TERRORSCAPE

RULEBOOK



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PROLOGUE



On a stormy night, unfortunate travelers rushed into an abandoned mansion in the woods to take shelter. But even worse than the relentless rain, they in fact accidentally entered the hunting ground of a bloodthirsty killer…

Terrorscape is a team-based horror game. Take on the roles of the survivors. Escape and hide from the killer. Or instead, be the killer and hunt down your prey! During the game, the survivors will hide out of sight of the killer, utilize items found to raise their chance of survival, and ultimately try to escape from the nightmare. On the other side, the killer will hunt the survivors with unforgiving abilities. When the killer encounters the survivors, a battle of life and death begins!

With various killers and survivors, each match-up is a new experience. Every character has their own skills, playstyles, and miniature(s). Killers, enjoy your hunt! Survivors, play smart and outplay your opponent!

COMPONENTS



1 assembled screen with inserted dice tower (for the assembly guide, turn to pages 22-26)



1 Killer's game board with map



1 Survivors' game board with map



5 Survivor miniatures and their corresponding colored rings



2 sets of 3 Killer miniatures



1 Killer's level and strength board



5 Survivor boards



3 Survivor inventory boards



3 Killer boards



5 Survivor health status tiles



5 Survivor information cards



2 player aids



39 skill cards



45 item cards



11 Killer assistance tokens



12 noise tokens
(Only THIS token is unlimited during gameplay)



2 firecracker tokens



1 rescue token



5 repair tokens



14 block tokens



6 fear tokens



1 level tracker



1 strength tracker



1 repair progress marker



2 stealth tokens



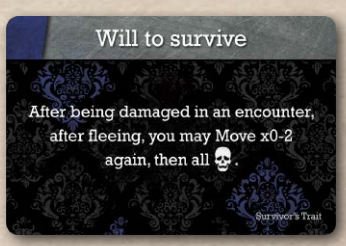
4 defense dice



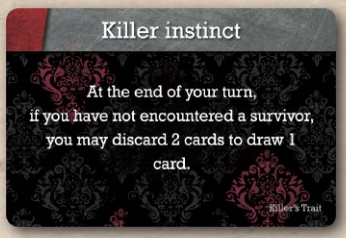
1 trap token

COMPONENTS FOR VARIANTS

Variant 1: Trait cards and Survival Difficulty levels



10 Survivor trait cards



10 Killer trait cards

Variant 2: Survivial Plans



12 plan cards



1 plan progress token

Variant 3: Separate Ways



1 separate ways stand



1 first player token

SETUP

Common

1. Assemble the screen with the dice tower (for the assembly guide, turn to pages 22-26).
2. Connect the screen with the Killer's game board and the Survivors' game board.
3. Choose one player to be the Killer. This player sits on the Killer's side of the screen. All other players are the Survivors, sitting on the other side of the screen.
4. Each side takes their corresponding tray. Put the following components into the trays:

   Killer: skill cards, Survivor health status tiles, Survivor information cards, Killer assistance tokens, stealth token, repair progress marker, firecracker token, player aid, strength tracker, level tracker, 6 noise tokens, and 7 block tokens.

   Survivors: item cards, Survivor boards, rescue token, firecracker token, player aid, trap token, 6 noise tokens, 7 block tokens, and 6 fear tokens.
5. Each side simultaneously chooses their respective side's character(s): either 1 Killer or 3 Survivors. After all characters are chosen, each side announces their selection.
6. Place the trays and the Killer's level and strength board in the corresponding space.

The Killer

1. Place the corresponding Survivors' health status tiles on the screen.
2. Place the corresponding Survivors' information cards on their corresponding slots beside the map.
3. Take the Killer's board and shuffle the deck belonging to your chosen Killer. Draw 2 cards as your starting hand.
4. Take out the skill card showing the lock icon on its top-left corner Place it in the locked space on the left.
5. Set the level tracker on the "Lv1" slot. Set the strength tracker according to your Killer's starting strength.
6. Place the corresponding Killer's miniature in the location containing the Hidden Exit. (On the Mansion map, this is G5 Garden.)
7. Place the repair progress marker on its corresponding space.

The Survivors

1. Place the Survivors' miniatures in the corresponding colored rings.
2. Place 5 repair tokens on the 5 circle slots beside the map.
3. Place the 4 defense dice on the 4 square slots beside the dice tower.
4. Sort the Item cards into piles based on their backs. Place them on the corresponding spaces face down.
5. Shuffle together the item cards showing the magnifying glass on their backs to form the discover deck.
6. Shuffle together the item cards showing the black key on their backs to form the search deck. Place the item card showing the colored key on its back under this deck.
7. Place the corresponding Survivors' miniatures in the location containing the Main Exit. (On the Mansion map, this is R1 Main Hall.)
8. Place the corresponding Killer's miniature in the location containing the Hidden Exit. (On the Mansion map, this is G5 Garden.)
9. Take the corresponding Survivor board and an item inventory board for each Survivor. Place them in front of the player(s). Give each Survivor any items they start with from the cards with a backpack on their backs, and return the rest to the box. Also, make sure the health status tiles match the positions of the Survivor boards so that the Killer has the idea of who's playing as who.


Survivors' Turn
Killer's Turn
Estimated Repair Progress
Survivors' Information
William Hooper
Anna Kubrick
Marco Carven
Persistence
Sprint
Low profile
Meticulous
Well prepared
Resourceful

GAME OVERVIEW

Terrorscape is a team-based game. You will play as either the Survivors or the Killer. The objective, setup, and rules are different between the two sides.

The Killer

The Killer acts alone against the Survivors! But this is no problem because the Survivors are mere prey in a hunt when faced with the Killer's skills and strength.

Despite the merciless power the Killer has, the Killer lacks information about where the Survivors are. To locate the Survivors, the Killer needs to use their skills and the noise the Survivors make. Once the Survivors are located, all that's left is to decide how to eliminate them.

The Killer's goal is to find the Survivors and kill one of them.





The Survivors

The Survivors are unlikely to survive a head-on fight, but the Killer does not know where they are. So, the Survivors must stay hidden from the Killer's sight and either search for the keys or repair the radio to make an emergency call. But they must be careful! If they make noise, they'll give hints to the Killer about where they might be.

The Survivors' goal is to either find the 5 keys in order to escape the mansion or repair the radio to make an emergency call.

Flow of the game

The game starts with the Survivors' turn first, followed by the Killer's turn. Each side continues taking turns until one side achieves victory.

KEY CONCEPTS

Zones on the map



Each map is divided into three zones (Red, Blue, and Green). Some of the Killer's abilities may affect Survivors in a zone.

Locations on the map



A location is identified by its code (e.g., B5) and name (e.g., Banquet Hall). There is no limitation on how many players can be in a single location.

Special locations on the map



Item locations. The Survivors can search only if they are in these locations.



Radio location. The Survivors can repair the radio only if they are in this location.



Secret passages. A Survivor can move through them using the item "Flashlight". (Sophia, however, can use her own ability instead of a "Flashlight".) Using the secret passage, Survivors can move from a location to another location matching the secret passage icon.



Knowledge location. Only for the variant "Survival Plan". See page 29 for more details.



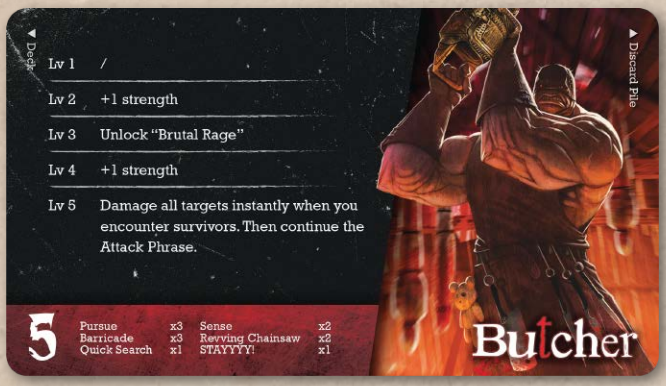
Mystic location. Only for the variant "Survival Plan". See page 29 for more details.



Tool location. Only for the variant "Survival Plan". See page 29 for more details.

The Killer's Level and Strength

The Killer's strength shows how hard they are to repel. Their level shows the special effect that will be unlock during the game. The Killer's level and strength are open information and should always be updated on the Killer's level and strength board. The maximum Killer's strength is 10.





Injuries and eliminations

When a Survivor is injured, flip their health status tile to the injured side. In **Terrorscape**, each Survivor has only 2 health points. If they are injured again, they are eliminated and the Killer wins the game.



Checking your discard pile

For both sides, you may check your discard pile at any time you want.

Keywords

[MOVE] x N — Move from your current location to an adjacent location. You may do this N times. If there's a block token blocking the way, as a Survivor, you cannot move through it. As a Killer, you can move through it, but doing so removes the block token.

[SENSE] — Ask if there are any Survivors in a zone/location/range depending on the effect. Except Anna, the Survivors must be honest with you, telling you exactly who is in that zone/location/range. The Killer can [SENSE] even if they are not currently in that zone/location/range.

[HEAL] — Heal an injured Survivor by flipping their health status tile to its uninjured side.

[SEARCH] — Ask the Survivors if any of them are standing in the Killer's location. They must be honest with you. If yes, the Killer will attack them.

[BLOCK] — Place 1 block token on a door (shown as a white rectangle between locations) in your current location. You can choose to block a door again but there will not be an extra block token placed on it. As the Killer, you must tell the Survivors which door have you placed a block token on. For example, "I've blocked the door between the Kitchen and Storage!" If you run out of block tokens but you still want to [BLOCK], you need to remove 1 block token on the map to do so.

N Range — Some Killer skills have a range. "Range" means the Killer's current location and all locations within the distance of N locations connected to it with dotted lines or doors.

[FEAR] — Place a fear token under the target Survivor's health status tile. If this is the third one, the fear overwhelmed and the Survivor will make a noise and reveal their location. It will be explained in page 13.

[STEALTH] x N — The Killer moves to an adjacent location without telling the Survivors. They may do this N times. The Survivors can place the stealth token in the Killer's location, and place the Killer's miniature onto the STEALTH circle. The Killer can place the stealth token beside their miniature to mark that they are stealthing.

