ALONE™

HERO COMPENDIUM

HERO, READ THIS AFTER THE INTRO BOOK!

This manual is to be read by the **Hero player**, after all players have read the **Intro Rulebook**. It will explain the game rules from the **Hero player's perspective**, while also giving the information related to the **Evil side of things** that the Hero player also **needs to know**.

These boxes contain brief information about **Evil rules** that you also need to know.

These boxes contain shorter reminders of rules that are already explained elsewhere, so that you don't need to skim around too much.

A QUICK RECAP

As the Hero, during the game it is always **"your" Turn**. There is **no proper "Evil Turn"**. The Evil players can only play in **Reaction** to your Actions. You will perform **1 Action each Turn** (unless you trigger **Bullet Time**, see page 16).

ROUNDS

Each **Round** is made up of **8 Turns**, represented by the **Turn tokens** placed on the Hero sheet.

During the game, the **Round marker** will move to the **left** on the Round track at the **end of each Round**. You may also gain **additional Rounds** during the game (in which case, the marker moves to the **right**).

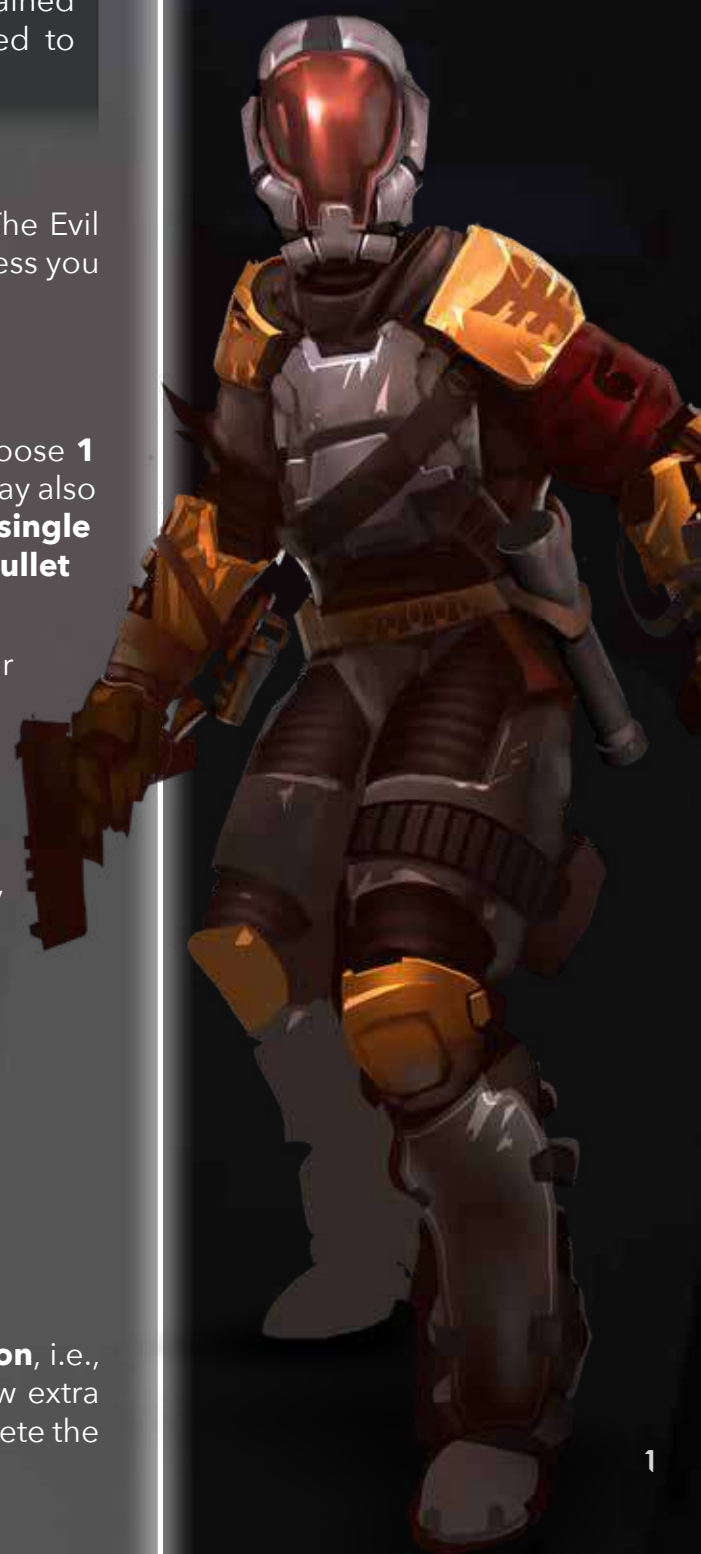
When the Round marker reaches the **final space** of the Round track, the game enters **Nightmare Mode** (see page 18).



TURNS

During each Turn you choose **1 Action** to perform. You may also perform **2 Actions** in a **single Turn** by triggering **Bullet Time** (see page 16).

At any moment after you declare your Action, the Evil players may play **1 or 2 cards** as a **Reaction**. Each card will specify in which moment it may be played during the Turn. After your Action has been **resolved** and the Evil players have the opportunity to play their **Reaction**, the **Turn ends**.



Your first goal is to complete one of the **Starting Missions**, which **triggers** the **Final Mission**, i.e., "unlocks" it and makes it come into play. Triggering the Final Mission also gives you a few extra **rewards**, depending on the **Difficulty Level** you chose to play with. If you manage to complete the **Final Mission** too, you **win the game**.

PERFORMING ACTIONS

See "**Action - Move**", page 3.

See "**Action - Explore**", page 7.

Read about "**Allowed Reactions**".

See "**Action - Fight**", page 8.

See "**Action - Locate**", page 11.

See "**Action - Scavenge**", page 12.

See "**Action - Interact**", page 13.

During each Turn you must **choose an Action** to perform, declare it, and then spend a **Turn token** by flipping it **face down**. In normal conditions, you can only perform **1 Action each Turn**. However, you may perform **2 Actions in a single turn** by triggering **Bullet Time** (see below).

Here is a list of all the **available Actions** and a quick overview of what they allow you to do during the game:

The **MOVE Action** allows you to move to an **adjacent Sector**. Additionally, you may **Block 1 adjacent Door** after each movement.

The **EXPLORE** Action allows you to Reveal **up to 2 adjacent Sectors** in a **straight line** from the Hero's Sector, without entering them, and to make one safer by **removing 1 Danger token**.

The **FIGHT** Action allows you to **roll 2 dice** to **attack a Creature** in the Hero's Sector.

The **LOCATE** Action allows you to **check your distance** from **two targets** on the **Map** hidden behind the screen.

The **SCAVENGE** Action allows you to **draw Item cards** and to **Upgrade** the Items in your Inventory.

The **INTERACT** Action allows you to **repair LCUs** and switch on the **Lights** in a few Sectors, and is needed to complete most of the **Missions**.



ALLOWED REACTIONS

Whenever you perform an Action, you "unlock" certain **Reaction cards** for the Evil players to play. The icon in the top left corner of each Reaction card indicates which **Action** triggers it. There are also a few Reactions that are triggered when the Hero takes **Life Damage** or **Self Control damage** (see page 9).

Each Reaction card can be played in a **specific moment** during the Turn (as shown on the card itself).

When you perform an Action, you have to **Declare** it to the Evil players **before resolving** the effects of the Action. If you intend to trigger **Bullet Time**, you also have to Declare it before Declaring the Action(s) you will perform this Turn.

BULLET TIME

At the **beginning** of your Turn you can trigger Bullet Time by spending **1 Adrenaline token**. Bullet Time allows you to perform **2 Actions in a single Turn**. You may also use Adrenaline tokens to **Recover Health**. For more details on Adrenaline, see page 16.

USING ITEMS

Your Actions may also be used to **activate** the effect of the **Items** in your Inventory. When using Actions to activate Items, the card text **completely overrides** the regular effect of the Action (for more details, see page 14).

Note: using Items still **triggers Reactions** related to the used Action.

The **MOVE Action** allows you to move to an **adjacent Sector** and to **Block an adjacent Door**. To perform the Move Action, you must declare to the Evil players in which **direction** you want to move (north, east, south or west). The Radar on the Hero sheet shows which direction is which.

