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エスピピザ屋

Psychic Pizza Deliverers Go to the Ghost Town.

ゴースタウンへ行く



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■STORY■

You are pizza deliverers coming to a ghost town.

The residents of the ghost town play pranks, such as stealing pizzas and turning your surroundings pitch dark.

But do not worry.

You are actually psychic pizza deliverers with supernatural power.

Use your various powers to find the stolen pizzas and deliver them to the customers!

If you fail to deliver the pizzas within the limit of 20 minutes, they will be free of charge, so be careful!

In this game, the players are divided into the Players, who deliver pizzas, and the Game Master (GM), who rules the ghost town as its mayor.

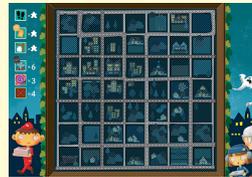
The main task of the GM is to "build the town" and "act as the game moderator". The GM has an important task to assess and apply each player's action, so it is recommended to have the GM played by someone who has played this game or an experienced board game player.

For the GM to moderate the game smoothly, they should learn the rules of assessment and token placement in advance.

Components

- 1 map board
- 21 Psychic cards
- 52 tiles
- 40 tokens
- 1 sheet of stickers
- Mapping sheets
- Action History sheets
- 4 pens
- 4 summary cards
- This rulebook

● Map board



● Psychic cards



7 white-framed (Initial) cards

14 black-framed cards

● Tiles



3 Start tiles



6 Grave tiles



3 Box tiles



3 Signboard tiles



4 Wall tiles



3 Teleport tiles

※There are also some round tiles, which will not be used with the basic rules.

● Stickers



※Apply the stickers to the Pizza and House tokens as shown.



□ Card Breakdown

- Hop Step
- Diagonal Move
- Rook Teleport
- Bishop Teleport
- Back-to-Start Teleport
- Point-Symmetric Teleport
- Anti-Ghost Barrier

3 cards each (1 white-framed & 2 black-framed)

● Tokens



6 Player tokens (color meeples)



28 Ghost tokens



3 Pizza tokens



3 House tokens

- Mapping sheets
- Action History sheets

● 4 pens



※If the sheets run out, download and print them from our website.

● Summary cards



1 card for the GM



3 cards for the players

● This rulebook



2 The GM builds the town.

Map Board Setup

As the GM, place the map board in front of you as the "map". Place the game box cover upright in landscape orientation in front of the map as a screen to hide the map.



Setup

Divide the players into the GM, who acts as the mediator, and other players ("Players").

◇ 1 GM

◆ 2-3 Players



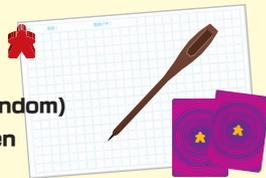
GM



Players

1 Each Player receives the following items.

- 1 pen
- 1 mapping sheet
- 2 Psychic cards (dealt at random)
- 1 Player (color meeples) token



Randomly deal 2 initial (white-framed) Psychic cards to each player and put the remaining ones back into the box. Shuffle the non-initial (black-framed) Psychic cards to form a deck and place the deck within the reach of all players.

Tips : Glossary of Terms

"4 adjacent squares":
Vertically and horizontally adjoining squares (up, down, left, and right)

"8 surrounding squares":
Vertically, horizontally and diagonally adjoining squares



● Tile Setup

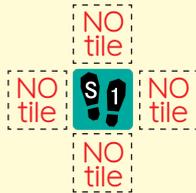
Place the tiles and tokens on the map in the following order.
You can place only 1 tile on each square.

1. Starting Points



Place Start tiles matching the number of players on the map.

- You cannot place the Start tiles on the squares at outer perimeters.
- You cannot place other tiles on the 4 adjacent squares of any Start tile.



2. Pizzas



Place the Box tiles matching the number of players on the map, and then place the matching Pizza tokens on each Box tile.



3. Signboards (Planned Sites)



Place the Signboard tiles matching the number of players on the map.

- Use the Signboard tiles with the same icons as those of the Pizza tiles.
- You cannot place a Signboard tile on 4 adjacent squares of the Pizza token with the same icon.
- During the Setup, do not place the House tokens on the Signboard tiles yet.



4. Ghosts



Place 6 Grave tiles, and then place a Ghost token on each Grave tile.



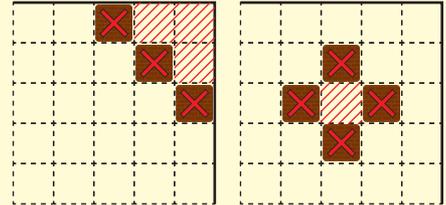
5. Walls



Place 4 Wall tiles.

