



English manual

***Beast Town**, a perfectly normal town full of greenery, located a bit away from the normal civilization.*

*Normal days of normal life. The only thing out of the ordinary is that all of the population are "**beast-ears**", half-human half-beasts!*

They used to live amongst normal people, but as time passed, the treasure-holding beast-ears gathered, and changed Beast Town into an eldorado for the Beast-ears.

*The shining treasure is the proof of a beast-ear. But danger is looming; someone is after all the shinies! And the name of the thief is **Crescent Moon**!!*

Those who have their treasure stolen must leave Beast Town... Will they be able to protect themselves? And who is Crescent Moon!? The peace of the town is in your hands!

0. Game overview

This is a conversation deduction game divided between the "Legendary thief", the "Civilians" and the "Informant". The game can be played with 4–8 players, but for 8 players there are additional rules.

The Thief aims to steal all the treasure, the Informant tries to witness the thief's actions, and the Civilians try to find out who the thief is.

In this game, one of the players is the Game Master who sees to that the game runs smoothly. However, even the Game Master is a player. All players take turns being the Leader.

The game ends when the Thief is found or when only 2 players are left.

1. Preparations

Players sit around the game table.

1. Select cards for the current game

For the first couple of games, it's best to use the recommended setup (see next page). Once you've gotten used to the game, use any combination you like. There are examples at the end of the rulebook.

The not selected cards aren't used in the game; return them to the box.

2. Select the Game Master

The Game Master is the one who sees to that the game goes smoothly. The Game Master will continue this role even if he/she is ejected from the game.

3. Deal characters

Shuffle the selected character cards and deal one card to each player. All players read the special power of their character and place the card face-up before them so that all can see.

4. Deal roles

From the role cards you selected, take out **Crescent Moon** (and **Full Moon** if you're playing 8 players). In their stead, add one (or two if you're 8 players) normal "**Civilian**" cards from the box and shuffle them

together with the other (non-thief) selected role cards. Once shuffled, take out 1 (or 2 if you're 8 players) cards from this mix and return to the box, without looking at what it was. Then mix the thief/thieves back into this deck, shuffle again and deal 1 to each player, face down.

This operation is to randomly decide whether or not the Informant is part of the game. The card(s) that were randomly returned to the box just might be the Informant. What card was returned must therefore not be revealed in any situation.

Each player checks their role, and keeps the card face down before them.

5. Deal fake jewelry

The Game Master deals one Fake Jewelry card to each player. Each player places it face up on top of their role card.

6. Set the Moon card

The Game Master gives the Moon card to the player sitting to the left of Detective Shamlock. The card should show the "new moon" face.

7. Set the Target card

Place the target card in the middle of the table.

With this, the preparations are done and the game can begin.

Components

This game consists of these cards:

26 Character cards

1 Target card

12 Role cards

8 Fake Jewelry cards

1 Moon card

Recommended character/role combination setup for the first couple of games

For 4 players

Characters

Detective Shamlock	Military Teresia
Politician Barbera	Warlock Valeria

Roles

Thief Crescent Moon	Informant
Civilian (stubborn)	Civilian

For 5 players

Characters

Detective Shamlock	Elder Twin Cyril
Younger Twin Beryl	Politician Barbera
Homeless Arle	

Roles

Thief Crescent Moon	Informant
Civilian (angry)	Civilian
Civilian	

For 6 players

Characters

Detective Shamlock	Elder Twin Cyril
Younger Twin Beryl	Teacher Verna
Psychic Akira	Maid Miyabi

Roles

Thief Crescent Moon	Informant
Civilian	Civilian
Civilian	Civilian

For 7 players

Characters

Detective Shamlock	Elder Twin Cyril
Younger Twin Beryl	Teacher Verna
Warlock Valeria	Psychic Akira
Military Teresia	

Roles

Thief Crescent Moon	Informant
Civilian (angry)	Civilian
Civilian	Civilian
Civilian	

For 8 players

Characters

Detective Shamlock	Witness Sheena
Elder Twin Cyril	Younger Twin Beryl
Politician Barbera	Shrine Maiden Towa
Military Teresia	Warlock Valeria

Roles

Thief Crescent Moon	Thief Full Moon
Informant	Civilian (angry)
Civilian (lonely)	Civilian
Civilian	Civilian

2. Flow of the game

This game alternates between "day time" and "night time" until the game ends. During day time, all players, including the thief, argues about who the thief is. During night time, but only when the Moon card shows the new moon, master thief Crescent Moon secretly selects one player (in an 8 player game, master thief Full Moon selects one the nights the full moon is shown).