When moving into an **Unrevealed Sector**, this action also allows you to automatically **Reveal** that Sector (but this does not come without risks, see "**Encountering Creatures**", page 4).

While you move, the Evil players will **update the Labyrinth** according to the Map, **Revealing all elements** of the Sector that you just entered, if needed.

After each movement step, you may also **Block an adjacent Door** (see below).

After this, the Action is resolved.

USING AND BLOCKING DOORS

The Doors are **automatic**. They open whenever you are adjacent to them. You can freely move through Doors with your regular Move Action. Creatures can move through Doors too, though, and this is why it may be useful to **Block them**.

You can Block 1 adjacent Door **after each movement step**. In this state, it won't automatically open when you are adjacent to it. Blocking Doors can be a double edged sword. As long as a door is Blocked, nothing can go through it, including Creatures... **and you**!

Additionally, adjacent Sectors that are linked through a Blocked door, are **not** considered to be **adjacent** for the purpose of applying game rules and card effects.

To move through a Blocked door, you must **Unblock it first** by spending an **entire Move Action** just for this purpose (i.e., without actually moving).

Evil players can **Unblock Doors** too, by spending a **"movement step"**. For example, if the Evil players play a **Reaction card** that allows a Creature to move **3 Sectors** and want to move it through a **Blocked Door**, **1 of those** needs to be spent on **Unblocking** the Door; the Creature would then move **2 Sectors**.

REVEALED AND UNREVEALED

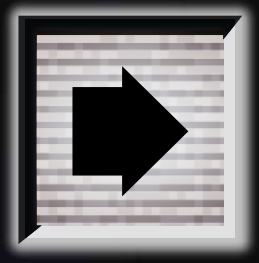
Any Sector that is not shown on the Labyrinth is considered **Unrevealed**. Any Sector that is visible in the Labyrinth is **Revealed**. When a Sector is Revealed, everything it contains (Doors, Stairs, LCUs, Creatures, Danger and Condition tokens) must also be Revealed.

Even if out of Line of Sight (see page 6), thanks to the **cache memory** of the **Holowatch**, you will also "see" what happens in all the **Revealed** Sectors, as reported on the Map, until the end of the Round.





The Hero uses the Jet Pack Item, which allows them to move 2 Sectors with a single Move Action. They can't Block the north Door of the Infirmary before moving, because Doors can only be Blocked after a movement step, but they can Block the west door once they have moved out of the room, even though the Jet Pack allows them to keep moving into a second Sector. After completing the Move Action, the Hero can also Block the south Door of the Control Room, since an adjacent Door can be Blocked after each movement step.



*See "**Encountering Creatures**", page 4.*

*Read about "**Unblocking Doors**".*

*See "**Creature Movement**", page 5.*

USING STAIRS

The two Levels of the Map are connected to each other by **2 sets of Stairs**. Sectors connected by **Stairs** are considered to be **adjacent** to **each other**.

When you move from **one Level** of the **Map** to the **other**, the Evil players will **immediately remove** from the **Labyrinth** all the Sectors from the Level you **leave**, with the exception of the **Sector with the Stairs**.

When you move to the other Level of the Map, all the Sectors from the first Level except the one with the Stairs are removed.



ENCOUNTERING CREATURES

If, **while moving**, you enter a Sector containing a **Creature** that wasn't already **Revealed**, you will get **scared** by the Creature and will lose **Self Control** (see page 9). The amount of lost depends on the Creature, and is shown on the **Creature Stats table** (see page 18).

This happens if you enter an **Unrevealed Sector** that contains a Creature, but also if a Creature coming from an **adjacent** Unrevealed Sector **enters the Hero's Sector** as a consequence of a **Reaction**. Also, if there are **Creatures in your Sector** at the end of the Turn, they will **attack** you (see page 8).



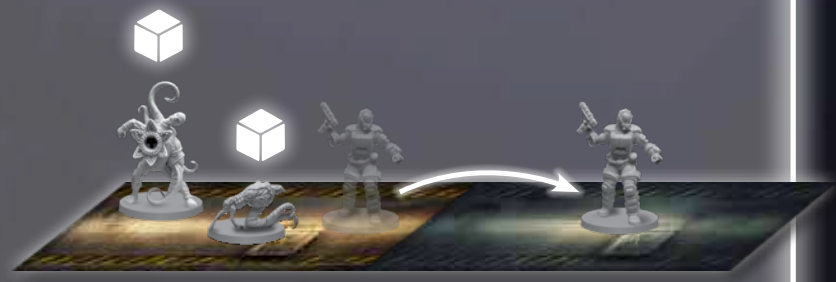
You perform a Action to move to the right into an Unrevealed Sector... and you encounter a Parasite! You get scared, and lose 1 . The Action is now resolved. The Evil Players react by moving an Unrevealed Worm into the Sector, and you get scared again.

ATTACKS OF OPPORTUNITY

Whenever you leave a Sector that also contains 1 or more Creatures, you will grant Evil players an **Attack of Opportunity**.

The Evil players will **roll 1 for each Creature** in the Sector. You will **lose 1** for each **Hit** (see page 9).

If there is **Light** in the Sector you are leaving, the Attack of Opportunity will be **reduced by 1** .



What an unpleasant situation! You decide to flee instead of fighting when outnumbered, but this gives the Evil players the chance for an Attack of Opportunity. Before you move, since the Sector is Lighted, the Evil players attack you by rolling 1 , 1 less than the number of Creatures.

*See "**Hero Taking Damage**", page 9.*

*See "**Receiving Creature Attacks**", page 8.*

*See "**Hero Taking Damage**", page 9.*

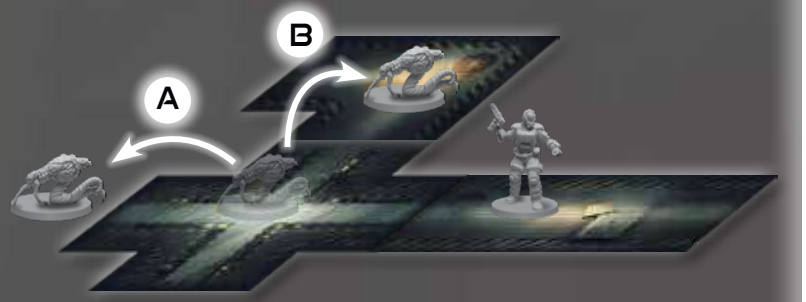
CREATURE MOVEMENT

The Evil players can move the Creatures using some of their **Reaction cards**. The **number of Sectors** a Creature may move is indicated on the **card itself**.

Additionally, Evil players may play **any Reaction card** face down (i.e., a **Standard Reaction**) to move **any 1 Creature** up to **1 Sector**.



When an Unrevealed Creature enters a Revealed Sector, no matter if the destination Sector is in your Line of Sight (1) or not (2), it must be Revealed. In both cases depicted above, since the Parasite has not been Revealed into the Hero's Sector, you will not get scared.



When a Creature moves from a Revealed Sector to an Unrevealed one (A), the Evil players must Communicate to you in which direction it left (west, in the example above), then remove the Creature miniature from the Labyrinth. When a Creature leaves your Line of Sight, but it is still in a Revealed Sector (B), its miniature will still be visible on the Labyrinth.

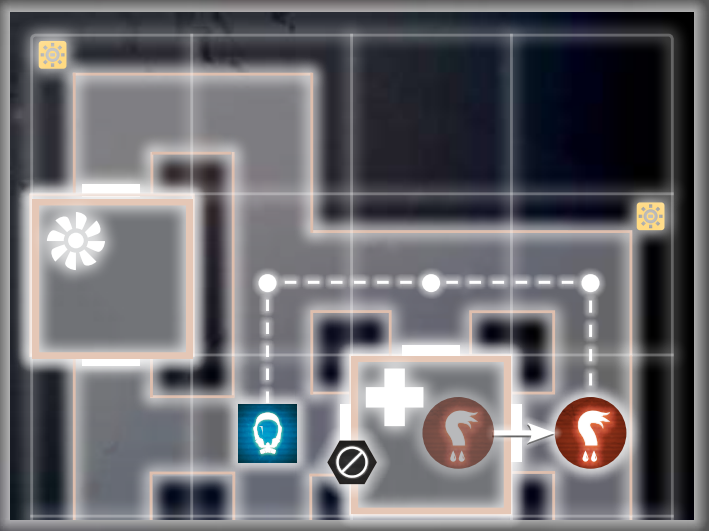


HOW TO INTERPRET NOISE

When a Creature is **Spawned** or **moved**, it produces **Noise**, giving you clues regarding its **position**. Evil players must always be **honest** when Communicating Noise, and tell you the **real direction** from which the noise reaches you, i.e., the direction you need to go to reach the Creature with the **fewest movements**.

