

MIDNIGHT CIRCLE



MASTERMIND'S HANDBOOK

Warning!

This booklet contains sample scripts for the Mastermind. Reading further will hamper your ability to participate in these scenarios as a Protagonist.



PRE-MADE SCRIPTS

This booklet contains 12 pre-made scripts, recommended for you to try out as your first tests of the new characters and the new Tragedy Sets. We also have some challenging scripts for the truly skilled players.

Basic tragedy scripts (1 to 3)

There are three scripts for the Basic Tragedy Set. The first of these is for players who want to try out the new characters. The second is an example of a script created with the script creation guide. The third is the winner of the script competition that was held in Japan in 2013.

Midnight Zone scripts (4 to 7)

These four scripts are for the players who want to try out the new Midnight Zone Tragedy Set. Scripts 4 and 5 are your entry into this new Tragedy Set. Scripts 6 and 7 will require a certain amount of experience in order to be properly tackled. Be careful so that the city won't scorn you.

Mystery Circle scripts (8 to 12)

These five scripts are for players who want to try out the new Mystery Circle Tragedy Set. Scripts 8 and 9 are to be played first. Script 10 would be best as your second or third venture into this realm. Scripts 11 and 12 will test the player's resolve. The god of mystery is not kind to the faint-minded.



Creator: M.Hydromel

MACHINA SOLAR COGWHEEL

Loops: 5 / difficulty: ●●●●●○○○○○
Loops: 4 / difficulty: ●●●●●●●○○○○○

Basic
Tragedy Set

Specifics

“Machina Solar Cogwheel” is a sample script containing the new characters and should be perfect if you immediately want to see what the new characters can do.

All the new characters, except for the hard-to-use Illusion, are part of this script, and each of them gets stage time.

Story

From a faraway future, the Intelligence arrived to stop the end of the world, completely unaware that it was its very trigger. The huge loop of time turned, repeating the loop of destruction. The only one who can stop them are those who can create the tiniest cracks in time. Only those who can repeat the smallest of loops.

This story is about love and hate, about madness and of human ties. The players must form ties with the new characters, and learn their strengths and weaknesses.

Hints for the Mastermind

The Mastermind victory is based on triggering the Butterfly Effect. Place Intrigue and Paranoia counters on the A.I. If the Protagonists counter with Goodwill counters, triggering the event will be easy. If they don't, use the Time Traveler power to win.

Your problems will start when the Protagonists dodge the Butterfly Effect and form Goodwill friendships after

day 4. You will need to prepare for that event: try stacking Intrigue and Paranoia on the Informer or Scientist. Placing Intrigue on the Hospital won't be hard as the Patient is the Cultist.

The Goodwill abilities of the A.I., Forensic Specialist and the Alien are all working heavily against you. And if the Scientist gets too much Goodwill, you won't be able to trigger the Hospital Incident. Use your Forbid Goodwill as much as you can.

For the Final Guess, hide the Conspiracy Theorist or the Friend. If you can hide one of them, you'll probably walk away with the victory.

VICTORY CONDITIONS FOR THE MASTERMIND

- 1. Triggering the Butterfly Effect**
Change of Future
- 2. Ending the last day with 2 or less Goodwill counters on the A.I.**
The Time Traveler's ability
- 3. Killing the friend**
Murder / Hospital Incident
- 4. Killing the Protagonists**
The Loved One's ability / Hospital Incident



Creator: BakaFire

TRADITIONAL ENSEMBLE MURDER

Loops: 5 / difficulty: ●●●●●●●●●●

Loops: 4 / difficulty: ●●●●●●●●●●

Loops: 3 / difficulty: ●●●●●●●●●●

**Basic
Tragedy Set**

Specifics

“Traditional Ensemble Murder” is a very typical, very basic Tragedy Looper script made to be suitable for both new and experienced players. There are many gimmicks that new players can toy with, so it’s possible to play this with inexperienced players. However, it’s not an easy script, so if you’re playing with new players, you should allow table talk.

This script was created using the script creation guide. If you read it after having played this script once, you’ll understand it better.

Story

The town was filled with a sense of death. They were not serial killings, but they were chained together, as if they were made up of dominoes that toppled each other and picked up speed as they fell.

The key person dies. The friend dies. And you die. Is it just a coincidence? Or fate? Beware as the traditional murder mystery unfolds.

Hints for the Mastermind

Your first goal should be the Hospital Incident. Stack Intrigue on the Hospital while bluffing on the Shrine, and combine it with Unsettling Rumor to kill off the Protagonists. Use the Conspiracy Theorist ability on the Patient from day one, and then try getting Paranoia

on the Shrine Maiden using Increasing Unease.

When the Protagonists start blocking Increasing Unease and making the Hospital Incident hard to trigger, start using the Serial Killer. Move away the Rich Man’s Daughter and kill off the Key Person.

It’s when the Protagonists have discovered these two basic paths to victory that your game will begin. Don’t stop threatening with the basic paths; keep them active all the while using Missing Person, Murder and the Killer ability to attack. If the Protagonists start using the Serial Killer, then you’ve trapped them. They’ll probably go for the Shrine Maiden, the culprit of the Hospital Incident, and that’s when you’ll start laughing.

Your best bet to hide for the Final Guess is the Brain, so don’t use his power unless you really have to.

VICTORY CONDITIONS FOR THE MASTERMIND

- 1. Killing the Key Person**
Killer’s ability, Serial Killer’s ability, Hospital Incident, Murder
- 2. Killing the Friend**
Serial Killer’s ability, Hospital Incident, Murder
- 3. Killing the Protagonists**
Killer’s ability, Hospital Incident



Creator: BakaFire

ROMANCE ANTITHESIS

Loops: 4 / difficulty: ●●●●●●●●

Loops: 3 / difficulty: ●●●●●●●●

Midnight
Zone Set

Specifics

“Romance Antithesis” is a script to try out as your first script for Midnight Zone. It’s specifically designed to present the lies in this set in a straightforward way, and to teach all players how to use this set.

