any one time, every student holds a Curse Card, the club members will be banished to the underworld instead of the Yokai, and the game will be lost!*



# ◆ EXAMPLE ROUND ◆

## > TOP OF THE ROUND

- ★ The clock is moved forward two hours, beginning at 4 pm
  - *Remember: Each movement of the clock will increase the Spell Requirements on Sensei Items! Time is of the essence!!*
- ★ Play moves in a clockwise direction
- ★ *If the Yokai uses the movement type **Roaming**, the movement dice is rolled*

## > PLAYERS TURN

- ★ On their turn, each player has **2 actions** and **1 movement**. These can be taken in any order.
- ★ **Movement:** With your movement, you may choose to bring one other student with you! Players may move into any room on the same floor, or use their movement to move up/down stairs, ending in the hallway.

### >> WHY WOULD I TAKE SOMEONE WITH ME??

*Being alone in school after hours, with the threat of a summoned Yokai looming, there is strength in numbers.*

Players are encouraged to move around the board with another player, as hands are shared amongst all students in the same room when attempting to fulfil the Spell Requirement of a Sensei Item. Teamwork is a must!

- ★ **Actions:** Each player takes two actions on their turn.
  - ***Below is the list of available actions:***
    - Draw a Spell Card
    - Play a Spell Car
    - Discard a card
    - Fulfill a Spell Requirement and take a Sensei Item
    - Take **one** extra movement
- ★ Players may only hold up to 3 cards at any one time
- ★ *If the Yokai uses the movement type **Erratic**, remember to roll the movement dice at the start of your turn!*
- ★ *If the Yokai uses the movement type **Gelatinous**, remember each player must roll the curse dice upon entry into a room!*

## ◆ **ADDITIONAL RULES** ◆

- ★ You cannot give players cards without the use of a Spell
- ★ When in a room with other players, you automatically gain access to the Spell Types in their hand to complete the Spell Requirement of a Sensei Item. You discard your cards, but they keep theirs
- ★ If you have 3 cards, you cannot draw a card. You must either play a card, or discard it.
- ★ If you must pick up a Curse Card and have 3 cards already, you must discard a card.
- ★ Key items cannot be discarded
- ★ Moving into a room with a Yokai will afflict you with a Yokai Curse Card
- ★ Spell requirements can be fulfilled in any order; the order in which they are listed on Sensei Item cards does not impact gameplay

# ◆ GLOSSARY ◆

## >> ROLES

- ★ **Student** → The playable characters
- ★ **Sensei** → One half of the randomly chosen board AI. Dictates Sensei Items players must collect
- ★ **Yokai** → One half of the randomly chosen board AI. Dictates how players will be challenged.

## >> GENERAL MECHANICS

- ★ **Action** → A unit of interactivity each player can take on their turn.
- ★ **Movement** → Player's choice of movement to one room on their turn.
- ★ **Round** → One round refers to a sequence where each player has had their turn.
- ★ **Turn** → A unit of time that refers to an individual player's turn. Includes their two actions and one movement.
- ★ **"The Seance"** → Refers to the win condition. To "complete" the Seance, players must:
  1. Have all Sensei Items on the roof
  2. Using the hands of all players on the roof, make a set of three of a Spell Type.

## >> YOKAI MECHANICS

- ★ **Components** → Refers to the game pieces the specified Yokai uses \*
- ★ **Movement** → Movement refers to how the Yokai can traverse the board
- ★ **Curse** → The unique mechanic the Yokai imposes upon the players.

*\*Refer to the Yokai Guide section for additional information on Components*

## >> BOARD ELEMENTS

- ★ **The Clock Counter** → The tracker for overall game progression. Upon reaching 12am, players lose. It begins at 4pm and ticks up 2 hours per round.
- ★ **The Main Deck** → The deck of Spell cards players draw from.
- ★ **Sensei Deck** → The five Sensei ID cards, shuffled and pulled from randomly at the beginning of the game.
- ★ **Yokai Deck** → The five Yokai cards, shuffled and pulled from randomly at the beginning of the game.
- ★ **Curse Deck** → One of five Yokai-specific decks of Curse Cards

