

# 都市伝説部

## URBAN LEGEND CLUB

*Toshi-densetsu* is the Japanese word for urban legend and **Bu** means club.

Urban legends in Japan often involve spirits or myths that stem from past events, with the etymology of locations based on these happenings. There is typically insubstantial evidence as to the validity of these claims.

As part of a newly formed urban legend club interested in the weird and wonderful, a friend of a friend has presented you with rumors of a curious case that will require careful study and a sliver of imagination. Will you solve this mystery, or will your involvement itself become its own urban legend?

### The Laws of Urban Legends

- There's a truth behind every urban legend.
- Some urban legends can never be solved.
- Cases are never simple - luck is required.

### Preparation

- A deck of playing cards (no jokers)
- Pen and paper
- An investigative attitude

### How to Play

1. Create your character/s and club based on your chosen world and environment.
2. **Accept a Case**.
3. **Find Clues** through exploration and investigation until you have three.
4. **Hypothesize** based on the clues.
5. After finding three clues, resolve the **Confrontation**.
6. **Hypothesize** and **Find Clues** until you have four clues that support your hypothesis.
7. Resolve the **Showdown**.
8. **Close the Case**.

### Accept a Case

Draw a card to determine the circumstances of the mystery using the **Case and Clue Tables**.

*"The (Suit => Mystery) of (Number => Objects)"*

### Find Clues

Draw a card to discover the clue based in the **Case and Clue Tables**. You can only hold 4 clues at a time and must discard a clue when necessary.

*"The (Suit => Peculiarity) of (Number => Objects)"*

### Case and Clue Tables

Use these tables to generate cases and clues. Sometimes clues don't make sense - it's up to you to determine whether it's a red herring or something crucial to the investigation.

#### Mystery

disappearance, lost, forgotten  
presence, sudden, found  
unusual, contradictory, reversal  
altered, morphed, transformed

#### Peculiarity

appearance, shape  
sound, smell, texture  
timing, pattern  
location, environment

#### Objects

A household tool, kitchenware  
2 light, shadow, illumination  
3 book, letter, diary  
4 local inhabitant, worker  
5 gadget, electronics, contraption  
6 pet, local fauna, companion  
7 clothing, fabric, bag  
8 plant, local flora, nature  
9 money, gold, jewelry  
10 toy, board game, sporting goods  
J music, song, nursery rhyme  
Q furniture, door, window  
K building, structure, formation

### Hypothesize

Based on the discovered clues, establish a hypothesis following the template below.

*"The (Case) is a (Hypothesis) by (Suspect)"*

### Hypothesis themes

conspiracy, historical event, cultural belief, supernatural event, local myth, family story, unknown phenomenon, prank, hidden treasure

### Suspect themes

resident, pet, wild animal, spirit, alien, tourist, government, historical figure, monster, accident

### Confrontation

Cases are never resolved on the first try. Confront the **Suspect** by drawing a card and resolve the Twist.

a clue is a red herring  
flawed hypothesis  
flawed suspect  
a new clue is discovered

### Showdown

Armed with definitive clues and hypothesis, it's time for the last showdown! Draw 1 card, compare the suit and number of that card to the clues and determine the outcome.

Final card draw	Outcome
Suit and number match clues	<b>Solved</b> with definitive and shareable proof
Suit or number match clues	<b>Solved</b> but unable to prove to others
Neither match	Remains <b>unresolved</b>

### Close the Case

Wrap up loose ends, take a deep breath and record your findings.

- What findings do you share with others?
- What new mysteries are associated with any unused clues that were thrown away?

End your investigations here, rest or **Accept the next Case**. Good luck!

## Worldbuilding

Use the following table if you want to generate a random setting. Draw as many cards as you like to determine **Technological Advancement** and/or **Typical Mysteries** in your world.

### Technological Advancement

low level technology

modern day society

near future

far future

### Typical Mysteries

- |    |                        |
|----|------------------------|
| A  | disappearances         |
| 2  | conspiracies           |
| 3  | treasure hunts         |
| 4  | local myths            |
| 5  | petty acts of mischief |
| 6  | historical discoveries |
| 7  | pranks                 |
| 8  | propaganda             |
| 9  | harmless fun           |
| 10 | cultural stories       |
| J  | supernatural           |
| Q  | family legends         |
| K  | scientific discoveries |

## Tips

Here are some guidelines for resolving urban legends.

- Clues are never found without investigation - determine the circumstances which led you to the clue.
- While important, the clues themselves are sometime just the start - think about the location of the clue and why it should not have been discovered.
- Witnesses can be the source of clues, but they can also lead you astray - trust your instincts more than the words of others.

# 入部届

Club Application Form

名前

Name \_\_\_\_\_

私は、\_\_\_\_\_ 部への入部を希望します。

I would like to join the \_\_\_\_\_ club.

入部動機

Reason for  
joining club

特技

Skills

日付

Date

メモ

Notes

[onemorepotatochip.itch.io](https://onemorepotatochip.itch.io)

# 都市伝説部

URBAN LEGEND CLUB

ONEMOREPOTATOCHIP