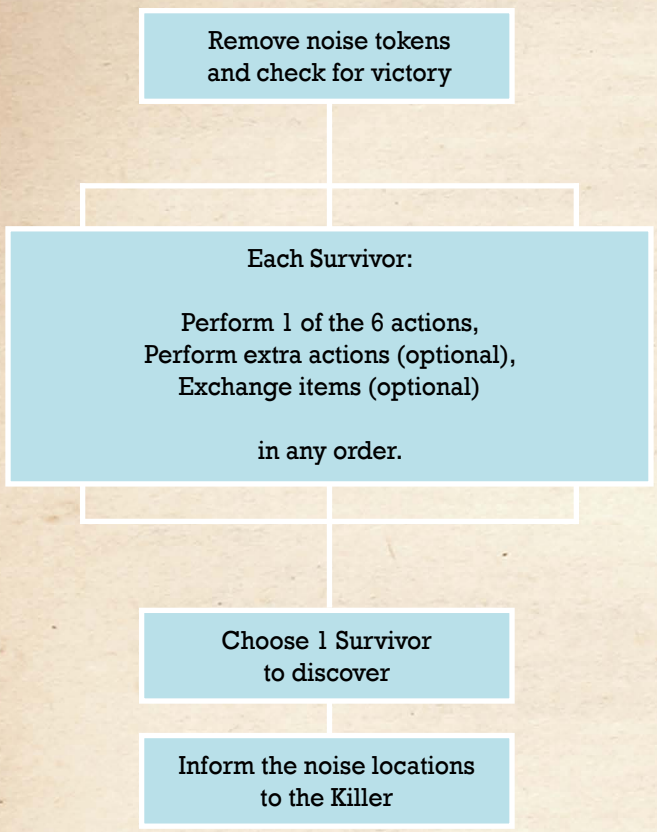
Reappear — At the start of the Killer's turn, if the Killer did a [STEALTH] last turn, they appear again in their current location. For more details, you may refer to page 20.



SURVIVORS' ROUNDS

Regardless of the number of players, there are always 3 Survivors in the game. If there are fewer than three players on the Survivors' side, the players have to control more than one Survivor. Therefore, all 3 Survivors will be controlled by the same player in a 2-player game.

The followings are the rundown of a Survivors' round.



The steps will be explained in detail one-by-one as follow.

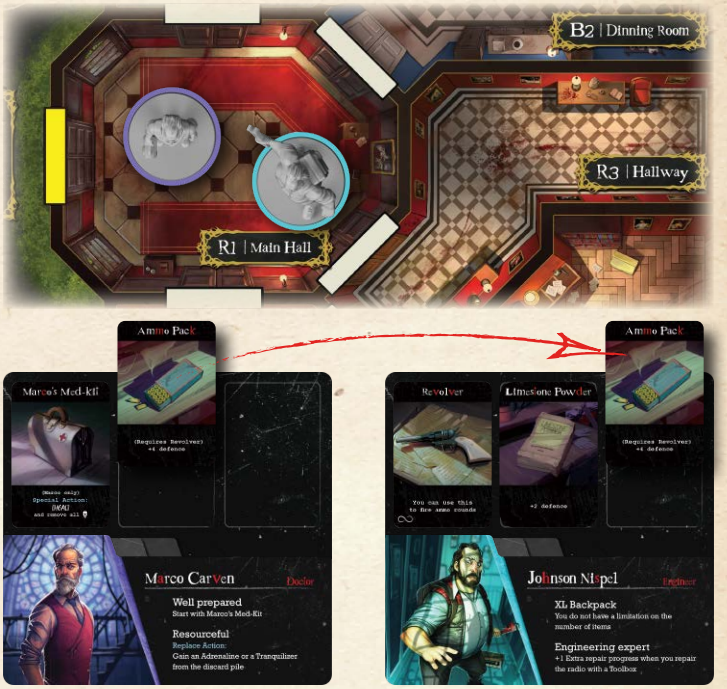
Remove noise tokens and check for victory

- Remove all the noise tokens from the board.
- (If applicable) Move the rescue token one space to the right. You [as the Survivors] win if it arrives the last slot.
- (If applicable) You win if all of the Survivors are in the location containing the Main Exit with the 5 keys. To escape through the Hidden Exit, you also need to have the Secret Map.

Exchange items (Optional)

You may exchange items with other Survivors in the same location.

For example, Marco and Johnson are in the same location (Main Hall). After discussing, Marco decides to give Johnson the "Ammo Pack" because Johnson has a "Revolver".



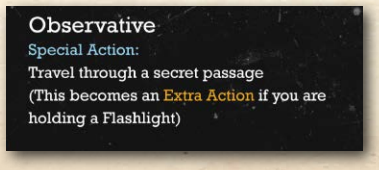
Extra actions (Optional)

Besides, you may use any number of extra actions.

If "Extra Action" is printed on an item, you may execute the effect and discard the item as an extra action during your turn.



Sophia's "Observative" ability can become an extra action if she is holding a Flashlight.



Perform 1 of the 6 actions

For each Survivor, choose 1 of the following 6 actions to perform:

Action 1: [MOVE] x 1-2.

From hiding from the Killer to completing goals to get closer to victory, moving is essential for the Survivors. To do so, move a Survivor from one location to an adjacent location. Two locations are adjacent if they share a dotted line or a white rectangle (i.e., a door).

Example:
The players choose to move Anna from the Shed to Graveyaid.



Example:
The players choose to move William from Dining Room to Kitchen.



YOU SHALL NOT PASS!

If there is a block token between two locations, you cannot pass through it. Block tokens are one of the tools that the Killer can use to hunt down the Survivors.

HINT: A block token only prevents a Survivor from moving through it; it does not prevent the use of any item(s) (e.g., a Whiskey Bottle).



Action 2: Remove all fear tokens.

To do so, remove all the fear tokens from that survivor.

Fear overwhelmed!



When the Killer gives a Survivor, put a fear token onto the leftmost empty slot under the health status tiles belonging to the Survivor. If this is the Survivor's third fear token, the Survivor makes a noise instead of gaining fear; place a noise token in the Survivor's location and immediately inform the Killer where does the noise come from.

Noise tokens are limited to 1 token per location, even if more than one noise occurs in a single location during the Survivors' turn.

(Hint: "Firecracker" allows you to make noise in all locations, thus covering up any noise that the Survivors actually make. Both sides place firecracker token in the Killer's location on both the Survivors' and Killer's maps, instead of placing noise tokens in all locations.)

and are harmful to the Survivors. Some of the Killers may even have skills that use them as tools for hunting down the Survivors.

Example:
The players choose to remove all fear tokens from William to avoid him receiving one more and making a noise.



Action 3: Use a special action.

To do so, resolve the special action's effect (and discard it if it is an item without a ∞ symbol).

Examples of special actions:





Action 4: Remove a block token in your location.

Because you cannot pass through a block token when moving, this makes it difficult for you to evade the Killer and survive. To solve this, you may remove a block token in your location during your turn.

To do so, simply remove it from the map. Then, you must tell the Killer immediately which block token you removed from the map so that the Killer player can update this on their map as well.

Example:
The player who controls Anna chooses to remove the block token between the Kitchen and the Storage. Then, they inform the Killer to remove that block token on their map.





Action 5: Repair the radio and make a ⚠ .

(HINT: The repair progress can only be increased ONCE in a round.)
(HINT: Cannot be in the same location as the Killer.)

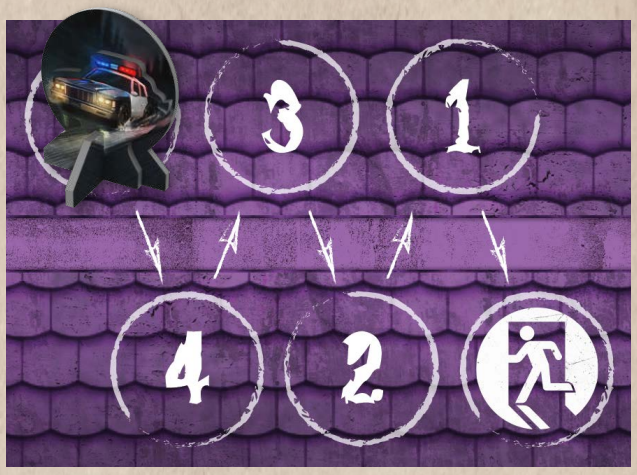
In order to win as the Survivors, you can choose to repair the radio to call for rescue and stay alive for 5 rounds until rescue arrives. Each map has a radio location with a ⚙ icon. For the Mansion map, this is the Living Room.

A Survivor has to be in the radio's location in order for them to repair it. Repairing the radio increases the repair progress by one; put one of the repair tokens onto the gear slot, then put a noise token on the location. If all 5 repair tokens have been placed, the radio is repaired.



Rescue call!

If the radio has been repaired, put the rescue token on the "5" slot of the corresponding space on the screen. This represents that rescue is coming in 5 rounds (shown by the rescue token moving one step to the right during step 0 of the Survivors' turn). When the rescue has arrived (i.e., the rescue token has reached the last slot), you win.



Using a toolbox to repair



If you are using a toolbox to repair the radio, the repair progress will be increased by 2 (3 if you are Johnson) instead of 1. However, remember that you would still make a ⚠ and the repair progress cannot be increased once more in the same round, just like the normal repair action.

THE KILLER STOPS YOU FROM DOING THIS! ⚙

Remember, if the Killer is in the same location as you, you cannot repair!



Action 6: Search the location.

(HINT: Cannot be in the same location as the Killer.)
(HINT: If the search deck is empty, you cannot do this action.)

In order to survive, you must make good use of items. To acquire items, you may perform this action.
A Survivor has to be in one of the locations in order for them to search for items. To perform this action, draw 1 item from the search deck. You may take or discard it.





When you take a "Key", place it immediately on the key stand (on the screen). If it is not a "Key", add it into your inventory. Remember, every Survivor other than Johnson can carry only 3 items in their inventory. If you ever exceed this limit, you must immediately select 3 items to keep and discard the rest into a discard pile.



If there is a ⚠ printed on the top-left corner of the Item card, you need to put a noise token on the Survivor's current location when you draw it. ("Toolbox"and "Key" are some of the examples showing this.) Regardless of whether you decide to take or discard the item, it still makes a noise.





THE KILLER STOPS YOU FROM DOING THIS!

Remember, if the Killer is in the same location as you, you cannot search for items!



Item Types

There are different types of items in **Terrorscape**. If there is a ∞ symbol on the item card (for example, "Revolver"), the item can be used as many times as you want.

