

# Polter-Heist: Quests

## Competitive Gameplay Mod

**Polter-Heist: Quests** adds a level of complexity to the original Polter-Heist, bringing more competition, more strategy, and more cooperation to the game. In *Quests* each player will have specific goals in their exploration of the haunted house. New Item Decks for each floor of the house include different treasures, artifacts, and items to collect. Your character may be required to work with the other characters to complete tasks and find items, or maybe you have an evil heart and will complete your goals at the peril of your fellow players.



4 - 8



60+



6+

## What's New

### New Cards

- 8 Character Cards – each with their own abilities.
- 100 Floor Specific Discovery Cards – 25 for each floor
  - o 15 Items
  - o 10 Ghost Encounters
- 20 Blank Floor Specific Discovery Cards – Make Your Own
- 36 Discovery Cards – Direct players to draw a Floor Specific Discovery
- 30 Agenda Cards – Used in some scenarios to give players their own agenda, possibly with additional abilities.



### Scenarios Guide

A booklet of different scenarios with specifics for each character's goals and agendas! Different combinations of players mean the gameplay will be dynamic and different every time! Each scenario will include any instructions for that scenario's specific setup. Some scenarios will require certain cards in each floor's Discovery Deck.

### New Pieces

- New Tokens – for some of the items:
  - o 4x Keys
  - o 1x Locked / Unlocked Chest
  - o 1x Locked / Unlocked Cupboard
  - o 1x Locked / Unlocked Locker
  - o 1x Locked / Unlocked Safe
  - o 20x Locked / Unlocked Door
  - o 10x Broken Door / Spell Sealed Door



- 30x Demon Minion / Fire
- 30x Undead / Fire
- 15x Body Parts / Fire
- 10x something / Fire
- New Pieces
  - 25x 2"x2" Scorched Room / ??? Tiles
  - 1 D8 Die
- New Pawns
  - 6x Monster Pawns

## Setup

To set up the game for Quests, first separate out each of the floor specific Discovery Card decks. Then add the 20 new Discovery Cards to the standard Discovery Card deck.

Now choose a scenario from the Scenarios Booklet. Follow the instructions for that specific scenario. Some scenarios may require you to remove the Treasure card from the main Discovery Card deck. Some scenarios will require more or less or specific cards in the individual Floor Discoveries decks. Some scenarios may also require specific rooms on each floor. Each scenario will also list the characters that are to play in that game. Some scenarios may work with variable numbers of players, some may require a specific number of players. Follow the Setup instructions for each scenario.

## New Rules

The basic rules are the same, however different characters may have specific abilities, e.g. Gordon is faster than the other players and may increase movement by 2. Elva is mildly psychic and does not encounter ghosts on 2 and 12. Other characters have other abilities. Some of these abilities may be public knowledge and some may be private abilities for a character only during a specific scenario or may only become available when the player makes specific discoveries.

## Characters

**Gordon** – Gordon is a high-school athlete, popular, good looking, and a great student. He is the all-American guy. His movement is +2 as he sprints through the house looking for items, but he is sometimes jumpy and will drop an extra item whenever a Poltergeist scares him.

**Elva** – Elva is shy and quiet, probably because she senses things around her that others may not notice. Her mild level of psychic awareness gives her a slight edge. She doesn't encounter ghosts on 2s or 12s and may move instead, however she won't trade items with any other player, only leaving or picking up items from the Base Camp.

**Joe** – Joe is quick and occasionally reckless. He'll search as quickly as he can regardless of the consequences. Joe may search a space mid-move and then continue up to the number of spaces left in his move to search a second space, even after a ghost encounter.

**Jane** – Jane can draw a second discovery card when encountering a ghost. She still encounters the ghost, but gets the second card as well. If it's another ghost, tough luck.



**John** – John attracts the ghosts, but they’ll do his bidding, sort of. John also encounters ghosts on 3 and 11, however when he encounters a ghost that attacks (reduces courage) on 3 or 11 he can send that ghost to attack another player instead if he chooses.

**Jorja** – Jorja is tough, brave, and impatient. Ghost encounters that take away courage take away one less courage from Jorja (including being attacked by a Ghost Player). However she must leave the Base Camp whenever her courage reaches 6 or more and can only enter the Base Camp if her courage is less than 5.

