

The MAGICIAN And His TENANT



RULEBOOK

WELCOME TO THE MAGICIAN AND HIS TENANT

Are you dreaming about taking an adventure in a haunting house, or becoming a magician dominating the match using magic stage props?

Start an exciting and funny chasing competition right here!

OVERVIEW

In **THE MAGICIAN AND HIS TENANT**, players will take a magical experience.

During the adventure, You can play tricks on your friends and perform intense chase battles in the game; Fight against 4 ghosts with different skills and find a way to escape the haunted house.

GOAL OF THE GAME

Magician — Player 1

Tenant — Player 2

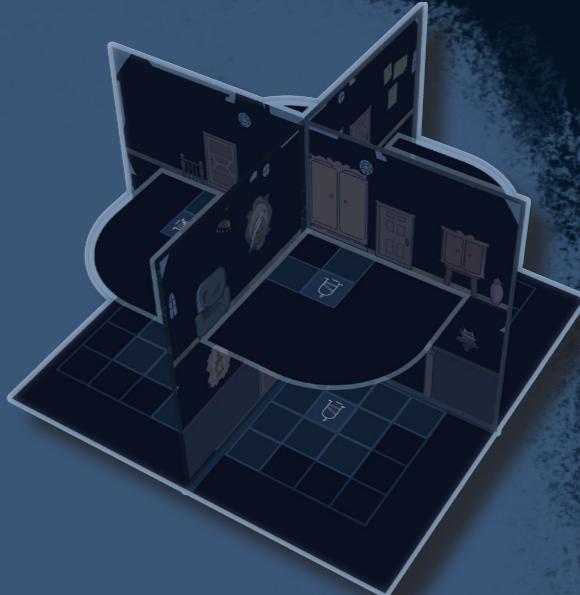
The Tenant player who escapes from the house or the Magician player who scores 36 points wins the game.

Each player takes turns to move the token in the pop-up book of the haunted house. In this game, the **Tenant**, which Player B plays, searches for the key to the house and looks for the only exit; while the **Magician** - Player A's character orders 4 ghosts to chase the pool tenant and score.

COMPONENTS



1 Rulebook



1 Pop-up book



73 Room tiles



× 10 × 5 × 4



1 Key

2 Coins



1 Scoreboard



5 Characters

Download the supporting APP:

lyuflora.github.io/pages/games/the-magician-and-his-tenant.html

SET UP

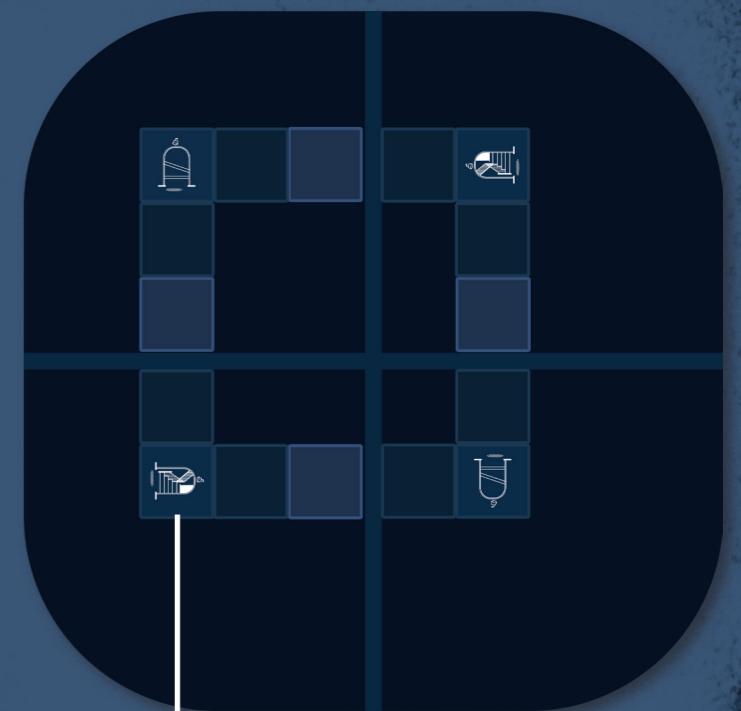
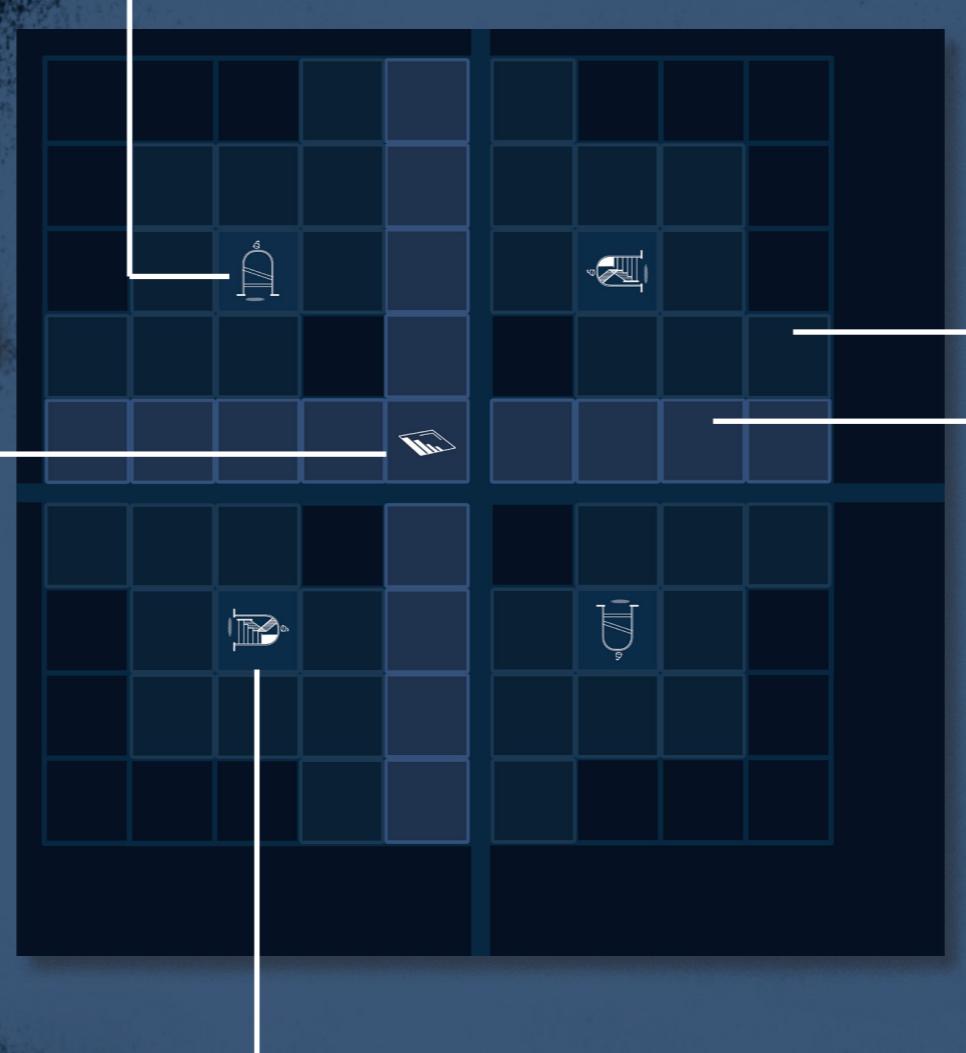
1. Open the pop-up book and place the Map Board in the center of the table.
2. Place the CORRIDER cards and STAIRS cards on the corners of the courtyard and the attic.
3. Place the START card at the center of the Map Board.
4. Set the **Tenant** token on the START card.
5. Set the 4 **Ghost** tokens on a CORRIDOR card.



6. Place all other cards on the Map Board following the supporting APP, with the back facing up.

IMPORTANT! The placement of the room cards is totally up to the MAGICIAN player, and these cards should be turned back up (Be careful of your opponent peeping).

7. Separate the key tokens, the coin tokens, scoreboard, and score markers by token type, and place them within easy reach of all players.



