

HALLS OF HORROR TEG

Rulebook v0.6, 08.05.2019

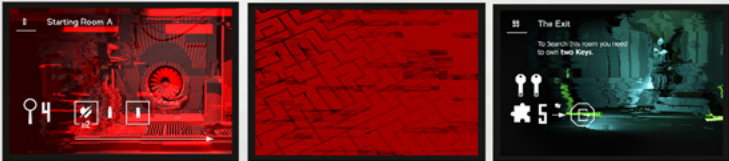
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2.0 COMPONENTS LIST

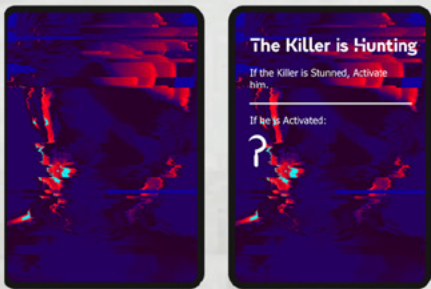
54 Room cards (including 2 Exits, 4 double-sided Starting Rooms and 24 Rooms in two variants each)

These represent the different rooms the players can visit, along with the possible rewards that players can find.



43 Master of the Ceremony cards

The different actions that the Master of the Ceremony can take to make life more difficult for - or occasionally help - the Participants.



21 Reward cards

A deck of these cards is used to randomise what kind of Rewards the players can find in the Room when they Search, as well as for solving Puzzles in the Rooms.



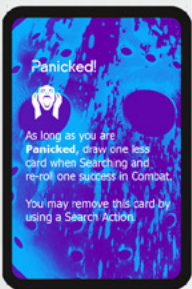
24 Item cards

The different melee weapons, ranged weapons, and utility items the Participants can find in the Locations.



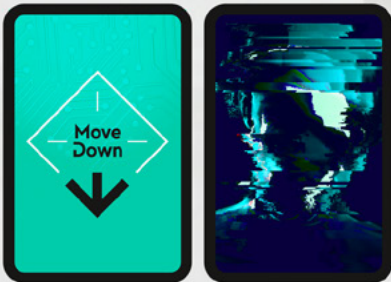
4 Panic cards

Negative status effects that you receive when you Panic.



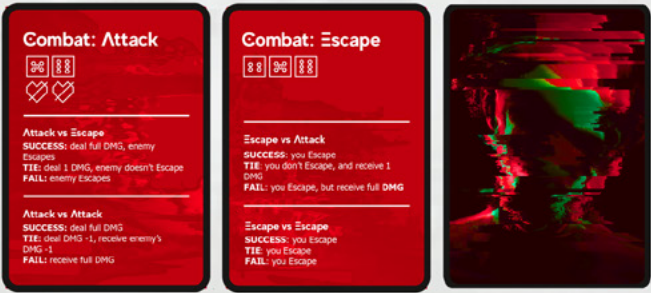
20 Action cards

5 cards per player used to declare the direction of movement or the Searching of a Location.



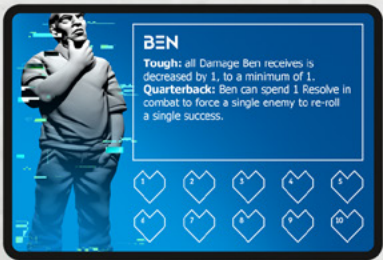
8 Combat Actions cards

2 cards per player used in combat to declare an Attack or Escape.



4 Participant sheets

Each character is represented on a double-sided sheet, including a vertical beginners side to use in your first game, and an advanced horizontal side with two special powers per character.



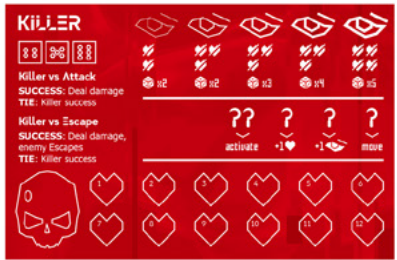
4 Rules Summary cards

Double-sided cards which cover the basic rules for turn order and using the Resolve mechanic.



1 Killer sheet

Represents the Killer and his current Rage level and health points. Also serves as a rules summary for controlling the Killer and his behavior in combat.



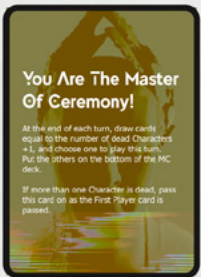
1 First Player card

Indicates initiative and travels around the board at the end of each game round.



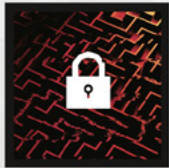
1 MC card

Indicates the MC after one of the characters dies, and offers a short summary on how to play as the MC.



15 Locked Room tokens

Used to indicate Rooms that become inaccessible.



40 Resolve tokens

A resource the players can use to reroll dice in combat and improve their chances of a successful Search.



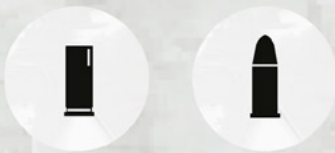
12 MC Gifts tokens

Used to add randomised rewards to the Rooms as an effect of using certain MC cards.



20 Bullet and 20 Shell tokens

Gained with ranged weapons, and as a separate reward. Spent in combat and sometimes when Searching!



20 double-sided Exhausted Reward / Room tokens

Placed on the Rooms when one-time Rewards are exhausted, or when all available Rewards are gone, in which case the Room as a whole is exhausted.



10 Key tokens

Keys are required to escape from the Halls of Horror and win the game.



4 Participant Health markers, 1 Killer Health marker, 1 Killer Rage marker

Health markers for the participants and health and Rage markers for the Killer.



22 dice

Six-sided dice used during combat.



3.0 GAME SET UP

The following set up instructions cover the preparation of the game for four players, using a single deck of Room cards (A or B). If playing with three or two players, playing solo [Work in progress], or mixing up the Room decks, consult the Variant Rules, at the end of this document.