**Jake** – Jake isn’t the fastest guy on the block. His movement is -1, and if he rolls doubles he doesn’t move, but can make a discovery even if he is not on a discovery space (except for 2 and 12 when they trigger a ghost encounter). If he is not on a Discovery Space he does not place a marker on the space after making a discovery there.

**Judy** – Judy is immune to Phantoms and Poltergeists. When attacked by a Phantom or Poltergeist she loses 1 courage instead of their other effects, however she can then send the ghosts to attack another player.



## New Discoveries

Each floor of the house has new discoveries, some of which are specific to that floor. Not all discoveries will be used in all scenarios, so read through the Scenario Guide to set up each deck properly. Some new Discoveries cannot be carried by players. Some new Discoveries are weapons or tools that can aide or hinder the players.

**Players are only allowed to carry at most 4 Floor Discoveries at any time** (unless otherwise specified in the scenario or on the card itself). If a player makes a 5<sup>th</sup> Floor Discovery they must discard one item.

In addition to 10 Ghost Encounter cards for each floor there will also be the following objects to find:

### Attic

- Treasure Chest
- Empty Treasure Chest
- Key
- Trunk
- Chain & Padlock
- Staff
- Rifle
- Crystal Ball
- Grimoire
- Mortar & Pestle
- Cauldron
- Ancient Urn
- Puzzle Box
- Baseball
- Music Box

### 1<sup>st</sup> Floor

- Treasure Chest
- Empty Treasure Chest
- Key
- Cupboard
- Rope
- Armor
- Cleaver
- Sword
- Computer Disks
- Genealogy Chart
- Masterpiece Painting
- Clock
- Film Reel
- Violin
- Chess Set

### 2<sup>nd</sup> Floor

- Treasure Chest
- Empty Treasure Chest
- Key
- Safe
- Rope
- Dagger
- Revolver
- Spirit Board
- Telescope
- Cameo Pendant
- Old Photo Album
- Diary
- Wind-up toy
- Dolly
- Silk Scarf

### Cellar

- Treasure Chest
- Empty Treasure Chest
- Key
- File Cabinet
- Chain & Padlock
- Axe
- Tool Box
- Herbs & Spices
- Scrolls
- Skull
- Lab Equipment
- Syringe
- Specimen Jar
- Statue/Sculpture
- Wine Bottle



## Item Details:

Most items will have abilities described in the scenario guide. If an item does not play a role in a scenario it may be carried by a player and discarded as one of the items stolen by a poltergeist. However, some items have special abilities that are always available. These abilities are described on the cards. These abilities are described in greater detail below:

### Offensive Weapons:

- **The Revolver** – If a player has the Revolver she may use it to shoot at another player on her turn. The Revolver can be used any time the player has line-of-sight to another player. The player may use 2 Movement Points to fire the weapon. She may shoot a distance equal to the value rolled on the dice, but she must have line-of-sight with the target player. She cannot shoot through walls or around corners. Nor may she shoot through other players, i.e. the first player within line-of-sight is the target. If a player is hit he immediately loses 2 Courage Points plus the difference between the range rolled and number of spaces away the player was from his assailant. No cards (candles or liquid courage) can affect that. A player may use the Revolver as many times as she has Movement Points available. E.g. if the Explorer is 6 spaces away from the Traitor and rolls an 8 while shooting the Revolver, the Traitor will lose 4 Courage Points ( $2 + 8 - 6 = 4$ ).
- **The Rifle** – If a player has the Rifle he may use it to shoot at another player on his turn. The Rifle can be used any time the player has line-of-sight to another player. The player may use 3 Movement Points to fire the weapon. He may shoot a distance equal to the value rolled on the dice, but he must have line-of-sight with the target player. He cannot shoot through walls or around corners. Nor may he shoot through other players, i.e. the first player within line-of-sight is the target. If a player is hit she immediately loses 3 Courage Points plus the difference between the range rolled and number of spaces away the player was from her assailant. No cards (candles or liquid courage) can affect that. A player may use the Rifle as many times as he has Movement Points available. E.g. if the Explorer is 6 spaces away from the Traitor and rolls an 8 while shooting the Rifle, the Traitor will lose 4 Courage Points ( $2 + 8 - 6 = 4$ ).
- **The Dagger** – The Dagger costs 1 Movement Point to use and can only be used if the player is adjacent to the target player. The target player loses 1 Courage Point for every use of the Dagger. A player may use the Dagger as many times as they have Movement Points available. E.g. the Explorer rolls a 9 and uses 7 movement points to move adjacent to his target. The Explorer may then stab his target 2 times and the she will lose 2 Courage Points.
- **The Cleaver** – The Cleaver costs 2 Movement Points to use and can only be used if the player is adjacent to the target player. The target player loses 3 Courage Points. A player may use the Cleaver two times per turn. E.g. the Explorer rolls a 9 and uses 7 movement points to move adjacent to her target. The Explorer may then hack at her target 1 times and he will lose 2 Courage Points.
- **The Sword** – The Sword costs 2 Movement Points to use and can be used if the player is adjacent to or one space away from the target player. A diagonal space counts as one space away. The target player loses 3 Courage Points minus the number of spaces away the assailant is. A player may use the sword as many times as they have movement points. E.g. the Explorer rolls a 9 and uses 5 movement points to move within two spaces of her target. The Explorer may then slice at her target 2 times and he will lose 2 Courage Points. Or the Explorer may use 6 movement points to move adjacent to her target. Then the Explorer may slice at her target one time and he will still lose 2 Courage Points. The Explorer may then use her last Movement Point to move one more space.