The entire map includes 73 cards, which is divided into 2 parts in setting up. 57 cards are placed on the **Ground Floor**, and 16 are placed on the **Attic**.

PLAYING THE GAME

TENENT'S TURN

The **Tenant** has **2 actions**. He does the following with 1 action:

1. Movement: The Tenant can move 1 square along a rank or file, but cannot leap over other pieces. Each move costs **1 action**.
2. Flip a deck: Flip the room card where the **Tenant** is placed, and some events will be triggered according to the cards. The events cannot be triggered twice.

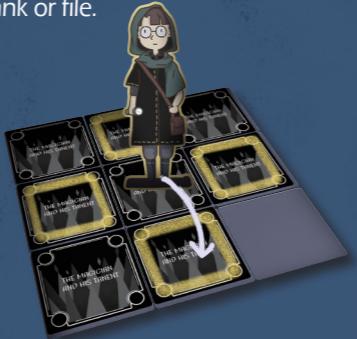
SKILL

Tenant can ***repel** a ghost within attack range, but can only deal with 1 ghost in a room at one time.

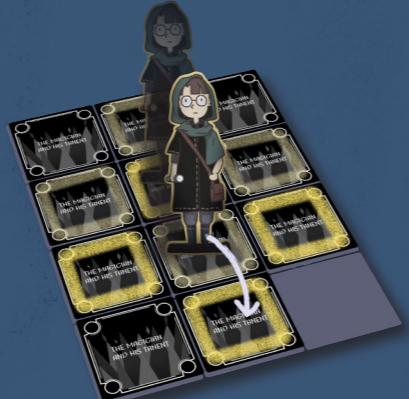
***repel**: When repelled by the tenant, the ghost will be transmitted immediately to one of the **Corridor** which is farther from the tenant.

Movement

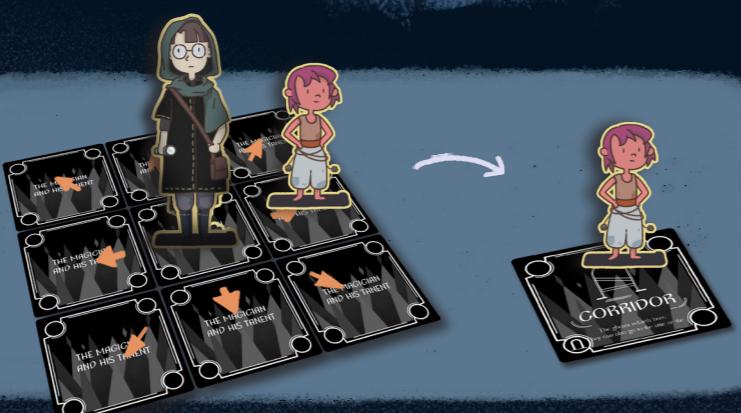
- i. The Tenant moves 1 square along a rank or file.



- ii. The Tenant moves 2 squares along a rank or file.



- iii. The Tenant go upstairs/downstairs via the 2 Stairs tiles, similar to ghosts (except the Lady).



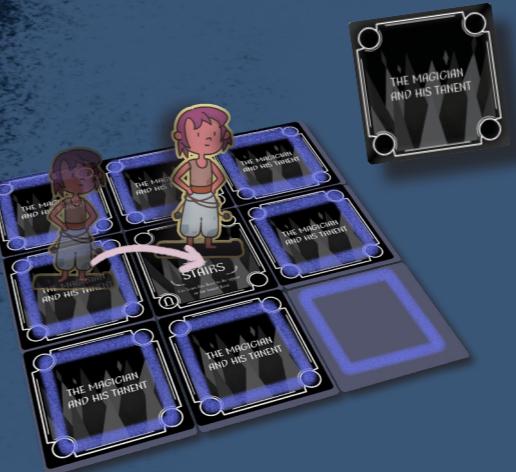
MAGICIAN'S TURN

The **Magician** has **4 actions**. He does the following with 1 action:

1. **Movement:** A Ghost can make a move.

