

TROOBY TROO, WHAT ARE YOUR WHEREABOUTS?



EPISODE 42:
THE
CULTIST KIDNAPPING
CAPER
FIRST CLUE: THE RULE BOOK

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Project 4

SECOND CLUE: Pamphlet found in the ransacked home of the dog-napped Trooby Troo, everyone's favorite scaredy-dog sleuth:

This post-apocalyptic world can be a dark place.

Feeling lost?

Feeling scared?

Don't go it alone!



The Fellowship
of the
Saint Bernard

Welcomes you!

Hop in your VW and take a left at the
abandoned Amusement Park/Creepy Swamp/Phyllis Diller's
haunted mansion.

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OBJECTIVE

MERCENARY

You've seen their suspicious pamphlet. Now it's time to take down the Fellowship of the Saint Bernard once and for all. The night is cold and the Trooby Treats are scarce. Your mission, my dear mercenary, is to infiltrate the Fellowship of the Saint Bernard and rescue Trooby Troo, the greatest doggie detective of all time. Never mind who your backers are; you can't let this cult continue to hold the Saint Bernard hostage.

But never fear, dear mercenary! You have the four super-sleuths of Whodunit, LLC at your disposal to help you rescue Trooby:

- Selma, the brains of the operation
- Ted, the leader
- Dagny, the martial arts expert
- Raggy, the New Age healer

You win if one of your sleuths can defeat the Grand Master cultist and bust out Trooby Troo!

Save the Troo (who in no way resembles any existing fictitious characters, living or dead).

If you manage to rescue Trooby Troo, you will also get to open the Mercenary Envelope™.

GRAND MASTER OF THE SAINT BERNARD

Your pamphlet is amazing! Fantastic! Future servants of the Saint Bernard will surely flock to you for guidance and spiritual security directly after they read it! Unfortunately, you have heard that four

members of your flock are not true to the Fellowship and want to steal him from your care. Manipulate your minions to keep the imposters from collecting keys and Trooby Treats and from taking the hallowed Trooby Troo. You will prevail if you can successfully eliminate all four members of Whodunit, LLC!

If you manage to eliminate all four members of Whodunit, LLC, you win and will also get to open the Grand Master Envelope™.

NUMBER OF PLAYERS

2

WHAT'S INSIDE

1 map of the compound (3 sections)

1 Mercenary Bag

1 Grand Master Bag

CONTENTS OF MERCENARY BAG

- * 4 mercenary tokens with 4 corresponding character cards: 1 Selma (blue), 1 Ted (green), 1 Raggy (orange), 1 Dagny (purple)
- * 1 Trooby Troo token (yellow)
- * 1 Mercenary Envelope™
- * 1d6
- * 1d4 (used for chance die rolls)
- * 1 Trooby Treat box filled with 40 Trooby Treats
- * 1 tube of 40 chips for tracking skeptic points

CONTENTS OF GRAND MASTER BAG

- * Corresponding character cards for each cultist type (3 total)

- * 5 yellow low-level cultist tokens
- * 3 black mid-level cultist tokens
- * 1 Grand Master cultist token
- * 1 Grand Master Envelope™
- * 5 skeleton keys
- * 1 hostage key
- * 1d4 to augment mid-level and Grand Master cultist attack
- * 1d6 to augment low-level cultists attack
- * 1 tube of 50 chips for tracking persuasion points

I THINK WE'VE GOT OURSELVES ANOTHER MYSTERY

One player controls the four members of Whodunit, LLC, while the other player controls eight cultists as well as the Grand Master of the Saint Bernard. If players cannot agree on which role they would like to fill, each player rolls the regular 1d6 and the player with the highest roll chooses her desired role.

The following rooms are locked and require the acquisition of a key to enter: Trooby Troo's Larder, Old Man Withers' Shack, and the Grand Master's Office.

MERCENARY SET UP

Place all four Whodunit, LLC member tokens on one of the four spaces in the front door section on the map. From this point, each Whodunit, LLC member can move as permitted (see Members of Whodunit, LLC section). Only one member can be on a given space at any time throughout the game, although all four members can be in one room at the same time. Take enough skeptic point chips for each member and place the chips next to

each member card to keep track. Add and remove skeptic point chips as they are gained and lost during the game.