- Be sure not to make any square unreachable by "Move" and "Attack".

Maps like these on the right are unacceptable.



6. Teleport Zones



Place the 3 Teleport tiles.

Lastly

Make sure that the map does not have any unacceptable points on it.



Action History Sheet Setup

The GM receives 1 pen and 1 Action History sheet to write down the actions taken by each player.



3 Determine the Player Turn Order

Starting from the player who has most recently eaten a pizza, the Players choose their turn order. Otherwise, choose it by rock, paper, and scissors. The GM places the Players' color tokens on the Start tiles according to the turn order.

Turn Order



Now, you are ready to start the game!

Order of Play

The game proceeds by repeating "action announcement by the Player" and "action application by the GM" as shown below.

Start the Turn.

Player A : Announce the action.

GM : Apply the action and report what are around.



Player B : Announce the action.

GM : Apply the action and report what are around.



Player C : Announce the action.

GM : Apply the action and report what are around.

End the turn.

To the next turn

Each turn ends when all players have taken 1 action each. Within 20 turns, move step by step in the pitch-dark ghost town, find the pizzas and deliver them to the matching houses.

Victory Conditions

Each Player manages to go out and win by finding a pizza and delivering it to the house waiting for it.

If you fail to deliver a pizza within 20 turns, you lose.

Tips : About Victory Conditions

Each Player wins if they manage to deliver a pizza and loses if they fail to do so. If you wish to rank the winners, rank them in the order they have gone out. Normally, the GM does not win or lose, but if you wish to have such victory conditions, state that the GM wins if all Players fail to deliver a pizza.

Mapping and Action History Sheets

Mapping Sheet (for Players)

- Each Player may take notes on their mapping sheet. Taking notes of your situations helps you grasp your location and destinations and thus increases your chance for victory.
- You may peek into other Players' notes but it is recommended not to do so.

Action History Sheet (for the GM)

- The GM is recommended to take notes of each Player's action on the Action History Sheet. Taking notes helps the GM check things such as each Player's action in the previous turn and thus improves the ease of play.
- If the Action History is recorded correctly, it also helps going over the game to enjoy the post-mortem.

How to Play

The current Player announces one of the following actions and the GM assesses and applies the action.



Move



Attack



Special Action

See P.15.

See P.16.

After applying the action, the GM reports what are in the Player's surroundings. (P.20)

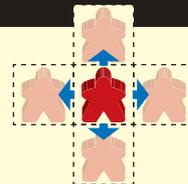
※Report what are in the Player's surroundings openly so that all players can hear it.

Move

Player

Choose and announce which of the 4 adjacent squares you move to.

You cannot announce to move diagonally.



GM

Assess and apply the action according to the square to which the move has been made, as follows.

☐ Square with a Wall tile or outside the map



• Report "You have bumped into a wall" and do not move the Player token.

• Do not report if the "wall" is a Wall tile or "outside the map".

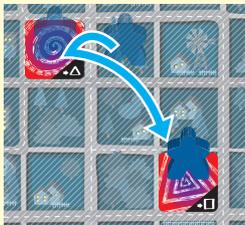
Move (continued)

□ Square with a Ghost token

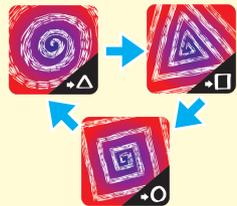


Report "You have bumped into a ghost" and do not move the Player token.

□ Square with a Teleport token



- Report "Teleporting" and move the Player token onto the next Teleport tile.



- The Teleport tiles have icons on them. Move the Player token to the next Teleport tile in the order of $\circ \rightarrow \Delta \rightarrow \square \rightarrow \circ \dots$

- Do not reveal the icons on the Teleport tiles or where the Player has teleported to.

□ Square with a Pizza token



- Report "It's a pizza" and move the Player token to that square. If the Player does not have a Pizza token, give the Pizza token on the square to the Player. If the Player already has a Pizza token, do not give the Pizza token to them. (If such a case, do not reveal the type of that pizza.)

- If the Player gets the Pizza token, place a matching House token on the corresponding Signboard tile.



Ghosts are out!

- When placing a House token, check the 8 surrounding squares of the square with the House token and place Ghost tokens on all of those squares without any tiles or tokens.

