HOSTAGE NEGOTIATOR
CRIME WAVE

THANK YOU FOR PURCHASING HOSTAGE NEGOTIATOR: CRIME WAVE!

Hostage Negotiator: Crime Wave expands upon the original *Hostage Negotiator*, but it is also completely playable with everything in this box. If this is your first experience with a *Hostage Negotiator* game, you will soon star as the protagonist in a pseudo-cinematic, tense, and thrilling experience that plays out like a Hollywood hostage movie – all in under 30 minutes!

If you are already familiar with the *Hostage Negotiator* rules, you will find that the rules for *Hostage Negotiator: Crime Wave* are largely the same with most of the variation in play coming from the new cards included in this set. Veterans can skip ahead to read about Alert markers (new in *Crime Wave*) on pg. (9) and the optional rules for combining cards from both *Hostage Negotiator* and *Hostage Negotiator: Crime Wave* on pg. (10).

A WORD ABOUT THE BOX...

You may be surprised by the size of the box, but there is a reason it is so large. The original *Hostage Negotiator* game comes in a compact box just large enough to hold the components from the base game and the first four Abductor packs (card packs that expand the game). One of our goals with *Hostage Negotiator: Crime Wave* was to make sure the box could hold ALL of the content we have released and will release in the future. We have designed the *Hostage Negotiator: Crime Wave* box so that you can keep the more portable *Hostage Negotiator* box directly inside of it. The smaller box is great to keep around for travel or other times when portability is important. We've also included dividers for organizing your cards.

EXPANDING YOUR EXPERIENCE

For your convenience, we have included some rules and information for other *Hostage Negotiator* products that can be purchased if you decide you want to experience more of what the game has to offer. These products can be found at game stores, on-line retailers, or directly from our website at **vanrydergames.com**.

COMPONENTS

64 CARDS

- **3** Abductor cards
- **1** 2nd in Command card
- **6** Major Demand cards
- **5** Escape Demand cards
- **21** Red Terror cards
- **6** Gold Pivotal Event Terror cards
- **22** Conversation cards

32 WOODEN MARKERS

- **20** yellow Hostage pieces
- **1** red Threat Level marker
- **1** blue Conversation Point marker
- **10** orange Alert markers

OTHER

- **1** Hostage Negotiator: Crime Wave rulebook (this book)
- **1** Abductor Pack rulebook
- **1** Hostage Negotiator board
- **30** Card dividers
- **5** Custom dice

DISCLAIMER

This game is a work of fiction. Names, characters, places, and incidents are either products of the author's imagination or are used fictitiously. Any resemblance to actual events, locales, or persons either living or dead, is entirely coincidental.

GAME OVERVIEW

Hostage Negotiator: Crime Wave is a solitaire game. You play the role of a hostage negotiator who has the responsibility and burden of negotiating with a hostile abductor who has taken hostages and is hell-bent on achieving some unscrupulous goal. Use your wits to adapt to whatever the abductor or the situation throws your way in order to save the hostages and win the game!

OBJECT OF THE GAME

Your goal as a hostage negotiator is to save the hostages and have the crisis end with the abductor's capture or elimination. To win, at least half of the hostages must escape with their lives AND the abductor must be captured or eliminated.

The game ends in victory when ALL of the following objectives have been accomplished (in any order):

1. There are no Hostage pieces left in the Hostage Pool
2. At least half of the hostages were saved
3. The abductor has been captured or eliminated

You lose immediately if, at any time, ONE of the following is true:

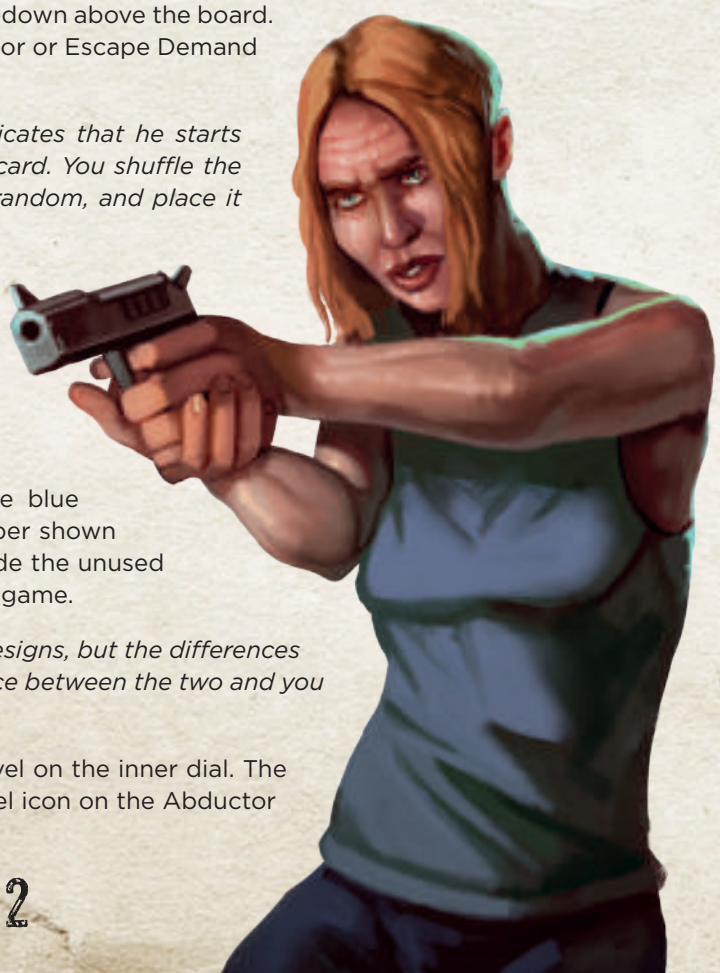
- More than half of the hostages have been killed
- The abductor escapes
- You're unable to draw a Terror card during the Terror Phase

SET UP

1. Remove all of the components from the box and place the Hostage Negotiator board on the table, leaving space for cards in front of you.
2. Choose an Abductor card or pick one randomly. For the first game, it is recommended to choose Lijah. Place the card on the Abductor space on the board as indicated. Place the 2nd in Command card underneath the Abductor card.
3. Read the Abductor card and identify how many and what type of Demand cards the abductor starts with. Shuffle the Demand cards of the indicated type(s), and place the number of Demand cards indicated on the Abductor card facedown above the board. Put all remaining Demand cards aside, as other Major or Escape Demand cards may be put into play later in the game.

   EXAMPLE: The Barrett Mullins Abductor card indicates that he starts with 1 Major Demand card and 1 Escape Demand card. You shuffle the Barrett Mullins Major Demand cards, take one at random, and place it facedown above the board. Then do the same with the Escape Demand cards, placing a random Escape Demand card facedown above the board.

   NOTE: Not every abductor uses every type of demand. Lijah, for example does not have any major demands.



4. Place a number of yellow Hostage pieces in the blue Hostage Pool area of the board equal to the number shown in the Hostage icon on the Abductor card. Set aside the unused Hostage pieces as they may be needed during the game.

   NOTE: The Hostage pieces come in two different designs, but the differences are purely aesthetic. There is no gameplay difference between the two and you can use as many or as few of one kind as you wish.

5. Place the Threat marker on the starting Threat Level on the inner dial. The starting Threat Level is indicated in the Threat Level icon on the Abductor card.

6. Place the Conversation Point marker on the blue phone icon located on the Conversation Point track (outer dial).

7. Place the Alert markers in a pile next to the board.

8. Take the six starting Conversation cards - indicated by a zero in the blue conversation bubble in the lower right corner of the card - as your starting hand.

9. Take the remaining Conversation cards and sort them by name into separate piles. Place these piles in two rows faceup in front of you. Order them from low to high based on the cost in the lower right corner of the card. Leave a space for the zero cost Conversation cards which form your starting hand and will be played later. This area of cards is referred to as the Available Area.

10. Shuffle the Gold Pivotal Event Terror cards. Then take one at random and place it facedown on the Terror Deck space on the board. Set the remaining Gold Pivotal Event Terror cards to the side.

11. Shuffle the Red Terror cards. Take 10 at random and place them facedown on top of the Gold Pivotal Event Terror card. These cards combine to form the Terror Deck. Set the remaining Red Terror cards to the side.