The main person is the Office Worker, and his ability as a Ninja. After this script, no Protagonist will ever again disregard simple Persons. The Office Worker is a specifically important character in Midnight Zone, and should always be the target of suspicion.

Story

This is the grand city. The nocturnal castle of neverending intrigue. In this poisoned place, one man starts to move. He seems to be just another poor victim of events, just a little insignificant speck with little influence, but he is the true shadow, the living ninja.

Where no one sees, he creates tragedy after tragedy. And beside him is the girl filled with ill intentions. To stop the tragedies, one must first see through their lies. If, that is, you are able to.

Hints for the Mastermind

The first or second loop, you should win by 2 Intrigue counters on the Office Worker. In order to get this to work, you will need to bluff that the main plot is Secret Record. So when the Protagonists ask for the role of the Office Worker,

tell them he’s the Factor. If they don’t go for his Goodwill ability, then use the Confession from day 3.

Once the Protagonists think it’s Secret Record, they’ll try stopping the Confession on day 3. That will make it easy for you to stack Intrigue on him. The Increasing Unease on day 4 will auto-happen, and you’ll only need to place 1 Intrigue by yourself.

Use the two Paranoia +1 and Intrigue +1 to get some Intrigue on the Office Worker and Police Officer, and Paranoia on the Office Worker, Shrine Maiden, Alien and Rich Man’s Daughter. However, be careful so that the Confession on day 2 doesn’t happen.

Once Intrigue on the Office Worker doesn’t work any longer, change plans and kill off the Friend or the Factor.

VICTORY CONDITIONS FOR THE MASTERMIND

1. **Having 2 or more Intrigue on the Office Worker at loop end**
A Male Confrontation
2. **Killing the friend**
Ninja’s ability
3. **Killing the Factor (when 2 or more Intrigue on the City)**
Ninja’s ability



Creator: Bodogetta

IN THE HANDS OF EVIL FATE

Loops: 4 / difficulty: ●●●●●●●●
Loops: 3 / difficulty: ●●●●●●●●

**Midnight
Zone Set**

Specifics

“In the Hands of Evil Fate” is a script for players yet not that experienced with Midnight Zone. You can use this as your first script. This uses this set’s “lies” in quite a different way than “Romance Antithesis” does. Not all what you see will be true. Teach the Protagonists the horror of the Fake Incidents. And the misleading use of the Extra card is also something special.

Story

In a part of the big city, among the rapidly growing skyscrapers, the shrine stood, forgotten by all. Two boys entered the area out of curiosity, and reached for the seal. And the god of the shrine appeared. With a malevolent will like no one before had seen.

Humans are easily influenced, and malevolence is contagious. One became a slave of the evil will, and the other was tied down by its curse, and made unable to move. The police officer, fighting for justice, the kind doctor, and the benevolent company were all burned black. Everything lies in the hands of evil fate.

Hints for the Mastermind

Place an Intrigue +2 on the School on the very first day of loop 1, and bluff it on the Hospital and the Shrine. The Protagonists will probably guard the Hospital or Shrine due to the Hospital Incident and suspected Sealed Item, so you should get away with it. If you do, victory is yours.

Then win with the Fake Incident on day 2. You should also try to kill off the Office Worker with the Serial Killer’s ability on day 1.

On loop 2, set the Extra card on the Office Worker, and the Godly Being will come into play. And from here you have several ways to win. You can still win by the Fake Incident. Set cards on the School and the City, and try to threaten to kill the Factor. The Intrigue +2 is probably better on the City in this case. Moving the Godly Being to the School, and using the Brain’s ability is also nice.

The Protagonists might use the Office Worker’s Goodwill ability to see if the Extra card causes that character to become a Key Person. That’s what you want. Don’t use the refusal, just state that he’s the Factor, and win when the loop ends.

VICTORY CONDITIONS FOR THE MASTERMIND

- 1. Revealing the Brain or the Factor**
Secret Record: loss condition
- 2. Killing the Key Person**
Serial Killer’s ability / Serial Murder
- 3. Killing the Factor (when there are 2 Intrigue on the City)**
Serial Killer’s ability / Serial Murder
- 4. Killing the Protagonists**
Fake Incident



Creator: Satoshi Sawamura

SINGER OF THE HERETIC IDOL

Loops: 8 / difficulty: ●●●●●●●●

Loops: 7 / difficulty: ●●●●●●●●

Loops: 6 / difficulty: ●●●●●●●●

**Midnight
Zone Set**

Specifics

“The Singer of the Heretic Idol” is a script to use once you’re a bit used to Midnight Zone, typically after you’ve played both “Romance Antithesis” and “In the Hands of Evil Fate.” It also contains the new character, Illusion. This script is perfect if you want to see what she can do on stage.

It uses Worshipers of Apocalypse, which is a rather messy plot to use. The Mastermind will need to stay very sharp, so this script is not recommended for your first couple of tries as a Mastermind.

Story

This is the story of the worshippers of an idol statue. This horrible item was sealed deep within the shrine. The town was held in an iron grasp: A few who were weak tried to chase away the dark. Students worked to cause an uproar. An evil hospital and a boy who hated it. All these are just... illusions. The stage itself was hollow, a lie, created by one single worshipper of the apocalypse, and it spread like wildfire throughout the city. People fully believed in the lie. Therefore, I sing. I sing the song of truth. I sing the song that no one else cared to sing for you. I can kill even myself. That is how I was created.

Hints for the Mastermind

The Mastermind will win all loops, so the Protagonists can only aim for the Final Guess. You’ll want to win in the

following ways: First day, put an Intrigue +2 on the Shrine. If that gets blocked, the Brain won’t have moved, so use its power on the Shrine. Do the same on day 2, with an Intrigue +1, and you’ll have 2 Intrigue on the Shrine. Take care to not let the Protagonists use the Shrine Maiden’s ability.

