

Pretty Guardian  
**Sailor Moon**  
**Crystal**  
 Season III

# Imposterous

**DYSKAMI**  
 Publishing Company



SAILOR MOON CRYSTAL IMPOSTEROUS IS BASED ON HIVE MIND BY GAME DESIGNER **RICHARD GARFIELD** AND PUBLISHER **CALLIOPE GAMES**. SUPPLEMENTARY RULES AND GRAPHIC DESIGN BY **MARK MACKINNON**. QUESTIONS BY **JESSE FRENCH, SARAH LANNIGAN, MARK MACKINNON, KAREN MCLARNEY, AND ROBERT MCLARNEY**.

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## Game Components

- 200 Question Cards containing 1000 individual questions
- 12 Sailor Moon Crystal player character standees plus plastic bases
- 2 six-sided dice: one Imposter die and one Question die
- 3 Guardian Cat tokens and 24 Cosmic Heart Compact tokens
- game board
- two-minute sand timer
- 12 custom pencils
- blank note pad

Guardian Cat  
 Tokens



Question Cards



Player Character Standees



Cosmic Heart  
 Compact Token



Imposter  
 Die



Question  
 Die

## Game Overview

The Deathbusters have captured someone from the Sailor Guardians team and replaced them with a Daimon imposter! Fortunately, Luna and Artemis discovered their evil plot and now everyone must work together to identify the pretender. By asking the characters a series of questions and then comparing the answers for ones that don't align with the rest of the group, the cats can unmask the imposter and direct the rescue of the captured teammate before it's too late. *Your time is nearly up, imposter! In the name of love and justice, the Sailor Guardians will punish you!*

## Object of the Game

Throughout the game, players will take turns asking everyone intriguing and open-ended questions related to the Sailor Moon Crystal series. Each player will write down answers that they think will match the answer of the other players. The more answers a player has in common with the others, the more points they receive. The suspicious player(s) with the fewest points each round — ie. they have answers that are dissimilar from those of the other players — might be the imposter and moves down the game board. When the first player exits the last space (Level 6) on the game board, the game is over and that player is revealed to be the imposter. All the remaining players win the game and rescue their captured teammate!

## Preparing to Play

Place the game board in the centre of the play area with the box of questions nearby. Place the three guardian cat tokens (in any order) on the game board on the three golden circles near the final three pink arrows. Each player then selects one of the 12 characters to play, takes their corresponding cardboard standee, and inserts it into a plastic base. All character standees are placed on the top game board space (Level 1, beside Sailor Moon). Each player takes one pencil, one page of paper from the supplied notepad, and two Cosmic Heart Compact tokens.

The player who most recently cosplayed as a character from the Sailor Moon Crystal series goes first (or determine the starting player randomly, if the group prefers).

## Answering the Questions

The active player begins their turn by drawing a random question card from the box and rolling the two dice — one Imposter die and one Question die. The Imposter die indicates how the character standees will move up or down the game board at the end of the round, and is described on the next page under “Moving Characters”. The Question die identifies which of the five questions on the card that the player will ask the group. For example, if the die shows Sailor Moon’s crescent moon symbol, it indicates that the first question on the card will be asked. If the die shows Tuxedo Mask’s top hat symbol, the player can select any of the five questions on the card to ask — their choice.

The player reads the indicated question out loud to the group and then activates the two-minute sand timer. All players, including the active player, answers the question by writing down their responses on their own pieces of paper. Each question requires from one to five different responses from each player, as indicated in the wording of the question. This should be a quiet time; none of the players may discuss the question or answers, or chat amongst themselves, until the two-minute timer has expired (or earlier, if all players have completed their answers before the timer runs out).

## Comparing the Answers and Tallying Points

The active player begins by reading their answers, one response at a time. Players raise their hands each time one of their responses matches one read out by the active player. All players automatically score 1 point for each response in their own answers, plus 1 additional point for each other player that also wrote down a matching response. Players should tally their points and record them with their pencils as the responses are read.