The selected player has his/her **Fake Jewelry** stolen. If she doesn't have a Fake Jewelry, her treasure is stolen, she is out of the game and reveals her role card.

Once the game ends, the winner is determined depending on if Thieves, Informants or Civilians are left. If the Civilians win, then all Civilians win, even those who were ejected from the game earlier.

The game flow:

1) Game start

2) Day time phase

–Selecting suspect

–Pre-voting step

–Voting results

3) Night time phase

Theft step

4) Return to 2)

3. Game start

First of all, **Detective Shamlock** selects one player. All other players but Shamlock and the selected player must close their eyes. The selected player silently makes one of these two gestures:

* If he/she is a **Civilian**, then he/she makes an "OK" sign to Shamlock.

* If he/she is the **Thief** or the **Informant**, he/she makes a "thumbs down" sign to Shamlock.

Once Shamlock has seen the gesture, the other players may open their eyes.

The player with the Moon card is the first **Leader** and leads the first day.

4. Day time phase

Detective Shamlock retells what she learned. She may lie if she wishes to. All players proceed with arguing who they think is the Thief. A reasonable time limit for the arguing is 3 minutes. The Game Master keeps track.

–Selecting suspects

When arguing is done, the **Leader** selects a suspect, points the Target card at her, saying "You're a suspect!"

–Pre-voting step

All players who want, raise their hand.

–Voting results

If *half of the participants or less* raised their hands, the suspect is declared **innocent** and nothing happens.

If *more than half of the participants* raised their hands, the suspect is declared **guilty** and must discard her Fake Jewelry card. If she has no Fake Jewelry left, her treasure is stolen, she is out of the game and reveals her role card. If that player was the Thief, the game ends immediately.

5. Night time phase

The nights when the Moon card in front of the Leader shows the **new moon**, Crescent Moon goes to work and starts stealing. The first night is always the new moon, and thus stealing will always happen the first night. When the Moon Card shows the **full moon**, nothing will happen unless thief Full Moon is around. She steals on full moon nights.

How stealing is done

Place the **Target card** in the middle of the table.

All players place their right hand around the Target card, without touching it.

The **Game Master** instructs all players to shut their eyes, including herself.

"It's night time... You're all sleeping..."

Next, she instructs the **Thief** to awaken and open her eyes.

"But in the midst of darkness, the Thief awakens... it's time for work..."

The Thief, and only the thief, opens her eyes.

"Who will be the target to-night? Decide quickly, morning is coming... 10... 9... 8....."

The Thief moves her hand a little, turns the target card so that it points towards one player. This must be done before the Game Master has counted to zero, at which point the Game Master says

"Morning has come... and all awake...."

All players open their eyes and remove their hands from the table.

The player at whom the arrow is pointing has had a visit from the Thief. If she still had her Fake Jewelry, it's stolen and discarded. If she had no Fake Jewelry left, her treasure is stolen, she is out of the game and reveals her role card.

And that marks the end of the night time phase.

The Leader flips the Moon card and gives it to the player to her left. That player becomes the new Leader. The Game Master proceeds to announce Day Time again.

6. Game end

The game ends immediately if one of these two conditions are met:

- * No Thief is left in the game.
- * Only 2 players are left in the game, due to voting or nightly theft.

Determining winner

- * If all Thieves are out of the game, all Civilians win (even those who were ejected from the game earlier).
- * If the remaining two players are "Thief" and "Civilian", the Thief (thieves) wins.
- * If the remaining two players are "Thief" and "Informant", the Informant wins.

7. Playing with 8 players

Rules remain the same. However, when playing with 8 players, you have two thieves. Each new moon night, Crescent Moon will steal, and each full moon night, Full Moon will steal, which means that there will be a theft every night. Also, if the game ends and the two remaining players are both Thieves, they both win – of course.

8. Optional rule: Points

If you wish, you may deal out points according to the following system:

- * If the **Civilians** win, they gain **2VP** each.
- * If the **Thief/thieves** win, they gain **3VP** each.
- * If the **Informant** wins, she gains **7VP**.

As an addition, all players still in the game earn **1VP** each.

