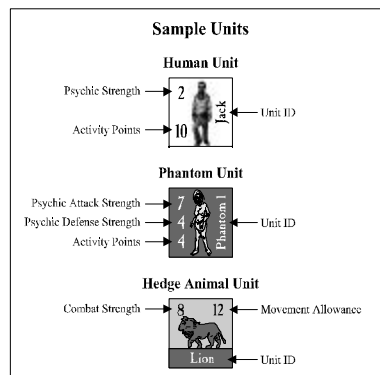


The Shining.

1. The Shining is a simulation of Stephen King's horror novel of the same name. One player controls the sentient and evil Overlook hotel, the other the luckless Torrence family (Danny, Jack and Wendy), winter caretakers of the haunted estate. The Shining is played on two maps, representing the Overlook hotel and its immediate grounds, using counters that represent the Torrence family, Hallorann (The Overlook's psychic chef and an ally of Danny's), the Overlook's animated hedge animals and assorted phantoms, and decoys to confuse the Torrence player. Also included are counters that represent various items which may become involved in play and markers for use on certain charts. Players may wish to provide scrap paper and pencils and are strongly encouraged to use two six sided dice when they are called for.

Information relevant to play is located on the included counter roster and on a variety of charts printed with the maps. The values of a unit are printed on its counter: phantoms have a psychic attack strength (top left), a psychic defense strength (top right) and an activity point rating (bottom). Human units have one total psychic strength (top) and an activity point rating (bottom). Hedge animals have a combat value (left) and a movement allowance (right). The roster may be used for tracking damage sustained by individual units.



2. Set Up: The Overlook player sets-up first, placing the phantom and decoy counters, face down, throughout the hotel and grounds. At least one unit must be placed in the starred areas: the bar, room 207 and the playground. No units may be placed in the Torrence's suite, room 224. The hedge animals are placed in any order, face up, on the marked grounds hexes.

The Torrence player places the Torrence units in rooms characteristic of their movements. Jack may begin the game in the office, the bar, the basement or the garage; Wendy in the pantry, kitchen, lobby or room 224, and Danny in the game room or playground. Hallorann is placed on the "start" square of the Hallorann arrival track.

The mallets, two gasoline counters and the ax are put in the garage, the knife in the pantry or kitchen at the discretion of the Torrence player. One snowmobile is placed in the garage, the other placed on the "enter map" square of the Hallorann arrival track, and the information markers begin at the start of their various tracks. All other counters are held in reserve, to be used as necessary.

Two extra gasoline counters are included for optional use. You may wish to add them to the game if you find that the Overlook player is winning too easily.

3. Sequence of Play: The Shining is played in turns (as opposed to being played in prison, or in a tuxedo). A turn has 8 phases, played in sequence:

Torrence player turn:

1. Movement and activities
2. Discovery
3. Physical combat
4. Mental combat

Overlook player turn:

1. Movement and activities
2. Discovery
3. Physical combat
4. Mental combat

4. End-game: The Shining is played until one of the following conditions is met:

- A: all phantom, decoy and hedge animal units have been removed from play,
- B: the boiler explodes,
- C: 20 turns have passed,
- D: the entire Torrence family is either dead or in the Overlook's control.

If the game ends in situation A, the Torrence family player has won. D is a victory for the Overlook player. B is a victory for the human player if Danny escapes in the company of one other human unit; otherwise it is considered a messy draw. If the game ends after 20 turns, victory is determined using "victory points:

For the Torrences:

- each decoy removed: 5 points
- each hedge animal destroyed: 10 points
- each phantom destroyed: 15 points

For the Overlook:

- each human killed: 15 points
- each human controlled at end of game: 20 points

The Torrences can make a run for it, if, after at least five turns have passed, the Torrence family player has determined that the situation is hopeless. If they make it off the map using snowmobiles the escape is successful and the game ends. The Overlook will explode eventually when the boiler pressure grows too high, and insurance companies will ream the Torrences for negligence. Really, nobody should be very happy about that outcome, so the game is decided on victory points, with a -20 penalty to the Torrence player, if they run for it BEFORE the Overlook player has an "agent." The Torrence family must escape off of the bottom edge of the map; the Overlook is surrounded on its other sides by mountains.