The Protagonists’ way to learn the roles is hidden in the Incidents. The Prophet and Obstinate can be found out from how the Incidents occur, and the Friend can be guessed from triggering its event at the correct paranoia threshold.

So you need to move in a way that hides these facts. Here are some tips:

Incident day 1: Do not place any cards on the Pop Idol before the Prophet has been guessed.

Incident day 2: Place Paranoia on the Henchman to not reveal him as a Person.

Incident day 3: Try not triggering it, hiding the culprit. You can also move the Journalist to the same location.

Incident day 4: Don’t move the characters with Mandatory Goodwill Refusal (candidates for being the Obstinate), that is, the Doctor and the Boy Student, to the same area as the Journalist.

VICTORY CONDITIONS FOR THE MASTERMIND

1. Having 2 or more Intrigue on the Shrine

The Sealed Item: loss condition

2. Killing the Protagonists

Fake Incident



Creator: Gaijin

SPINNING DUPLICATE SPIRAL

Loops: 4 / difficulty: ●●●●●●●●

Midnight
Zone Set

Specifics

“Spinning Duplicate Spiral” is an extremely aggressive and evil script. Midnight Zone set aside, all players should have fair experience with Tragedy Looper.

Lies aren’t the only specialties with Midnight Zone. The Extra cards are also an aspect, and these are heavily used in this script. This script well demonstrates another side of the Midnight Zone set.

Story

In the beginning, it was just a tragedy. Maybe a good friend passed away. Or maybe the Journalist caused an uproar. It was a sad, and unnecessary event. So they bent time, and decided to try again.

But time should not easily be bent. The perverted timeline resulted in an even more twisted world. Innocent bystanders became main characters, and their deaths accelerated the tragedy even more.

The two spirals of fate, created by time perversion, turned the simple tragedy into a tight knot of madness. And it’s all, all your fault.

Hints for the Mastermind

Winning the first loop is actually rather difficult. The typical win is killing the Friend or by Showtime of Death, but in both cases you need to kill off characters. Place Intrigue on the City and School to trigger the Uproar Incident. Use the Conspiracy Theorist ability to the fullest, or kill people with the Serial Killer.

And never forget that your Forbid Goodwill card also has the Forbid Movement effect. You have many ways of using this, for example, stopping the Pop Idol from moving.

The Extra card should be put on the Mystery Boy as much as possible, and next, the Police Officer. And from loop 2 and on, trigger the Faked Suicide as often as you can. Setting an Extra card on that culprit, and you’ll have TWO characters that are the fearful combo of “A Key Person that the Protagonists can’t move.” With the Forbid Goodwill card, you can steer the Protagonists into complete despair.

Once the Mystery Boy is divulged as the Prophet, triggering Incidents will become much harder, so it’s best to kill him off.

For the Final Guess, you should hide the Immortal or the Magician. Both can, however, be revealed by the Serial Killer, so take care.

VICTORY CONDITIONS FOR THE MASTERMIND

- 1. Killing the Friend**
Serial Killer’s ability / Uproar Incident
- 2. Killing the Key Person** (someone with an Extra card)
Serial Killer’s ability / Uproar Incident
- 3. Having 6 or less characters alive at loop end**
Showtime of Death: loss condition



Creator: BakaFire

OBSESSION DETECTION

Loops: 4 / difficulty: ●●●●●●●●

Mystery
Circle Set

Specifics

“Obsession Detection” is a script designed to be your first script for the Mystery Circle Set. It doesn’t make much use of the Extra Gauge, but it makes nice use of its misleading aspects.

After this script, you will have a grasp on how much the Incidents change the game, and that they are equally important to trigger, as well avoiding their occurrence. This is a mystery where no supernatural things, only human brains, are at work.

Story

A dark society is holding the school, its leader being one single boy. He has the wealth of his grandfather, and a silver tongue. With his deceit and illusions, he wields evil like a knife.

The police officer is obsessed with catching him. He has lost everything in previous cases, and is all but mad. He puts all his vengeance in one bullet.

The bullet is released. The boy claims it’s the work of a madman, and whispers to you that this is the start of the real tragedy.

Will you believe him? Will he show you the true meaning of the bullet?

Hints for the Mastermind

End the loop using the Silver Bullet after you have enough Intrigue on the School. This will cause the Protagonists to suspect that the main plot is Tight-rope Plan. So you’ll need to treat the Police Officer carefully.

The first loop, you’ll just win. Place Paranoia +1 on the Police Officer and Office Worker, and move the Rich Man’s Daughter to the City. Use the Paranoiac’s ability, trying to hide the culprit of the Portent Incident. Then trigger the Silver Bullet on day 2 and win.

From loop 2 and on, you need to be careful. Try to have 2 Paranoia on the Police Officer at the end of day 1. Then place a Forbid Paranoia on him on day 2. That way you will be able to trigger the Silver Bullet or not, depending on whether you’ll want to use the Paranoiac or not. Trigger it if that will win you the loop, of course.

When Intrigue on the School stops working, kill the Friend with the Hospital Incident or Serial Murder. It’s important to spread around Paranoia, hiding the culprit. For the Final Guess, hide the Fool, Twin or the Paranoiac (the last by letting the Protagonists think he’s a Conspiracy Theorist).

The Journalist is dangerous. He can trigger the Silver Bullet or help reveal the Fool. Be careful of him.

VICTORY CONDITIONS FOR THE MASTERMIND

- 1. Having [loop minus 1] Intrigue on the School.**
The Black School: loss condition
- 2. Killing the Friend**
Serial Murder Incident / Hospital Incident
- 3. Killing the Protagonists**
Hospital Incident



Creator: GEnd

THE TEMPLE OF POISONED LONELINESS

Loops: 4 / difficulty: ●●●●●●●●
Loops: 3 / difficulty: ●●●●●●●●

**Mystery
Circle Set**

Specifics

“The Temple of Poisoned Loneliness” is designed for players new to Mystery Circle. You can use this as your first Mystery Circle script. Here, it’s very important to find out the culprits for Incidents, and the many murders create a veiled mystery.