12. Put the dice on the table within reach.

13. You are now ready to begin the game!



THE HOSTAGE NEGOTIATOR BOARD

The board shows critical information you'll need to track during the game. Some cards require you to roll and compare to the Threat Level. The number equivalent for **"S"** is 0 and for **"K"** is 7.



CONVERSATION POINTS

Some cards add or subtract Conversation Points. Move the blue Conversation Point marker on the outer Conversation Point Track accordingly. Conversation Points may go above or below the highest and lowest numbers respectively, though this is rare.

ADJUSTING THE THREAT LEVEL

When the Threat Level increases or decreases, move the red Threat marker on the inner track accordingly. If the marker is on the **"K"** and the Threat Level increases, do not move the marker. Instead, the abductor kills a hostage for each level the threat would have increased. Similarly, if the Threat Level is on the **"S"** and the Threat Level decreases, do not move the marker. Instead, save a hostage for each level the threat would have decreased.

EXAMPLE: The Threat Level is "S". You are able to decrease the Threat Level by 2. The Threat marker does not move and you save 2 hostages by moving the Hostage pieces from the Hostage Pool to the Saved Hostages area of the board.

HOSTAGES

The yellow Hostage pieces begin the game in the Hostage Pool. When a hostage is killed, move one of the Hostage pieces from the Hostage Pool into the Killed Hostages area of the Board. Likewise, when a hostage is saved or released, move one into the Saved Hostages area. When a card or game effect specifies a hostage to be killed and there are no Hostage pieces left in the Hostage Pool, flip a Red Terror card into the discard pile (do not resolve any card effects). If there are no Red Terror cards left, ignore this effect.

GAMEPLAY

The game revolves around the conversations between you and the abductor. Your goal is to use your negotiating skills to influence the abductor and save the hostages. You do this by strategically playing cards and making successful dice rolls. At the beginning of each turn, a new conversation begins. This is your chance to influence the abductor to release the hostages!

Note! At first it may seem like the luck of the dice is the primary factor in winning or losing the game, but as you play more you will discover that how you manage your hand of cards and the timing of when and how to play them (and when/how NOT to) can have a big impact on the game.

THE GAME TURN

A game turn in *Hostage Negotiator* has three phases:

1. The Conversation Phase
2. The Spend Phase
3. The Terror Phase

THE CONVERSATION PHASE

The Conversation Phase is where you play and resolve Conversation cards from your hand to influence the abductor's Threat Level, earn Conversation Points, and save hostages. Play Conversation cards by placing them in the Played / Discarded Conversation Cards space on the board.

TIP!

Try to have extra cards in your hand so you can convert a 4 if you need to, especially for critical rolls!

TIP!

Playing Conversation cards for Conversation Points is a CRITICAL skill the best negotiators use to their benefit! Ignore it at the hostages' peril.

EXAMPLE: CONVERSATION CARDS



1. Card Name
2. **2+** Successes
3. **1** Success
4. **0** Successes / Failure
5. Flavor Text
6. Cost
7. Crime Wave Icon
8. Effects If Played Facedown

You may use Conversation cards in a few different ways:

- Any Conversation card in your hand may be played faceup to resolve it. Resolving Conversation cards is done by making a Threat Roll (described below) unless the card says otherwise.
- You may choose to play any Conversation card from your hand facedown to gain 1 Conversation Point instead of resolving the card normally.
- During a Threat Roll, you may play any 2 Conversation cards from your hand facedown to convert a 4 into a success. You may do this once for each rolled 4.

THREAT ROLLS

Most Conversation cards (and some other cards) require a Threat Roll. Roll the number of dice shown on the board corresponding to the current Threat Level. Each result of 5 or higher is considered a success. For each result of a 4, you MAY play 2 Conversation cards from your hand facedown to make it a success. If none of the dice result in (or are converted to) a success, the Threat Roll fails.

There are a handful of additional rules for Threat Rolls:

- Some card effects modify the number of dice you roll.
- You will always roll at least 1 and at most 5 dice.
- If more than 2 successes are rolled, treat it as 2 successes.