If there is no ∞ symbol on the item card (for example, "Toolbox"), you must discard the item after use.

"Key" is special. If you choose to pick up a "Key", place it immediately on the key stand (on the screen) instead of on your inventory when you obtain them. If there are already 5 keys on the stand, you may still pick up a "Key" and place it on the screen sharing a space with another "Key".







Discover

Choose one Survivor to draw 2 cards from the discover deck, you may keep one, and discard the other into the discard pile. Some items might make a noise ⚠. Regardless of whether they keep or discard it, the item will still make a noise in the Survivor's current location.

(Hint: There are only 2 keys in the discover deck. You must search if you want to get all 5 to escape!)







If there is only 1 card in the discover deck, draw 1 in this step.

If the discover deck is empty at the start of this step, you immediately lose the game unless the rescue is already on the way. If the rescue token is already placed on the screen and the discover deck is empty, skip this step.

Inform the noise locations

At the end of the Survivor's turn, you need to inform the Killer where noises have occurred. The Killer does not know exactly where the Survivors are, so the Killer will use ⚠ to estimate the Survivors' location(s). You must be honest in order to make the game playable.

(Hint: "Firecracker" allows you to make noise in all locations, thus covering up any noise that the Survivors actually make. Both sides place the firecracker token ⚠ in the Killer's location on both the Survivors' and Killer's maps, instead of placing noise tokens in all locations.)



You may mark the noise occurred last round by fliping the noise token to the black and white side if you want.



ENCOUNTER AND ATTACK

During the Killer's turn, the Killer may [SEARCH]. If they do, the Survivors need to check if any of them are in the same location as the Killer. If yes, they need to tell the Killer which Survivor(s) are in the location. This is called an **encounter**. During the encounter, the Killer launches **attacks** to the Survivors until one of the Survivors has successfully defended or all of the Survivors are failed to defend. An **attack** should be resolved following the below steps.

1 Attack skill card (Optional)

For each attack, the Killer may use an attack skill card . If so, they need to show it and explain the effect to Survivors. The Killer should update the strength on the level and strength board as well.

2 Choose a Survivor to defend

Survivor team choose ONE Survivor at the location to defend the attack from the Killer.

3 Use an item (Optional)

That Survivor may use ONE item to increase the defense (or if they choose the "Revolver", they can also use the "Ammo Pack").

4 Roll defense dice

That Survivor rolls a number of defense dice (4 minus how many fear tokens that Survivor has).

5 Result of the attack

Add up the number of defense from the item card and the dice result. (*Hint: If the location has a trap token placed by the Survivors, it must be activated and removed to further increase the Survivor's defense by 2.)*

Compare the sum of defense to the strength of the Killer. If the defense is equal or higher, the defense is succeeded. Execute the following steps:

- The Killer discards 2 cards from their deck.
- End the encounter even if there is any Survivor in the location that the Killer has not attacked.

If the defense is lower, that Survivor has failed to defend themself. Execute the following steps:

- That Survivor who failed is injured. If this results in the elimination of that Survivor, the Killer wins.
- If there is any Survivor in the location that the Killer has not attacked, the Killer launch another attack. If there is no any, end the encounter.

Flee after encounter (Optional)

After the end of the encounter, all Survivors participated in the encounter can optionally [MOVE] x1.

Example of an encounter

For example, the Butcher is in Level 4, his strength is 6, and he did not use any skill cards to increase his strength.



If Butcher found Marco in a [SEARCH], an encounter happens. Butcher attacks and Marco needs to defend himself.



Marco chooses to use the item "Limestone Powder" to increase his defense by 2. Then, Marco rolls all 4 dice because he has no fear tokens.



Adding the result and the item, he has a total of 8 defense, which is higher than the Butcher's strength. Therefore, Marco successfully repelled the Butcher.

WINNING THE GAME AS SURVIVORS

There are two ways to win as the Survivors. The first is to escape by having the 5 keys. The second is to repair the radio and wait until rescue arrives.

Way 1: Escape

At the beginning of the Survivors' turn, if all 5 keys have been found and all 3 Survivors are in the location containing the Main Exit, you win the game.



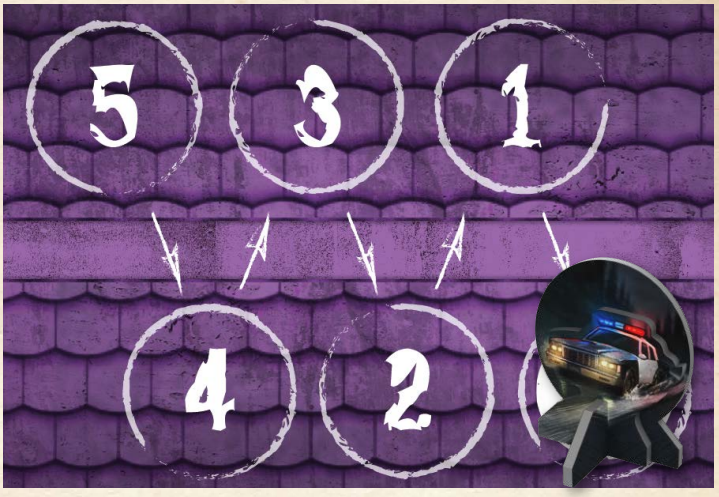
Or if all 5 keys have been found and one Survivor has the "Secret Map", all 3 Survivors can escape in the location containing the Hidden Exit.



Way 2: Wait for rescue

If the radio has been repaired, place the rescue token on the "5" slot on the corresponding space on the screen.

From this point forward during step 0 of the Survivors' turn, move the rescue token one space to the right. If it leaves the "1" slot, rescue has arrived and you win.





It's time to learn how to be the **Killer**...

THE KILLER'S ROUNDS

In **Terrorscape**, regardless of the number of players, there is only 1 Killer in the game, and they take on all the other players. If this is the first game you play as the Killer, we suggest using the Butcher because he is more straightforward to play.

The followings are the rundown of a Killer's round.



The steps will be explained in detail one-by-one as follow.

Suggested tableau setting

In this game, the Killer's hand of cards should always be placed on the table under the Killer board.



Killer's hand of cards

Reappear

At the start of the Killer's turn, if the Killer is in [STEALTH], they reappear in their current location by the following steps:

1. The Killer inform the Survivors their location. The Survivors place the Killer's miniature to the location. Then, both sides remove the stealth tokens.

2. Resolve any **when reappearing** effect of the Killer's skill card.

3. The Killer must perform an extra [SEARCH], which does not count as an action. If no encounter occurred, continue the Killer's turn. If an encounter occurs, end the turn after the encounter. (It will skip rest of the Killer's turn)



For example, the Spectre uses Vanish this round, on both sides, replace the Spectre miniatures with stealth tokens, then the Killer may move 0-2 location without telling the Survivors. On the Survivors' side, the stealth token stays still because they do not know where the Spectre is [STEALTH].



At the beginning of Killer's next round, Spectre will first reveal her current location, Survivors place the Spectre miniature back to her current location and both sides remove the stealth tokens. Then, Survivors within 1 range receive 1 fear because of the when reappearing effect of Vanish. Lastly, Spectre does a free [SEARCH] action.



Use fast skill cards

During this step, you may use as many cards as you want.



"Sense" and "Pursue" are common example of cards.

When using a skill card

Whenever you use a skill card, show it, read out the effect and let the Survivors react to your skills. For example, if you [MOVE], you should always tell survivors your path, so that they can move the Killer's miniature on their map respectively.

Remember, you must execute all the effects on a skill card when using it. You cannot skip any effects unless an encounter occurred. (Regarding encounters, you may refer to page 18.)

Cost of skill cards

If there are any card icon in the bottom left corner of the skill card, it is the cost to use the skill, and you must discard the matching amount of cards (which cannot include the card itself) to use the skill. Otherwise, you cannot use it.





Use a special skill card OR perform 2 actions

During this step, you may EITHER use a card OR perform 2 actions ([MOVE] x1 / [SEARCH]).

Option 1: Use a card

cards are very useful. You need to use them wisely, though, because you cannot perform regular actions when using cards.



"Revving Chainsaw!" and "Whizzing by" are examples of cards.



Option 2: Perform 2 actions

If you chose not to use a card, you can perform 2 regular actions (either [MOVE] x1 OR [SEARCH]).

You can choose to perform the same action twice or each action once.

The Killer can [MOVE] from a location to an adjacent location. Unlike the Survivors, the Killer can even pass through block tokens, removing them in the process. Remember, whenever you move, you have to tell the Survivors your path. For example, "I moved from the Den to the Banquet Hall." *HINT: You do NOT, however, remove block tokens if you [STEALTH].*

For example, the Butcher moves from the Den to the Library for his first action. Then, he moves to the Greenhouse for his second.



The Killer can [SEARCH] to ask if they share a location with any Survivors. The Survivors must answer honestly. If you find a Survivor, an encounter occurred and you have to attack them. Regarding encounter, you may refer to page 18. If no Survivor shares their location with you, progress to the next step.

Use a slow skill card

(HINT: you can do this only If you did not encounter a Survivor in this turn.)

If there was no any encounter, you may use a card. cards allow you to strategize for your future turns.



"Barricade" and "STAYYYY!" are examples of cards.

Draw 3 cards

Lastly, you must draw 3 cards and end your turn. You have a hand limit of 5, and you must immediately discard any cards that are drawn in excess of it.

If the deck is empty when you are about to draw a card, shuffle the cards in discard pile to form a new deck, and draw the card from it. Then, increase your level. Show the new level and new strength (if any) using the level and strength board.

If the new level unlocks a skill card, you may add it into your hand. If the unlocked skill card exceeds your hand limit, you can choose which card to discard to acquire it—this is the only instance in which you can choose which card to discard.



ENCOUNTER AND ATTACK

If there are any Survivors standing on the same location with you during a [SEARCH], you encounter and attack them. For the rules regarding encounter and attack, please refer to page 18.

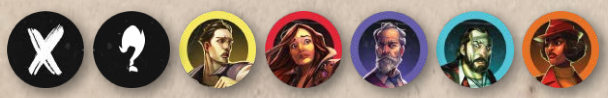


You must end the turn after an encounter!

Remember, after an encounter, you must immediately end your turn. Even if a skill card has any effect after letting you [SEARCH], you must skip the effects and end the turn if you encounter any Survivor during the [SEARCH].