The Obstinate, Twin and (not in this script) Detective makes it harder to find out the culprits. You’ll need to learn how to use these.

Story

The vicious criminal artist, with a mind set on evil, hid behind the veil of a kind nurse, and laughed. Unaware of the delicate staging, the city turned into a theater of poisoned killings. All that was left was to pull the trigger. People will die, one after the other, and cast the rest into despair.

In an unknown shrine, one girl was standing silently still. Her other half, her twin that she had been separated from since birth, had been seen in the city. Biting her lip, she hated that she was not allowed in the city. But who knew what moved in the heart of her twin?

Hints for the Mastermind

You cannot win in any other way than raising the Extra Gauge to 3 or more. The Incident on day 1 will always happen, so then you’ll need to trigger the Serial Murder on days 2, 3 and 5. The Serial Murder on day 4 will give away the Fool, so it is best if you try to avoid that one.

Use the Increasing Unease on day 1 to put a Paranoia on the Shrine Maiden. Spread more Paranoia on the Rich Man’s Daughter, Pop Idol, Office Worker and the Journalist to increase the candidates for culprits. Use both Paranoia +1 cards and the Conspiracy Theorist each day. Once the culprit is found out, incidents will easily be blocked, so you’ll need to keep the culprits secret. Try manipulating who is the culprit for which Serial Murder.

For the Final Guess, hide the Obstinate and the Paranoiac. The Protagonists might find out that it’s the Boy Student and Nurse, but they won’t know who is who.

VICTORY CONDITIONS FOR THE MASTERMIND

1. Having the Extra Gauge on 3 or more at loop end

A Quilt of Incidents: loss condition



Creator: Izayoi

THE UNKNOWNNS OF THE TRAGEDIES IN THE ACADEMIC CITY

Loops: 4 / **difficulty:** ●●●●●●●●

**Mystery
Circle Set**

Specifics

This script runs on a rather special rule. It's designed for people who have some experience with Mystery Circle, for example after having played both "Obsession Detection" and "The Temple of Poisoned Loneliness." The impact of the script is high, but it's not that difficult to solve.

It's also intended as a sample script for using special rules, giving inspiration for coming up with your own special rules for newly designed scripts.

Story

A huge academic city, with all possible faculties. A whirlwind of unease plagued the whole city.

The principal was extremely powerful, and his hands could reach every part of the metropolis. But his focus was his weakness. Even with no evil thought in his mind, a careless decision could throw the whole city into confusion and worry.

Standing against this power was a mentally weak girl student detective. Her natural fondness of other people would open the hearts of many, forming a band of resistance.

So the time travelers banded with this troublemaker, set on releasing this city of its curse.

Hints for the Mastermind

As all locations are the School, the Boss's turf is then all the locations, which means his Conspiracy Theorist ability applies to every single character in play. So triggering Incidents is not hard.

However, not only the Mastermind can use this special rule;

the Boss's Goodwill ability also applies to all characters, and the Rich Man's daughter's ability is also available everywhere.

Unless you're careful, you'll have Goodwill abilities activated all over the place, and the truth will be out. So the Mastermind will need to decide early on what to hide, and work to hide it. The roles you can hide are the Key Person, Friend and Fool, but you can't hide them all.

You have two choices:

The first is to trigger Faked Suicide and Bestial Murder, and kill the Key Person with the Incident effects and the Poisoner. Killing the Key Person early, you'll avoid her Goodwill abilities. If you go with this, just avoid the rest of the Incidents.

The second is to trigger Suicide. With Paranoia +1 and the Conspiracy Theorist, you can easily make this happen. But you'll need to play out all 7 days, and will need to fight the Protagonists using Goodwill abilities or the Serial Killer to find out hidden roles.

Whatever you choose, you'll need to adapt as you play. It's up to you which snake you want to grab.

VICTORY CONDITIONS FOR THE MASTERMIND

1. Killing the Key Person

Poisoner's ability, Serial Killer's ability, Serial Murder Incident, Bestial Murder Incident

2. Killing the Friend

Poisoner's ability, Serial Killer's ability, Serial Murder Incident, Bestial Murder Incident

3. Killing the Protagonists

Poisoner's ability



Creator: Satoshi Sawamura

THE FESTIVAL OF FOOLS

Loops: 6 / **difficulty:** ●●●●●●●●

**Mystery
Circle Set**

Specifics

“The Festival of Fools” is a script for players experienced with Tragedy Looper. The combination of things in the script is a bit unorthodox, so the Protagonists won’t really know if there is a Private Investigator there or not.

If they don’t realize one important thing, they won’t be able to bring this story to its true ending. That one thing is that the Private Investigator can’t be a culprit. It’s a really evil puzzle. For those who manage to do a lucky guess during the Final Guess, you can tell them that they get a “Good End”, but that they’re far from the True End.

Story

The people of the town are trapped in a dimensional cage. In this time, where unease feeds unease, a detective is needed. The nightmare can be ended if we only find him, says the people. The Protagonists, unsure of what is the truth and what is not, try to escape the cage by that method...

But is the detective really there? Or this is just a festival of fools?

This is the tragedy in which no one dies.

Hints for the Mastermind

If you trigger all the Incidents after day 2, you will win. Played correctly, you will always win, so the Protagonists victory methods are to find out the Therapist and the Conspiracy Theorist, and find out whether there’s a Private Investigator in play or not. The Henchman starts in the School.

On the first day, put Forbid Goodwill on the Doctor, and a Paranoia +1 on the Henchman, and move the Shrine Maiden vertically. Once the Paranoiac has been found out, put Paranoia +1 on the Shrine Maiden or Patient instead. Once the Therapist has been found out, move the Police Officer horizontally instead of the Shrine Maiden. Then you can stabilize this move for the rest of the loops: moving the Police Officer horizontally, Forbid Goodwill on the Doctor and do a Paranoia +1 on the Henchman.