1 Separate the Starting Rooms (identified by their double faces) and the two Exit cards from the rest of the Room cards. Shuffle the remaining Room cards of a single variety (marked A or B), and draw 14 of them. Add the two Exit cards to the 14 cards, and shuffle this stack. Set the four Starting Rooms, randomly choosing the face of each one, and the other cards, face down, in a 4x5 grid, with the Starting Rooms forming the corners of the board.

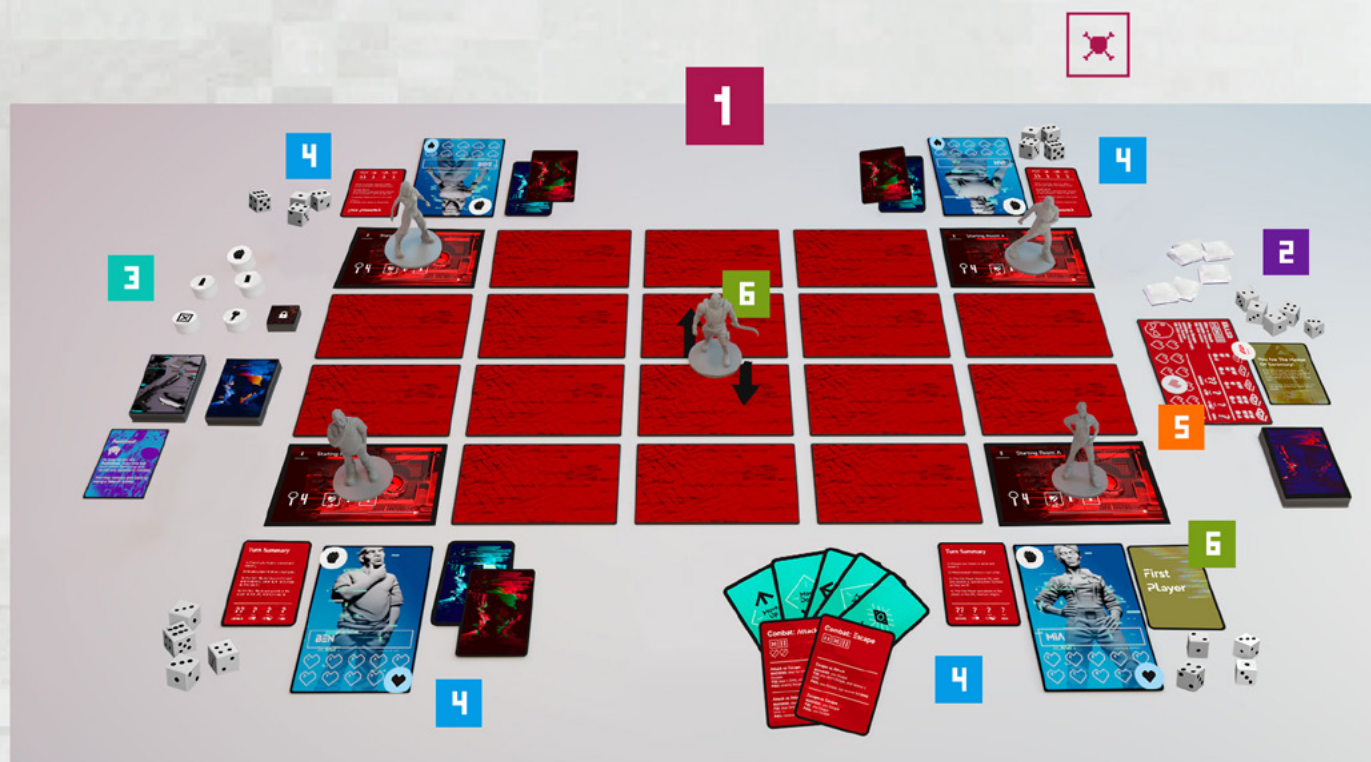
2 Shuffle the Master of the Ceremony deck and set it aside within reach of all players. Shuffle the MC Gift tokens, taking care to keep them face down. Keep them in a pile or a container in reach of all players. Shuffle the Reward Card deck and place it in reach of all players.

3 Set the Items deck, Bullet, Shell, Key, Exhausted Reward/Room and Resolve tokens aside within reach of all players.

4 Each player receives a Participant card (choose, or deal one at random), the corresponding Participant figurine, 4 dice, the Attack and Escape cards, and a set of five Action cards (Up, Down, Left, Right and Search). Choose the facing of the Participant card - if this is your first game, place the card vertically so the side with no special powers is visible; if you feel confident with the rules of the game, feel free to set the card horizontally, with the side containing special powers face up. Finally, place the Participant figure on one of the Starting Rooms (only one Participant per room), take a Health token and put it on the "10" space of the health track, and give each player one Resolve token (unless directed otherwise by a Participant power).

5 Set the Killer card near the top of the board, place the Killer Health token on the "10" space of his health track, and the Killer Rage token on the left-most space of his Rage track.

6 Choose the First Player: our suggestion is the person who watched a horror movie most recently, but feel free to choose another method. The chosen person receives the First Player card and takes the Killer figurine, placing it in a spot in the middle of the board of their choice (there are two eligible rooms in a 4x5 map setup). The game can now begin!



4.0 GAMEPLAY SUMMARY

Each player takes control of a Participant, and tries to find two Keys and the Exit to become the first person to escape. If a player starts a turn in a room by themselves, they play one of the Movement or Search actions. If they start a turn in a room with another player or the Killer, they choose an Attack or Escape card instead and combat commences. All actions are declared simultaneously, and then resolved in turn order, starting with the first player.

Players Search rooms to gain Weapons and other Items, and might enter Puzzle Rooms which lock them inside, requiring them to perform a special Search to get out.

At the end of each turn, the first player draws a card from the Master of the Ceremony deck and resolves its effect. This might mean moving the Killer, boosting his health or Rage, or changing something in the Rooms that make up the board.

If a Participant dies, the player controlling them becomes the Master of the Ceremony and takes over the drawing of the MC cards at the end of the turn - from that point onward, their goal is to make all other players lose.