TIP!

The chances of your success greatly depend on the temperament of the abductor, which is measured by the Threat Level. As you calm the abductor, you gain more dice for Threat Rolls. Conversely, failures could result in angering the abductor, allowing you fewer dice to roll.

EXAMPLE: THREAT ROLLS

The Threat Level is currently 4. Roll 2 dice and check the result.



RESOLVING CONVERSATION CARD EFFECTS

Conversation cards have three potential outcomes: 2+ Successes, 1 Success, or Failure. Resolve the effects of the card in order from left to right according to the outcome of the Threat Roll. Common effects are denoted by symbols. The effects can be positive or negative.

- Add (+) or subtract (-) the specified amount of Conversation Points. Move the Conversation Point marker accordingly on the board.
- Increase (+) or decrease (-) the Threat Level by the specified amount. Move the Threat marker accordingly on the board.
- Increase (+) or decrease (-) the number of dice you may roll by the number of dice icons shown. Apply this effect for the duration indicated.
- The abductor releases a hostage for each of these icons. Move the Hostage piece(s) to the Saved Hostages area on the board.
- The abductor kills a hostage for each of these icons. Move the Hostage piece(s) to the Killed Hostages area on the board.
- No more Conversation cards may be played and the Conversation Phase ends. Proceed to the Spend Phase.

EXAMPLE: THE CONVERSATION PHASE



You are a few turns into the game and you have built up a hand of 7 Conversation cards. The Threat Level is currently at 2. This means you roll 2 dice when making a Threat Roll. With the Conversation Point marker on zero, you begin the Conversation Phase...

First, you play **Keep Cool** in an attempt to decrease the Threat Level, which would allow you to roll an additional die for future rolls. You roll the dice...

No successes, but since you rolled a 4 you decide to play 2 Conversation cards from your hand facedown to turn the 4 into a single success. You decrease the Threat Level by 1 and move the Threat marker to the "1". Now you get to roll 3 dice for Threat Rolls!

Next, you play **Little Compromises**. You roll the dice...

Even though you rolled 3 successes, only 2 are needed to achieve the best outcome.

First, you increase your Conversation Points by +2. Next, you reduce the Threat Level by 2, but any time the Threat Level is on "S" and you reduce it, you instead save a hostage. Since you can only reduce the Threat Level one space, you first move it down one space to the "S" and then save a hostage. Lastly, you save another Hostage for the final effect of the card.





You have 3 cards left in your hand. You decide to play one facedown for +1 Conversation Point because you really want to purchase "Hostage Escort" during the spend phase.

With 2 cards left in your hand, you decide to end the conversation and move on to the Spend Phase.

ENDING THE CONVERSATION

If you do not wish to play another Conversation card or are unable to play one, the conversation ends. Additionally, some conversations may end before you would like due to Conversation card results.

THE SPEND PHASE

The Spend Phase is where you spend the Conversation Points you acquired during the Conversation Phase. Do the following in this order:

1. You may spend Conversation Points earned this turn to purchase Conversation cards from the Available Area. Move the Conversation Point marker down accordingly and put the purchased cards into your hand.
    - You may NOT purchase cards played during this turn.
    - You may NOT purchase a card if paying the cost would result in moving the Conversation Point marker below the blue phone (zero) on the track.
    - You may purchase multiple cards if your Conversation Points allow, but you may NEVER have more than 10 cards in your hand (reaching this hand limit is uncommon).
2. Reset Conversation Points to 0, as unused or negative points do NOT carry over to the next turn.
3. Lastly, place all Conversation cards played during this turn back into the Available Area with other cards of the same name. This includes the Zero Cost cards which may all be placed in the same stack since they are free to purchase from the Available Area.

ZERO COST CARDS 0

Unless doing so would put you over the hand limit, you may ALWAYS purchase any and all Zero Cost cards from the Available Area. Doing so does not require you to spend Conversation Points and you may purchase Zero Cost cards even if the Conversation Point marker is on a value at or below zero.

NOTE: Cards played this turn are NOT available for purchase.

TIP!

Do not be afraid to end the conversation while you still have some cards in your hand. Sometimes those cards will be of much greater use in a future conversation.