Tools for deduction

As the Killer, you need to figure out where the Survivors are hiding. You can place the killer assistance tokens on the map as you like to help you with your deduction.



Also, you will not know the Survivors' exact progress in repairing the radio. You can use the repair progress marker to guess it for your reference.



FREQUENTLY ASKED QUESTIONS

Q1. As a Survivor, can I use 2 items to increase my defense?

Answer:
No. In almost all cases, you can only use 1 item in an encounter. The only special case is the "Revolver". You can show it to the Killer and discard an "Ammo Pack" to increase defense.





Q2. Do block tokens get removed if the Killer is using [*STEALTH*]?

Answer:
No. [*STEALTH*] does not remove any block tokens, and the Killer can still pass through block tokens.



Q3. Can I pick up a "Key" if my inventory is already full.

Answer:
Yes, "Key" does not occupy the inventory.



Q4. Do I need to actually put a noise token on every locations when using the "Firecracker"?

Answer:
No, you can skip this. Instead, put a firecracker token on the location of the Killer. Then, tell the Killer to do it as well. As one location can only have 1 noise token on it, with the help of firecracker, all of your other noise can be covered.

Q5. What is meant by Anna being invisible to "sense"?

Answer:
It means Anna does not need to answer when the Killer uses [*SENSE*]. For example, if Anna is alone in red zone, and the Killer uses [*SENSE*] to ask if anyone is in it, the Survivors must answer "No." If there are any other Survivors (e.g., William and Sophia) within the same zone, the Survivors can answer "William and Sophia" but do not need to answer "Anna."



Q6. Can you further explain the item "Trap Parts"?

Answer:
You may use it as a special action and place a trap token on your location. If you encounter the Killer on the location with the trap token, when defending the first attack, after rolling the dice, you must tell the Killer that you have a trap. Then, discard the token and further +2 defense for your defense.



Q7. Can I throw a "Whiskey Bottle" through a block token?

Answer:
Yes, you can. For example, even if there is a block token between the Kitchen and the Storage, you can throw a "Whiskey Bottle" from one room to the other.



Q8. Can the "Ancient Amulet" prevent the Murderer's "Death Blossom" skill?

Answer:
No.



Q9. As the Killer, can I discard the card with a cost itself to pay the cost?

Answer:
No, you must discard other cards for the cost. For example, if you want to use "Brutal Rage", you must discard another card instead of this one.

Q10. As the Killer, in which order will the cards be put into the discard pile?

Answer:
If a skill card has a cost on it, you should first discard the required number of cards into the discard pile. Then, use that skill card, resolve the effects, and put it into the discard pile at last.

Q11. As the Survivor team, if I did something that I should inform the Killer (e.g., removing a block token), is it necessary for me to be the one who deliver the message to the Killer?

Answer:
No. Your teammates can deliver the message for you. Your team may assign one player to handle all of those cases to avoid giving extra information to the Killer.

Q12. Similar to the last question, if I am about to draw card(s) from any decks, can my teammate help me to draw?

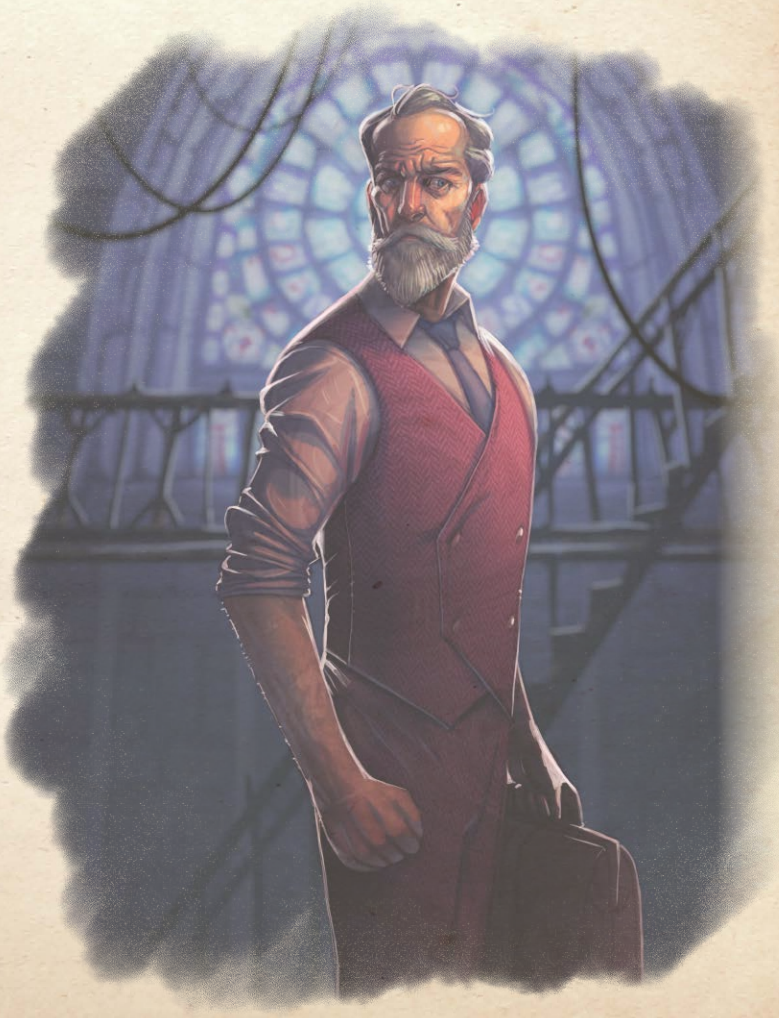
Answer:
Yes, but remember, your team should first assign a Survivor to discover, then draw cards for them to pick. Even if the teammates help you to draw the cards, it does not mean your team can reassign the person to pick the item after knowing which 2 items are drawn.

Q13. Can Survivors know how many cards does the Killer has on their hand?

Answer:
No. However, if the Survivors are new to this game, we suggest that the Killer can disclose this information if both sides agreed.

Q14. Similar to the last question, can Survivors know how many cards remaining in Killer's deck?

Answer:
No. Therefore, Survivors do not know when exactly will the Killer draw the last card of the deck and level up.



Variants

Terrorscape offers three gameplay variants. They provide variation in both setup and gameplay, and thus a different experience. Before setup, players may decide to add any number of variants into the game.

Variant 1: Trait cards and Survival Difficulty levels

This variant is designed for players who want to make either side more difficult to play (such as for those who want a greater challenge as Survivors or to make the game easier for newer players by increasing the difficulty of the Killer's side). Trait cards can be added into the game to give additional unique abilities to the characters. The number of Trait cards added to either side can be decided by players, or use the survival difficulty levels as references.

Setup:
Immediately after setup, both sides draw and choose several Trait cards based on the number you agreed, or one of the survival difficulty level.

Survival difficulty levels:

Easy

Each Survivor draws 2 Traits and chooses 1 to use.
The Killer does not have any Traits.

Normal

Each Survivor draws 2 Traits and chooses 1 to use.
The Killer draws 2 and chooses 1 as their Trait.
After both sides have chosen Traits, the Killer needs to show which Trait they have chosen. At any point during the game, the Survivors can ask the Killer to show them again.

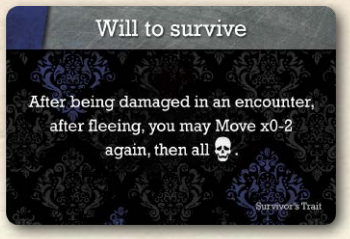
Hard

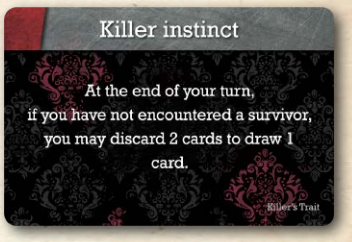
Each Survivor draws 2 Traits and chooses 1 to use.
The Killer draws 4 and chooses 2 as their Traits.
After both sides have chosen Traits, the Killer needs to show which Traits they have chosen. At any point during the game, the Survivors can ask the Killer to show them again.

Nightmare

Each Survivor draws 2 Traits and chooses 1 to use.
The Killer draws 6 and chooses 3 as their Traits.
After both sides have chosen Traits, the Killer needs to show which Traits they have chosen. At any point during the game, the Survivors can ask the Killer to show them again.

Gameplay:
Play the game according to the normal rules. the Survivors do not need to tell the Killer that they have used a Trait unless the Trait card requires them to do so. Some of the Trait cards can only be used once in the game; flip them over after use.







Variant 2: Separate Ways (4 players only)

This variant turns this 1-vs-N game into a semi-cooperative game. The Survivors are no longer united as a single team and can win the game independently.

Setup:

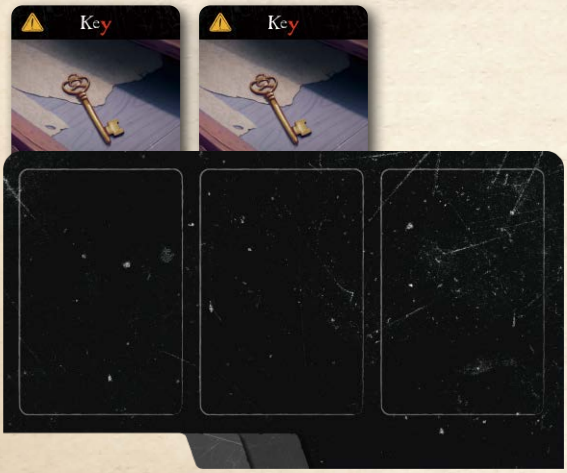
- Replace the key stand with the separate ways stand.
- Randomly choose a Survivor player to be the first one who discovers. Give that player the first player token. Do not give this information to the Killer.

Gameplay:

- During the Survivor's discover step, only the Survivor with the first player token do it. After that, pass the token to the next alive Survivor clockwise.
- The Survivor with the starter token must be the one who informs noise locations to the Killer.



- Any key found is kept on top of the finder's inventory board. This shows how many keys the Survivor has, but keys do not occupy spaces in the inventory. In this variant, a Survivor with 3 keys can escape from the main exit (or hidden exit if that Survivor also has a secret map) and win the game on their own.



- The alive Survivors win together by calling for rescue. To reward anyone who repairs the radio, for each repair token a Survivor puts on the radio location, that Survivor draws 1 card from the Search deck.
- When a Survivor has been eliminated, lay down their miniature, and the game continues. The Killer gains 1 level by eliminating a Survivor.
- The items and keys owned by the eliminated Survivor remain on their Survivor board and inventory. Other Survivors can take extra actions to take these items or keys from the bodies if they are in the same location.