5. Movement and activities: each human and phantom unit has an activity point total printed in the lower left corner of the counter. All decoy units have four activity points. During the movement and activity phase each counter may use up to its full total of activity points, no more. All the yadda yadda rules about saving and transferring activity points apply. Each square or hex of movement costs one activity point, except:

- garage and basement squares: 2 points
- outdoor squares *after* snowfall: 2-3 points
- other uses for activity points include:
 - opening a closed door: 1 point
 - closing an open door: 1 point
 - picking up a weapon: 1 point
 - calling the elevator: 1 point
 - dumping the boiler: 2 points
 - starting up a snowmobile: 1 point
 - dragging a snowmobile out of the garage: 1 point *plus* movement costs

It takes no activity points for a Torrence unit to change “facing.” Facing is relevant *only* for sighting hedge animals (described later) and for the snowmobile.

Dropping weapons takes no activity points. Unless you drop it in somebody’s skull.
AT THE END OF EACH TURN, NO UNIT THAT DOES NOT HAVE AT LEAST ONE
ACTIVITY POINT SAVED MAY ATTACK.

Diagonal movement, within the hotel, is prohibited. Squares are considered adjacent where they share some length of common border. If a door to an area is accessible from more than one square or hex, the door can be opened, closed and passed through from either adjacent square or hex.

It is assumed that all doors in the Overlook hotel are closed; when a door is opened, place a “door open” marker over it.

The elevator: Once called, the elevator will immediately proceed towards to the caller at a rate of two levels per movement phase. When the elevator arrives it will immediately open, and can be boarded for one activity point. Whichever unit called the elevator chooses a destination floor by selecting the appropriate destination marker, and the elevator ascends/descends to the desired level at the same rate. The elevator follows standard elevator rules of etiquette. If you don’t live in a city with elevators, these are roughly: once summoned or sent to a destination floor, the elevator will not reverse movement until it has reached that floor and allowed its passengers to get in or out. It will, on the other hand, stop at any intervening floor, provided it is called or ordered to do so *before* it has passed that floor. The elevator moves in the phase of the player controlling it. When it reaches its destination the marker is revealed and units in the elevator may disembark. The destination marker procedure may be eliminated if both players trust each other not to cheat. Alternately, the destination of the elevator can be jotted down on the “elevator floor call” track on the roster.

Counters riding in the elevator are placed in the elevator square of the level on which they

boarded the elevator. Place an “elevator up” or “elevator down” counter atop the stack to show the elevator’s direction, and move the stack to the appropriate level each turn. There is no limit to the number of units which may occupy the elevator.

Snowfall: Starting on turn four, there is a chance of snow. The Torrence player rolls a die at the beginning of movement and consults the turn track. If the number rolled is within the range indicated, the snowfall has begun (the turn marker may be flipped to indicate that the snowfall has begun, if desired). Once the snow begins to fall the number of activity points necessary for a human unit to enter an outdoor hex goes up by one each turn, to a maximum of three points per hex - except for units riding snowmobiles.

Vehicles: Up to three units may occupy a snowmobile (but they won’t be comfortable). Stack them on the snowmobile counter, with the unit at the bottom being the designated driver, the unit on top being the poor sap clinging to the end of the seat. The turn after it is started, a snowmobile can travel up to 20 hexes per turn (minus two for each unit after the first one that it carries) - as long as there is snow on the ground. If the snowstorm has not yet descended, you might as well keep the damn thing in the garage. A snowmobile can move into any of the three hexes in front of it, and may change ‘facing’ any number of hex-sides by using one point of its movement allowance **PER UNIT RIDING THE SNOWMOBILE**. Needless to say, the snowmobiles may not be used inside the hotel.

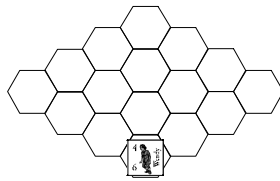
Should a unit - hedge animal or human - occupy a space in front of a moving snowmobile, the driver has the option to run it over. The activity point or movement rating of the target unit is subtracted from the modified movement allowance of the snowmobile to yield a to-hit number. If the attacking player rolls equal to or less than that number on two dice the ram attempt was successful. If the attempt fails the snowmobile passes through the hex without hitting its target, and the target may make an attack at any one passenger of the snowmobile.