Play until someone reaches 10 or more points, at which point this player is crowned the King/Queen of Beast-ears.

Examples of further character selection combinations

Small Society (4 players)

Detective Shamlock	Politician Barbera
Bank employee Lucie	Homeless Arle

Shuffle Alliance (4 players)

Detective Shamlock	Athlete Ulrika
Crossdressing d'Autriche	Clown Lolo

The Mysterious Five (5 players)

Detective Shamlock	Warlock Valeria
Shrine Maiden Towa	Sister Christina
Psychic Akira	

The Students 1 (5 players)

Detective Shamlock	Class rep Alistair
Vice class rep Miranda	Teacher Verna
Student Luma	

The Students 2 (6 players)

Detective Shamlock	Elder Twin Cyril
Younger Twin Beryl	Class rep Alistair
Vice class rep Miranda	Teacher Verna

The Big Six (6 players)

Detective Shamlock	Politician Valeria
Military Teresia	Teacher Vietta
Archaeologist Mindy	Class rep Alistair

The Students 3 (7 players)

Detective Shamlock	Elder Twin Cyril
Younger Twin Beryl	Class rep Alistair
Vice Class rep Miranda	Teacher Verna
Psychic Akira	

The Students 4 (8 players)

Detective Shamlock	Witness Sheena
Elder Twin Cyril	Younger Twin Beryl
Class Rep Alistair	Vice class rep Miranda
Student Luma	Teacher Verna

Light Novel Alliance (8 players)

Detective Shamlock	Witness Sheena
Sleeping Beauty Cecilia	Shrine Maiden Towa
Psychic Akira	Maid Miyabi
Sister Christina	Hostess Amarillo

Character cards

About the timing of the characters' special powers

Each character has a special power that can be used at certain points during the game. Exactly when the power may be applied is important and is noted on the card within <brackets>. In the case of powers taking place with the same timing, they happen in numerical order as noted on the card. For example "At the start of day time (1)" happens before "At the start of day time (3)". The order in which the powers happen can be crucial, which is why it's best if all players take care to check the participants' powers before the game begins.

[1] means that the power can only be used once per game.



Detective Shamlock

<Game start (1)>

Select one player who reveals to you and only you whether she is a Citizen or not.

<End of day time (1)>

If you are the Leader, perform the above action again.



Witness Sheena

<Start of day time (1)>

[1] If anyone was ejected from the game the previous day/night, select one player who reveals to you whether she is a Citizen or not.

This character should only be used in 8 player games.



Student Ester

<During new moon days (2)>

[1] You may change the moon into a full moon.



Student Tristel

<During full moon days (1)>

[1] You may change the moon into a new moon.



Student Luma

<Selecting suspect>

[1] If you are the Leader, select one player who may not take part in the voting.



Elder Twin Cyril

<Always>

When you are not the Leader, you may force the **Younger Twin** to vote as you.

This character should only be used together with the Younger Twin.



Younger Twin Beryl

<Always>

When you lose your Fake Jewelry, the **Elder Twin** also loses hers. *This character should only be used together with the Elder Twin.*



Teacher Viennetta

<Always>

[1] When the **Archaeologist** loses her Fake Jewelry, you take it as yours.

This character should only be used together with the Archaeologist.



Teacher Verna

<Voting results (1)>

[1] When you are not the Leader, you may change this day's voting to 'innocent'.



Class rep Alistair

<Always>

[1] When you lose your Fake Jewelry, you take the **Vice Class Rep's** Fake Jewelry.

This character should only be used together with the Vice Class rep.



Vice Class rep Miranda

<Pre-voting step>

[1] When you are not the Leader, you may change the Leader selected suspect to someone else.



Athlete Ulrika

<Selecting suspect>

[1] When you are the Leader, you may randomly choose a suspect. If you do, your vote counts as two votes.

Character cards (cont.)



Archaeologist Mindy

<End of day time (5)>

[1] You may claim a Fake Jewelry that another player has lost. *This is only applicable to lost Fake Jewelry that hasn't yet been claimed by someone else.*



Warlock Valeria

<Start of day time (3)>

[1] When you are not the Leader, you may change the Leader to being the person to the current Leader's left.



Psychic Akira

<Always>

[1] You may cancel the effect of any character's power (it didn't happen).



Shrine Maiden Towa

<Start of full moon days (7)>

[1] Crescent Moon may not steal anything during the next new moon night.