GRAND MASTER SET UP

Place all cultist pieces in any of the unlocked rooms on the board. You may not place more than three cultists in one room, and the Grand Master cultist, the hostage key, and the Trooby Troo token must be placed in the locked Grand Master's Office. In subsequent turns, low- and mid-level cultists can leave the room into which they were initially placed and migrate to any unlocked room. Only one cultist can be on a given grid space at any time throughout the game, although an unlimited number of cultists can be in one room at the same time. At least one low- or mid-level cultist must be placed in Old Man Withers' Shack at the start of the game. Take enough persuasion point chips for each cultist and place the chips next to each cultist on the respective card to keep track. Add and remove persuasion point chips as they are gained and lost during the game.

GAMEPLAY: LET'S SPLIT UP, GANG

The mercenary goes first and may move every Whodunit, LLC member during each turn as listed below. During each turn, each member can move, attack, and eat Trooby Treats, in any order.

Each room is a region, while the areas in between rooms are normal grid spaces. As soon as a Whodunit, LLC member enters a room, he or she may do battle with the cultists within. If he or she succeeds, the mercenary gains either keys or Trooby Treats from that cultist. If a cultist defeats one of the members of Whodunit, LLC by reducing that member's skeptic points to 0 and the

mercenary does not have any Trooby Treats to restore skeptic points, that member is removed from the board.

A Whodunit, LLC member's ability to defeat a cultist is determined by his or her skeptic points compared to his or her opponent's persuasion points. Each Whodunit, LLC member rolls 1d6 to augment his or her skeptic points (see Members of Whodunit, LLC section), while each level of cultist rolls a different-sided die to augment their persuasion points (see Suspects section). Each successful attack (rolling so that one's skeptic or persuasion points are higher than those of one's opponent) reduces the loser's skeptic or persuasion points by one.

During each attack, the Whodunit, LLC member adds one skeptic point for every other member who is also in the room (this applies to all Whodunit, LLC members who are in the room). This bonus only applies while the members are in that room and is not permanent. In addition, each Whodunit, LLC member gains 1 skeptic point while they are attacking in their room (not permanently).

Whenever a Whodunit, LLC member's or cultist's attack is augmented, that piece only permanently loses skeptic/persuasion points if the attacks deplete points beneath the bonus. If a member has 5 skeptic points and a +2 bonus (7 total in that room) and that member is successfully attacked twice, the member can leave the room with 5 skeptic points intact. However, if that same member is successfully attacked three time, the member can only leave the room with 4 skeptic points intact. Bonus points act as a buffer but permanent skeptic points will be depleted after that buffer is drained.

Example: if Selma is attacking a cultist alone in Selma's Schoolhouse, Selma starts with $4+1=5$ skeptic points before her skeptic point-augmenting die roll. When she leaves the room and if she was not successfully attacked, her skeptic point allotment will return to 4. If she is successfully attacked and her total in the room is reduced to 4, her permanent total is not affected, as she has 4 by default. However, if she is successfully attacked twice and her total is reduced to 3, that is the total she will have when she leaves the room.

Each piece can attack one other piece per turn, and the attack is played out in that one turn. A member of Whodunit, LLC can restore health during that turn by eating Trooby Treats, but once an attack has begun, it cannot be left until it is over.

The Grand Master takes a turn after the mercenary's first turn and players continue taking turns in this fashion. The Grand Master may move or attack with each cultist on every turn in any order.

If a cultist lands on the same grid space as a member of Whodunit, LLC, this initiates a battle. The same combat rules apply.

As soon as a cultist or member of Whodunit, LLC lands on the tile directly in front of a door to a room, that cultist or member may enter that room (as long as it's unlocked).

MEMBERS OF WHODUNIT, LLC

Each Whodunit, LLC member begins with the following stats and contributes to the caper in the following ways:

Selma

ROOM: Selma's Schoolhouse

4 skeptic points

3 space orthogonal movement per turn

SPECIAL: Can move and attack twice if the mercenary does not move, attack, or give Trooby Treats to one other member of Whodunit, LLC for that turn.

Ted

ROOM: Ted's Leadership Camp

2 skeptic points

2 space orthogonal movement per turn

SPECIAL: Skeptic points are temporarily augmented by 2 when other members are in the same room during an attack (rather than just 1).

Dagny

ROOM: Dagny's Dojo

5 skeptic points

unlimited diagonal movement in one direction per turn (1 turn cooldown)

Raggy

ROOM: Raggy's Center for Herbal Healing

1 skeptic point

2 space orthogonal movement per turn

SPECIAL: Eating Trooby Treats restores double skeptic points.