After the active player has read all of their answers, proceed clockwise around the table to the next player. Each player in turn reads their answers and scores their responses that have not already been mentioned earlier. Continue until every player has read their answers and every response has been scored: from 1 point (if the player was the only one to write down that specific answer) to a number of points equal to the number of players (if every player wrote down the same response). Players determine their total scores by adding together the scores for each of their individual answers.

*Example: The question for this round is, “What are 3 places Mamoru and Usagi would go on a date?”*

*Robin answers ice cream cafe, arcade, and the park. Four other players also wrote down ice cream cafe, so Robin scores 5 points for that answer (1 point for her own answer and 4 points for the four matching responses). No other players listed arcade, so Robin only scores 1 point for her own answer. Three other players responded with the park, so Robin earns 4 points for that answer. At the end of the round, Robin has a total score of 10 points (5+1+4).*

*The total scores for this round are: Kiara 13, Mohammad 13, Robin 10, Jax 10, Lynn 8, and Tomoyo 7. Three Black Magus Stars were rolled on the Imposter die, which means the three lowest-scoring players move down one level. Tomoyo has the lowest and moves down, as does Lynn with 8. Since Robin and Jax are tied for the third-lowest score, they both move down one level as well. Even though the Imposter die only required three players to move down, tied scores resulted in four movements.*



## Moving Characters

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As mentioned earlier, the Imposter die indicates how the character standees will move up or down the game board as determined by the players' total scores for this question round. Each face of the Imposter die includes one, two, or three Black Magus Stars and/or a Trust Mask.



**Black Magus Star** — The number of Magus Stars shown on the die (one, two, or three) equals the number of (awfully suspicious!) low-scoring players that must move their standees down one level on the game board. If two or more players are tied for the lowest score (or one of the second or third lowest scores, as indicated by multiple Magus Stars), all tied players move down one level.



**Trust Mask** — If the Imposter die shows a Trust Mask, the player with the highest total score this round is very much in tune with their Sailor Guardian teammates (and thus is unlikely to be the imposter!) and moves up one level on the game board. Since the Trust Mask is always paired one Magus Star, one player will be moving up while a different player will be moving down. If two or more players are tied for the highest score, all tied players move up one level. If the highest-scoring player is already at the top of the game board (in the Level 1 space), then their standee does not move. Also, in the rare circumstance that a player is tied for both the highest-scoring and lowest-scoring player, their standee does not move.

## Guardian Cat Tokens

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One guardian cat token sits at the zones between Levels 3 and 4, Levels 4 and 5, and Levels 5 and 6. Luna, Artemis, and Diana are carefully observing the Sailor Guardian team members as they answer questions, searching for signs of the imposter. They want to do a thorough job and not rush to conclusions about the imposter's identity. The first time one or more character standees would normally move between these levels (due to low total scores), the guardian cat token instead blocks their movement as part of their observations and those character standees do not move. Remove the associated cat token from the board after it blocks movement for the first time instead. On future rounds once the guardian cat has been removed between two specific levels, standees can move between those levels as normal.

## Awesome Answers

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Sometimes, a player may write down an answer that's so amazing and awesome that other players want to reward that player for being incredibly clever (or so true to the character they are playing). Such answers are often unique responses in the group and only provide the player with a single point, but are worthy of recognition from the other players.

Each player took two Cosmic Heart Compact tokens at the beginning of the game that can be given to other players (one at a time) during any round to reward them for responding with an Awesome Answer. Giving out these rewards are optional and there are no consequences to players for giving out none, one, or both of their starting Compact tokens throughout the game. The Compact tokens should be given to players only after a clever answer is given but before characters are moved as a result of the Imposter die (as outlined above). Additionally, a player can receive tokens from multiple other players simultaneously for the same clever answer.



Should a player ever receive a total of three Compact tokens from other players (separate from their own two starting tokens), that player has gained the confidence of the other characters and immediately moves their standee up one Level. If the player's standee is already located in the top Level 1 space, it does not move. The player then discards the three tokens from the game. Players with truly awesome answers that receive six, nine, or even more Cosmic Heart Compact tokens immediately move up one Level for every three tokens cumulatively received at any time during the game.