- ★ **Student Pieces** → Illustrated pieces used to represent the Students on the board.
- ★ **Yokai Piece** → Illustrated pieces used to represent the Yokai on the board.
- ★ **Sensei Piece** → Illustrated pieces used to represent the Sensei on the board.
  - *These pieces are not directly used in gameplay, but are a visual aid to remind players of the Sensei they are saving!*

## >> CARDS

- ★ **Spell Card** → The cards that form the majority of players' hands. These cards have a Spell Type and Effect.
  - **Spell Type** → Spell Cards are one of three types: *Crystal, Shadow, or Energy*. Spell Types across players' hands must match the Spell Requirement of Sensei Items to obtain them.
  - **Effect** → Spell Cards each have an Effect that can be played. These can change their Spell Type, or affect the board.
- ★ **Yokai Card** → One of two cards pulled at random before the game begins. Dictates which Yokai players will encounter.
- ★ **Sensei Card** → One of two cards pulled at random before the game begins. Dictates which Sensei players are trying to save.
- ★ **Sensei Item** → The "key" Items players must collect to complete the Seance. Each contains a Spell Requirement that players must fulfil before adding the Sensei Item to their hand.
  - **Spell Requirement** → A pattern of Spell Types players must create, using their hand and the hand of students in the same room. Increases in difficulty each round.



# ◆ GAME HANDBOOK ◆

# ◆ SENSEI GUIDE ◆

Each Sensei has a different set of **Items** they need. How many **Items** the students must collect depends on your party size.

## >> HOW MANY?

- ★ For parties of 4 people, use the Items listed in **black**.
- ★ For parties of 5 people, add the item in **+blue**.
- ★ For parties of 6 people, add the items in **+blue**, and in **++red**.

The **Items** required for the Sensei are printed on their ID card, but are also included in this section for your reference.

## > SCIENCE

### >> ITEMS

- ★ Textbook, Quiz Sheets, Test Tubes, **+First Aid Kit**, **++Diorama**

## > HISTORY

### >> ITEMS

- ★ Whiteboard, Quiz Sheets, Coffee, **+Textbook**, **++Canvas**

# ◆ SENSEI GUIDE CONT. ◆

## > ART

### >> KEY ITEMS

★ Whiteboard, Diorama, Canvas, *+Textbook*, *++Bento Box*

## > GYM

### >> ITEMS

★ First Aid Kit, Racket, Ball, *+Bento Box*, *++Whiteboard*

## > HOME EC

### >> ITEMS

★ Diorama, Coffee, Bento Box, *+Racket*, *++Canvas*



# ◆ YOKAI GUIDE ◆

Each Yokai imposes a different **Curse**, and has a different style of **Movement**.

**Curse** refers to the punishing mechanic the Yokai introduces to the game.

**Movement** refers to the style and frequency in which a Yokai moves. This dictates when players will encounter **Curses**.

**Components** refer to the game pieces the specified Yokai uses. They are listed below:

## >> COMPONENTS

- ★ **Yokai Card:** The Yokai Card pulled at the beginning of the game. If a Yokai's movement makes it physically present on the board, its Yokai Card is used to indicate this.
- ★ **Movement Die:** Some Yokai move from room to room. This die is used to dictate their location.
- ★ **Slime Die:** A set of custom die for the Suraimu Yokai, used to dictate a "pass" or "fail" on entry into a room
- ★ **Curse Cards:** Custom Yokai-specific cards a player must manage. All Yokai use Curse Cards and have their own unique deck.

A simplified description of each Yokai's **Curse** and **Movement** can be found on their cards, but further detail is included below, along with any additional rules to be aware of.

**Reminder:** *Players may choose to make the game harder by playing with the extra challenge of **Deadly Yokai**, where if all players hold a **Curse Card**, the game is lost!*

# ◆ YOKAI GUIDE CONT. ◆

## > SURAIMU

*"A monstrous mass from the underworld. It now seeks to swallow your school with its gooey membrane."*

### >> COMPONENTS:

- ★ **Curse Die**
- ★ **Curse Cards: Slime**

### >> MOVEMENT: GELATINOUS

- ★ The slime is everywhere... Players must roll the **Slime Dice** **upon entry into a room**. If you fail, you must add a Slime Card to your hand!
- ★ Any Student you take with you must also roll the **Slime Dice** on your turn, and add a Slime Card to their hand if they fail.