The game ends when one of the Participants successfully Searches an Exit while owning two Keys, or when the last Participant dies.

5.0 THE GAME TURN

Every turn of the game is played in three phases.

- Action selection phase
- Action resolution phase
- Master of the Ceremony phase

At the end of the Master of the Ceremony phase, the First Player card is passed to the next player, who's Participant is still in play, in clockwise order. Play then continues, starting with the Action selection phase of the next turn.

Note: in many of the rules below, the terms "Player" and "Participant" (the character the player controls) are used interchangeably. If a distinction between the two is important in a given situation, it is noted in the text.

5.1 Action selection phase

The Action selection phase is the only phase of the game that is played simultaneously. All players who's Participants start the turn alone in the room choose one of their Action cards, and players who's Participants start the turn in a room with another Participant or an Active Killer choose one of their Combat Action cards. Chosen Action cards are revealed simultaneously.

After the chosen Action cards are revealed, the player's decisions cannot be changed, and they have to resolve the chosen actions.

5.2 Action resolution phase

The Action resolution phase commences after the chosen Actions for this turn are revealed. Starting with the First Player, each player resolves their Action fully before moving forward, clockwise, to the next player's Action. Combat actions are an exception to this, as will be explained below. Although player Actions are resolved one by one in clockwise order, the Actions are considered to be resolved simultaneously. This is especially important while Moving, further explained below.

The seven available actions are:

- Move Up
- Move Down
- Move Left
- Move Right
- Search
- Attack (combat)
- Escape (combat)

In addition to resolving an Action, the player can also spend Resolve to modify the resolution of the Action. This aspect of the game is covered below.

If a player chooses an Action that is impossible to execute by mistake, that player loses one Resolve token.

TIP: feel free to ignore the above penalty if players are new to the game and still learning the rules.

5.2.1 Moving

Four of the Actions relate to movement around the board in one of the four directions - Up, Down, Left and Right. The direction of movement is relative to where the player is sitting around the board - Up may mean two opposite directions if players are sitting opposite one another, for example.

Note: we recommend players sit in such a way, that the edges of the cards making up the board leave no doubt as to which directions up, down, left and right correspond to. Because of this, sitting at an angle towards the cards is not recommended.

Participants always move one space on the board in the direction chosen by the player. Participants cannot move in a direction that is blocked off, either by the board's edge or a Locked Room - if a player makes a mistake and chooses an impossible move as his Action, they have to choose another, possible move Action instead.

Entering a face-down Room

Whenever a Participant would enter a previously unexplored (face-down) Room, they flip the card face-up, and check the Room name. If it is a regular Room, their turn ends and play proceeds to the next Participant - the player can now read the description of the Room and familiarize themselves with its function. Some Rooms will become locked after a Participant enters them for the first time in the game, AND they are alone in that Room at the end of a turn - a Room will explicitly state that in its printed text. In this case, that player should mark the Room as Locked (place the Locked Room token on it). Rooms locked in this manner usually open again once the Participant solves a Puzzle during their turn.

Passing through the same “doorway”

Sometimes two Participants may attempt to move the opposite directions in order to reach each other's initial positions. In this special case, one of the Participants will remain in their initial Room, and their move Action will be cancelled. If this situation arises, the player earliest in the turn order gets to move their Participant, and any Participants controlled by players later in the turn order do not get to move and remain in the Room. Next turn, Combat will commence in that Room, as at least two Participants will be in the same Room at the beginning of a turn.



Moving from Combat and from inside Locked Puzzle Rooms

If a Participant is in combat, the player controlling them cannot choose the Move or Search Actions. Instead, they have to choose from the Attack or Escape cards as their Action this turn.

If a Participant is in a locked Puzzle Room, their only option is to Search in order to solve the Puzzle and open the Room, so they can keep exploring.

5.2.2 Searching

A Participant can perform the Search Action to achieve one of the following effects:

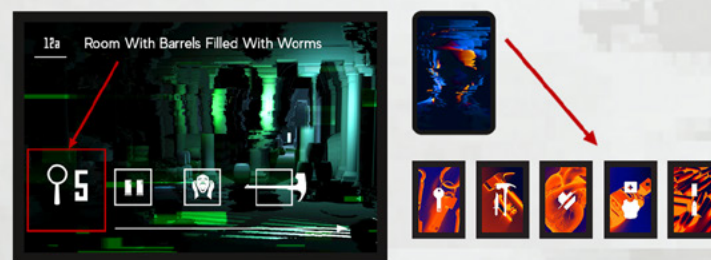
- Search the room they are currently in;
- Attempt to solve a Puzzle Room they are currently locked in;
- Pick up a face-down MC's Gift token and resolve it (see the MC's Gifts section, below);
- Search a dead Participant's body to recover their items;
- Use the First Aid Kit item (see the item's description for more details);
- Discard the Panicked! status card (see the status' description for more details)

Note: because all Actions are performed simultaneously this means a Search Action is performed successfully even if the Participant performing it is no longer alone in the Room (this can happen if the player performing the Search action is further down in turn order than another player, who decided to Move his Participant into the Room being Searched) - what's important is that the Participant was alone in the Room at the start of this turn, when the Action was chosen.

A Participant might have several ways to use their Search action in a Room during a turn (for example Searching the Room or picking up an MC Gift token in the Room or using a First Aid Kit they own), but they can only do ONE of them per Search action. They are not required to declare which one they choose until their Action resolution comes along in the turn order.

5.2.2.1 Searching a Room

Most Rooms have a number that relates to the number of Reward cards that the Participant should draw from the Reward card deck to see which Reward they can claim. If a Room lacks that number, its function is special, and is further explained in Appendix A: Rooms.



Note that all reward cards are drawn face-up.