If there is more than one possible route with the same distance, the Evil players will **decide which direction** they tell you. If the noise comes from the **other Level**, they will only Communicate this. Also, keep in mind that **Blocked Doors** interrupt the **diffusion of Noise**, so if you are near one, the direction you hear Noise coming from may not be indicative of the **real closest direction** between you and the originating Creature.

You can use the Radar on the Hero sheet to **keep track** of the Noises you hear by using the **Charge tokens**. This will help you chase the Creatures (or avoid them).



If the door in the example above was Unblocked, you would hear the Noise of the Worm's movement from the east. Since Blocked doors stop Noise, though, in this case you would hear Noise coming from the north.

*Read about "**Creature Movement**".*

*See Glossary "**Spawn**", page 20.*

*See "**Orienteering 101**", Intro Rulebook, page 12.*

*See "**Using and Blocking Doors**", page 3.*

See "**Attacks of Opportunity**", page 4.

See "**Completing Missions**", INTRO RULEBOOK, page 11.

Read about "**Adjacent Doors**".

LIGHT EFFECTS

Having the light switched on in a Sector has **several beneficial effects** for you: for example, it's **easier to hit** with your **dice** (see "Fight", page 8), and some **Creatures** are **less effective at fighting** (see box below). Also, if you **leave a Lighted Sector** containing a Creature, the **Attack of Opportunity** you receive will be reduced **by 1 die** . Finally, after **repairing an LCU**, new Sectors may be **Revealed** (if they were not already) and in some cases this may extend your **Line of Sight** (see below).

There are **different ways** to switch on the **lights** in a Sector:

- Use an **INTERACT Action** in a Sector containing an **LCU** (Light Control Unit) to repair it (see page 13).
- Use an **Item card effect** that will switch on the Lights (see page 14).
- Resolve a **Mission card** in play whose **Reward** switches on the Lights.

CREATURES AND LIGHT

At the end of each Turn, if a Creature has moved into a **Lighted Sector** that is **not the Hero's Sector**, the lights in that Sector are **switched off** (the Creature attacks the lights just like they can attack you, but without the need to roll dice). Only the effect of **specific Reactions** may allow Creatures to switch off the Lights in the Hero's Sector.

ADJACENT DOORS

Doors are mainly a clue for the Hero to understand that **a Room is in sight**. Since the Doors are automatic and open whenever you are adjacent to them, when you are in a Sector with a Door, and the Sector on the **other side** of the Door is **Revealed**, that Sector is considered to be in **Line of Sight**. When a Door is not in the Hero's Sector, it **interrupts** the Line of Sight.

LINE OF SIGHT

Your **Line of Sight** (or **LoS**) represents everything the **Hero miniature** can **directly see** in a specific moment. The LoS starts from the **Hero's Sector** and extends through all **Revealed Sectors** in a **straight line** in **each possible direction**. It is **interrupted** only by:

See "**Revealed and Unrevealed**", page 3.

- a **wall** (such as a Curve Sector or T-Junction)
- a **Door** that is **not adjacent** to the **Hero's Sector**
- an **Unrevealed Sector**
- a Sector on the other side of a set of **Stairs**

Note: The Hero's Sector is always in LoS. An Unrevealed Sector is never in LoS. However, a Revealed Sector can either be in LoS or not.



ACTION – EXPLORE

The **EXPLORE Action** allows you to Reveal **up to 2 adjacent Sectors** in a **straight line** from the Hero's Sector, without entering them. A wall (such as a Curve Sector or T-Junction), a non-adjacent door or a Blocked door interrupts the exploration. To perform the Explore Action, you must declare in **which direction** you want to Explore. The Evil players must **update the Labyrinth** according to the Map, **Revealing** all of the elements of the Sectors just explored.

If you explore **through the Stairs**, only the **single Sector** on the **other end** of the Stairs will be **Revealed** (instead of 2 Sectors in a straight line).

Additionally, if there are any **Danger tokens** in the **Hero's Sector** or any of the **newly explored Sectors**, you may **discard 1** of these tokens. You may also Explore Sectors that are **already Revealed** just to **remove a Danger token** from them.

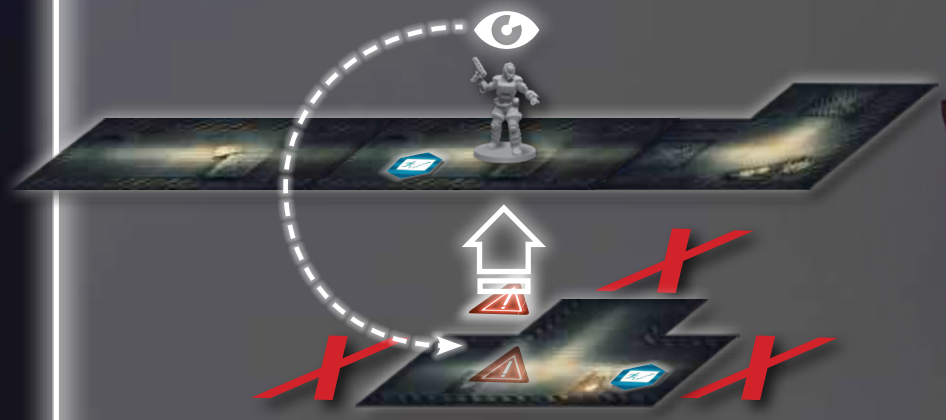
After this, the Action is resolved.



*See "**Danger Tokens**", page 15.*

From where you stand, if you explore east, you Reveal 2 Sectors in a straight line. If you explore north, you would only Reveal 1 Sector because it is a Curve. If you explore west, you would only Reveal 1 Sector because there is a non-adjacent door.

After all explored Sectors have been Revealed, you may also remove 1 of the Danger tokens from the newly Revealed Sectors or from the Hero's Sector.



When you explore the Sector on the other side of the Stairs, you can only Reveal that Sector instead of 2 Sectors in a straight line. Since you're exploring from one Level to the other, it's like finding a Curve as the first Sector you explore.

ACTION – FIGHT



*Read about "**Receiving Creature Attacks**".*

*Read about "**Wounded Creatures**".*

*See Glossary "**Wound**", page 20.*

ATTACKING WITH ITEMS

When using an Item to **attack**, the text of the card **completely overrides** the regular Action (see page 14). You may be able to **roll more** ⬢ than the regular Fight Action, or **target** Creatures from a **distance**.

The **FIGHT Action** allows you to **roll 2 dice** ⬢ to **attack a Creature** in the **Hero's Sector**.

To perform the Fight Action, you must **choose** and **declare** the **Target** of the attack, then, **roll 2 dice** ⬢: the number of **Hits** is the amount of **damage** dealt to the Target.

After this, the Action is resolved.

DAMAGING A CREATURE

Each Creature has a certain number of **life points** (as listed in the 💧 column on the **Creature Stats table**, see page 18). This is the amount of damage you need to deal to Wound or Kill that Creature. This value is split in two: the first number is the amount of damage you need to deal **with a single attack** to inflict the **first Wound** to the Creature; the second number is the amount of damage you need to deal **with a single attack** to inflict the **second Wound** to the Creature. When a Creature receives the second Wound it is **Killed**. So, as you can easily imagine, to **directly Kill** an unwounded Creature, you need to deal an amount of damage **equal to** or **greater than** the **sum** of these two numbers **with a single attack**.

These two values are **thresholds**: for example, if a Creature needs to take 2 damage to be Wounded, but you **only deal 1**, the Creature will **not be Wounded**, and the damage dealt would be "lost".

HIT OR MISS?