On the second day, if there are no Goodwill counters on the Henchman, put Forbid Goodwill on the Doctor, Paranoia +1 on the Henchman, Patient or Shrine Maiden. If the Henchman has Goodwill, put Forbid Goodwill on him instead, and move the Doctor vertically. Then go on, triggering as many events as you can. Put Forbid Goodwill on the Police Officer when you have time.

The point is to continuously make it difficult to tell whether the culprit of day 3 is the Shrine Maiden or the Patient. So you’ll need 2 or more Paranoia on both. Use the Paranoiac’s ability from day 2 onwards. The ideal is if you can make the Protagonists believe that the Shrine Maiden and Henchman are possible culprits for day 2.

VICTORY CONDITIONS FOR THE MASTERMIND

1. **Having the Extra Gauge on 3 or more when the loop ends.**

A Quilt of Incidents: loss condition



SCRIPT CREATION GUIDE

To begin with

In this section, we'll guide you script writers to create your own scripts. It's divided into these sections:

Guide to the new characters

What you need to realize about the new characters when using them in scripts.

Introducing the plots

An explanation of each of the plots in Midnight Zone and Mystery Circle. They also contain some playing hints, and can be useful information even if you don't plan on writing your own scripts.

Loop number list

A loop amount list for Midnight Zone and Mystery Circle, just as the one for Basic Tragedy

Example of a created script

In this section, we take one of the scripts in this book, and take a look at how that was created.

Share your scripts

We invite you to create your own scripts and to share them with the community on the Z-Man Games Facebook page. Who knows, maybe your time-looping script will send others for a loop!

Template Script cards are available on our website: www.zmangames.com

Guide to the new characters



Scientist

For experienced players: ●●●●●●●●

Intelligent, but clumsy. Whether he gets a Paranoia, an Intrigue, or a Goodwill counter depends on the script. You can use him to trigger Incidents, press for a Power Play, or use him to bluff. But don't forget that he removes all his counters when he uses his Goodwill ability. In sets that use the Extra Gauge, you need to revise the balance for this one a bit. He's useful if the Protagonists can play around with the Extra Gauge without breaking the script.



Forensic Specialist

For experienced players: ●●●●●●●●

Has two really powerful abilities. The first one can move an Intrigue counter to a harmless place, and that's bad. He can also be used to gather goodwill in one place. The second one doesn't specify a location. With him in a script, the difficulty goes down. On the other hand, that also means you'll get away with scripts that would otherwise be too evil.



A.I

For veterans: ●●●●●●●●

A created intelligence. Don't take this one with you to Jupiter. Its power is incredibly strong. If you, for example, use the Murder Incident, then it becomes as powerful as the Alien. When using this one in a script, you'll need to revise exactly what its power can do in your specific script. The ideal is if you can use that as a gimmick part of the script. Its two passive abilities are simple yet special. You can make really interesting scripts with this one.



Illusion

For veterans: ●●●●●●●●

The illusion of the imaginary world. Guess who I am? This one gives a new meaning to setting cards on the board. This character is quite a mess to handle, so don't use it without clear intention. It becomes a lot easier to put Intrigue on the board, so you need to revise the need/danger for Intrigue counters. It's quite a bit to keep track of, so see the below examples to confirm that you know how she works:

Example 1:

The Illusion is in the Shrine. The Shrine has Goodwill +1 and Paranoia +1.

Result: The Illusion gains both a Goodwill and Paranoia counter.

Example 2:

The Illusion is in the Shrine. The Shrine has Vertical movement and Goodwill +1.

Result: Movement happens first, so the Illusion is moved to the School, and does not get a Goodwill counter (as the Goodwill +1 remains on the Shrine and the Illusion is not there anymore).

Example 3:

The Illusion is in the Shrine. The Shrine has Vertical movement, and the School has Goodwill +1.

Result: Illusion moves to the School, then she gets a Goodwill counter.

Example 4:

The Illusion is in the Shrine. The Shrine has Vertical movement, and the School has Horizontal movement.

Result: All movement happens simultaneously, so the Illusion moves to the School and stops there.

Please note that even if she's removed from the board due to her ability, she returns to the board in the next loop.

The new plots

In this section, we'll introduce the new plots and how to use them.

MIDNIGHT ZONE PLOTS**MAIN PLOTS****The Sealed Item**

This is the same main plot as in Basic Tragedy, but do note that it has different Coverup than in Basic Tragedy. You can use Confession to reveal a role and try to bluff it as a Secret Record, or put Intrigue on male characters, bluffing a Male Confrontation.

TRAGEDY LOOPER

Secret Record

The typical plot to combine with a Confession in order to win. You need to take into account how many times you can reasonably get away with a victory by killing the Key Person and revealing the roles. Those two ways both have different Coverups, so you'll need to keep that in mind.

Note: You'll win, even if the revealed role is the Ninja in disguise (for example, if he claimed to be a Factor).

Male Confrontation

It's rather similar to Sign with me! from Basic Tragedy, but it's harder to move around, as killing the Ninja won't win you the loop. If he gets killed before you have Intrigue on him, you're in deep trouble. How to cover this story is up to each script writer's skill. You can adjust the difficulty by the amount of males in the script.

The Devil's Hand

This is a plot to protect the Key Person. You need some victory condition in the subplots, and use the Cultist and Ninja for those victories. If the Ninja is a man, and you sneak in a Confession, you have some good Coverups right there.

Fated Connections

This one is hard to win the first loop, so you'll need some sneaky attack to win first. Coverups are hard to do with this, so you need to prepare some Power Play. And it's good to figure out who would be best to set the Extra card on.

Note: When you change a role, the previous role actually disappears. Take care and notice that all abilities, role reveals and Goodwill Refusals also change.

Note: A character who gets an Extra card on them from Faked Suicide also turns into a Key Person because of the Fated Connections. And the character who got an Extra card on him/her from this plot effect, will also be subject to the effects of the Extra card effect coming from Faked Suicide. Basically, these effects stack together.