EXAMPLE: THE SPEND PHASE

1. Rather than spending all 5 Conversation Points on a single card, you decide more cards will be better. You decide to purchase **Just Take a Breath** with 2 CP, **You're In a Tight Spot. I Can Help.** with 2 CP, and **Consider This...** with your last CP.
2. You move the Conversation Point marker down the appropriate number of spaces after purchasing each card, leaving you with 0 Conversation Points.
3. Because there are two Zero Cost cards in the Available Area, you can take them for free, even though you don't have any Conversation Points.
4. You check the Conversation Point marker, finding it is already on the zero space. It must be on the zero space before progressing to the Terror Phase.
5. Lastly, you take **Extended Conversation** and the other Conversation cards that you played during the Conversation Phase and place them back into the Available Area. This ends the Spend Phase and you are ready to move on to the Terror Phase.



THE TERROR PHASE

Draw the top card of the Terror Deck and resolve it per the instructions and symbols on the card. If there is no card to draw, all remaining hostages are killed, the abductor escapes, and you lose the game. The Terror cards represent the abductor's actions and/or events that happen in the minutes or hours between conversations.

Some Terror cards have a secondary effect at the bottom. This effect must be resolved after the main card effect IF there is at least one unrevealed (facedown) Demand card. If all demands have been revealed (the cards are faceup) then ignore the secondary effect.

EXAMPLE: RED TERROR CARDS



1. Card Name
2. Main Card Effects
3. Secondary Card Effects
4. Crime Wave Icon

THE PIVOTAL EVENT AND THE LAST CONVERSATION

The last card of the Terror Deck is a Gold Pivotal Event. This climactic event will make winning the game more difficult or, on occasion, easier. After resolving the Gold Pivotal Event Terror card you will have one last conversation with the abductor. This is your last chance to save the rest of the hostages and eliminate or capture the abductor.



Important! In the last conversation (after the Pivotal Event), you may spend Conversation Points to purchase cards from the Available Area DURING the Conversation Phase. The cards acquired may then be used from your hand immediately. This reflects a last ditch effort to come through and save the day!

ADDITIONAL RULES

DEMANDS

There are 3 types of demands: Major, Minor, and Escape.

MAJOR AND ESCAPE DEMANDS

Major and Escape Demand cards begin the game facedown because the demand has not yet been communicated. You may use the **What Are Your Demands?** Conversation cards to listen to the demands of the abductor. Once revealed, flip the Demand card faceup. These types of demands remain in play until the abductor leaves play unless otherwise noted on the card..

EXAMPLE: DEMAND CARDS



1. Card Name
2. Flavor Text (not on all Demand cards)
3. Conversation Point Cost (if any)
4. Effects
5. Penalty for Conceding
6. Crime Wave Icon
7. Major Demand Card Back
8. Escape Demand Card Back
9. Terror Card Back (Minor Demands found on Terror cards)

MINOR DEMANDS

Minor Demand cards are revealed from the Terror Deck and remain in play until conceded.

CONCEDING DEMANDS

You may concede a faceup Demand card during any Conversation Phase by spending the appropriate Conversation Points to influence the Crisis Commander to allow the concession. When a demand is conceded, apply the benefit first and the penalty second. Unless the card states otherwise, when a major demand is conceded it stays in play and is rotated 90 degrees to the right. Tuck it underneath the board next to the Abductor card. Major demand penalties continue until the abductor is captured or eliminated. No demand may be conceded more than once.



Minor demands generally have no Conversation Point cost to concede. Unlike most major demands, Minor Demand cards are discarded to the Terror Deck discard pile after the effects and penalty are resolved.

CAPTURE OR ELIMINATE THE ABDUCTOR

In addition to saving the hostages, you need to capture or eliminate the abductor so that he or she can never again terrorize the innocent.

CAPTURE THE ABDUCTOR

When you capture the abductor, the game ends in victory! You can capture the abductor when there are no more hostages to be saved. The next time you would save a hostage, the abductor surrenders and is captured instead. The only exception is that this does not apply during the Terror Phase. Any game effect that would cause the abductor to be captured during the Terror Phase should be ignored.