If a ramming attack is successful, damage is done to the target equal to the number of hexes the snowmobile had traveled before hitting the target (including the target unit’s hex).

After any ramming attempt, successful or not, each unit on the snowmobile, starting with the top unit, may fall off. On a roll of a 1-3 on one die the top unit falls off. If the rear-most unit falls off, the second unit from the back is dragged off on a die roll of 1-2. If that unit falls off and there is one more unit on the snowmobile, a roll of a one completes the wipe-out, and the snowmobile spills in the next hex. Righting a spilled snowmobile costs one activity point - but falling off a snowmobile is considered an entire movement. The snowmobile in the Overlook garage has enough gasoline in it for any maneuvering that might take place on the map, but in order to escape from the Overlook it will require extra fuel. Any Torrence unit in the same square with the snowmobile and a can of gasoline for one full movement phase is considered to have filled the snowmobile’s tank. Alternately, if an escaping character is carrying a full can of gasoline, the snowmobile can be fueled off the map.

Stacking: there is no limit to the number of units that may occupy one hex or square. We don't cotton to any of that silly "zone of control" stuff, neither. While phantom and decoy units may not use weapons, they may move them around, provided no such unit *ends* its movement with a weapon counter in its possession. No counter may carry more than one weapon at a time.

Hedge animals: Hedge animals may not enter the hotel or the garage. Remember how, in the book, they had that really spooky effect of scampering around and getting closer when your back was turned? Well, for the first four turns of the game, they may only move if "unobserved." To be unobserved, a hedge animal unit may not be in any of the hexes that form a 60° cone from the top and top-side hexes of a Torrence-controlled unit. After turn four the hedge animals have dispensed with stealth entirely.



In the above diagram, a hedge animal could not move if it were in any of the hexes depicted (and the hexes beyond - there is no range limitation to a character's sight). "Line of Sight" is blocked if a straight line from the center of the Torrence character hex to the center of the hedge animal hex intersects a wall of the hotel.

6. Discovery: At the end of movement, any inverted unit that is in the same square as, or within one hex of, a Torrence-controlled unit, is flipped face up. Decoys are then removed from play. Once flipped face up, phantom units remain face up for the rest of the game. Inverted units may not conduct combat. They just move around and act spooky.

7. Combat - physical: To conduct melee combat, the attacking unit must be in the same square or hex as the defending unit. Combat is always voluntary; no unit may make more than one physical attack per turn.

Human and phantom procedure. When a human or phantom unit attacks, one die is rolled. If the die roll is equal to or less than the unit's NUMBER OF SAVED ACTIVITY POINTS it has attacked successfully. While phantom units can attack physically, they cannot be attacked physically. Nor can they use weapons. Danny cannot use the ax.

Damage is equal to one die with the following modifiers:

- knife: +1
- mallet: +2
- ax: +3

The total comes out of the target's activity points. If the target is a hedge animal, damage is divided, at the owner's discretion, between movement allowance and combat strength. Wounds can be kept track of on the counter roster. When any attribute reaches 0 a unit is dead or

destroyed, and is removed from play. Optionally, you can leave the counter laying around for the sake of atmosphere. Any weapon carried by a killed human unit remains in the square or hex in which the unit was killed.

Hedge animal procedure. To determine if a hedge animal hits, roll two dice. If the resulting number is equal to or less than the unit's combat strength, it has hit. To determine the amount of damage done by a hedge animal strike, roll two dice. Subtract the total rolled from the number of the current turn, and add a modifier for the particular hedge animal:

bison: +1

dog: 0

rabbit: -2

lion: +2

Hedge animals may not do negative damage, but it is possible, in the early turns of the game, that their attacks might be without damage. Any damage scored by a hedge animal is subtracted from the target's activity points.

The hedge animals may be attacked by a character carrying a can of gasoline at +8 damage, if the Torrence unit has at least *two* activity points available for the attack. Each can of gasoline is exhausted by one attack.

8. Combat - psychic: to conduct a psychic attack, a unit must be *in the same area* as its target. "Area" is defined as one room or hallway. Outside the hotel, a unit must be adjacent to or stacked with a target in order to attack it. Attack strengths cannot be split or combined; all attacks are individual. Yadda yadda yadda.