- Survivors can still exchange items with each other if they want.
- If a Survivor removes a block token, they must be the one who informs the Killer.
- The game ends when each of the Survivors had either won the game or been eliminated.

Victory:

- In this variant, there can be more than one winner in a game.
- A Survivor can be counted as a winner by escaping on their own or calling for rescue.
- An eliminated Survivor cannot be counted as a winner.
- By eliminating 2 or more Survivors, the Killer can count as a winner.
- By eliminating all 3 Survivors, the Killer wins the game in full glory and shall be honored as "Undefeatable".



Variant 3: Survival Plan

This variant gives Survivors side missions. After finishing a plan, Survivors can gain a new ability, or even… have a chance to kill the Killer.

Setup:

- After completing game setup, the Survivors draw 2 Plan cards.

Gamplay:

At the end of the Survivors' Discover step, check if any Survivor has met the next progress of either Plan card. If yes, move the Plan token to show a progress on the Plan card. You can only keep the progress on 1 Plan card, so if you decide to progress on another Plan card, you will lose any progress on the current Plan card. (*Hint: If the Killer is in stealth, no where is counted as Killer's location.*)

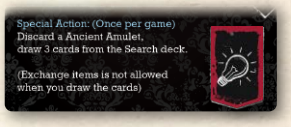
For example, William is in the required location at the end of the round, Survivors can move the Plan token to the next progress.





Once all progress has been completed, the Plan has been finished. The Survivors unlock the new ability that can be used for the rest of the game. Flip over the other Plan card; you cannot unlock it anymore.

Some of the Plan card effect can only be used once. Remove the token after using it.



You may have to place the plan token on the map to use some of the Plan card effect. Once you have placed the token, It cannot be relocated.



Time to strike back!

There are plans that are more difficult to complete but provide a new way for Survivors to win the game.

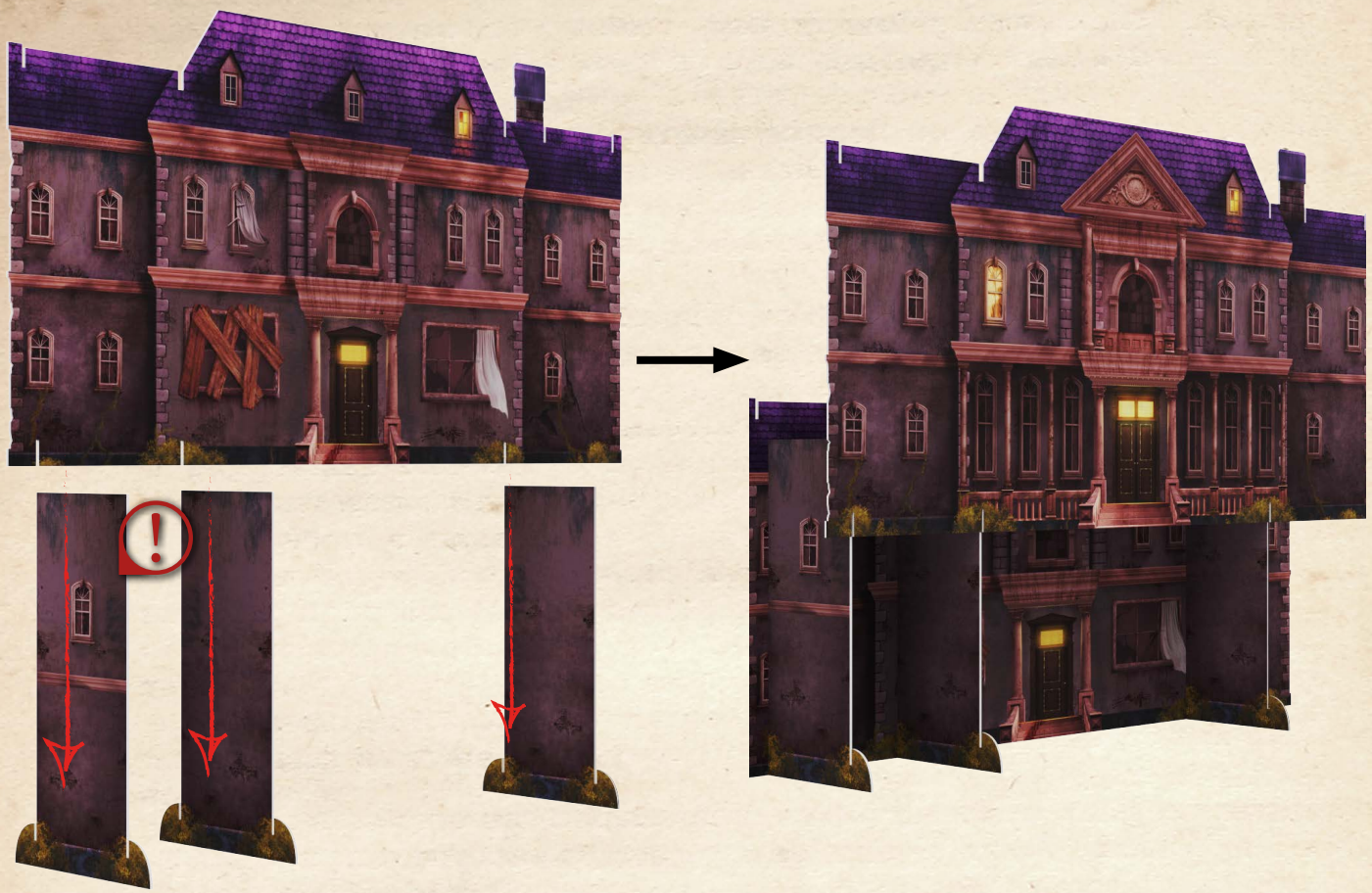


When playing this variant together with variant 2

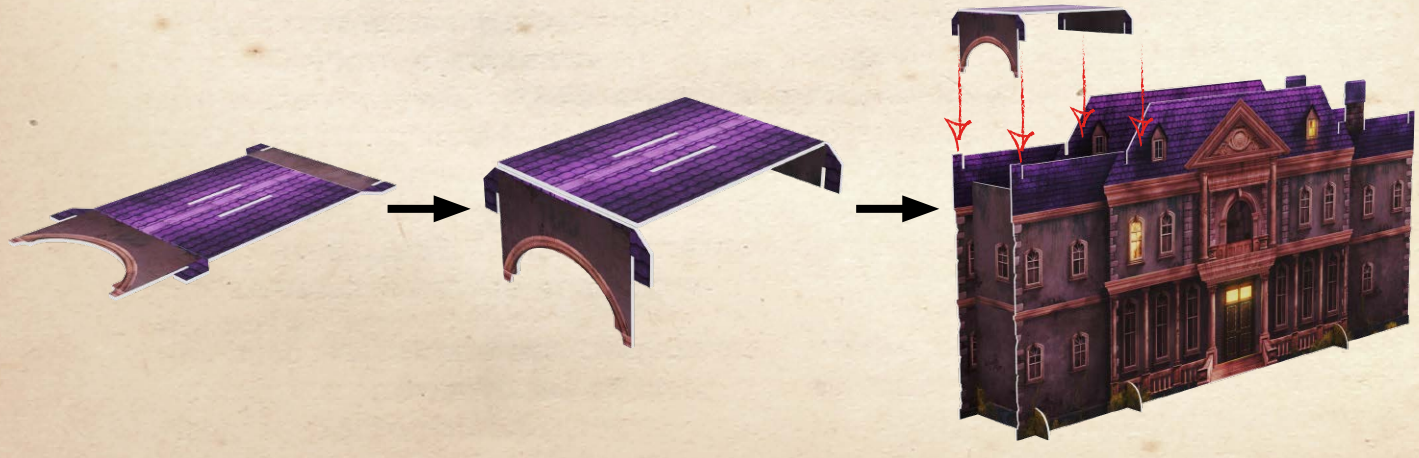
- When any Survivor has met the next progress of either Plan card, the first player has the right to progress or not.
- If Survivors have met the progress of both Plan card, the first player can decide to progress which Plan card.
- If a completed plan provide an effect or action, every Suvivors have the right to use it. If it can only be used once, first come first served.
- The phrase "All Survivors" means "All alive Survivors" on the Plan cards.
- If a Plan makes the Survivors win the game, only the alive Survivors count as winners. Killer counts as defeated even if they have eliminated any Survivors.