SUBPLOTS

Love-Hate Spiral

A really easy subplot to use. You get an easy win condition, and you can trigger one Incident without trouble. Specifically, being able to determine when Incidents will trigger makes it easy to foresee where the script will go, so this is recommended to use for your first attempts on making your own scripts.

Witches Tea Time

A great subplot for hiding roles. Especially efficient when you want to hide the Cultist or the Obstinate. It does contain a win condition for you, but it's weak. The Final Guess will be harder for the Protagonists, though.

Dice of the Gods

This is also a fairly easy to use subplot, but remember that the Serial Killer is a two-edged sword. It doesn't contain a victory condition, so use this only when you know who you want to kill. With some effort, this can have Fated Connections as a Coverup.

Note: The Extra card that you set has no effect from this plot rule. Of course, if you have Faked Suicide in the script and it triggers, even the character who got its Extra card from this rule will be affected.

Unsafe Trigger

This subplot takes Unknown Factor X and An Unsettling Rumor from Basic Tragedy and balances them a bit. The Protagonists have a bit to say on where the Intrigue is put, so you won't get any taboos out of this plot alone. This is also a lovely Coverup for Secret Record.

Showtime of Death

This gives you a victory condition at the end of the loop. With a script that can fulfill this, this one is especially fitting as a Coverup for other main plots. You can easily adjust the difficulties by the number of participating characters.

Unanswered Heart

Combining this with the Brain and Cultist gives you good Power Play. Together with The Sealed Item, the difficulty of the scripts gets rather high. And it's a bit messy, as you need to keep track of all those Forbid Goodwill that also act as Forbid Movement.

Worshippers of the Apocalypse

This is a hard, but interesting subplot, both for Mastermind and Protagonists. Without a Suicide, though, this plot will be ruled out immediately, so not using Suicide is a pretty good idea for your first scripts. Once the Prophet is found out, triggering Incidents gets really hard, so you'll need to hide the plots or culprits.

Special note: Mystery Boy and Ninja

Using the Mystery Boy in Midnight Zone requires care, and the reason is the Ninja. In other sets, using the Goodwill ability of the Mystery Boy gave the Protagonists one role that was not in the plots, which was a piece of information.

But if the Mystery Boy is the Ninja, you can instead mention a role that is in one of the plots, and you'll get the opposite effect. But the Protagonists won't know which one it is. After all, if he's not the Ninja, what they get is a role not in one of the plots. If he is, they'll get a role in one of the plots.

The exception is if you make the Mystery Boy (or Office Worker) into a Friend or Serial Killer, as they are easily found out by other methods. In those cases, there is no real need for the Ninja to pretend, and no one will be utterly confused. You might use this to lower the difficulty, or as a choice when you want the Mystery Boy in the script.

So, the Mystery Boy's abilities makes things quite confusing. Don't use the Mystery Boy in scripts for new players unless in the above exceptions. On the other hand, it's a wonderful something to bite into for experienced players.



MYSTERY CIRCLE PLOTS

MAIN PLOTS

Murder Plan

It's about the same as in Basic Tragedy, but it's harder to Coverup. With this as the main plot, you'll be able to hide it for the first and maybe second loop. Combine this with some Incidents and aim for Power Play.

A Quilt of Incidents

The pillar of main plots for this set. This makes it necessary to find out the culprits and stop Incidents from happening. It's very easy to adjust the difficulty, as you just need to set how hard it will be to trigger each Incident. Be aware of each culprit's paranoia threshold and how you can get Paranoia on them.

Tightrope Plan

Sitting back-to-back with the "quilt" main plot, but it's rather similar. Unlike most other main plots, the victory condition is already in place when the loop starts. The Mastermind will only have to defend his position, so if you're careless, you'll get a really hard script. Adjust it by having some easily triggered Incidents.

The Black School

The big bad Coverup for this set. If you're winning at the end of loops, this is what you can lead the Protagonists to believe it is. It holds up for several loops, as long as you keep putting Intrigue on the School. On the other hand, if you plan to use this as your main plot, you need to figure out what you should use as a Coverup for this.

A Drop of Strychnine

This is a plot to protect the Key Person, just like in Murder Plan, but Incidents are more important. The Poisoner has mandatory abilities, so doing a Coverup is rather hard. Keep in mind that if you trigger Incidents with just Intrigue counters, you'll be able to hide the Fool.

SUBPLOTS

The Hidden Freak

The same as in Basic Tragedy, but easier to use as there are fewer roles in this set that are revealed when the characters die. So you can use this one to hide roles. But don't accidentally kill off your culprits.

Isolated Institution Psycho

This gets interesting if you start using the Extra Gauge at loop start. It can be combined with any main plot, and you can simulate what Incident you'd trigger to increase the Extra Gauge. The Therapist has a mandatory ability, but if you let him/her stay with characters without paranoia, you can hide him/her.

Smell of Gunpowder

If you can't understand what $D*(2+C+P)-3$ means, then don't use this. Fulfilling this victory condition is easier than it seems, especially if you insert the Conspiracy Theorist or the Paranoiac. But you can adjust the difficulty greatly by setting the number of days. This is a powerful subplot, so be careful with it.

I Am a Master Detective

Adjusting the triggering of Incidents, finding out the truth, and adding a victory condition - this one has it all. Be aware of the Private Investigator and the first culprit's starting location. This plot is almost magical; inserting this makes everything weirdly interesting, but relying on this too much and your Protagonists will start laughing at you.

Dance of Fools

It adds a victory condition, but a weak one, and the Fool ties down the script a bit. Combined with some stronger victory conditions, this adds a really nice spice.

An Absolute Will

It just adds an Obstinate, but don't underestimate that. Unlike Midnight Zone, the Private Investigator and the Extra Gauge will start moving in a really interesting way. Being able to raise the Extra Gauge by 1 unless the culprit is dead is worth a lot. Take care when using this for Power Play, it might be too powerful.