Each member of Whodunit, LLC may only attack one cultist per turn. If any member is defeated (reduced to 0 skeptic points), that

member is permanently removed from the board.

Each member of Whodunit, LLC increases their movement by 1 space for 1 turn when they leave a room.

SUSPECTS

Low-level cultist (5)

4 persuasion points

Roll 1d6 to augment persuasion points

3 space orthogonal movement per turn

If defeated, this cultist type gives the mercenary 2 Trooby Treats.

All low-level cultists can leave a room at any time and may enter unlocked rooms.

Mid-level cultist (3)

6 persuasion points

Roll 1d4 to augment persuasion points

2 space orthogonal movement per turn

If defeated, each cultist of this type gives the mercenary 1 key.

All mid-level cultists can leave a room at any time and may enter unlocked rooms.

Grand Master cultist (1)

7 persuasion points

Roll 1d4 to augment persuasion points (gains +1 persuasion point bonus if attacking in the Grand Master's Office)

1 space movement in any direction per turn

If this cultist is defeated, Trooby Troo is free and mercenary wins and may open the Mercenary Envelope™.

Must be placed in the Grand Master's Office at the start of the game.

As soon as only one member of Whodunit, LLC is left on the board, the Grand Master may leave and reenter the Grand Master's Office, even if it is locked.

In order to attack members of Whodunit, LLC outside of a room, a cultist must be directly adjacent to that member that they are attacking.

Old Man Withers Shack

At least one low- or mid-level cultist must be placed here at the start of the game. While in Old Man Withers' Shack, any cultist inside gains 2 persuasion points before any die rolls, although these gains only apply while the cultist is inside the shack. Old Man Withers' Shack contains the hostage key and the members of Whodunit, LLC may acquire this key after clearing all of the cultists out of the shack.

None of the cultists can regenerate persuasion points.

If any cultist is defeated, that cultist is permanently removed from the board. Each cultist can only attack one member of Whodunit, LLC per turn.

CLUES

Skeleton keys

Can be used to unlock any door but the Grand Master's Office, which contains Trooby Troo. The mercenary can pick which doors to unlock, and unlocking a door destroys the key. Keys are acquired from defeating mid-level cultists or from rolling the

chance die. Once a door is unlocked, place the key used on the door to communicate to both players that the room is now unlocked.

Hostage key

Used to unlock the door to the room that contains Trooby Troo and the Grand Master cultist. Placed in Old Man Withers' Shack and is acquired after clearing all of the cultists from that room.

Block spaces

These black spaces on the map are impassable. All pieces cannot jump over or pass through the block spaces and must go around them to proceed.

Chance die

1d4 in the Mercenary Bag. If one of the Whodunit, LLC members lands on a question mark square, the mercenary rolls the 1d4 chance die and the outcomes listed below will apply to that specific member.

Four possible outcomes:

1 – 1 skeleton key

2 – 1 Trooby Treat

3 – one low- or mid-level cultist of the Grand Master's choice moves directly adjacent to one of the members of Whodunit, LLC

4 – can teleport to any unlocked room

Only members of Whodunit, LLC can roll the chance die. The square has no effect for cultists if they land on it.

Trooby Treats & Trooby Troo's Larder

Any member of Whodunit, LLC can eat these from the

mercenary's Trooby Treat pool to restore skeptic points during their turn (max of two treats per turn). All four members share a common Trooby Treat pool and the mercenary tracks the total with the pieces marked, "TT."

* Each time a treat is eaten, it only restores skeptic points to the member who ate it.

* Once eaten, Trooby Treats must simply be returned to the Trooby Treat box.

* Each Whodunit, LLC member may enter Trooby's Troo's Larder as many times as desired, but they each only gain Trooby Treats from the Larder during each member's first visit. Each member's first visit adds 2 Trooby Treats in the shared Trooby Treat pool.

* When consumed, Trooby Treats permanently give Raggy double skeptic points.

Skeptic/Persuasion Point Chips

Used by each player to track their pieces' skeptic/persuasion point totals. The members of Whodunit, LLC simply keep piles near their cards, while the Grand Master's character cards have special slots for keeping track of persuasion points, as they cannot be regenerated. If a chip is lost, return it to the corresponding chip tube.

Trooby Troo

Placed in the Grand Master's Office, which is initially locked.

Trooby Troo cannot move and is considered rescued once a member or members of Whodunit, LLC defeat the Grand Master.