Appendix: ASSEMBLY GUIDE

PART A - STEP 1



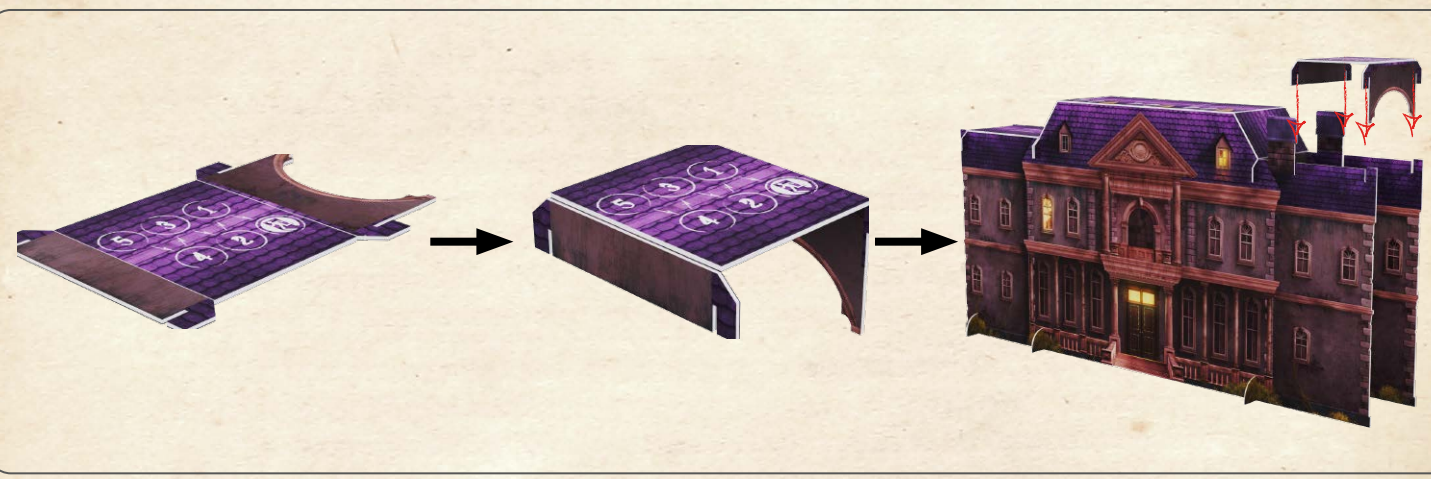
PART A - STEP 2



PART A - STEP 3



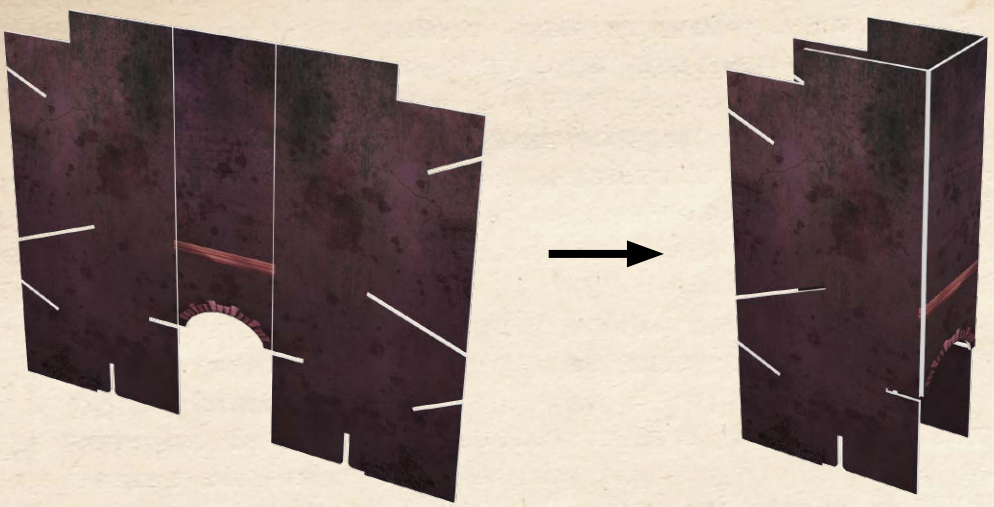
PART A - STEP 4



PART A - DONE



PART B - STEP 1



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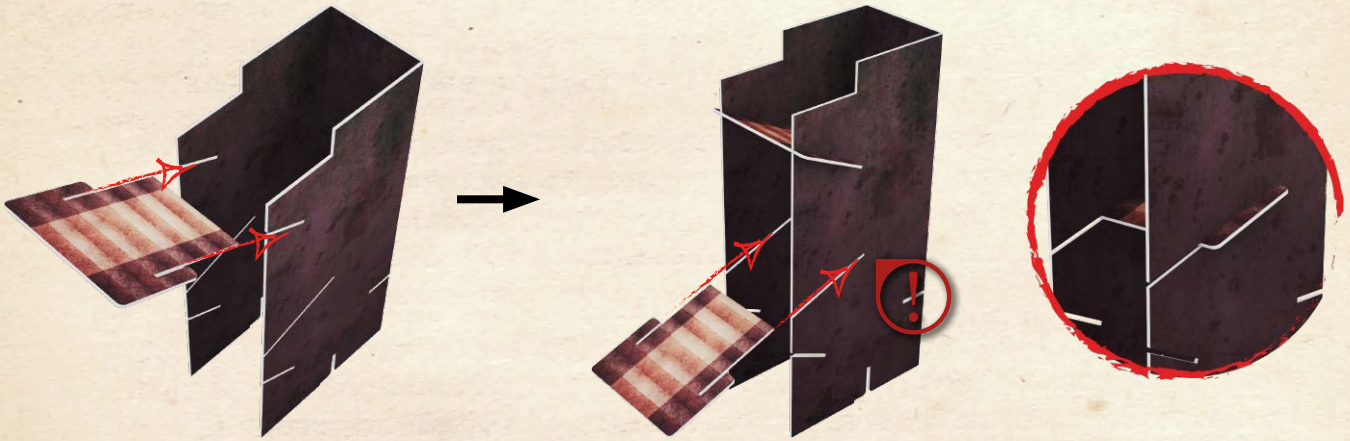
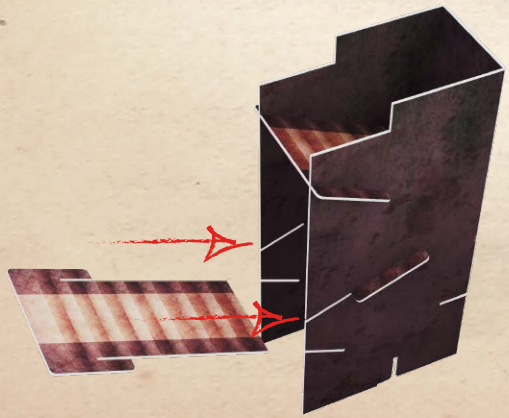
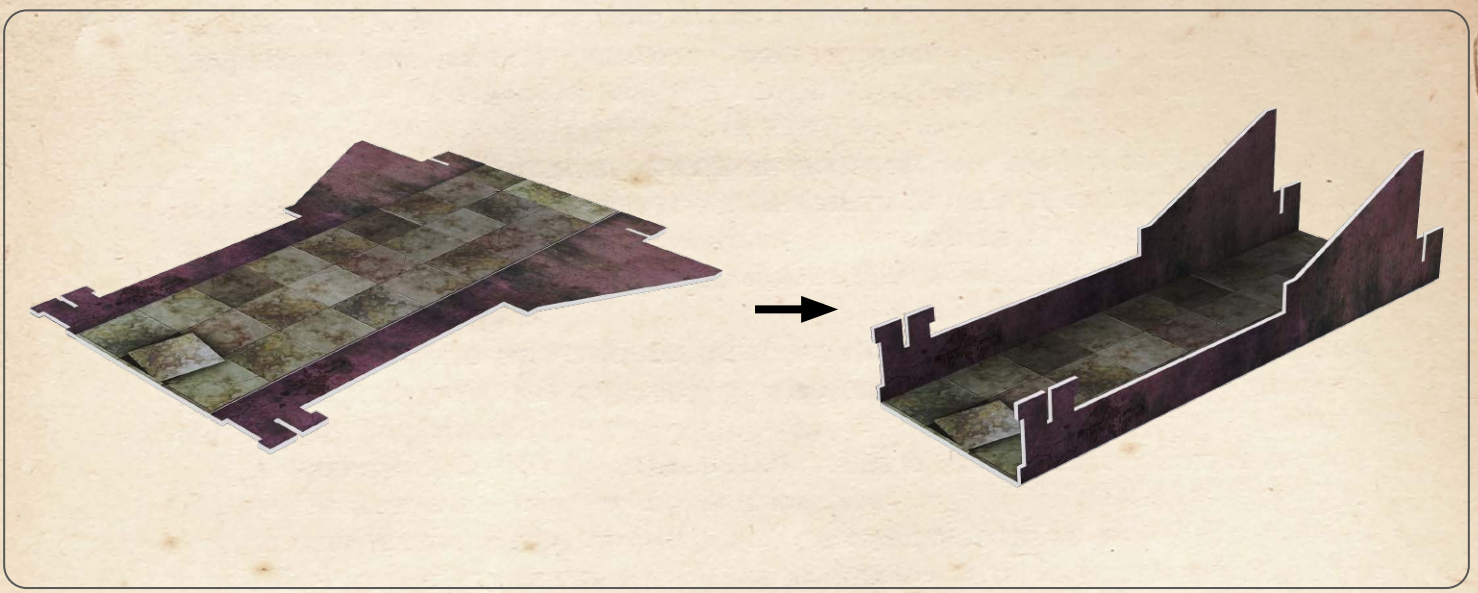




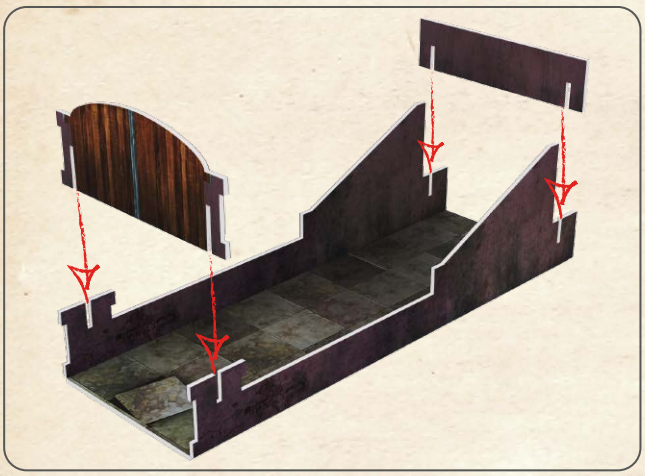
PART B - DONE



PART C - STEP 1



PART C - STEP 2



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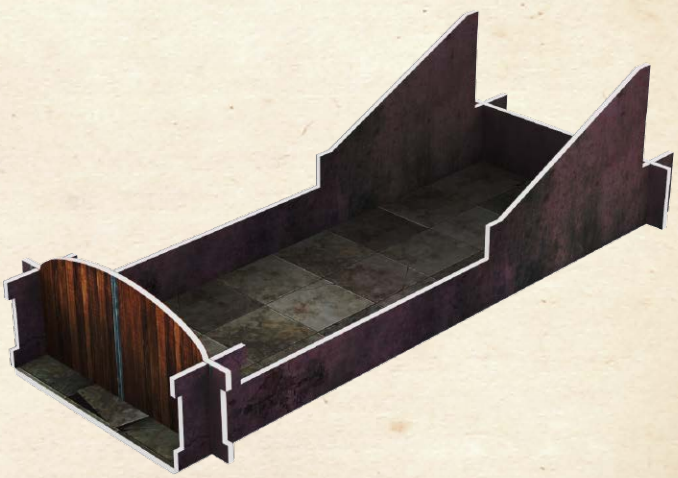
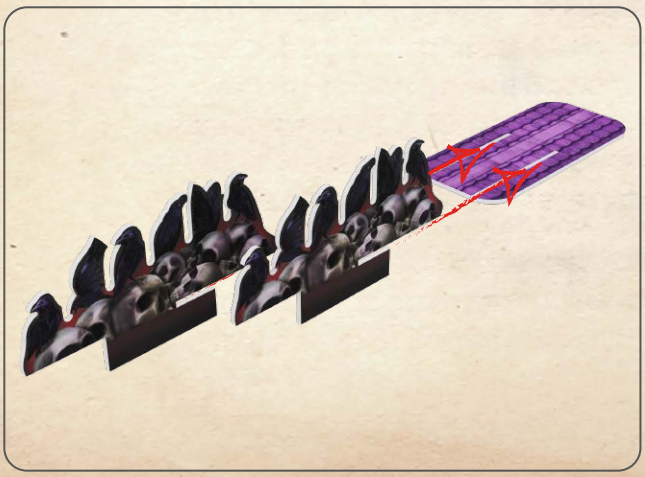