Tricky Twins

A plot to hide the culprit of Incidents. Very effective if it's fairly easy to put Paranoia on the characters on the other side of the board from the culprit's location. If you combine this with the Obstinate or the Private Investigator, you can do amazing things.

LOOP NUMBER TABLE

Here is a rough table on how the different plots will affect the loop number that you need to set for your script. However, the difficulty varies from the combination of details, so use this only as a rule of thumb. You can also set the loop count depending on your group's skill. With an inexperienced group, you can round up, and with a better group, round down.

LOOP NUMBER TABLE / MIDNIGHT ZONE

Main plots

The Sealed Item	+1.5
Secret Record	+1.0
(For each role that you win if revealed, another +0.5)	
Male Confrontation	+0.4
(For each man in the script, another +0.4)	
The Devil's Hand	+1.4
Fated Connections	+1.6

Incidents

Hospital Incident	+0.4
Fake Incident	+0.5
Suicide	+0.2
Breakthrough	-0.2
For each Incident above/below 4, ± 0.4	

Subplots

Love-Hate Spiral	+0.5
Witches Tea Time	+0.8
Dice of the Gods	+0.7
Unsafe Trigger	+1.0
Showtime of Death	+2.2
(For each character above 7, another -0.5)	
Unanswered Hearts	+0.7
(if the Main plot is The Sealed Item, another +1.0)	
Worshippers of the Apocalypse	+0.8

Days

With 6 days	-0.2
Less than 6 days	-0.6

LOOP NUMBER TABLE /MYSTERY CIRCLE

Main Plots

Murder Plan	+1.8
A Quilt of Incidents	+0.6
(for each Incident, another +0.2)	
Tightrope Plan	+2.8
(for each Incident, another -0.2)	
The Black School	+1.6
A Drop of Strychnine	+1.6

Incidents

Hospital Incident	+0.4
Terrorism	+0.4
For each Incident above/below 4, ±0.5	

Subplots

The Hidden Freak	+0.8
Isolated Institution	
Psycho	+0.5
A Smell of Gunpowder	+0.2
(For each day in the loop, another +0.2)	
I Am a Master Detective	+1.2
Dance of Fools	+0.4
An Absolute Will	+0.6
Tricky Twins	+0.5

Days

Loop is 6 days	-0.2
Loop is below 6 days	-0.6



EXAMPLE OF CREATING A SCRIPT

In this section we'll go through the creation of Script #2 from this expansion. This will give you an idea of what comes first and what you need to think about when creating a script.

DECIDING CONCEPT


The goal of this script was to use it as an example during a Japanese gaming session. So the script needed to be playable as the very first script for Tragedy Looper. So, there were two concepts:

- * Should be fun for a new player
- * Should be very "typical" for Tragedy Looper

When you decide the concept for a script, there is no need to set hard rules. You just need to imagine the situation you want to use the script, and in this case, that it can't be that difficult. However, it can be something like "I've already had a script where they must protect a character, so this time I want a script where they'll need to stop Intrigue" or "They're really good, so I'll need something difficult."

Or you can simply try to imagine what kind of script you'd enjoy yourself.



REALIZING THE CONCEPTS

Now you need to put some meat on those bones. The concept is a typical script, that still can be enjoyed for a fair time. So we set the loop count to 4 and the days to 7, that is, the base line. Having the 9 basic characters will probably be OK. And we'll use Basic Tragedy as the set to use.

For beginners to be able to play, we must have some goal that is easy to understand. Let's have something where the Protagonists need to defend the Key Person and their own lives. It's an easy goal to have, and it's also easy to understand that you lose if someone dies. A death is always a tragedy, so that's really basic for Tragedy Looper.

So the Main Plot is Murder Plan. Then we'll need some easy way to kill off the Key Person. The Serial Killer will do. Character death has a very tangible effect on the board and is also easy to understand. So one of the subplots is The Hidden Freak.

Now, let's have some fun. Beginners won't know the typical first moves, so they won't have any idea on what to do first, which runs the risk of them being bored. So let's insert an easy to understand mid-goal. We split the script into a first part and second part, and use some really strong Power Play to end the first part. Then the Protagonists' goal will require them to stop the Power Play halfway through the script, and if they do, they'll feel that they're in the game.

The best way to achieve this is Incidents. They're noted on the Open information, so the Protagonists will know what awaits and can act on them. The Hospital Incident is best. It's more powerful and more direct than the others, and it also has the catchy "The protagonists die" piece of text. If this should split the script in half, let's have that on day 4.

Then we'll need a way to trigger this Incident. Conspiracy Theorist is a very easy way of doing that. If we want some Power Play for the Hospital Incident, then An Unsettling Rumor would be best for that. So the second subplot becomes An Unsettling Rumor.

Now we're getting somewhere. Let's look at what we have:

TRADITIONAL ENSEMBLE NUMBER

Main plot : Murder Plan

Subplots : Serial Killer
An Unsettling Rumor

Cast	Role
<u>Bob</u>	<u>Student</u>
<u>John</u>	<u>Serial Killer</u>
<u>John</u>	<u>John's Manager</u>
<u>John</u>	<u>John</u>

Day	Incident	Culprit
<u>4</u>	<u>Hospital Incident</u>	

Tragedy set : Basic

Number of loops : 4

Days per loop : 7

Day	Incident
<u>4</u>	<u>Hospital Incident</u>

Special rule





DECIDE ON THE REST

Now we'll just have to review what we have left and think about if we can make the script more fun depending on what we do with it. What we have left is the Killer, the Brain and the Friend.

Let's imagine that the Protagonists start using the Serial Killer. As his ability is mandatory, he's often (ab)used by the Protagonists. Almost like the Protagonists get mad after half the script, and start creating tragedies to avoid tragedies.

So, how should they be able to use him? The Killer has two victory conditions for the Mastermind, so maybe we should try to make the Killer killable by the Serial Killer? For example, my placing him in the same area as the Serial Killer. So there we have it, the Killer is the Rich Man's Daughter.