## End of the Game

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When at least one low-scoring player exits the final space (Level 6) on the game board (as directed by the Imposter die), the game ends immediately. The exiting player has been revealed as the Daimon imposter (or imposters, if multiple players tie and exit the game board simultaneously) and is eliminated from the game. All the remaining players have won, and successfully rescue their captured teammate. If every player exits from Level 6 at the same time, everyone is declared the winner because Luna and Artemis were wrong — it turns out that no one was an imposter after all!

## Three-Player Game Modification

When playing Imposterous with three players, one minor change is needed: whenever three Black Magus Stars are rolled on the Imposter die, the die must be re-rolled until a different result is generated. Players can also jointly decide to increase the number of responses for each question to encourage variety. For example, if a question asks for three responses, the players could instead agree to each give five, six, seven, or even more.

## Additional Game Guidelines

**There are no wrong answers** — It doesn't matter if an answer is correct or reasonable because any response is allowed and always generates at least 1 point. For example, answering "Queen Beryl" to the question "Who are the 2 most graceful Sailor Guardians?" is not a reasonable answer (because Queen Beryl isn't a Sailor Guardian) but still gives the player 1 point if it is an unmatched response.

**Extra answers are prohibited** — Players cannot write down more responses than directed by the question, but can write down fewer if they can't come up with complete answers. So if a question asks for four responses, all players must each write down a maximum of four. That said, it's always better to provide any answer at all for a question than to leave a response unanswered, since every answer generates 1 point automatically.

**Select an alternate question** — If the question indicated by the Question die seems too difficult or confusing to the players, the active player is welcome to select a different question from the card instead.

**Allow latitude with answers** — Since Imposterous is about having fun, groups are encouraged to make allowances for answers based on intention. For example, "Sailor Pluto" and "Pluto" would likely be considered the same answer. Also, "cat" and "cats" are probably the same, though "Luna" and "Artemis" would normally be different answers. When in doubt whether two answers match, take a vote amongst the players and let the majority decide what's reasonable.

**Less general does not match with more general** — For most responses, specifics matter. For example, Luna doesn't match with cat, which doesn't match with mammal, which doesn't match with animal. This guideline ensures players always try to provide clear answers instead of overly broad ones. Non-descriptive terms of the same generality usually match with more precise answers, though. For example, "the arcade" and "Game Center Crown" are normally considered a match.

**Synonyms only generate one match** — If players decide that sun and star are considered matches for a specific question, and one player wrote down both sun and star, that player only counts one of their words as a match with the other players and scores appropriately. For the other answer, the player still scores 1 point as usual for an unmatched response.

**Make up your own questions** — If you're feeling creative and have a great idea, you are encouraged to ask your own Sailor Moon Crystal questions to the players instead of reading one from the cards. When in doubt, be sure to check with the other players to ensure everyone agrees to this.

**Change the length of the game** — For a shorter game, do not place a guardian cat token on one, two, or all three of the zones between levels on the game board. Alternatively (or in addition) you can start all players in the Level 2 space instead of Level 1. For a longer game (typically with fewer players), give each player three or four Cosmic Heart Compact tokens instead of just two. You can also create a new Level 0 on the moon above Level 1, providing a total of seven levels before one player exits the game board.

**Expand your game with Hive Mind** — We encourage you to also check out Hive Mind by Calliope Games, which is the Richard Garfield game upon which Imposterous is based. The two games are fully compatible and Question cards from both games can be used during a single play session.

### Series Character Name Equivalents

**Usagi** Tsukino is Sailor Moon  
**Ami** Mizuno is Sailor Mercury  
**Minako** Aino is Sailor Venus  
**Michiru** Kaioh is Sailor Neptune

**Chibi-Usa** is Sailor Chibi Moon  
**Rei** Hino is Sailor Mars  
**Hotaru** Tomoe is Sailor Saturn  
**Setsuna** Meioh is Sailor Pluto

**Small Lady** is Sailor Chibi Moon  
**Makoto** Kino is Sailor Jupiter  
**Haruka** Tenoh is Sailor Uranus  
**Mamoru** Chiba is Tuxedo Mask