ELIMINATE THE ABDUCTOR

You may eliminate the abductor during the Conversation Phase with a card that allows you to do so, such as "All Snipers engage targets." If there are no Hostage pieces left in the Hostage Pool when the abductor is eliminated, the game ends in victory!



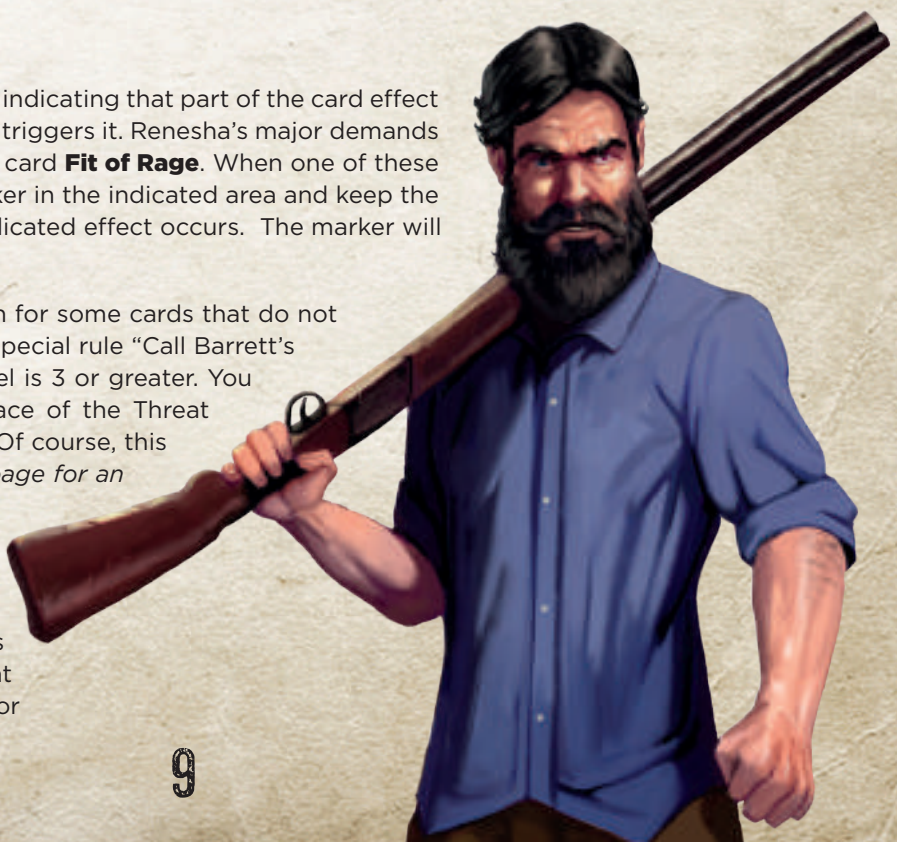
If there are still Hostage pieces in the Hostage Pool when the abductor is eliminated, remove the Abductor card and ALL Demand cards from play. The 2nd in Command card should now be visible in the Abductor area of the board. Demands may not be conceded, and any penalties from previously conceded demands no longer apply. Any new Minor Demand cards drawn from the Terror Deck should be immediately discarded with no effect.

The 2nd in Command is far less reasonable and will kill one hostage for every point of Threat Level increase, but he will NEVER kill the last hostage in the Hostage Pool. The 2nd in Command may not be eliminated, but he will immediately surrender when there are no Hostage pieces remaining in the Hostage Pool.

ALERT MARKERS

Some cards will have an Alert Icon on them indicating that part of the card effect takes place at a later time when something triggers it. Renesha's major demands are a good example of this, as is the Terror card **Fit of Rage**. When one of these cards comes into play, place the Alert marker in the indicated area and keep the card on the table for reference until the indicated effect occurs. The marker will help you remember to check for an effect.

You may find the Alert markers useful even for some cards that do not have an Alert icon. For example, Barrett's special rule "Call Barrett's BS" cannot be used unless the Threat Level is 3 or greater. You could put an Alert marker on the "3" space of the Threat Level Track if you want a reminder of this. Of course, this is completely optional *(see the following page for an example of how to use Alert markers).*



WINNING THE GAME

You win if at any point there are no hostages left in the Hostage Pool, you have saved at least half of the hostages, and the abductor has been captured or eliminated.