The objective of psychic combat varies depending on the player and the stage of the game. The Torrence player is seeking to destroy or dispel phantoms; the Overlook player is seeking first to take possession of a human unit, then to scare the other units to death. *Until the Overlook has an agent, it may only make one psychic attack per turn*, carried out by whichever phantom is able to do so. If two or more phantom units could carry out psychic attacks at this stage of the game, the Overlook player decides which of the two will attack. After securing an agent, the Overlook may attack with all of its phantoms on all subsequent turns.

A psychic attack is successful if the attacking player rolls less than or equal to the attacking unit's psychic strength or psychic attack strength on two dice. What happens next depends on the objective of the attacker.

Attacks to dispel: subtract the phantom's psychic defense strength from the attacker's psychic strength to get a target number. If a second die roll is equal to or less than the target number, the phantom unit is destroyed and removed from play. If the die roll is higher than the target number, the phantom has been dispelled temporarily. The Overlook player removes it from play and replaces it *at its original starting spot* during the Overlook movement and activity phase the *second* turn after the unit was dispelled.

Attacks to control: a target number is calculated in the same manner. If the Overlook player rolls equal to or less than the target number, the target unit *is possessed and becomes the agent of the hotel*. Flip the counter. From that point on it is controlled by the Overlook player.

Attacks to kill: after securing an agent, the Overlook may begin terrifying the other Torrences to death using all of its phantoms. Any time a psychic attack performed by the hotel is successful, the “target number” is simply the number of points of psychic damage done to the defender. This damage comes out of psychic strength, and when a unit’s psychic strength reaches zero it dies of heart failure.

9. The agent: When the Overlook has successfully possessed a member of the Torrence family, that unit is controlled by the Overlook player and acts as a agent for the hotel. The agent may dump the boiler, and may continue to use weapons as a human unit.

For a limited time after the agent has been possessed there is a chance of breaking the hotel’s control. The Torrence player rolls a die once per turn during the Torrence psychic combat phase, for a number of turns equal to the agent’s psychic strength, adding one - cumulative - for each turn that the unit has been under hotel control. If the modified die roll is less than the agent’s psychic strength the unit breaks free of the Overlook’s control and returns to the control of the Torrence player. The die roll can be further modified by subtracting the psychic strength of any Torrence unit adjacent to the agent, and by adding the psychic strength of any phantom unit adjacent to the agent.

Until the agent has conducted a physical attack against a Torrence unit, it may not be attacked.

10. The boiler: At the start of the game the boiler pressure marker is placed on the square marked “50” on the boiler pressure level track. Every turn thereafter, if the boiler has not been dumped, the pressure marker will rise at a rate of TWO SQUARES PER TURN at the end of the turn. The boiler can only be dumped by a human unit in the boiler square. The unit must spend two activity points in the boiler square. On a turn in which the boiler is dumped the pressure level will drop by three squares and will not advance at the end of the turn. If the boiler reaches 310, it will explode at the end of the next turn, regardless of whether or not it is dumped. One turn after the boiler explodes, the elevator ceases to function. Any units still in the Overlook hotel the turn after that are toast.

The human player *may not* let the boiler pressure advance past 210 until the Overlook player has initiated hostilities with at least one psychic combat.

11. Hallorann: On any turn after the first combat - psychic or physical - takes place, Danny - and only Danny - may attempt to call Hallorann instead of executing a psychic attack. Only one such attempt may be made per turn. Danny successfully contacts Hallorann by rolling under his current psychic strength on two dice.

As soon as he is contacted, Hallorann begins the voyage to the Overlook. Place his counter on the first square of the Hallorann arrival track. Each turn thereafter, the Torrence player rolls one die to determine how far along the track Hallorann advances. On a roll of a 1-4 advance the Hallorann counter 3 squares; on a roll of 5-6 advance him four. When Hallorann reaches the square marked four, the Overlook player may elect to intercept him with a hedge animal or phantom. One hedge animal or phantom unit is removed from the map *and lost for the remainder of the game*. Place the counter above Hallorann and resolve one round of combat between the two. Hallorann has a number of activity points equal to his total minus the number of squares he advanced before being intercepted. If the Overlook unit succeeds in wounding Hallorann without being wounded, Hallorann has been ambushed successfully and is removed from the game. If Hallorann either escapes unwounded *or* successfully wounds his attacker, he continues on.