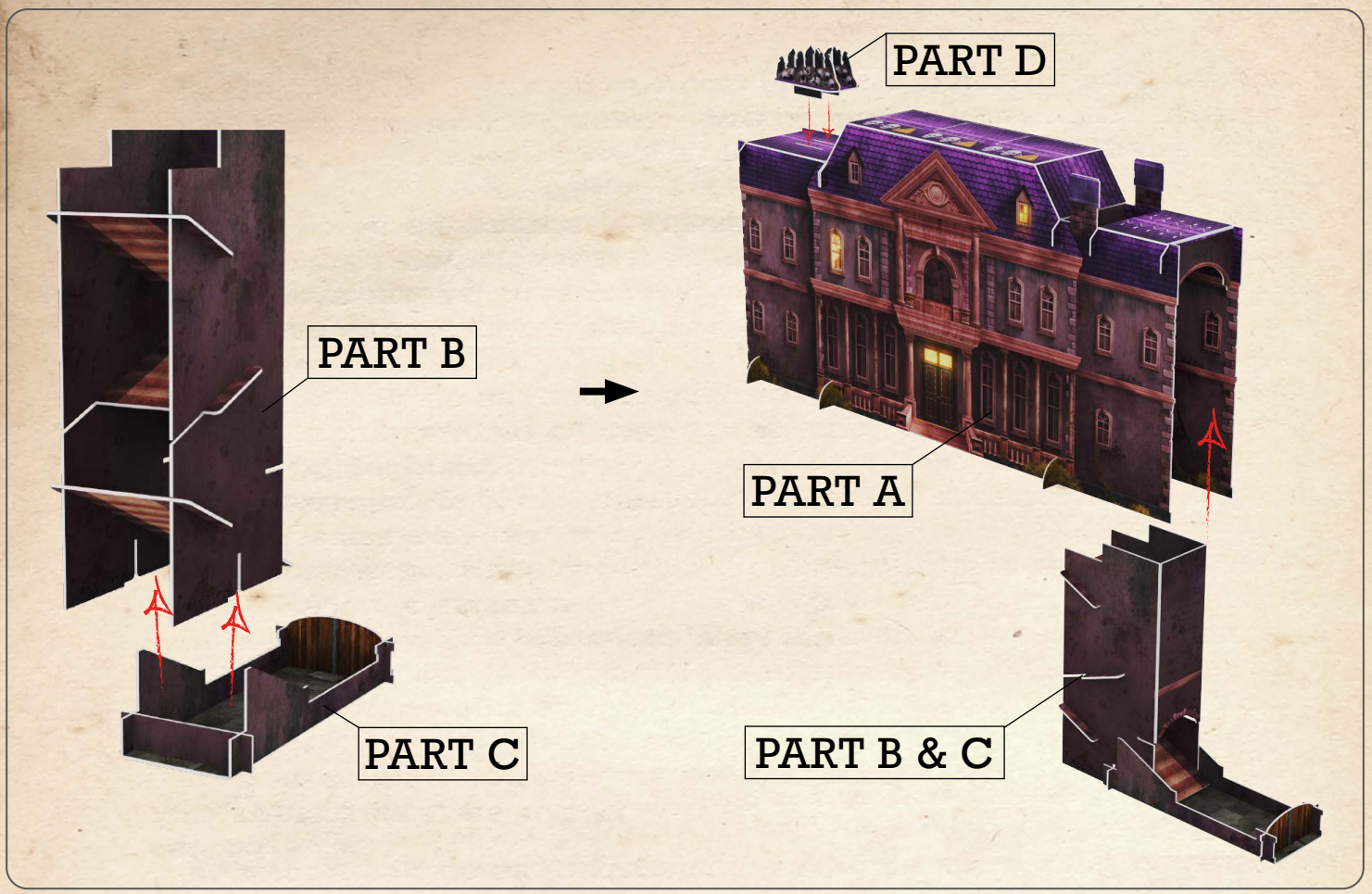
PART D - STEP 1



PART D - DONE



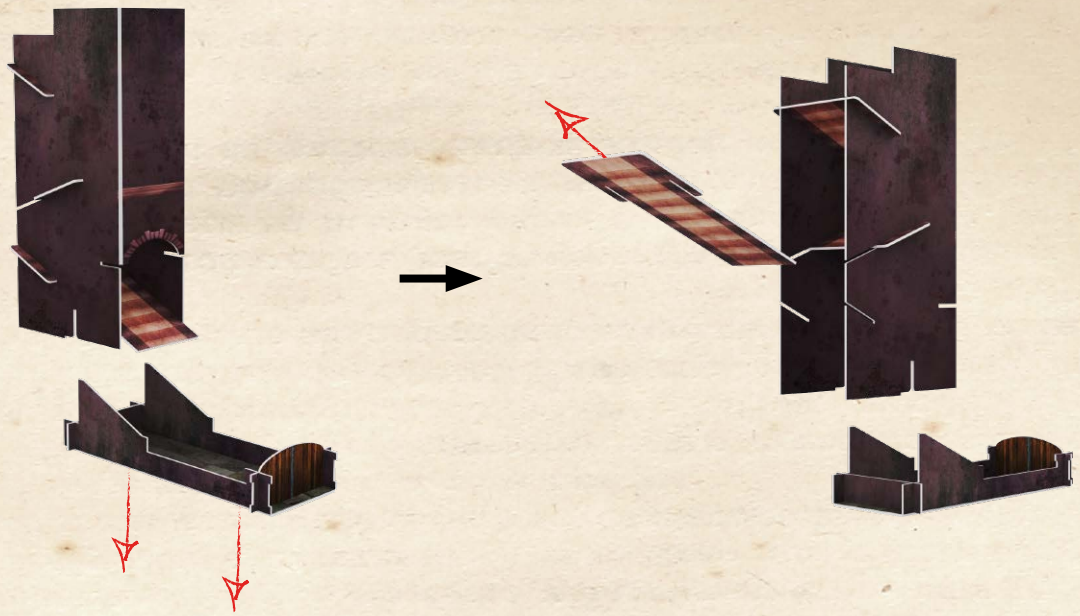
Appendix: COMBINING THE PARTS



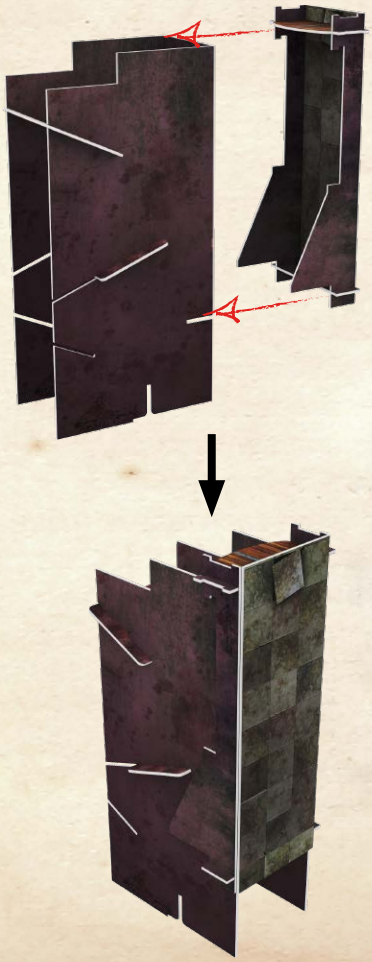


Appendix: RECOMMENDED STORAGE - DICE TOWER

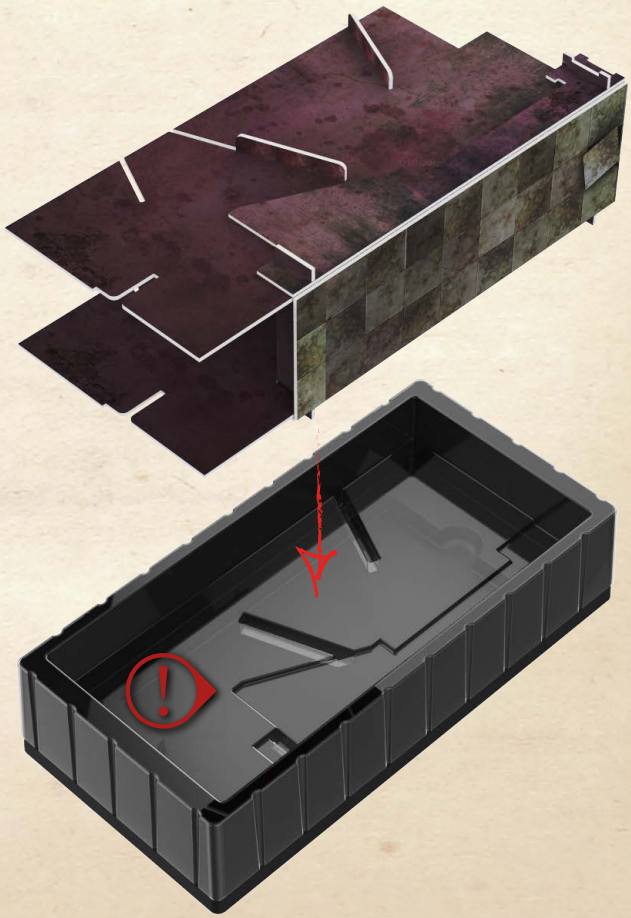
STEP 1



STEP 2

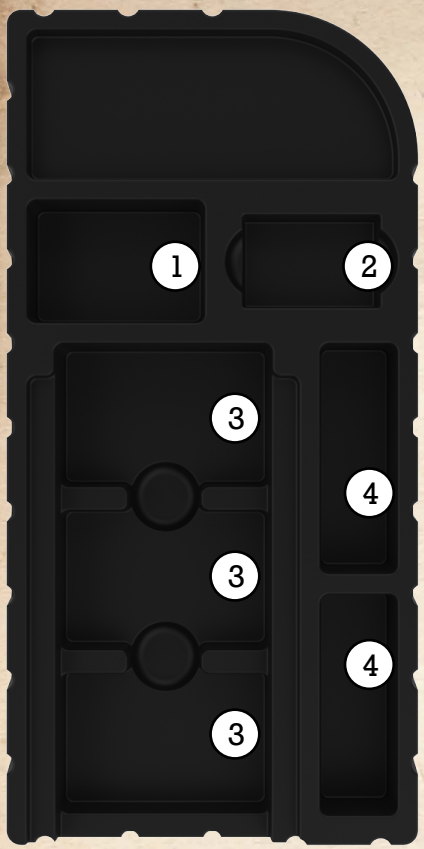


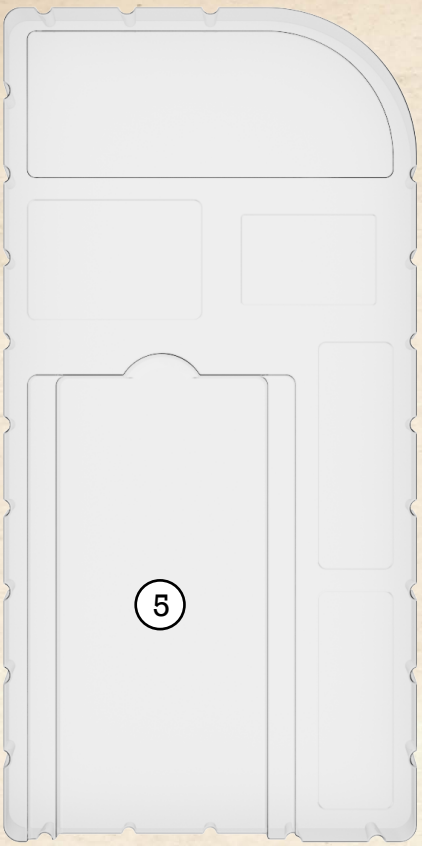
STEP 3



Appendix: RECOMMENDED STORAGE - TRAYS

SURVIVORS' TRAY





1 

2  x4

3  Total = 45

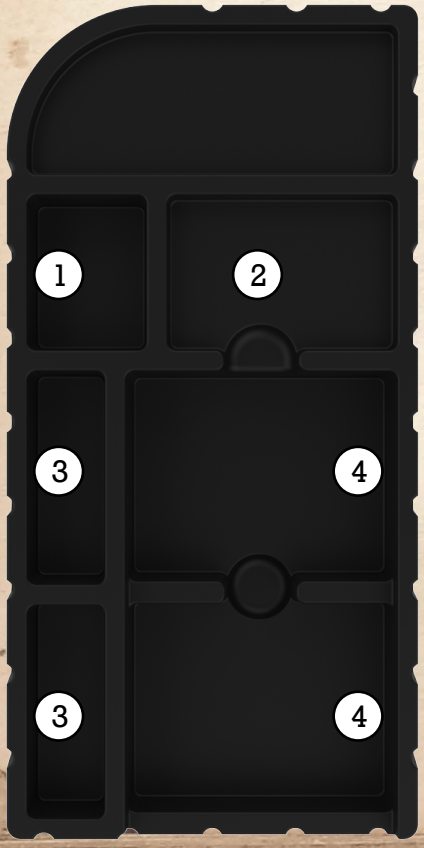