ALERT MARKERS: EXAMPLE 1

If Renesha's **I just want to be understood** Major Demand card is in play, place Alert markers on the **"K"** and **"S"** spaces on the Threat Level Track to remind you that the demand is conceded if the Threat marker reaches either of those levels. Once the effect triggers, remove the Alert markers from play.









ALERT MARKERS: EXAMPLE 2

It is the Terror Phase, and the card flipped is **Fit of Rage**. You increase the Threat Level by 2 and then place an Alert marker underneath the Conversation Point marker on the Conversation Track to remind yourself that when the conversation ends you should decrease the Threat Level by 1.

CUSTOMIZING YOUR HOSTAGE NEGOTIATOR EXPERIENCE

USING THE BACK OF THE HOSTAGE NEGOTIATOR BOARD

On the back side of the board are instructions and a flowchart for creating both a custom Red Terror card set and a custom Conversation card set. You may find it helpful to follow the instructions there when building your customized card sets.

BUILDING A CUSTOM RED TERROR SET *(Optional)*

If you also own the original *Hostage Negotiator*, you may use the Terror cards from both *Hostage Negotiator: Crime Wave* and *Hostage Negotiator* to customize a Base Terror card set that uses a combination of cards from each version. This can be a fun way to vary the challenge of the game.

We recommend that new players play with the Terror Deck that comes with *Hostage Negotiator: Crime Wave* (and/or the Terror Deck that comes with the original *Hostage Negotiator*) at least a few times before attempting to mix cards.

Very important! We strongly advise against mixing Terror Decks together as this could really upset the balance of the game. Doing so could create a mix of Terror cards that make the game extremely easy or extremely difficult.

HOW TO CREATE A CUSTOM RED TERROR CARD SET

To create a custom Terror card set, follow these steps

1. Take all the Minor Demand cards and either choose 3 OR shuffle them together. Take 3 at random and add them to the set.
2. Take the following cards and add them to the set. They should ALWAYS be included in any Terror card set (*Hostage Negotiator* versions listed in parentheses).
    - **I've Got a Bad Feeling About This** (or **The Situation is Worsening**) - 4 cards
    - **I'm Mad as Hell** (or **I'm Getting Angry**) - 1 card
    - **I Don't Have Time For This** (or **I'm Growing Impatient**) - 2 cards
    - **Let's Raise the Stakes** (or **I've Taken More Hostages**) - 1 card
3. Of the remaining Terror cards, separate out all cards that would increase the Threat Level as the main effect. Add 2 at random to the set. Note that cards such as **Pick Your Poison** with the possibility of increasing the Threat Level can be selected.
4. Of the remaining Terror cards that do not increase the Threat Level as the main effect, add 8 at random to the set.

You should now have a 21 card Red Terror card set. Use this during setup as the pool from which your Terror Deck will be created. There will still be one Gold Pivotal Event Terror card. You may mix Gold Pivotal Event Terror cards together as you wish before drawing one at random.

When playing with cards from an Abductor pack (Abductor packs sold separately), first get your base Terror card set together per the above instructions. Then, use the cards from the Abductor pack just as you would with the standard Terror Deck that comes with the game.

BUILDING A CONVERSATION CARD SET *(Optional)*

If you also own the original *Hostage Negotiator*, you may use the Conversation cards from both *Hostage Negotiator: Crime Wave* and *Hostage Negotiator* to customize your own Conversation card set. This can be a fun way to optimize a set, try new combos, or build a set of Conversation cards that you think will be effective against a certain abductor.

We recommend that new players play with just the Conversation cards that come with *Hostage Negotiator: Crime Wave* at least a few times before attempting to build a custom set.

CONVERSATION CARD SET COMPOSITION

Your Conversation card set must follow the below composition to be a legal set and to maintain game balance. The set will have 22 cards.