Each die has **3 possible results**: ⌖, |!|, ✕. In **normal conditions**, only ⌖ results count as **Hits** while |!| and ✕ count as **Misses**. However, |!| **may count as Hits** in special conditions. These conditions are **different** whether the dice are rolled by **you** or the **Evil players** (see facing page).



RECEIVING CREATURE ATTACKS

Whenever a **Creature** is in the **Hero's Sector** at the **end of a Turn**, that Creature **attacks**. The Evil players don't need to play cards to do this, the attack is **automatic**.

The Evil players will roll a **certain amount of dice** ⬢, depending on the stats of the **attacking Creature(s)**. You will lose **1 Life** ♥ for each **Hit** (see opposing page).

Most of the Creatures roll a different number of dice depending on whether their Sector is **Dark** or **Lighted**. The **first number** in the ⬢ column of the Creature Stats table is the number of dice the Creature rolls in a **Dark Sector**. The **second number** in the ⬢ column is the number of dice the Creature rolls in a **Lighted Sector**.

For more information about Light, see page 6.

WOUNDED CREATURES

The Evil players must always Communicate to you if a Revealed Creature is **Wounded** or **not**. You can always **ask them** to be reminded of their status.



You use a bullet card and spend 2 Charge tokens to attack the Worm with 4 ⬢.

You roll 3 ⌖ *and 1* ✕*: 3 Hits, so you deal 3 damage. With 2 damage, you Wound the Worm. The 3rd damage is not enough to Kill it though, and it is lost.*

FIGHTING IN THE LIGHT

Darkness is one of the most precious allies of the Evil players. In the light, on the other hand, the advantage turns to **your side**!

If the **Hero's Sector** has **Light**, when you roll dice, each ||!|| **result** that shows up counts as a **Hit**.



You attack the Spores and roll 2 ⬢.

You roll 1 ⌖ and 1 ||!||. Since the Sector has Light, the ||!|| face counts as a Hit, bringing the total to 2 Hits... enough to Kill the Spores with one single attack!

HERO TAKING DAMAGE

There are two different **Health tracks** on the Hero sheet. This is because you can take two different kinds of damage: **Life ♥ damage** and **Self Control 🧠 damage**. For each point of damage you take, you must **lower** the respective marker on the corresponding track **1 space**.

If one of the tracks **reaches 0**, when you take more damage of **that kind**, you must lower the **other track** instead. This **does not change** the kind of damage for the purpose of applying game rules and card effects.

If **both tracks** reach 0, you **lose the game**.

HEALING CAP

There are a few ways you can recover **Life ♥** or **Self Control 🧠** during the game (e.g., spending **Adrenaline** tokens, the abilities of some **Characters**, the effect of some **Item** cards, the **Mid-Game Rewards**). The **position** of the **Round marker** between your **Health tracks** determines the **Healing Cap**. You can **never recover beyond** the Healing Cap. Additionally, if any of your health markers are **already beyond** the Healing Cap, you can't recover health of that kind until it has **dropped below** the Healing Cap.

DANGER TOKENS AND DICE

Evil players can take advantage of ||!|| **results** too. This happens when the **Hero's Sector** contains a **Danger token**.

DAMAGE REACTIONS

Some Reaction cards can be played by the Evil players when you are taking **♥ or 🧠 damage**. These are not Reactions to one of your **Actions** specifically: they can be triggered whenever you are **taking damage**.



You received an attack from a Creature, dealing you 2 damage (causing you a loss of 2 ♥). Since the ♥ track is already at 0, you lose 2 🧠 instead. The damage you're taking is still considered to be ♥ damage (for the purpose of using cards, etc.). You could later spend Adrenaline to recover ♥, but you won't be able to recover more 🧠 because this would bring the marker over the Healing Cap.



You're playing with Easy difficulty, and you just completed your first Starting Mission; thus, you can recover 3 ♥ and 3 🧠. You had 0 ♥, so you can recover up to 3 ♥. You already had 2 🧠 though, and the Healing Cap is currently between 4 and 5, so you can only recover up to 4 🧠.

*Read about "**Fighting in the Light**".*

*See "**Light Effects**", page 6.*

*Read about "**Hero Taking Damage**".*

*See "**Recovering Health**", page 16.*

*See "**End of the Game**", page 19.*

*Read about "**Healing Cap**".*

*See "**Completing Missions**", INTRO RULEBOOK, page 11.*

*See "**Difficulty Level**", page 18.*

See *"**Revealed and Unrevealed**"*, *page 3.*

See *"**Hero Taking Damage**"*, *page 9.*

See *"**Replenish Adrenaline**"*, *page 17.*

See *"**Action - Scavenge**"*, *page 12.*

See *"**Action - Fight**"*, *page 8.*

See *"**Hit or Miss?**"*, *page 8.*

GAINING EXPERIENCE

When you Kill a Creature of a certain type (Cultists, Worms, etc.), you **gain an Experience Point** in the Ability corresponding to **that Creature type**. Mark this by placing a **Charge** token, on the **blue side**, in the matching **Ability space** on the Hero sheet. When you gain a **second Experience Point** in the **same Ability**, you **unlock the Ability** for the remainder of the game. Mark this by turning the Charge token to the **green side**.

Note: You may also gain Experience thanks to the **effect of some cards**.

Note: You **don't gain Experience** for the death of **Unrevealed Creatures**. Also, you can only gain **up to 2 Experience** in each Ability; killing further Creatures of that kind grants no Experience.

Courage: When you should lose **Self Control** after a Creature encounter, you may force Evil players to **roll 1** **once.** If the result is a **Miss**, reduce the **Self Control** damage you take by 1.

Cold Blood: Your **Adrenaline pool** is permanently **increased by 1**. You will only gain the additional token **at the end of the Round**, not immediately.

Acute Sight: When you perform a **Scavenge** **Action**, you may **draw 1 additional card**.

Precision: When you perform an **Fight** **Action**, you can **reroll 1 Miss result once**.

Dexterity: When you should **lose Life** after a Creature attack, you may force Evil players to **reroll 1 Hit result once**.

When you **Kill a Boss**, you gain **1 Experience Point** in **2 different Abilities** of your choice.

You gained 1 Level each in the Courage and Precision abilities in previous Rounds. You manage to kill a Boss, which grants you 2 Experience Points. You choose to spend 1 to unlock the Precision ability. You could spend the second to also unlock Courage, but you decide to spend it on Cold Blood, hoping to Kill a second Parasite soon.



ACTION – LOCATE

The **LOCATE Action** allows you to **check your distance** from **two targets**. Basically, **anything** on the Map can be chosen as a target (specific Room Sectors, a certain kind of Sector, Doors, Stairs, LCUs, a certain kind of Creature). To perform the LOCATE Action, you must **declare 2 Targets**.

The Evil players must **check the Map** and Communicate the **shortest distance** (measured in number of **Sectors**) between the **Hero's Sector** and **each Target**. The Evil players must also specify **which Level** each Target is on (**"same Level"** or **"the other Level"**).

Unless you ask for a **specific target** (e.g., "the Laboratory"), the Evil players will communicate the distance from the **nearest target** of **that kind** (e.g., "the nearest LCU is 1 Sector away"). After this the Action is resolved.

By performing this Action **multiple times** while exploring the Labyrinth, you may be able to determine if you are **getting closer** to the destination, rather than **moving away** from it.