### >> CURSE: SLIME

- ★ On setup, place one **Slime Dice** in each room with a Sensei Item
- ★ While holding a Slime Card, you suffer **-1 action**. This penalty does not stack - *ie. If a player is holding two Slime Cards, they still only suffer -1 action.*
- ★ As with other cards, you may use one action to discard a Slime Card. After doing this, if you have no more Slime Cards in your inventory, the action penalty is removed.
  - *Example turn: Newton starts his turn with one Slime Card in his hand. He can currently take only one action, as he has a Slime Card. He uses this action to discard the Slime Card. As he no longer has any Slime Cards in his hand, he may take his second action.*
- ★ If a player with a full hand fails a **Curse Roll**, they must choose a card to discard and pick up the Slime Card. This card cannot be a Sensei Item.
  - If a Student manages to hold three Sensei Items and fails on a **Curse Roll**, they do not have to pick up a Slime Card.

# ◆ YOKAI GUIDE CONT. ◆

## > ONRYO

*"A vengeful spirit whose rest was interrupted by an abrupt summoning from a group of high school students. This cold-hearted ghost will seek revenge on those who disrupt their repose."*

### >> COMPONENTS:

- ★ **Yokai Card**
- ★ **Curse Cards: Ectoplasm**

### >> MOVEMENT: SPECTRAL

- ★ The Onryo affects an entire floor. **At the start of the round**, the Onryo will move to the floor with the most players.
- ★ The Onryo does not move to the roof.
- ★ If there are an even number of players on both floors, roll the **Movement Die** and move the Onryo to the floor that room is on.

### >> CURSE: ECTOPLASM

- ★ The rooms on the affected floor are haunted! Players must pick up an additional Ectoplasm Card when adding a Sensei Item to their hand, and cannot discard this card until reaching the roof - it is **"attached" to the Item**.
- ★ This means players must have two spaces free in their inventory when attempting to add a Sensei Item to their hand
- ★ If a player with a Sensei Item reaches the roof, they may discard the Ectoplasm Card as an action.

**Note:** *The Onryo's playstyle is not compatible with the **Deadly Yokai** challenge.*

# ✦ YOKAI GUIDE CONT. ✦

## > VAMPIRE

*"A solitary creature with an appetite for your vital essence. Summoned to the living world, this monster will not stop until its hunger is satiated completely."*

### >> COMPONENTS:

- ★ **Yokai Card**
- ★ **Movement Die**
- ★ **Curse Cards: Vampiric Bite**

### >> MOVEMENT: ROAMING

- ★ The Vampire slinks around the halls of Seirei Senior High. **At the start of the round**, roll the movement die to dictate where the Vampire lies in wait.

### >> CURSE: VAMPIRIC BITE

- ★ The Vampire is on the hunt for blood... Students who are bit by the Vampire must **discard their hand** (*not including any Sensei Items*) and **pick up a Vampiric Bite Card**. This card has no effect and can be discarded as an action on the player's turn.
- ★ The Vampire will bite students who:
  - If at any time, are in the same room as the Vampire. This includes if the Vampire moves into a room with players in it, or if players move into a room with the Vampire inside.
  - OR**
  - Start their turn alone.
- ★ If a Student manages to hold three Sensei Items and is Bit by the Vampire, they are immune.

# ◆ YOKAI GUIDE CONT. ◆

## > SHINIGAMI

*"A deity that invites the living to their deaths. Now that you have called upon it, it will call you to the underworld. "*

### >> COMPONENTS:

- ★ **Yokai Card**
- ★ **Movement Die**
- ★ **Curse Cards: Shinigami's Mark**

### >> MOVEMENT: ERRATIC

- ★ The Shinigami hunts through rooms in search of victims. **At the start of each player's turn**, roll the movement die to dictate where the Shinigami appears.

### >> CURSE: THE SHINIGAMI ' S MARK

- ★ The Shinigami is on the hunt for souls, and you don't want to be caught in the same room! If at any time, the Shinigami is in the same room as a player, they must pick up a Shinigami's Mark card. This includes if the Shinigami moves into a room with players in it, or if players move into a room with the Shinigami inside.
- ★ The Shinigami's Mark card **cannot be discarded by the player holding it**. Instead, another player in the same room can use one of their actions to discard this card from the player's inventory.
- ★ If a player has a full hand and must pick up a Shinigami's Mark Card, they must choose a card to discard - this cannot be a Sensei Item.
  - If a Student manages to hold three Sensei Items and must pick up a Shinigami's Mark Card, they are immune.