- **6 0 cost cards** - 3 sets of 2 cards
  These are always the same. You must use all 3 sets. However, feel free to mix versions from both games if you enjoy flavor text and/or card art variety.
- **2 1 cost cards** - 1 set of 2 cards
- **6 2 cost cards** - 3 sets of 2 cards
- **2 3 cost cards** - 1 set of 2 cards
- **5 4 through 7 cost cards** - Any 5 cards of your choice
- **1 8 cost card** - 1 card

HOW TO CREATE A CUSTOM CONVERSATION CARD SET

Following the composition above, go through each and select which cards you want (or for a challenge do it randomly!). The starting cards are always the same. Go through the cards costing 1, 2, and 3 and choose your pairs for each. You may NOT split pairs of cards. Next, take ANY 5 cards costing between 4 and 7. Finally, take one of the 8 cost cards.

Your Conversation card set is now complete and you are ready to try it out!

Challenge your assumptions when building a set. A set focused on threat reduction is a viable, albeit obvious approach, but a negotiator will want many tools at his or her disposal. Experiment with different combinations!



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CAREER ACHIEVEMENTS

Challenge yourself to complete these tasks!

SUCCESSFUL NEGOTIATIONS ☐ 10 ☐ 25 ☐ 50 ☐ 100

GENERAL
- ☐ Consecutive victories against all 3 Abductors
- ☐ Save a Hostage while Threat is on "K"
- ☐ Eliminate the Abductor by the end of turn 3
- ☐ Win a game after conceding an Escape Demand
- ☐ Save 5 or more Hostages in one turn
- ☐ Win a game in 5 turns or less
- ☐ Decrease the threat level by 4 or more in one turn
- ☐ Play no cards during a Conversation Phase
- ☐ Win during the turn before the Pivotal Event

LIJAH
- ☐ Reveal the maximum number of Escape Demands
- ☐ Roll 5 dice at least once
- ☐ Save a Hostage on turn 2
- ☐ Concede 2 Escape Demands in one turn

BARRETT
- ☐ Save a Hostage while Threat is on "K"
- ☐ Gain 10+ Conversation Points in one turn
- ☐ Win while Threat is on "5"
- ☐ Eliminate Barrett with 1 or more Hostages still in the Hostage Pool

RENESHA
- ☐ Win after all Major Demands have been conceded
- ☐ Trigger all 3 Major Demands in one turn
- ☐ Win without revealing a Major Demand
- ☐ Reduce Threat by 4 in one turn

QUICK REFERENCE

WIN CONDITIONS

You **WIN** by completing **ALL** of these objectives:

1. No Hostage pieces are left in the Hostage Pool
2. At least half of the hostages have been saved
3. The abductor has been captured or eliminated

LOSS CONDITIONS

You **LOSE IMMEDIATELY** if **ONE** of the following occurs:

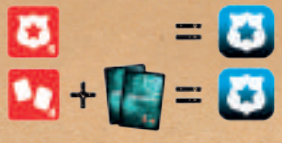
- More than half of the hostages have been killed
- The abductor escapes
- You're unable to draw a Terror card during the Terror Phase

THE GAME TURN

1. **CONVERSATION PHASE:** Play and resolve Conversation cards
2. **SPEND PHASE:** Spend Conversation Points to buy Conversation cards
3. **TERROR PHASE:** Draw and resolve a Terror card

THREAT ROLLS

Roll the number of dice indicated by the current Threat Level. Each of the following results equals one success:



CARD OUTCOMES

Conversation cards have three possible outcomes:

- **2+ Successes:**
- **1 Success:**
- **Failure:**

CARD EFFECTS

Add (+) or subtract (-) the specified amount of Conversation Points. Move the Conversation marker accordingly on the board.

Increase (+) or decrease (-) the Threat Level by the specified amount. Move the Threat marker accordingly on the board.

Increase (+) or decrease (-) the number of dice you may roll by the number of dice icons shown. Apply this effect for the duration indicated.

The abductor releases a hostage for each of these icons. Move the Hostage piece(s) to the Saved Hostages area on the board.

The abductor kills a hostage for each of these icons. Move the Hostage piece(s) to the Killed Hostages area on the board.

No more Conversation cards may be played and the Conversation Phase ends. Proceed to the Spend Phase.