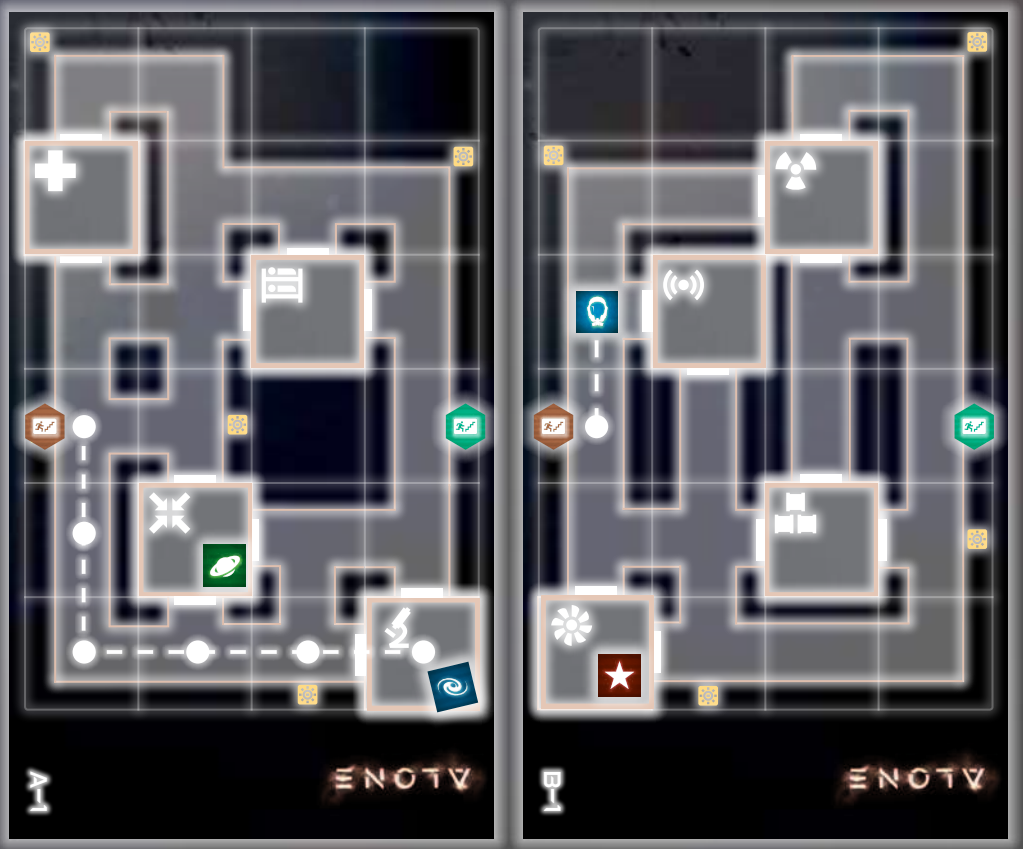
COMMUNICATING INFORMATION

When you perform the **LOCATE Action**, and in a few other occasions during the game, the Evil players will have to **Communicate** information to you.

When the game asks them to Communicate something, unless a **Reaction card** explicitly allows them to do otherwise, the Evil players **cannot lie**: they must give you correct and clear information.

Note: Blocked Doors ***do not interrupt*** *the shortest distance. Additionally, it is usually more efficient to Unblock the Door than to find an alternative route.*

*See "**Orienteering 101**", INTRO RULEBOOK, page 12.*



You ask for the distance from the Lab and from the nearest Stairs. As you can see in the Map above, the Lab is on the other Level at a distance of 7 Sectors, while the nearest Stairs are just 1 Sector away. Without seeing the Map, it's not easy to find far away Targets only knowing the distance, of course, but you can ask for the distance again in subsequent Turns and triangulate the position.



ACTION – SCAVENGE



*Read about "**Inventory**".*

The **SCAVENGE Action** allows you to **draw Item cards** and to **Upgrade** the Items in your Inventory. To perform a SCAVENGE Action, you must declare this intention, then **draw 1 card** from the **Item deck**. If you are in a **Room Sector**, you can draw **3 cards instead**, but this can only be done **once per Room** during the same game. Place a **Charge token** on the corresponding **Room space** on the Hero sheet to **mark** which Rooms you've **already Scavenged**.

You must place the Item cards drawn in your **Inventory**. Unless otherwise specified by the card itself or a Reaction card, you must also place **3 Charge tokens**, with the **blue side** up, on **each Item drawn**.

After drawing Items, if you have **more than 6 Items** in your Inventory, you have to **discard Items** until you only have **6 left**.

After you finish drawing (and possibly discarding) cards, you may then **Upgrade** any Items in your Inventory (including **newly drawn ones**) as part of the same Action.

For further details about **Items** and their **use** in the game, see page 14.



You performed a Scavenge Action in the Ventilation Room and you have drawn 3 Items. You won't be able to take advantage of this Room bonus again for this game. Place 1 Charge token on the Hero sheet as a reminder.

UPGRADING ITEMS

Each Item card belongs to a specific **Matrix** (Chemical, Electrical or Mechanical). It also **requires a component** of a specific Matrix to be **Upgraded**.

To Upgrade an Item, you need to take **1 Charge token** from another Item with the **correct Matrix**, flip the token to the **green side**, and place it on the **Required Component space** of the Item card that you want to **Upgrade**. This can be done **multiple times** during the **same Scavenge Action**.





1. *Item Matrix [- -]*
2. *Item Type*
3. *Basic Effect*
4. *Required component*
5. *Advanced Effect*

ACTION – INTERACT

The **INTERACT Action** has different uses. It allows you to **repair LCUs** in order to **switch on the lights** in a few Sectors or to interact with **other devices** in the Labyrinth in order to **complete a Mission**.

To perform an INTERACT Action, you must declare an **eligible Target** in the Hero's Sector. Eligible Targets are:

- **LCUs (Light Control Units)**: this Action will repair the LCU, see **Repairing Lights**, below.
- **Mission Sectors**: many Mission cards will ask you to perform **1 or more Interact Actions** in a certain Room Sector to **complete the Mission**. See the related Mission cards for more information.

After the effects of the Interaction have been applied, the Action is resolved.



*See "**Completing Missions**", INTRO RULEBOOK, page 11.*

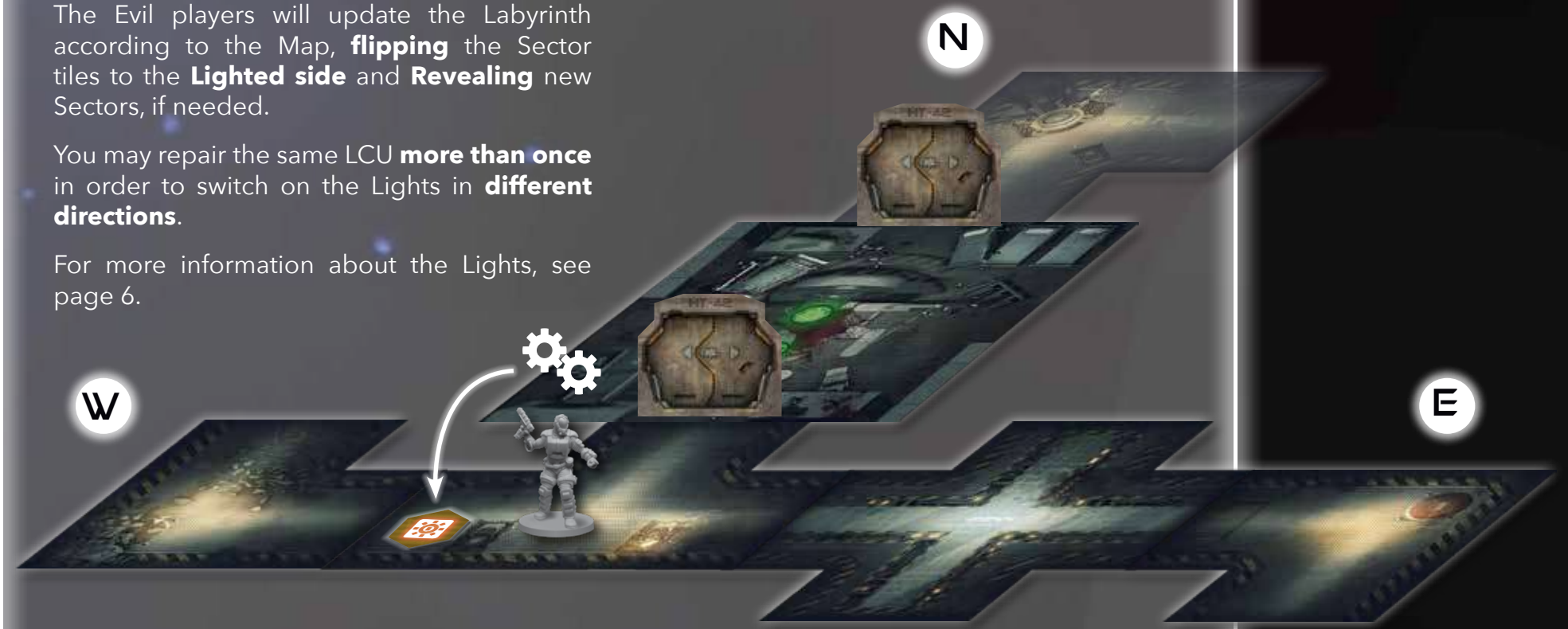
REPAIRING LIGHTS

Each LCU on the Map can be repaired. When an LCU is repaired, it will **switch on the Lights** in the **LCU Sector** and in **up to 2 adjacent Sectors** in a **straight line** from the LCU Sector. You must declare in **which direction** you want to switch the Lights on. If Lights are switched on in an **Unrevealed Sector** that would be in **Line of Sight**, that Sector also gets **Revealed**.