Whenever you Search a Room, you draw as many Reward cards as the number says (decreasing the number by 1 if you have the Panic card) from the deck, and resolve the following steps:

- Discard all the Reward cards which are not represented on the Room card (note that often a Reward card will contain two rewards, but the Room card will only contain one of the two icons. The card is still considered represented on the Room in this case).
- Compare the remaining cards to the rewards represented on the Room. If there are more cards of one type than another (for example two Damage cards and one Melee Weapon card), that is the reward the Participant receives (in this case - Damage). If there is the same number of copies of all eligible cards, note the order in which the rewards are depicted on the card - the left-most reward represented is the reward the Participant receives.
- If none of the drawn cards are represented on the Room card, or if the reward is a card that the Participant already owns (see below), the Participant receives one Resolve token instead.

➤ Once the reward is awarded, the player marks that reward on the Room card with an Exhausted Reward token if it is a one-time reward. The player might also have to mark the Room as Exhausted - see below.

Sometimes Searching a Room requires a specific Item. In this case, the Room will contain that Item's icon and additional text on the Room to remind players of this.

Searching a Room Example: Dan is searching in [3A] Room filled with Tombs. He draws five Reward cards, and gets the Panic, Key, Firearm, Damage and Utility cards. Looking at the Room card, he discards the three unrepresented cards (Panic, Key, Firearm) and is left with the Damage and Utility cards. Out of these two Rewards - the two points of Damage and the First Aid Kit - the First Aid Kit is closer on the left, and so that is the reward that Participant receives.



Spending Resolve while Searching a Room

If a Participant has any Resolve tokens available, they may then spend one of them to draw two additional Reward cards before accepting the reward. Then, if they wish, they may spend additional Resolve tokens, one at a time, to draw one more card for each spent token, in addition to the two received for spending the first token. Before they accept the reward, they may also remove one card from those drawn if any Resolve tokens were spent.

Spending Resolve while Searching a Room example: In a similar scenario as above, Dan drew five cards in [3A] Room filled with Tombs and received the following cards: Damage, Damage, Ammunition, Melee Weapon, Panic. He first discards the Panic card which isn't represented on the Room card, and is left with two Damage cards - which means he would have to take that reward (1). Instead, Dan decides to spend one Resolve token to draw two additional cards. Those cards are: Ammunition and Panic. Panic is again discarded, and now Dan has two Ammunition cards, two Damage cards and one Melee Weapon card. (2) Normally, this would mean Dan still has to accept Damage as his reward (it's closer to the left of the Room than Ammunition), but because he used at least one Resolve, he can now discard any one Reward card before accepting the reward. He chooses a Damage card, discards it, and is now left with two Ammunition cards, one Damage card and one Melee Weapon card. (3) Even though the Melee Weapon reward is represented closer to the left of the Room card, there are two Ammunition cards, which means that's the reward Dan has to accept.



Panic effect while Searching

If a Participant has the Panic card, that player draws one less card when Searching, to a minimum of 1. Resolve can still be spent normally to increase the number of cards drawn.

Reward types

Melee Weapons (Knife, Axe), Firearms (Pistol, Shotgun) and Utility (First Aid Kit, Kevlar Vest) cards award the Participant with an item that fits one of these categories and is found in the Room.

Key cards award the Participant with a single Key if this reward is found in the Room.

The Damage reward makes the player lose a variable number of HP, depending on the value printed on the Room card.

The Panic reward makes the Participant take the corresponding card and place it next to the Participant card. From this moment onwards, the Participant is considered to be under the effect of the Panic card.

Reward limits

Each Participant can hold one of each of the following items at a time: Knife, Fireaxe, Pistol, Shotgun, Kevlar Vest and First Aid Kit. In addition, they may hold any number of Bullets and/or Shells (and they do not require the corresponding weapon to carry them), and any number of Keys. In addition, they may hold one Panic card.

Marking Exhausted Rewards and Rooms

A reward represented on the Room card can have one of two outlines, or have no outline at all.

No outline indicates that a reward is unlimited and can be found any number of times in this Room over the course of the game.



A **square outline** indicates that the reward can only be found once, and after being awarded to a Participant, that space is covered by an Exhausted Reward token. This means the reward is no longer available and in future Searches its corresponding Reward card is treated as if it had no representation on the Room card.



An **octagon outline** indicates that this reward can not only be found just once, but will also Exhaust the room when it is found. Instead of covering such an icon, the player instead places an Exhausted Room token on the Room's Search value.



An Exhausted Room can no longer be Searched. **A Room also becomes Exhausted if there are only negative rewards (Panic and/or Damage) left to find in that Room.** To mark a Room as Exhausted, remove all Exhausted Reward tokens (if any) and place one Exhausted Room token on the space indicating that Room's Search value.

Receiving Resolve while Searching

If it so happens that the Participant receives no reward either because none of the rewards that were drawn from the Rewards deck were represented on the Room card, or because the Participant already owns the item or card they would receive (Knife, Fireaxe, Pistol, Shotgun, Kevlar Vest, First Aid Kit or Panic card), the Participant receives **one Resolve token** instead. The reward icon on the Room card is covered with an Exhausted Reward token if applicable (square shape), and this can lead to the room becoming Exhausted as per the above rules.

Participants also receive one Resolve token for each point of damage they receive while Searching.

Participant's death while Searching

If a Participant is reduced to 0HP due to receiving a Damage reward, that Participant dies. Follow the rules for Participant death described below.

