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	**Solved** with definitive and shareable proof
Suit or number match clues	**Solved** but unable to prove to others
Neither match	Remains **unresolved**

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

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ONEMOREPOTATOCHIP