## Defensive Weapons:

- **The Staff** – If a player has this then he may choose to not let an opponent land on an adjacent space to him. The Explorer uses the Staff to push the opponent away. The Staff works on other living players and most monsters, however it does not work on Ghosts or Ghost Players. If the scenario allows, however, a player may still steal items from an Explorer with the Staff if they are in the same room together and not on adjacent spaces.  
The Staff can also be used to push opponents out of the way. The player with the Staff may move into a space adjacent to an opponent and then for 2 Movement Points may trade places with the opponent. The player may do this as many times as he has Movement Points for. When the player's turn is over any opponents in adjacent spaces are then pushed back one space. This way the player with the staff can push through hordes of monsters like Zombies or Demon Minions.
- **Armor** – Armor protects the wearer against damage from weapons and monsters, but not Ghosts. The player wearing the armor will receive half the damage inflicted. Damage is counted per shot for firearms, per turn for blades, and per attack for monsters. If the damage inflicted is an odd number the result is rounded down. However, the player carrying the armor has his movement reduced by 1. E.g. if the Traitor is shot with the Rifle by another player that is 6 spaces away who rolled an 8 while shooting the Rifle, the Traitor will lose 2 Courage Points ( $2 + 8 - 6 = 4 / 2 = 2$ ). If the player is stabbed three times with the Dagger while wearing the Armor he will only lose 1 Courage Point ( $3 / 2 = 1.5 = 1$ ). The armor can protect against some damage by monsters in some scenarios as well. See the Scenario Guide for details.
- **Lock & Chain** – The Lock & Chain can be used to restrain other players. The restrained player may not move until rolling a 5, 6, 8, or 9 unless he has a key. The restrained player's courage depleted by a Ghost Encounter increases by 1. A player can only restrain a target if they are adjacent to the player or in the same room as the player. Upon restraining a player the target player acquires the Lock & Chain. If a Monster was restrained the card gets discarded. E.g. Gordon uses the Lock & Chain to restrain Elva. Gordon gives Elva the Lock & Chain card, however Elva cannot move until she rolls a 5, 6, 8, or 9. On Elva's turn she rolls a 7 and encounters an Apparition, which steals 3 Courage Points. On her next turn she rolls an 8 and may now move again.
- **Rope** – Rope can be used to restrain other players. The restrained player may not move for two turns. A player can only restrain a target if they are adjacent to the player or in the same room as the player. Upon restraining a player the target player acquires the Rope. If a Monster was restrained the card gets discarded.

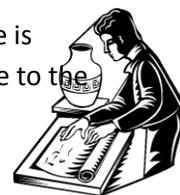
## Tools & Other Items:

A number of tools and other items can be found throughout the house. Items will have different abilities in different scenarios.

## Definitions:

**Line of Sight** – If you can draw a straight line from any corner on the space that your pawn is in to any corner of the space that a target is in it counts as Line of Sight. The line may not pass through any walls, bannisters, or other obstacles, including other players or monsters. Line of Sight can be up or down stairs, but not through any bannisters.

**Ranged Attack** – A Ranged Attack lets a player shoot at a target that is a number of spaces away. The Range is determined by a roll of 1 or 2 dice. The Distance of the target is the number of spaces it would take to move to the



target's space, thus a diagonal space is 2 spaces away. The strength of the attack is the Range – Distance + Effectiveness of the weapon.