Clown Lolo

<Start of day time (6)>

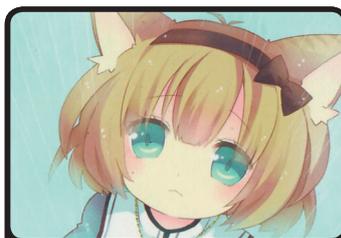
You may shuffle the character cards not used for this game and draw one at random. You become this character and Lolo is instead removed from the game.



Politician Barbera

<Voting results (2)>

[1] When you are not the leader, you may change this day's voting results to 'guilty'.



Homeless Arle

<Always>

You cannot be the target for the powers of the Detective or Witness.



Sleeping Beauty Cecilia

<Start of new moon days (2)>

[1] You cannot be the target for suspicion this day.



Maid Miyabi

<Always>

When you are the Leader, you may not vote.

<Start of day time (8)>

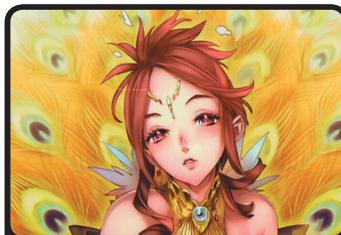
[1] When you are not the Leader, your vote counts as 2 votes.



Military Teresia

<Full moon days: Selecting suspect>

[1] When you are the Leader, you may select one player who still has a Fake Jewelry. That player loses her Fake Jewelry. No voting takes place.



Hostess Amarillo

<Full moon days: Selecting suspect>

[1] When you are the leader, you may select two suspects and have a separate voting for each of them.



Bank employee Lucie

<End of day time (2)>

[1] You may write down the name of a player and keep it secret.

<End of theft step>

If that player is selected as theft target, you may reveal your note and negate the effect of theft.



Sister Christina

<Always>

When you lose your Fake Jewelry, you may give it to another player. *This power applies even to the loss of Fake Jewelry due to the power of Citizens.*



Crossdressing d'Autriche

<Game start (2)>

You and two other players of your choice shuffle your three role cards and re-deal them. *This power annulates the information the Detective got during the game start.*



Cowgirl Federica

<Start of day time (4)>

When you are Leader and there are 4 players left, you may force a player to reveal her role card. If she was the Thief, only you win. If not, you are both out of the game. *This is a bonus promo card.*



Cook Geneviève

<Game start (3)>

Secretly select a player to be your master. She shares your fate. If you win, she wins. If you lose, she loses.

This card doesn't exist. But it would be cool if it did.

Role cards



Thief Crescent Moon

<During new moon nights>
You steal.

<Victory conditions>
"Thief" + "Thief" or
"Thief" + "Civilian"



Thief Full Moon

<During full moon nights>
You steal.

<Victory conditions>
"Thief" + "Thief" or
"Thief" + "Civilian"



Informant

<When you are ejected>
If you were ejected due to voting,
all players lose their Fake Jewelry.

<Victory conditions>
"Informant" + "Thief"



Civilian

<Victory conditions>
"Civilian" + "Civilian" or
"Civilian" + "Informant"



Civilian

<Victory conditions>
"Civilian" + "Civilian" or
"Civilian" + "Informant"



Civilian

<Victory conditions>
"Civilian" + "Civilian" or
"Civilian" + "Informant"



Civilian

<Victory conditions>
"Civilian" + "Civilian" or
"Civilian" + "Informant"



Civilian

<Victory conditions>
"Civilian" + "Civilian" or
"Civilian" + "Informant"



Civilian (justice)

<When you are ejected>
If you were ejected due to theft,
Crescent Moon may not steal
during the next new moon night.

<Victory conditions>
"Civilian" + "Civilian" or
"Civilian" + "Informant"



Civilian (stubborn)

<When you are ejected>
You stay in the game until the end
of the next day time. Until then,
you cannot be the suspect.

<Victory conditions>
"Civilian" + "Civilian" or
"Civilian" + "Informant"



Civilian (angry)

<When you are ejected>
You select one player who still
has her Fake Jewelry. That player
loses her Fake Jewelry.

<Victory conditions>
"Civilian" + "Civilian" or
"Civilian" + "Informant"



Civilian (lonely)

<When you are ejected>
The player to your right loses Fake
Jewelry.

<Victory conditions>
"Civilian" + "Civilian" or
"Civilian" + "Informant"

Game credits

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