- Even if a Pizza token is taken, leave its Box tile in the same square.



- After a Pizza token is taken, count the square with the empty Box tile as any other square, and do not report "It's a pizza" there.

Move (continued)

□ Square with a House token



- Report "It's a house" and move that Player's token to that square.



- If the Player has the matching Pizza token, report "The pizza has been delivered." and that Player wins.

- If the Player does not have the matching Pizza token, report "The pizza could not be delivered." (In such a case, do not reveal the type of that house.)

- If moving to a square with a Signboard tile but without a House token, do not report "It's a house."

□ Any other squares

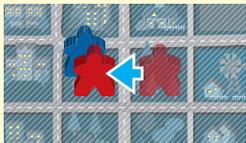
"Any other squares" are:

- Unoccupied square
- Square with a Signboard tile without the House
- Square with a Box tile without the Pizza
- Square with a Grave tile without the Ghost
- Square with the Start tile



- Report "You have moved to a square without anything" and move the Player token to that square.

✳️ During each Player's move, ignore other Players' tokens and do not reveal any information related to them.

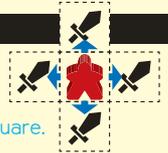


Attack

Player

Announce an attack to a square adjoining to the top, bottom, left, or right.

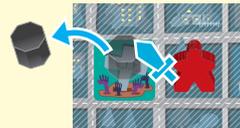
Note. You cannot attack a diagonally adjoining square.



GM

Apply the action according to the attacked square as follows.

□ Square with a Ghost token



- Report "You have chased away a ghost" and remove the Ghost token on that square.

- Even if a Ghost token is removed, leave its Grave tile in the same square.

- The Player who made the attack draws a card from the top of the Psychic card deck and adds it to their hand. There is no limit to how many cards you may have in your hand.



✳️ You can draw from the Psychic card deck only immediately after attacking and removing a Ghost token. Otherwise, even if you remove a Ghost token by the effect of a Psychic card, you cannot draw a Psychic card.

Tips : About the Deck

If the Psychic card deck runs out, shuffle the used Psychic cards to form a new deck and draw from that deck. If there is no used Psychic card, you cannot draw any card.

□ Square without any Ghost token

- Report "The attack has failed. There is no ghost in that square" and do not perform anything.

◎ Special Actions

Player

Reveal a Psychic card in your hand and announce its special action. After the special action is applied, place the used card face up next to the deck.



GM

Apply the special action as follows.

□ Hop Step

Move by 2 squares to the top, bottom, left, or right as announced by the Player.



- ※Make the move ignoring what is on the square on the way.
- ※If moving to a square with a Ghost token, remove that Ghost.
- ※If a move to "a square with a Wall tile" or "outside the map" is chosen, the Player cannot move.

→If moving to a square with a Ghost token, the GM removes that Ghost without reporting it.

→If a move to "a square with a Wall tile" or "outside the map" is chosen, the GM reports it without moving the Player token.

□ Diagonal move

Move to a diagonally adjoining square as announced by the Player.



- ※If moving to a square with a Ghost token, remove that Ghost.
- ※If a move to "a square with a Wall tile" or "outside the map" is chosen, the Player cannot move.

→If moving to a square with a Ghost token, the GM removes that Ghost without reporting it.

→If a move to "a square with a Wall tile" or "outside the map" is chosen, the GM reports it without moving the Player token.

□ Rook Teleport

Keep moving up, down, left or right up to the outer perimeter of the map.



- ※Make the move ignoring what is on the square on the way.
- ※If there is "a square with a Wall tile" at the destination, move the Player token to the square just before that.
- ※If moving to a square with a Ghost token, remove that Ghost.

→If moving to a square with a Ghost token, the GM removes that Ghost without reporting it.

→If the move to the chosen direction cannot be made at all, the GM reports it without moving the Player token.

→You may choose whether or not the GM reports how many squares the Player token has moved by this action. The game becomes easier if it is reported.

◎ Special Actions (continued)

□ Bishop Teleport

Keep moving to a diagonal direction chosen by the Player up to the outer perimeter of the map.



- ※Make the move ignoring what is on the square on the way.
- ※If there is "a square with a Wall tile" at the destination, move the Player token to the square just before that.
- ※If moving to a square with a Ghost token, remove that Ghost.

- If moving to a square with a Ghost token, the GM removes that Ghost without reporting it.
- If the move to the chosen direction cannot be made at all, the GM reports it without moving the Player token.
- You may choose whether or not the GM reports how many squares the Player token has moved by this action. The game becomes easier if it is reported.