If Hallorann runs into snow (the snowfall has started while he is in the second half of his arrival track) he is limited to movement of three squares per turn.

If Hallorann survives his trip, he arrives on any hex along the bottom edge of the main map, with a snowmobile, when he reaches the “enter map” square of the Hallorann arrival track. Hallorann arrives at the end of movement and may move normally the next turn.

The Shining: *Unit Roster*

Torrence Family Units


Danny



Psychic Strength
10 9 8 7 6 5 4 3 2 1

Activity Points
6 5 4 3 2 1


Jack



Psychic Strength
2 1

Activity Points
10 9 8 7 6 5 4 3 2 1


Wendy



Psychic Strength
4 3 2 1

Activity Points
6 5 4 3 2 1

Hallorann




Psychic Strength
6 5 4 3 2 1

Activity Points
8 7 6 5 4 3 2 1

Elevator
Floor Call

Phantom Units

Phantom 1




Psychic Attack Strength
7 6 5 4 3 2 1

Psychic Defense Strength
4 3 2 1

Activity Points
4 3 2 1

Phantom 2




Psychic Attack Strength
7 6 5 4 3 2 1

Psychic Defense Strength
6 5 4 3 2 1

Activity Points
4 3 2 1

Phantom 3




Psychic Attack Strength
6 5 4 3 2 1

Psychic Defense Strength
5 4 3 2 1

Activity Points
5 4 3 2 1

Phantom 4




Psychic Attack Strength
5 4 3 2 1

Psychic Defense Strength
5 4 3 2 1

Activity Points
7 6 5 4 3 2 1

Hedge Animal Units

Lion




Combat Strength
8 7 6 5 4 3 2 1

Movement Allowance
12 11 10 9 8 7 6 5 4 3 2 1

Damage Modifier
+2

Bison




Combat Strength
10 9 8 7 6 5 4 3 2 1

Movement Allowance
10 9 8 7 6 5 4 3 2 1

Damage Modifier
+1

Dog




Combat Strength
6 5 4 3 2 1

Movement Allowance
12 11 10 9 8 7 6 5 4 3 2 1

Damage Modifier
0

Rabbit




Combat Strength
4 3 2 1

Movement Allowance
14 13 12 11 10 9 8 7 6 5 4 3 2 1

Damage Modifier
-2

Torrence Family Units


Danny



Psychic Strength
10 9 8 7 6 5 4 3 2 1

Activity Points
6 5 4 3 2 1


Jack



Psychic Strength
2 1

Activity Points
10 9 8 7 6 5 4 3 2 1


Wendy



Psychic Strength
4 3 2 1

Activity Points
6 5 4 3 2 1

Hallorann




Psychic Strength
6 5 4 3 2 1

Activity Points
8 7 6 5 4 3 2 1

Elevator
Floor Call

Phantom Units

Phantom 1




Psychic Attack Strength
7 6 5 4 3 2 1

Psychic Defense Strength
4 3 2 1

Activity Points
4 3 2 1

Phantom 2




Psychic Attack Strength
7 6 5 4 3 2 1

Psychic Defense Strength
6 5 4 3 2 1

Activity Points
4 3 2 1

Phantom 3




Psychic Attack Strength
6 5 4 3 2 1

Psychic Defense Strength
5 4 3 2 1

Activity Points
5 4 3 2 1

Phantom 4




Psychic Attack Strength
5 4 3 2 1

Psychic Defense Strength
5 4 3 2 1

Activity Points
7 6 5 4 3 2 1

Hedge Animal Units

Lion




Combat Strength
8 7 6 5 4 3 2 1

Movement Allowance
12 11 10 9 8 7 6 5 4 3 2 1

Damage Modifier
+2

Bison




Combat Strength
10 9 8 7 6 5 4 3 2 1

Movement Allowance
10 9 8 7 6 5 4 3 2 1

Damage Modifier
+1

Dog




Combat Strength
6 5 4 3 2 1

Movement Allowance
12 11 10 9 8 7 6 5 4 3 2 1

Damage Modifier
0

Rabbit



Combat Strength
4 3 2 1

Movement Allowance
14 13 12 11 10 9 8 7 6 5 4 3 2 1

Damage Modifier
-2