The Evil players will update the Labyrinth according to the Map, **flipping** the Sector tiles to the **Lighted side** and **Revealing** new Sectors, if needed.

You may repair the same LCU **more than once** in order to switch on the Lights in **different directions**.

For more information about the Lights, see page 6.



You are in a Sector with an LCU, and you perform an Interact Action to switch on the Lights in that Sector, plus up to 2 Sectors in a straight line. There are several possible outcomes of this. If you choose west, you end up switching on the lights in 1 additional Sector only. If you choose north, you switch on the lights in the Room Sector and in the Curve Sector beyond it, but only the Room is immediately revealed since the Curve is behind a door that is not adjacent to the Hero's Sector, and as such, it is out of LoS. Finally, if you choose east, you also switch the lights on in 2 additional Sectors, and both of them are immediately Revealed because they are in LoS.

ITEMS & COMPANIONS

PERFORMING ACTIONS WITH ITEMS

When using Actions to activate Items, the card text completely overrides the regular effect of the Action (for more details, see page 2).

Note: using Items still triggers Reactions related to the Action you have used.

ITEMS

There are two different types of Item cards, **Action Item cards** and **Passive Item cards**.

An **Action Item card** can only be activated when performing a specific Action (as shown by the icon on the top left corner of the card). To activate the effect of a card, you must also **discard 1 Charge token** from that card after declaring the Action. When you activate an Action Item card, the text of the card **completely overrides** the effect of the regular Action.

A **Passive Item card** shows on the top left corner of the card. To activate the effect of this card, you must **discard 1** when the **trigger condition** described in the card text occurs.

When using an Item, unless otherwise specified, you may **only discard 1** from the card each time it is activated. Therefore, you can only activate its effect **once per Action**. If the **last** from an Item is used, that Item is not usable anymore, and it must be **discarded immediately**.

If an Item allows you to perform an extra Action, **both Actions** (the Action activating the Item and the extra one) trigger the related **Allowed Reactions** (see opposing page).



You declare a Move Action, then you spend 1 Charge from your upgraded Jet Pack to activate it. Instead of moving to an adjacent Sector as normal, it allows you to move up to 2 Sectors, and to perform an Attack action, all within a single Turn. Both Actions trigger the related Allowed Reactions, though, so the Evil players will have a greater chance to React.

You complete your movement in a Sector containing a Creature and you attack, but you only manage to Wound it. So, at the end of the same Turn, the Creature attacks back. If it Hits you, you can spend Charges from the Armor to force the Evil players to reroll all Hits, if you so desire.

COMPANIONS

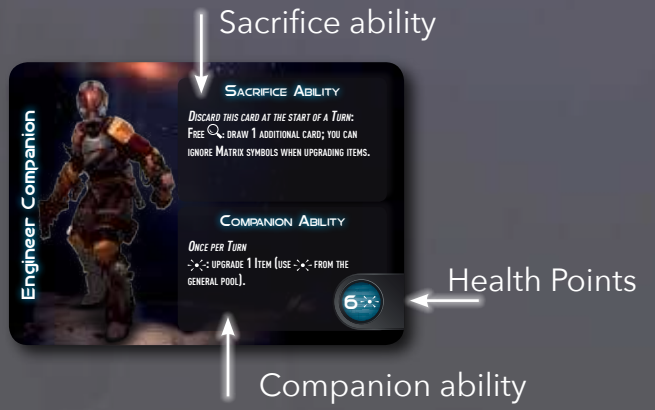
Each **Character** in the game can either be used as the **Hero** or as a **Companion**. Companions can be obtained during the game as a **reward** for completing certain **Missions**. When you obtain a Companion, put **6 Charge tokens** on their card; these will be their Health Points.

*See "**Completing Missions**", Intro Rulebook, page 11.*

*See "**Turns**", page 1.*

When in play as a Companion, a Character has **two kinds of abilities**:

- **SACRIFICE ABILITIES**: **once per game**, at the **beginning** of a Turn, you may decide to **discard the Companion** card (along with any remaining Charges) to activate a **one-time (and usually powerful) effect**.
- **COMPANION ABILITIES**: the card will tell you **when** the ability can be **activated**. Each time the ability is activated, you must **discard 1 Charge token** from the Companion.



If the **last** from the Companion is discarded, you must also **discard** the card **immediately**. When the Evil players **deal damage to you**, they may decide to deal **all of that damage** to the **Companion** instead. You must remove **1** for **each ♥ and/or damage** dealt to the Companion in this way.

REACTION TRACK

The Evil players may only play **up to 2 Reaction cards** each Turn. When the Evil players play a Reaction card, they must place that card on the **Reaction Track** of the Hero sheet.

Looking at the cards on the Reaction Track is a way for you to have a simple reminder of which Reactions were **played against you** this Round, and **plan** your next steps accordingly.

The **first Reaction card** played in each Turn must be an **Allowed Reaction**, and it must be placed **vertically** on the **first empty space** from the left of the Reaction Track. The Evil players can also play a **second Reaction card** during the same Turn, if they want, but this card:

- also needs to be an **Allowed Reaction** (see right)
- must be placed **horizontally**, covering the next **two empty spaces** of the Reaction Track

The final spaces of the Reaction Track show Danger token symbols. If the Evil players play **a lot of Reactions**, they will eventually **cover some** of these Danger tokens. At the end of the Round, the Evil players will **collect** and **place** on the Map a number of Danger tokens equal to the number of symbols **still visible** on the Reaction Track. So, if they play a lot of Reactions this Round, they will damage you now, but they will have **fewer Danger tokens** to place **next Round** (giving you an easier life in the future).

ALLOWED REACTIONS

Remember, when you perform an Action, you **"unlock"** specific **Reaction cards** for the Evil players to play (see page 2). There are also a few Reactions that are triggered by **Life damage** or **Self Control damage** (see page 9).

*See Glossary "**Allowed Reactions**", page 20.*

DANGER TOKENS

When there is a **Danger token** in the **Hero's Sector**, the Evil players may trigger **enhanced effects** on their Reactions. Additionally, when **rolling dice**, they can count ||!|| results as **Hits** (see page 8).

There can only be **up to 8** Danger tokens on **each Level** of the Map.



PLACING NEW DANGER TOKENS

Since there is 1 Danger token symbol at the very end of the track, outside any card space, at the end of each Round the Evil players will always collect and place at least 1 Danger token.

When all the spaces on the Reaction track are occupied, the Evil players cannot play any more Reactions for that Round!

END OF ROUND CLEANUP

At the End of the Round, all Reaction cards on the Reaction Track must be discarded to their respective discard piles.

*See "**End of the Round**", page 17.*

USING ADRENALINE

There are two ways you can spend Adrenaline tokens: to **Recover Health** or to trigger **Bullet Time**. You can do **both things** in a **single Turn**, but you can only spend **1 Adrenaline** for **each purpose**.

You start the game with **3 Adrenaline tokens** in your pool. At the **end of each Round**, your Adrenaline pool is restored to its **maximum**, as indicated on the **Hero sheet** by the Health track with the **lowest value between Life ♥ and Self Control 🧠** (see facing page).