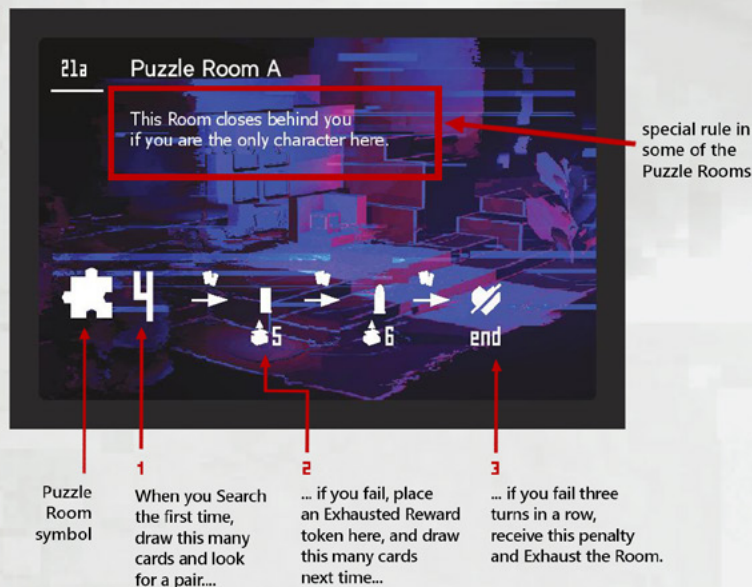
5.2.2.2 Solving a Puzzle Room

A Puzzle Room has a similar number like the one found on regular Rooms, but its usage is slightly different. The player draws as many cards from the Reward deck, as the puzzle value on the Room indicates but instead of looking for symbols represented on the Room, the player looks for at least two reward cards of the same kind. This functionality is represented by the puzzle symbol appearing instead of a magnifying glass.

A Participant can be locked into a Puzzle Room on entry - as long as the Participant is the only one in that Room, a Puzzle Room may become locked if the Room contains that instruction. The player has to use the Search action for as many turns as they remain locked inside.

During the first turn of being locked in a Puzzle Room, the player draws as many Reward cards as indicated on the Room puzzle value, and checks for two identical Reward symbols. If they have drawn at least two, the Room opens (the Locked Room token is removed) and the Participant receives the left-most reward shown on the card.

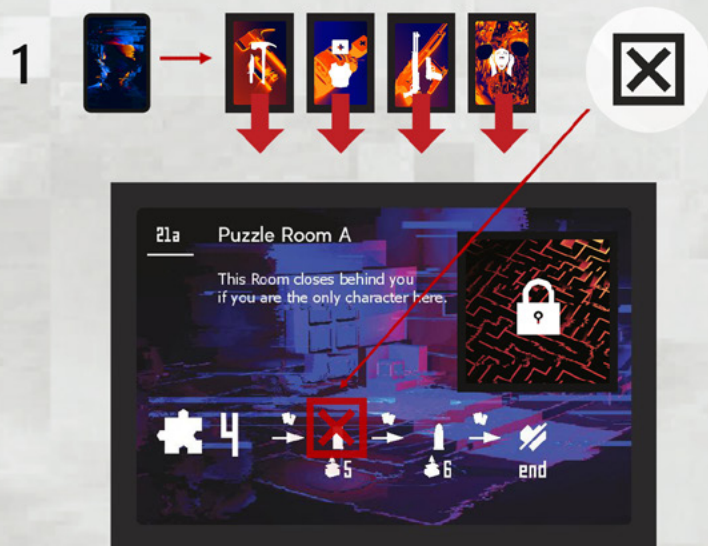
If the player fails to draw two identical symbols, they remain locked in the Puzzle Room this turn - but they make some progress! Take one of the Exhausted Reward tokens and place them on the left-most space on the Room card. This token not only indicates which rewards remain available in future turns upon solving the Puzzle Room, but also increase the number of cards drawn in future turns. The number under the Reward that was covered indicates how many cards the player draws next turn.



Upon solving a Puzzle Room, the player receives the left-most uncovered reward (usually a Bullet, Shell or the Key), and the Room opens - remove the Locked Room token from it. If the player solves the Puzzle Room on his final attempt, they receive no reward other than the room opening, but they also don't receive any penalty.

If all rewards are covered by Exhausted Reward tokens, the player immediately receives the penalty (the right-most reward, usually Damage or the Panic card), and the room opens as described above. Note that some Puzzle Rooms might carry this out differently - consult Appendix A for additional information.

EXAMPLE: Kat's Participant becomes locked in a Puzzle Room. Kat draws four cards, as indicated on the Room, and checks for 2 identical symbols. Unfortunately, she gets one of each of the symbols. She places an Exhausted Reward token on the left-most Room reward (the Shotgun Shell), and ends her turn. (1) Then, next turn, she Searches again, this time drawing five cards (as indicated under the Exhausted Reward token) and getting 2 identical symbols in addition to three other symbols. This solves the Puzzle, and Kat takes her reward - a Bullet - and also removes the Locked Room token. (2) She will be able to move next turn, but others can move into her current Room now, too!



Spending Resolve while Solving a Puzzle Room

Similar to how players can spend Resolve while Searching a Room, they can spend one Resolve token to draw two additional Reward cards while Solving a Puzzle Room, and additional tokens to draw one card for each spent after the first.

5.2.2.3 Picking up an MC's Gift token

A Search action can be used to pick up an MC's Gift token that has been placed in a Room. Flip the token so that it is face-up and receive the printed reward - item or items, Panicked! status, or damage - then discard the token into the box (it will not be used again during this game). Regular rules for receiving the same card you already own apply here as well - the gift token will be discarded, and the Participant who picked it up receives one Resolve token instead.

If a Participant is reduced to 0HP due to receiving a Damage gift, that Participant dies. Follow the regular rules for Participant death, as described below.

5.2.2.4 Searching a dead Participant

If a Search action is performed in a Room where a dead Participant's body is still found, a player can recover all of that Participant's belongings with a single Search action. Regular item limits apply, but Participants are not rewarded with Resolve for items they cannot pick up. Discard those items after the Search action is completed.

Searching a dead Participant always grants a guaranteed Key, even if that Participant had no Keys on them. If a Participant had any number of Keys in their inventory upon death, if Searched, that Participant's body will grant one additional Key regardless. For more information on what happens when a Participant finds a Key, see below.

Once the dead Participant is Searched, feel free to remove their figurine from the board, as a dead Participant can only be Searched once per game.

5.2.3 Combat: the Attack and Escape Actions

Whenever two or more Participants, or any number of Participants and the Killer, are found in the same Room at the beginning of a turn, the players controlling those Participants will need to use the Attack or Escape cards instead of the Move or Search cards. These cards are selected at the same time that other players choose theirs, and all cards should be revealed simultaneously.