4  x6  x5

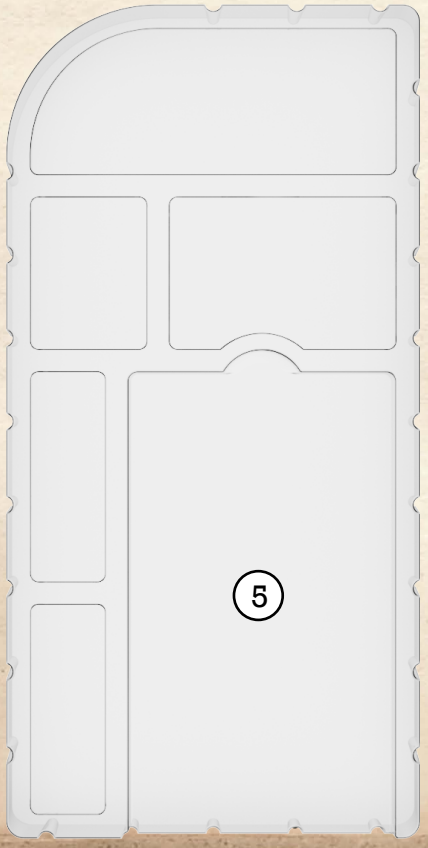
 x7  x6

 x1  x1

5 - Survivor boards
- Survivor inventory boards
- 1 Player aid

KILLER'S TRAY





1 

2 

3  x6  x1  x1  x1

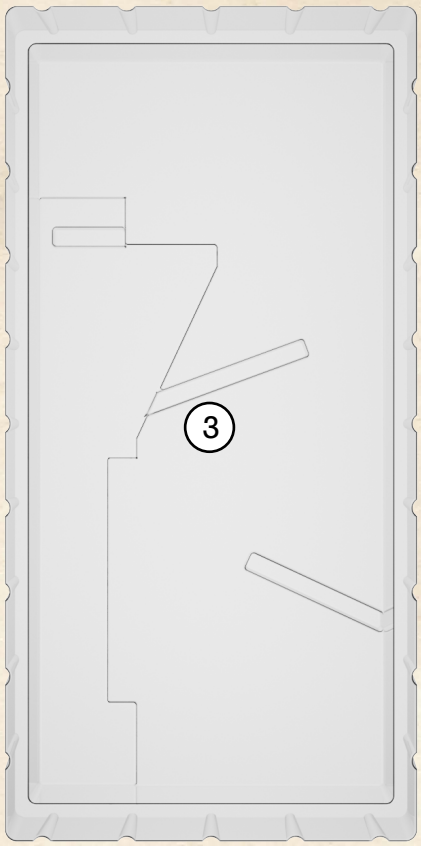
 x7  x1  x1

4 

5 - Killer boards - 1 Player aid
- Level and strength board

DICE TOWER TRAY





1



x2

2

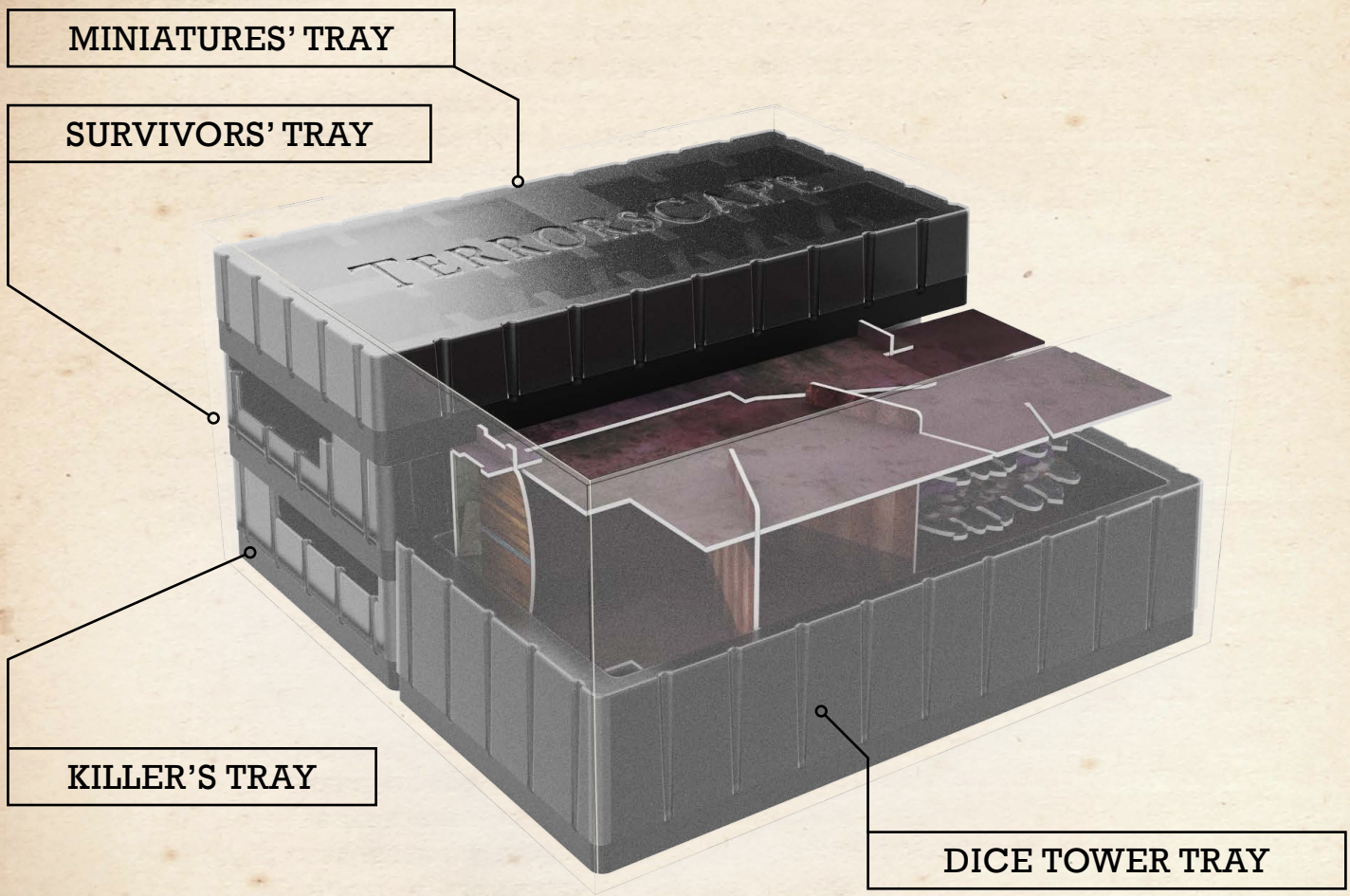


3



MINIATURES' TRAY




MINIATURES' TRAY
SURVIVORS' TRAY
KILLER'S TRAY
DICE TOWER TRAY

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