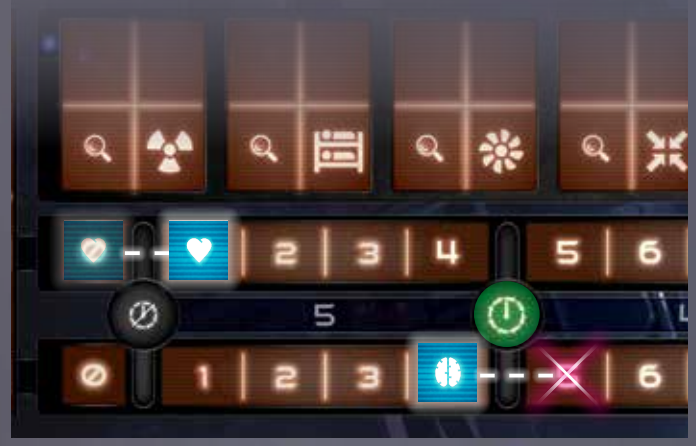


*See "**Healing Cap**", page 9.*

RECOVERING HEALTH

At the **beginning** of each Turn, you can spend 1 Adrenaline token to **recover 1 ♥ OR 1 🧠**. You can **never exceed** the **Healing Cap** though; it is determined by the position of the Round marker between your Health tracks.

To **Recover Health**, you must declare this intention while you **flip the Turn token** for this Turn, and **place 1 Adrenaline** token with the **Recover side up** on top of it.



You spend Adrenaline to recover health. You have 0 ♥, so you can recover 1 ♥. You already have 4 🧠 though, and the Healing Cap is currently between 4 and 5, so you cannot recover any more 🧠.

*See "**Turns**", page 1.*

BULLET TIME

At the **beginning** of each Turn, you can trigger **Bullet Time**, a special "power-up" mode that allows you to **perform 2 Actions** in a **single Turn**, instead of just 1. This can be of great help in your race against time to complete your Missions.

To trigger **Bullet Time**, you must declare this intention while you **flip the Turn token** for this Turn, and **place 1 Adrenaline** token with the **Bullet Time side up** on top of it. You **don't need** to declare **both of the Actions** you're going to perform **in advance**.

Note that **both Actions** will trigger the related **Allowed Reactions**, so the Evil players may play Reactions that match **either or both of your Actions**.

Bullet Time is a very powerful tool, but since the number of Adrenaline tokens you can use each Round is **limited**, it has to be used wisely.

*Read about "**Instant Reactions**".*

INSTANT REACTIONS

Most Reaction cards are marked with ⚡. These are **Instant Reactions**. Each one of these cards specifies **when** they can be played **during the Turn**.

When a card is **not marked with ⚡**, it can only be played at the **end** of your Turn.

END OF THE ROUND

At the end ot the **eighth Turn** of a Round, after the Evil players have the **chance to React**, the **Round is over**. **Before** starting a **new Round**, follow the **procedure** described below.

REACTION TRACK CLEANUP

Check how many Danger token symbols are **still showing** at the **end of the Reaction Track**. The Evil players take an **equal number** of Danger tokens from the pool and **set them aside** (they will place them at the end of this procedure).

Then, **remove** the **Reaction cards** from the track. The Evil players will place them on the **discard piles** next to the **corresponding Reaction decks**.



LABYRINTH CLEANUP

The Evil players must now remove all the **Sector tiles** from the **Labyrinth**, except for the **Hero's Sector** tile, all the **adjacent Sectors**, and all the **Lighted Sectors** in your **Line of Sight**.



At the end of the Round, the Sectors marked with an arrow are removed from the Labyrinth, because they are neither adjacent to the Hero's Sector nor in LoS.

The Cross Sector stays because it is adjacent to the Hero's Sector. Even though it is not adjacent, the Corridor to the south also stays, as it is in Line of Sight (because of the light).

REPLENISH ADRENALINE

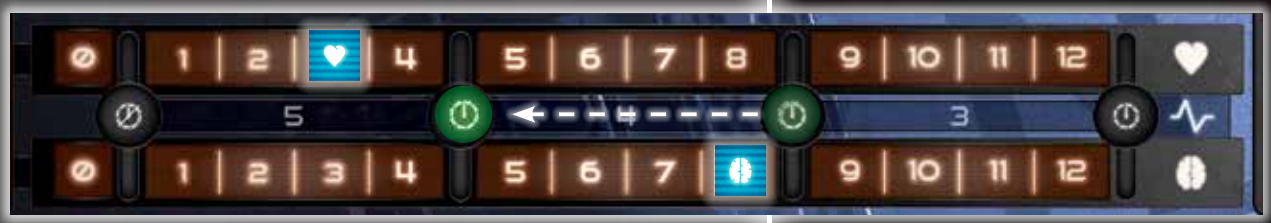
Replenish your **Adrenaline pool**. The number of Adrenaline tokens you start the new Round with is determined by the number on the **Adrenaline track** corresponding to the **lowest value** between your **Life** ♥ and **Self Control** 🧠 tracks (5 in the picture below).

END OF ROUND EFFECTS

If there are **Mission** or **Hero** cards in play with **End of Round** effects, apply them now, **before** moving the **Round marker**.

MOVING THE ROUND MARKER

You must **move the Round marker** to the **left** on the **Round track**. If the token reaches the **final space** of the track as a result, **Nightmare Mode** is triggered (see page 18). Flip the Round marker to the **purple side** as a reminder.



At the end of the Round, your ♥ track is at 3, while your 🧠 track is at 8. Your Adrenaline pool for the next Round will be 5 tokens. You still had 1 from the previous Round, so you take 4 from the reserve to replenish your pool. Then, you move the Round marker to the left.

*See "**Line of Sight**", page 6.*

REACTIONS AND DANGER

At the **end** of the Round, the Evil players will be able to **replenish** their hands of **Reaction cards**, and **place additional Danger tokens** on the map.

There can only be up to **8 Danger tokens** on **each Level** of the Map at the same time.

NIGHTMARE MODE

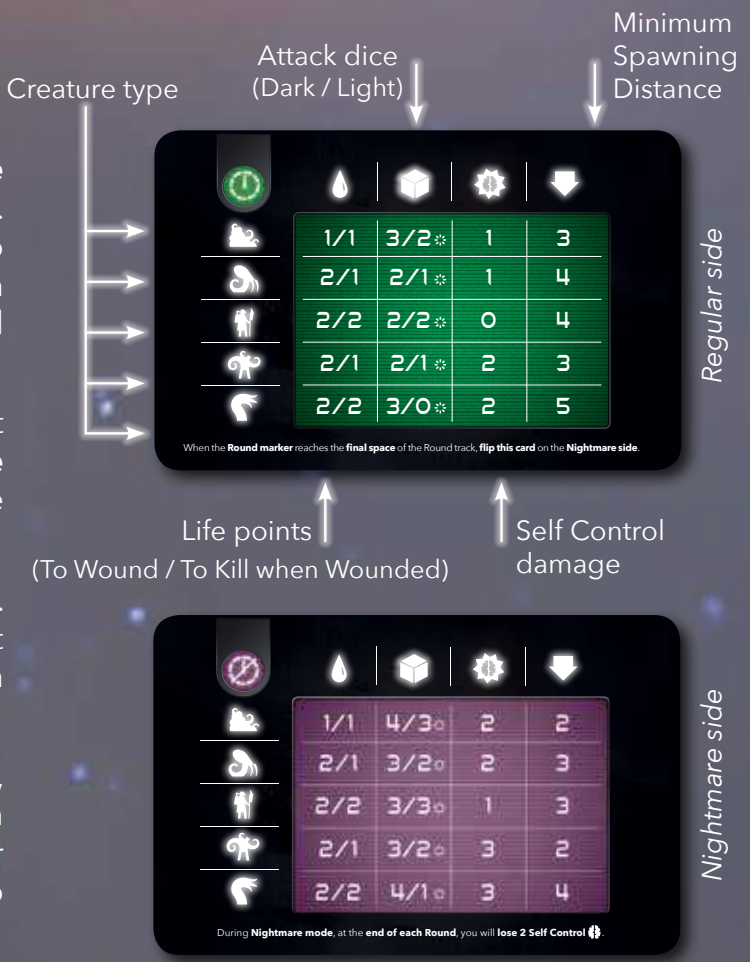
*Read about "**Creature Stats Table**".*

When the **Round marker** reaches the **final space** of the Round track, **Nightmare mode** is triggered. This means you have spent **too much time** trying to complete your Missions, and the Creatures enter an **enraged state**, making them stronger, scarier and faster.