# ✦ YOKAI GUIDE CONT. ✦

## > ZOMBIE

*"An undead drifter with a terrible affliction. Brought back to the mortal world it will seek to spread its deformative disease until it only walks among its kind."*

### >> COMPONENTS:

- ★ **Yokai Card**
- ★ **Movement Die**
- ★ **Curse Cards: Outbreak**

### >> MOVEMENT: ROAMING

- ★ The Zombie meanders from room to room in search of brains. **At the start of the round**, roll the movement die to dictate where the Zombie ambles.

### >> CURSE: OUTBREAK

- ★ The Zombie mindlessly searches for its next meal... If at any time, are in the same room as the Zombie, the player must pick up an Outbreak Curse Card. This includes if the Zombie moves into a room with players in it, or if players move into a room with the Zombie inside.
- ★ If a **player interacts with another player holding an Outbreak Curse Card - such as using a Spell from their hand to retrieve a Sensei Item** - they must **also add an Outbreak Curse Card** to their hand. This card can be discarded as normal, with the use of one action.
- ★ If a player has a full hand and must pick up an Outbreak Curse Card, they must choose a card to discard - this cannot be a Sensei Item.
  - If a Student manages to hold three Sensei Items and must pick up an Outbreak Curse Card, they are immune.

# ◆ SEANCE OUTCOMES ◆



# ◆ PLAYERS WIN ◆

## > SURAIMU

*"As you place the final item of the seance, every piece of the slime throughout the school begins to disintegrate. All traces of the distorted jelly dissolve into tiny particles that fly away in the cold wind, leaving nothing but a passing odour as it returns to the underworld."*

## > ONRYO

*"Once the seance is completed, the ghastly shrieks of the onryo cease. The dark ghouel appears before you once more, leaps out of your haunted sensei, then evaporates into the night air. The ghost has left the mortal world."*

## > VAMPIRE

*"At the placement of the final item, the seance calls forth the bloodsucker to the rooftop to be sent back to the underworld. The beast returns the body of your sensei before it is dispelled from the mortal world in a quick, fiery burst. Once gone, all of your wounds begin to fade away and you feel no remnants of the dreadful horror."*

# ◆ PLAYERS WIN CONT. ◆

## > SHINIGAMI

*"With each piece of the seance in place, the shinigami is pulled to the rooftop. Your sensei's body convulses and the dark kami withdraws from them, revealing their ethereal form. The harbinger of death then retreats, leaving you and your sensei to live on with your lives."*

## > ZOMBIE

*"At the completion of the seance, each item glows with a magical light before your sensei's body returns to normal and the hideous monster shrivels into a nasty clump. Each signifier of the putrid infection the zombie gave out disappears without a trace."*

# ◆ PLAYERS LOSE ◆

## > SURAIMU

"As the clock strikes twelve, the gelatinous form of the slime grows too large to overcome. Its viscous body has a hold over your sensei, your classmates and the entire school. Your fate is sealed within the gooey mass that is the slime."

## > ONRYO

"At midnight, the onryo has grown strong enough in its host body, your former sensei, to exact its revenge on the land of the living. Drawing power from its own hatred, it finishes off the life essence of your sensei, then does away with all of the pestering students who disrupted its rest."

## > VAMPIRE

*"You begin to feel the full effects of the bloodsucking savage's bite on your body. Before you are able to dismiss the monster, its hunger grows and empowers it. The vampire finds you all and finishes off its nightly meal."*

# ◆ PLAYERS LOSE CONT. ◆

## > SHINIGAMI

*"Before you can gather all the required components and carry out the seance, the shinigami has prepared for your perishment. It marks each of you with its talisman of demise and you all fall as the god of death intended."*

## > ZOMBIE

*"In the dead of night the effects of the poisonous contagion are fully realised. Before you can save them, you, your classmates and your sensei are brought into the kin of the undead, now sharing the corrupt conviction of spreading your awful ailment to the rest of the world."*