Usually, combat will take place between two Participants. The information in the following section covers that scenario, alongside basic Combat rules that apply to all possible scenarios, but consult the sections below for more information on Combat with more than two participants, or when the Killer is involved.

5.2.3.1 Combat with two Participants

When two Participants meet in a Room, they will choose the Attack or Escape actions in the following turn. The two Actions have variable results depending on what action the other person played, and each Action can result in a Success, a Tie, or a Fail. To determine the result of a Combat Action, both Participants roll 4 dice each and consult the card they played to determine what results count as Successes (5 and 6 for the basic Attack, or 4, 5 and 6 for Escape). Each die that comes up with the indicated result is considered a Success. Players then add together the number of Successes, resolving in a sum between 0 and 4. The player with the most Successes gets to use their chosen card's Success result. In case of a Tie, the effect of both cards' Tie result is applied.

Attack vs Attack

A Successful Attack deals full damage (a basic value of 2) to the opponent.
A Tied Attack deals basic damage -1, calculated separately for each Participant's Attack, to each of the participants.
A Failed Attack deals no damage, but still consumes ammo if applicable, and the player receives full damage from their opponent.

Attack vs Escape

A Successful Attack deals full damage (a basic value of 2) to the opponent, who then Escapes following the rules below.
A Tied Attack deals a flat 1 point of damage, no matter what weapon was used, and stops the opponent's Escape. This result still consumes ammo if applicable.
A Failed Attack deals no damage, but still consumes ammo if applicable. The opponent Escapes following the rules below.

Escape vs Attack

A mirror image to the Attack vs Escape scenario above.

Escape vs Escape

Both parties Escape, choosing their destination in initiative order. No dice roll necessary, as Escaping can only fail in the event of a tie vs the Attack card.

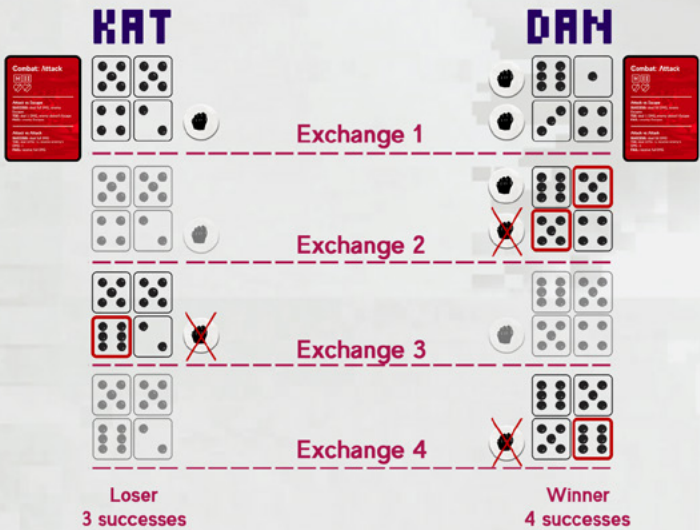
Spending Resolve in Combat

Resolve tokens can be spent in Combat to re-roll failed dice. For the first Resolve token spent during a turn, the player can re-roll any number of failed dice. For each subsequent Resolve token spent, the player can re-roll a single die (either one that was re-rolled before, or one that wasn't - their choice).

If two players wish to use Resolve in Combat, they should follow the sequence below:

- The player with less Successes has to decide whether to re-roll dice or not. If players are tied, the player earliest in the turn order has to decide first, followed by the next player in turn order.
- Once a player decides to use Resolve, they can accept the result when they Tie, Succeed, run out of Resolve to spend, or decide to not spend any more Resolve.
- Once a player has decided to accept the result, their opponent may follow the same procedure to Tie or Succeed, as long as they have Resolve to spend.
- Once both players decide (or run out of Resolve and are forced) to accept the result, the Successes on each side are tallied, and the Combat round is resolved.

EXAMPLE: Kat and Dan are in combat. Kat rolls 2 successes, while Dan rolls 1. Dan decides to use a Resolve token to re-roll three of his four dice, and gets two additional successes, for a total of 3. Kat decides to use her only Resolve token to re-roll her two failed dice, and manages to get one more success. It's a tie, but Dan still has one Resolve token, and he uses it to re-roll a single die, getting a success. Kat has to accept this result because she has no more Resolve to spend. Dan wins this round with 4 successes to Kat's 3.



Weapons in Combat

There are two categories of Weapons in the game - Melee Weapons and Firearms. They increase either the chance for success (adding more results on which a die result is considered a success), or the amount of damage dealt on success, or both! When a Participant uses a Weapon in Combat, they use that Weapon's success chance and damage instead of the basic Attack card values.

If a player owns more than one Weapon, they declare which one they wish to use BEFORE rolling the dice. A player can always declare that they're using the Basic Attack values. These declarations are made in turn order.

A Firearm can only be used if the Participant owns at least one ammo token for that weapon (Bullets for the Pistol and Shells for the Shotgun), and one ammo token is consumed no matter the result of the Combat round in which the weapon was used - discard it before rolling dice.

Dealing Damage and gaining Resolve

On a Success or a Tie, Attacks deal Damage. Damage reduces a Participant's HP, and if they are reduced to OHP, that Participant dies.

If a Participant owns the Kevlar Vest item, they MUST ignore the first hit they receive in any Combat, and then discard the Kevlar Vest, no matter how much Damage was dealt. This only works for a single source of Damage, ie. Damage dealt by one of the participants, if there are multiple. Use the turn order to determine who deals Damage first in that case.

For each point of Damage a Participant is dealt, they receive one Resolve token, and there is no limit to the number of Resolve tokens a Participant can gain in a single round of Combat.

Escaping

When a Participant Escapes, the player controlling them makes a Move to an adjacent Room of their choice immediately after resolving the Action. If it is a face-down Room, it is revealed, and the Escaping Participant may be locked in it, if indicated on the card, as per usual rules.

If two or more Participants are Escaping, players choose the destinations and make their Moves in turn order. This means that Participants can end up in the same Room at the end of the turn, prompting another Combat round next turn.