When Nightmare mode is triggered, you must flip the Creature Stats card to the **Nightmare side**. Also, at the end of each Round, you will lose **2 Self Control**.

Nightmare mode will last until the **end of the game**. Entering Nightmare mode is **irreversible**: you can't revert the game to regular mode even if an effect of a card would make you **gain additional Rounds**.

Triggering Nightmare mode **does not end the game**, it just makes the game **much more difficult**. With **stronger Creatures**, the Evil players will have an easier time trying to **defeat you**. This is why you should try to complete your Missions **as quickly as you can**!



*See "**Recovering Health**", page 16.*

DIFFICULTY LEVEL

Depending on the Difficulty Level chosen during the setup procedure, the Hero's Starting Items and the rewards they obtain when triggering the Final Mission are different:

EASY DIFFICULTY

STARTING ITEMS

Take 1 of the 3 "Bullets" cards at random, then draw 1 other random Item card.

MID-GAME REWARDS

Gain 1 additional **Round**

then

Recover **3 Life**

AND

3 Self Control

NORMAL DIFFICULTY

STARTING ITEMS

Draw 1 random Item card.

MID-GAME REWARDS

Gain 1 additional **Round**

then

Recover **3 Life**

OR

3 Self Control

NIGHTMARE DIFFICULTY

STARTING ITEMS

Draw 1 random Item card.

MID-GAME REWARDS

Recover **3 Life**

OR

3 Self Control

IMPOSSIBLE DIFFICULTY

NO STARTING ITEMS

NO MID-GAME REWARDS

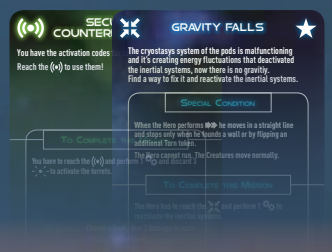
END OF THE GAME

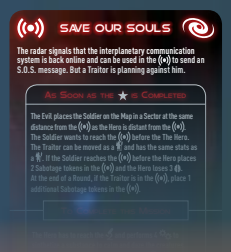
The game may end in two ways:

YOU COMPLETE THE FINAL MISSION

You instantly win the game if the **Final Mission** is **completed**. Remember that to trigger the Final Mission, you have to complete **1 of the 2 Starting Missions** first. Also, remember that you may **win the game** even if **Nightmare Mode** has been triggered.







YOU ARE DEFEATED

The Evil players instantly win the game if your **Life** and **Self Control** tracks are **both** lowered to zero.



See "**Completing Missions**", INTRO RULEBOOK, page 11.

See "**Nightmare Mode**", page 18.

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GLOSSARY

See "**Allowed Reactions**", page 2.

See "**Communicating Information**", page 11.

See "**How to Interpret Noise**", page 5.

See "**Danger Tokens**", page 15.

See "**Line of Sight**", page 6.

Allowed Reactions: Allowed Reactions are the types of Reaction cards that the Evil players can play during a turn, determined by the Actions performed by the Hero that Turn.

Communicate: When the Evil players answer the questions the Hero asks them when using the Locate Action, they are Communicating information. A Communication must always be true, unless a card specifically states that it may be false.

Dangerous: A Reaction card is considered Dangerous if the Hero Action that allowed that Reaction was performed in a Dangerous Sector. A Dangerous Sector is a Sector containing a Danger token.

Draw: When the game tells the Evil players to draw cards, the Evil Leader decides how to distribute the cards. They can decide to split the number of cards drawn between all the Evil players in any way.

Element: An Element is anything that can be in a Sector. Creatures, Danger tokens, Condition tokens, Doors, LCUs, Stairs, and Mission tokens are all considered Elements.

Line of Sight: Everything the Hero can see in a specific moment is considered to be in their Line of Sight (LoS). The LoS starts from the Hero's Sector and extends through Revealed Sectors in a straight line in each possible direction. It is interrupted only by:

- a wall (such as a Curve Sector or T-Junction)
- a door that is not in the Hero's Sector
- an Unrevealed Sector
- a Sector on the other side of a set of Stairs

*Note: The Hero's Sector is **always** in LoS. An Unrevealed Sector is **never** in LoS. However, a Revealed Sector can either be in LoS or not.*

Noise: When a Creature is Spawned or moves, it produces noise. When the Evil players tell the Hero the direction from which the noise comes, this is called "Communicating a Noise".

Revealed/Unrevealed: an Element or a Sector can be Revealed or Unrevealed. When an Element or a Sector is added to the Labyrinth it is considered Revealed, otherwise it is considered Unrevealed.

Spawn: When a Creature is Spawned, it is placed in a Sector on the Map. The Evil players decide which Sector the Creature is Spawned in. The minimum distance between the Hero's Sector and the Sector where the Creature is Spawned depends on the type of Creature, as shown on the Creature Stat Table.

When a Creature is Spawned it produces noise in the Sector where it is Spawned.

Teleport: When a Creature is teleported, it does not follow the rules for Spawning. Teleporting Creatures do not produce any noise, and the Minimum Spawning Distance is ignored.

Wound: A Creature gets a Wound after receiving an amount of damage equal to the number shown on the Creature Stats Table. When a Creature receives its first Wound, it is "Wounded." When it receives its second Wound, the Creature is Killed.

www.horrible-games.com
If you have any issues, please contact us at:
customercare@horrible-games.com

CREDITS
Game Design: Andrea Crespi, Lorenzo Silva
Game Design Supervision: Hjalmar Hach
Game Development: Flavio Mortarino
Additional Development: e-Nigma
Artwork: Steve Hamilton, Paolo Lamanna
Art Direction: Lorenzo Silva
Graphic Design: Heiko Gunther, Noa Vassalli, Rita Ottolini
Miniature Sculptors: Stéphane Simon, Stéphane Nguyen Van Gioi
Scriptment: Giuseppe Lapadula, Lorenzo Silva, Alessandro Pra'
Story Development: Giuseppe Lapadula
Project Manager: Alessandro Pra', Lorenzo Silva
Production Manager: Alessandro Pra', Flavio Mortarino
Rulebook: Alessandro Pra', Flavio Mortarino
English revision: William Niebling

SPECIAL THANKS
Silvia Proverbio, Michelle Crespi, Valentina Adduci, Armin Silva, Martina Marinoni, Giulio Panfilo Vassalli, Alexandra Zanasi, Francesca Cerutti, Pietro Righi Riva, Carlo Burelli, Francesco Biglia, Andrea Vigiak, Laura Severino, Valentina Simba Salimbeni, Karim Khadiri, Giulia Ghigini, Edoardo Roncaldier, David Preti, Eric Lang, Andrea Chiarvesio, Yuri Fang, Renato Sasdelli, Heiko Eller, Maurizio Vergendo, Riccardo Sandroni, Giovanni Intini, Roberto Pestrin, Le Coccinelle Rosa, 4Brains4Games, Dadi Ducali, Dunwich Buyers Club, Andrea Marinetti, Federico Corbetta, Paolo Tajé, Fabio Succi Cimentini, Daniel De Filippis, Franchino Barone, Mauro Marinetti, Marco Brera, Fabio Leva, Alessio Vallese, Ivan Zacconi, Michele Marotta, Alessio Lana, Nicola Bocchetta, Andrea Mattalia, Curro Marin, José Manuel Rey, Stephane Bogard, Takashi Aida, Yuko Sato, Cliquenabend, Hunter & Cron, Wurfelmagier, Giuseppe Cicero, Davide Calza, Andrea Polimadei, Daniele Mariani, Giovanni Scalabrini, Roberto Vicario, Andrea Settoni, Silvia Proverbio, Filippo Ribaudo, Valentina Foglietto, Luca Pinchiroli, Giuliano Milani, Matteo Sassi, Alessandro Branca, Claudio Rimoldi, Marcello Locatelli, Gabriele Mari, Christian Zoli, Alessandro Valenza, Matteo Pironi, Livio Valentini, Gabriele Galli, Tommaso Battimiello, Giacomo Santopietro, Demis Savini, Gianluca Santopietro, Stahleck Burgevent 15/16/17 playtesters, Essen 2017 playtesters and many more!