□ Back-to-Start Teleport

Return to the Player's Start square and take an additional action to Move OR Attack once.



- ※You cannot take a special action as the additional action.
- Choose Move or Attack, not a special action.
- The Player returns to the Start and then chooses to Move or Attack. While applying the effect, the GM does not provide the "surrounding report". ("Surrounding report" to be described later.)

□ Point-Symmetric Teleport

Move to the square point-symmetric from the presently located square with the center of the map being the center point.



- ※If moving to a square with a Ghost token, remove that Ghost.
- ※If a move to "a square with a Wall tile" is chosen, or if this action is used when located at the center of the map, the Player cannot move.

- If moving to a square with a Ghost token, the GM removes that Ghost without reporting it.
- If a move to "a square with a Wall tile" is chosen, or if this action is used when located at the center of the map, the GM reports it without moving the Player token.

□ Anti-Ghost Barrier

★This cannot be used as a special action.

If moving to a square with a Ghost token, you can use this card to remove that Ghost.



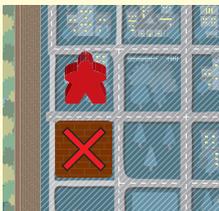
- You cannot use this at the normal special action timing. Instead, you can reveal and use this only when moving to a square with a Ghost token.
- In case of a move taken immediately after Back-to-Start Teleport, this card can be used if moving to a square with a Ghost token.

Surrounding Report

The Players are psychics and can somewhat sense what are in their surroundings. The GM, after applying each action, reports what are in the Player's surrounding squares.

□Adjacent "Walls"

Report which of the Player's 4 adjacent squares are Walls.



- Do not report if each Wall is a "Wall tile" or "outside the map".
- Do not report what are in the 4 diagonally adjoining squares.

□Ghost, Pizza, and House tokens in the surroundings

Report the presence of tokens in 8 surrounding squares.



- Do not report the whereabouts or number of each token.
- Do not report the types of Pizza and House tokens.
- Do not report the presence of Grave, Box, and Signboard tiles that do not have the matching tokens on them.
- Do not report the presence of other Player tokens.

Surrounding Report Example



"Walls at the bottom and left and a sign of Ghost and House in the surroundings."



"Walls at the right and left and a sign of Pizza in the surroundings."



"No Walls and no sign of anything in the surroundings."

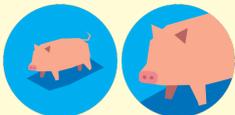


"No Walls and a sign of Ghost in the surroundings."

Variant Rules

The components also includes many round tokens unrelated to the basic rules. They may be freely allocated by the GM and played with freely-devised rules. If you do that, be sure to explain those rules in advance.

3 Little Pigs



- During the setup, place 3 Little Pig and 1 Parent Pig tiles on unoccupied squares.

- The Pig tiles' presence cannot be checked by the Surrounding Report.
- If a Player moves to a square with a Pig tile, the GM says "oink". The GM may choose to oink differently for the Parent and Little Pigs as a clue to suggest the Players' locations or oink in a confusing way. You may also choose to use more Little Pig tiles.

Pizza-Loving Monkey Road



- During the setup, place 1 Monkey tile on an unoccupied square.

- The Monkey tile's presence cannot be checked by the Surrounding Report.
- If a Player moves to a square with the Monkey tile, the GM says "yack-yack" and gives the Monkey tile to that Player.
- If the Player with the Monkey tile does not have a Pizza token and moves to a square with a Pizza in its surroundings, the GM reports the exact location of the Pizza when providing the information on the surroundings.

Transparent Crow



- During the setup, place 1 Crow tile on an unoccupied square.

- The Crow tile's presence cannot be checked by the Surrounding Report nor by moving to the square with the Crow.
- If a Player attacks a square with the Crow, the GM gives the Crow token to that Player and moves the Player token to the nearest square with a Signboard tile. If there are multiple such nearest squares, move to the square in the order of priority to the Signboard with the Shrimp, Basil, and Cheese icons.

On a Closer Look, It's a Manhole Cover



- During the setup, place 3 Manhole Cover tiles on unoccupied squares.

- In the Surrounding Report, report a Pizza's presence if there is a Manhole Cover.
- If a Player moves to a square with a Manhole Cover, the GM reports "It's a pizza, no, on a closer look, it's a manhole cover" and gives the Manhole Cover tile to that player.
- The Manhole Cover tile does not have any effect.



Try also to come up with your original variant rules!