If a player used the Escape action, they HAVE to resolve it if it was successful, and a Participant who Escapes cannot remain in their current Room.

If a Participant has been reduced to OHP when choosing the Escape action, their figure is placed on its side in the Room that the Combat took place in, never in an adjacent Room.

5.2.3.2 Combat against the Killer

The Killer is a miniature that moves around the board and can hunt the Participants to deal damage to them. For more rules on how to control the Killer and his role in the game, see below. This section covers the rules for combating the Killer.

When a Participant starts a turn in the same Room as the Killer, they have to choose a Fight or Escape card. The Killer is controlled by the First Player or, if the First Player is in Combat with the Killer, the player to their right.

- ✧ The Killer rolls a number of dice indicated by his current Rage (3-5 dice), counts Successes like a Participant would, but cannot use Resolve to re-roll any results - essentially, only a single roll is ever made for the Killer.
- ✧ The Killer always Attacks, and always Deals Damage indicated by his current Rage (2-4 damage) on a Success. The Killer can never stop a Participant from Escaping, but he deals damage normally when a Participant Escapes with less successes than him.
- ✧ **The Killer always wins on ties**, so a player always has to roll at least one more Success than the Killer to succeed.
- ✧ If a Participant manages to reduce the Killer to OHP, the Killer dies! The Killer is immediately Stunned, and his Rage is reset to the first position on the track. The Participant immediately receives a single Key, without the need for Searching the Killer. A Key can only be gained this way ONCE per game - subsequent Killer deaths do not grant any reward. Rage is always reset when the Killer is reduced to OHP.
- ✧ If the Killer remains alone in the Room after a Combat round (Participants inside have either died, or Escaped), he becomes Stunned. For more information about the Killer see below.

5.2.3.3 Combat with more than two participants

If more than two Participants and/or the Killer take part in Combat, most rules remain the same, but an important difference is introduced. Instead of targeting a specific Participant in the room, all played cards and the Killer's attack are considered to target all other players. The card with the most successes - or cards tied for most successes - are executed as normal, while those with less than the most successes are entirely ignored.

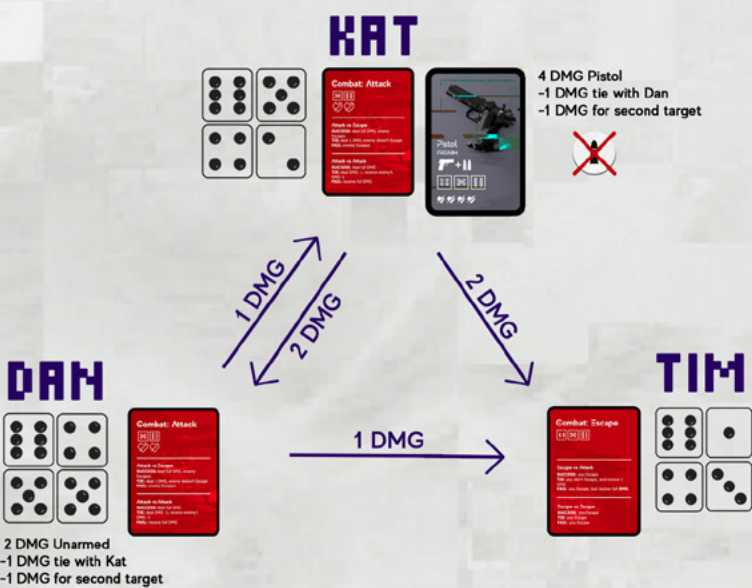
The numbers of Successes rolled are compared against all Participants taking part in the combat, and the top result is executed - all other cards are compared to the highest result. If damage is dealt, it is reduced by 1 for each Participant beyond the first that is affected. That amount is then dealt to all enemies who had less successes than the victorious Attacker (tied results have their damage further decreased by 1, as per usual rules). The minimum amount of damage a Participant can receive is always 1, no matter how many targets the Attack hits.

Example: if Kat used a Fireaxe (Damage 4) in combat with three other participants, she would deal 2 damage to each of them. The base value is decreased by 1 for the second participant, and by an additional 1 for the third participant.

No matter how many Participants are targeted by a Participant who used a Ranged Weapon, only one ammo token is ever consumed per Combat round.

In the case when two or more Attacks are tied for most successes, in addition to reducing the damage by 1 for each target beyond the first, the damage is further reduced by 1 because of the tie, as per usual rules. The Participants then deal damage to ALL targets in the combat, including all Participants who had a smaller number of successes.

Example: Kat, Dan and Tim are in combat. Kat and Dan each Attack and end up with 3 successes each, while Tim chooses to Escape, but only manages to get 2 successes. Kat is using a Pistol, so she spends one Bullet token and deals 2 damage to both Dan and Tim (basic value of 4, decreased by 1 for the tie with Dan and by 1 more for one target beyond the first - Tim), while Dan was using a Basic Attack, dealing 1 damage to Kat and Tim (basic value of 2, decreased by 1 for the tie to a minimum value of 1 - the additional -1 for a second target is ignored in this case). Kat loses 1 HP, Dan loses 2, while Tim loses 3 and doesn't escape (his card was entirely ignored).



In the case when it's an Escape card that had the most successes, the Participant who used that card Escapes as usual (same if tied with another Escape card), and all the other results are ignored - opponents who Attacked but had less successes do not deal damage. Ammo is spent as usual, if applicable.

If two or more Participants deal enough damage to the Killer to reduce him to 0HP, check the turn order. If the first player's damage was enough to reduce the Killer to 0HP, they are awarded the Key. If the Killer is only reduced to 0HP as the second (or third etc.) player's damage is dealt, it is they who are awarded the Key. If more than one Participant's hit would reduce the Killer to 0HP anyway, the Key is awarded to the player earliest in the turn order.

Example: Kat and Dan are in combat with the Killer present. Kat chooses to Escape, while Dan chooses to Attack with his Pistol (damage 4). The Killer rolls two successes, while both Kat and Dan roll three. Dan spends a Bullet and resolves his Attack alongside Kat's Escape - as per usual rules, Kat receives one damage and her Escape effect is cancelled, but Dan also deals 3 points of damage to the Killer.