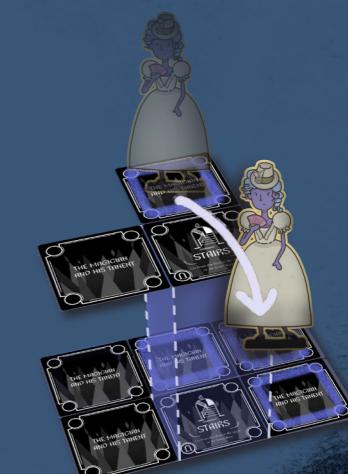
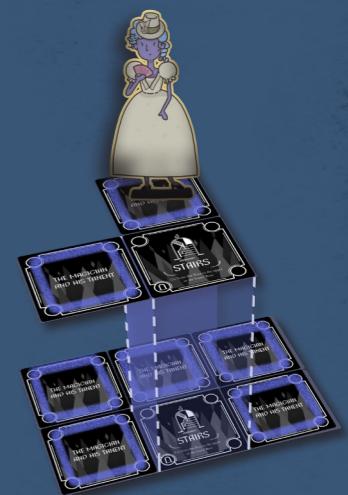
Movement

- i. Politician, Boy, and Decapitator moves 1 square along a rank, file, or diagonal.



IMPORTANT! Politician, Boy, and Decapitator must go through Stairs or Corridors to reach the attic. As for the Tenant, he can only go upstairs/downstairs via the Stairs.

- ii. The Lady moves 1 square along a rank, file, or diagonal, and can leap over 2 floors.



2. **Skill:** The **Politician** can steals the **Key** from Tenant.



The **Magician** player can put the key under the card with (The **Tenant** player should avoid).

However, if there is no unrevealed room with left, the skill is invalidated.

Example:

Crows	face up	back side up
Exit	face up	back side up
Key	face up	face up
Painting	face up	face up
Skill	Invalidated	effective



3. The **Boy** *destroys the room where he stands if that is a *destroyable room.



- ***destroy:** The Tenant won't receive any rewards in a destroyed room. The Boy won't destroys a room by turning the card over to make it face up.
- ***destroyable:** A room card is destroyable if and only if the card is not marked with "Ω".

The object of **Magician** and his **Ghosts** is to *checkmate the Tenant and prevent him escaping at the exit with the key. **Tenant** cannot leap over tiles that **Ghosts** stand.



Example:

The Tenant cannot move to the attic or any other rooms in this situation. This is so called checkmate.



4. The **Decapitator** turns the cards over and back up the room card where he stands if it is already face up.



- ***checkmate:** The Tenant is surrounded by 3 ghosts in adjacent squares.

SCORING

The **Magician** player scores 9 points for each checkmate, plus 6 points for each time the key is stolen.

If the **Boy** destroys a room with buff, scores 1 point. If the **Tenant** discovers a room with buff, the **Magician** player scores -1 point. - this applies to each tile with .

Each time the **Tenant** entering a room with is worth 2 points.

Each time the **Tenant** stepping on a Trap is worth 2 points.

Put the Score Markers on the Scoreboard:



GAME END

ROOM DECK

The end of the game is triggered whenever:

1. Tenant reaches the Exit with a Key, OR
2. Magician's score reaches 36 victory points, OR
3. Ghosts checkmate the Tenant 4 times.

Example:

The Magician player destroyed 5 rooms in the game. The Tenant stepped on 3 traps, entered the rooms with debuff effects twice and those with buffs twice, stole the key once, checkmated the opponent twice. The Magician player scored 35 points.

$$(\text{Trap} \times 2) + (\text{Slow Debuff} \times 2) - (\text{Beneficial Item} \times 2)$$

$$(\text{Beneficial Item} \times 5) + (\text{Pick-ups} \times 1) + (\text{Key} \times 3) = 35 \text{ points}$$

TIPS

It is recommended that players who play this game for the first time choose the magician role by the one who is more familiar with game rules.



The Key, Crows,
Painting, Or Exit



Detrimental
Items



Beneficial
Items



Special
Rooms



Items



Ghost
Movement



Slow Debuff



Pick-ups



Points