But avoiding tragedies by killing off just everyone doesn't feel right, and it doesn't jibe with a typical Tragedy Looper script. So let's prepare a trap should the Protagonists become too dark-minded.

Let's try to imagine who they'd try to kill with the Serial Killer. If they find out that the Shrine Maiden is the culprit of the Hospital Incident, they'll probably go for her. So won't she make just a wonderful Friend, then? Trying to avoid the tragedy, they kill someone and trigger another tragedy. Lovely.

That leaves the Brain. We'll keep that role hidden for the Final Guess. Let's decide this by method of elimination. As a role to hide for the Final Guess, the Office Worker isn't a good choice. As the Patient, the Power Play for the Hospital Incident will be too powerful. So what we have left is the Police Officer and the Informer. Let's set the Informer as the Brain for the time being.

Now we have all roles set. But we have only two Incidents, on day 2 and 4; that's not very exciting. Something on day 5 or later, to scare the Protagonists, should be in place. Something that kills characters would be nice, considering the loss conditions. On the other hand, with Incidents that just kill people all the time, that will give away the Main plot too early. What is needed is a red herring and the Missing Person Incident will do. And setting the Killer, the Rich Man's Daughter, as the culprit, we can move her to the Key Person, and kill her off, as a nice little surprise. That's good for day 5.

And the last day needs an Incident to not be boring. Murder will do. And since the Office Worker has nothing to do, he can be the culprit for that one.

So, now we have a script ready. Don't forget to mark "Person" for those that didn't get a hidden role. Let's see what we have:

TRADITIONAL SUSPICIBLE MURDER

Main plot: Murder Plan
Subplots: The Hidden Fresh, An Unsettling Rumor

Cast	Role
Boy Student	Serial Killer
Girl Student	Key Person
Rich Man's Daughter	Killer
Shane Maiden	Friend
Shane Maiden	Friend
Office Worker	Person
Police Officer	Person
Professor	Person
Doctor	Concealing Evidence
Shane	Person

Day	Incident	Culprit
2	Increasing Suspense	Police
4	Hospital Incident	Shane Maiden
5	Missing Person	Rich Man's Daughter
7	Murder	Office Worker

Tragedy set: Basic
Number of loops: 4
Days per loop: 7

Day	Incident
2	Increasing Suspense
4	Hospital Incident
5	Missing Person
7	Murder

Special rule



JOT IT DOWN, AND BALANCE

It looks like it's complete, but we need to check for balance and any possible taboos.

There are two things to consider. First, are the Intrigue counters. Intrigue counters can basically only be stopped by Forbid Intrigue, so the Mastermind can easily create an "outsmart me" situation by placing cards on other locations than the two that are interesting for the script. Second, are the Incidents. Incidents on the second half of the script are easier to trigger if you keep spreading out paranoia.

And as we discover, our current script actually suffers from this problem. Look at the Missing Person Incident on day 5. That means that if there are 2 Intrigue on the Girl Student (Key Person) and there is just 1 Paranoia counter on the Rich Man's Daughter (Killer), the Protagonists will lose. Combined with the threat of the Hospital Incident, this is too much. The Rich Man's Daughter Paranoia limit is too low. So we change the culprit to the Boy Student. This will make it a bit harder to get all Intrigue and Paranoia counters out, but we can still offer this surprise attack.

We also need to make sure that information is to be had. In this script's current state, it's a bit hard to find out An Unsettling Rumor. In order to make this feel more fair, we need a Goodwill ability where this can be found out. The Informer has one, but if so, she can't have Goodwill Refusal. So she can't be the Brain, which leaves the Police Officer to be the Brain instead.

Now we have balanced the script and we can call it finished. Let's take a look at the finished cards:

TRADITIONAL SUSPICIBLE MURDER

Main plot: Murder Plan
Subplots: The Hidden Fresh, An Unsettling Rumor

Cast	Role
Boy Student	Serial Killer
Girl Student	Key Person
Rich Man's Daughter	Killer
Shane Maiden	Friend
Shane Maiden	Friend
Office Worker	Person
Police Officer	Person
Professor	Person
Doctor	Concealing Evidence
Shane	Person

Day	Incident	Culprit
2	Increasing Suspense	Police
4	Hospital Incident	Shane Maiden
5	Missing Person	Rich Man's Daughter
6	Missing Person	Rich Man's Daughter
7	Murder	Office Worker

Tragedy set: Basic
Number of loops: 4
Days per loop: 7

Day	Incident
2	Increasing Suspense
4	Hospital Incident
5	Missing Person
7	Murder

Special rule

HINTS:

If you want the Protagonists to use a Goodwill ability sometimes you can make a script with the presumption that the character will use a certain Goodwill ability; this is especially true for hard scripts. To give some examples, putting out the Boy Student or Girl Student when a Student is a culprit, or put out the Shrine Maiden, Alien or Boss to enable the Protagonists to find out roles, or putting out Office Worker or Mystery Boy to limit possibilities.

But you need to be aware that there is a problem with scripts that rely on the Protagonists using a specific ability of a specific character. The Mastermind can easily block that by putting Forbid Goodwill on that character forever.

There are four approaches to tackling this.

- Do not give the Mastermind time to block Goodwill all the time, by requiring several steps in order to win. For example, if there are 3 important things to do day one, the Mastermind won't block a Goodwill +2.
- Have two characters like this for the Protagonists. If they need to find the Friend, don't just have the Shrine Maiden there, but also the Alien. The Mastermind has just 1 Forbid Goodwill card.
- Fully use the roles. By setting the character with a necessary Goodwill ability as Time Traveler or Prophet, the Mastermind won't be able to stop it.
- Remove the Forbid Goodwill card with a special rule stating so. For some particularly hard scripts, the Protagonists will need the full force of Goodwill abilities to solve it. In those cases, a special rule like this is best.