To quickly determine the number that must be rolled for a Ranged Attack, determine the strength of the target. Subtract that from the base damage of the weapon. Then add the number of spaces away the target is. E.g. an Undead is 4 spaces away, thus its strength is 5. If attacking with the Revolver the base damage is 2.  $5-2 = 3$ , thus the player must roll  $3 + 4 = 7$  or greater to kill the monster.

**Ranged Orbital Attack** – This type of attack radiates in all directions from a player. Ranged Orbital Attacks generally harm multiple opponents at once and can pass through obstacles, with reduced effectiveness. The Range is determined by a roll of 1 or 2 dice. The Distance of the target is the number of spaces it would take to move to the target's space, thus a diagonal space is 2 spaces away. The strength of the attack is the Range – Distance + Effectiveness of the weapon.

To quickly determine the number that must be rolled for a Ranged Orbital Attack, determine the strength of the target. Subtract that from the base damage of the weapon. Then add the number of spaces away the target is, including 1 for any obstacles. E.g. an Undead is 4 spaces away with 1 wall separating the players, thus its strength is 5. If attacking with the Magic Staff the base damage is 2.  $5-2 = 3$ , thus the player must roll  $3 + 4 = 7$  or greater to kill the monster.

## Scenario List:

### Scenario 1: Where is the Treasure?

A traitor is trying to hide the treasure while the other players are trying to find it.

### Scenario 2: The Demon Whisperer

One player is intent on summoning demon minions to attack the other players.

### Scenario 3: Spell Slingers

Each player is a warlock searching for the treasure for their own purposes. They will use magical spells and magical items found throughout the house to stop each other.

### Scenario 4: Ghost Hunters

A team of ghost hunters is intent on capturing ghosts instead of searching for treasure, but some items will help in their hunt.

### Scenario 5: Paranormal Investigators

Paranormal investigators are searching for ghosts, but to study, not capture.

### Scenario 6: Ghosts Head Start

One player starts the game as a ghost.

### Scenario 7: Speed Search

Two players see who can search the most rooms fastest and then escape.

### Scenario 8: Capture the Flag

Four treasures in the house are up for grabs. The first player to find two and escape wins.



### **Scenario 9: Ahhhhh! Zombies!!!**

The players are a group of survivors searching a zombie infested house for a treasure trove of supplies.

### **Scenario 10: On the Hellmouth**

The treasure is in the basement, but before the explorers can venture to the basement they must find weapons to battle the growing horde of monsters awaiting them down there.

### **Scenario 11: Big Bad Bad Guys**

Each floor of the house has a big monster just waiting to be released.

### **Scenario 12: Burnin' Down the House**

The house is on fire! The explorers must find the treasure before the house burns down!

### **Scenario 13: Mad Scientist**

One player has locked himself in the basement so he can build monsters out of body parts while the other players search for the treasure. Will the explorers decide to take out the scientist before his monsters attack them?

### **Scenario 14: Find Your Personal Treasure**

Each player has a specific item that they are looking for. The first to find their item and escape causes the ghosts to attack with fervor.

### **Scenario 15: Locker Blocker**

Many of the rooms in the house are locked and keys must be discovered before the doors can be opened. But one player is intent on locking the rooms again.

### **Scenario 16: It Grows!**

A strange fungus is growing in the basement. The fungus spreads every turn and will soon start to creep onto the first floor and block the door. Before the players can escape they must hack their way through a wall of slime, but they must do it quickly before the slime engulfs them!

### **Scenario 17: The Sneak**

Players search each floor and find the Treasure almost immediately, however no one trusts anyone else, so they do not reveal that they have the Treasure. Instead they try to sneak out of the house while the other players try to figure out who has the Treasure and stop him. A game of deduction, reasoning, and bluffing.

### **Scenario 18: Werewolf**

Explorers enter the house together, intent on finding the Treasure. But at the stroke of midnight they are in for a surprise. One or more of the Explorers is a Werewolf and it is their night to transform! Now the Explorers must continue searching for the Treasure while fending off Werewolf attacks.

### **Scenario 19: Shifting Corridors**

As players explore the house nothing remains the same for long. Shifting and changing rooms create an ever fluctuating house and each room comes complete with its own set of dangers! Beware!

## **Credits:**

**Game design by:** George Jaros

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

*Polter-Heist: Quests*

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Thanks: Neal Simon for the Polter-Heist name.

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