In another example (not pictured here), if the Killer rolled 4 successes, Kat rolled 1 and Dan rolled 3, the Killer would deal both of the Participants his current damage -1, Kat would remain in the room (her Escape card ignored), as would Dan - his Bullet still spent.

5.3 The Master of the Ceremony phase

After all Actions for the current turn are resolved, the First Player draws a card from the Master of the Ceremony deck and resolves its effect. Sometimes, this is preceded by one or more players choosing some Rooms to Lock (see the rules below).

Most Master of the Ceremony cards have both a text instruction, and one or more Killer symbols. The text instruction should be resolved first, followed by the First Player spending the Killer symbols.

The following table shows the different ways a player can use the Killer symbols.



ACTIVATE: whenever the Killer is Stunned (put his figurine on its side to mark this), and you can spend two Killer Symbols, you must Activate the Killer before spending Symbols on any other option. A Stunned Killer is treated as if he was not present in the space and can only be Healed or Enraged - never Moved. An Active Killer initiates Combat if in the same room as a Participant, and can be Moved in addition to being Healed or Enraged.



HEAL: whenever the Killer is at 0 HP, and you can spend one Killer Symbol, you must Heal the Killer to at least 1 HP before spending Symbols on any other option. You heal 1 HP per symbol spent. This takes precedence over **Activate**, if applicable. The Killer starts at 10 HP, but can be Healed up to a maximum of 12 HP.



ENRAGE: you can spend one Killer Symbol to increase the Killer's Rage by one on the track. The Killer's Rage defines how many dice the Killer rolls in Combat (3-5), and how much damage he deals if his attack succeeds.



MOVE: if the Killer is Active, you can spend one Killer Symbol to move the Killer to an adjacent room. You may spend multiple Killer Symbol to move the Killer multiple spaces in a single turn, **but you need to stop if you encounter another Participant**. You cannot move the Killer while he is in Combat, Stunned or Dead - **this rule trumps any uses of MC cards that allow you to Move the Killer**.

For more information on the Killer and his role in the game, see below.

5.3.1 Room keywords: Empty, Exhausted, Locked

Some Master of the Ceremony cards and other effects refer to Rooms of different status. These are defined below:

Empty Rooms

An Empty Room is a Room that doesn't contain any Participants, The Killer, Participant Bodies or MC Gift tokens. An Empty Room may contain an Exhausted Room token or any number of Exhausted Reward tokens. A Room that has not been uncovered yet is also considered to be Empty.

Exhausted Rooms

An Exhausted Room is a Room marked with the Exhausted Room token. This happens after all available positive rewards in a Room have been covered by the Exhausted Reward tokens, or when a reward in an octagon frame has been collected.

Locked Rooms

To lock a Room, flip the card face-down and place the Locked Room token on it. A Locked Room may not be accessed by any Participant or the Killer, and doesn't take further part in the game. See below for rules on the locking of Rooms.

Note that some Rooms may become Locked temporarily. More on this can be found in section 5.2.2.2.

5.3.2 After at least one Participant dies...

When the first Participant dies, other than following the regular rules for Participant death (see below), the player who played that Participant immediately becomes the Master of the Ceremony. From this point onward, that player will draw cards from the Master of the Ceremony deck, instead of the First Player (the First Player doesn't get to draw any MC cards from the turn the first Participant dies onwards). The goal of the newly minted Master of the Ceremony is to kill all the remaining Participants.

The Master of the Ceremony player draws cards equal to the number of dead Participants plus one, and chooses one of them to play, placing all the others at the bottom of the deck. The MC also chooses how to spend any Killer symbols on the chosen card, as per usual.

When more than one Participant dies, use the Master of the Ceremony card in a similar way as the First Player card - pass it to the left at the end of the turn, so that players whose Participants died rotate in the Master of the Ceremony role. The MC role passes to the most recently fallen player immediately as their Participant dies. If all Participants die, the players who had the MC role up to that turn share victory.

5.3.3 Passing the First Player card

Once the chosen Master of the Ceremony card is fully resolved, the First Player card is passed to the player on the left (clockwise), if their Participant is still alive. If there are multiple dead Participants, this is also when the Master of the Ceremony card is passed. Play proceeds starting from the Action selection phase.

6.0 OTHER RULES



This section includes specific rules not covered in the above text. These rules include: Items and Ammunition, the Panicked status, The Killer, Participant Death, Finding Keys, and the Locking of Rooms.

6.1 Items and Ammunition

Items in the game are divided into three categories: Melee Weapons, Firearms and Utility.

Melee Weapons increase the Damage dealt on a successful attack. The Knife is also sometimes a required item for Searching Rooms.

Firearms broaden the spectrum of success results during Combat and increase the Damage dealt on a successful attack, but require Ammunition to use. Pistols use Bullets, while Shotguns use Shells. All Pistols start with two Bullets and all Shotguns start with one Shell - as indicated on their cards. The player receives these tokens alongside the Pistol and Shotgun cards, but DOES NOT receive additional ammunition if they already hold the same card. The Pistol is also sometimes a required item for Searching Rooms, and always requires spending a Bullet to be used this way.

Utility items include the First Aid Kit, and the Kevlar Vest. The First Aid Kit can be used as a Search Action to heal 3 HP. The Kevlar Vest stops all damage from a single source during Combat (covered in the rules above). Both items are discarded after a single use.

You may only carry a single copy of any item (Knife, Axe, Pistol, Shotgun, First Aid Kit, Kevlar Vest) and will receive one Resolve token as a "consolation prize" if you'd receive an item you already own.

Unlike regular Items, Ammunition is not subject to the same inventory limits and each Participant can carry as many Bullets or Shells as they find, whether or not they hold the appropriate weapon.

6.2 Panicked status

A Participant can become Panicked as a result of Searching a Room.

A Panicked participant draws one less Reward card when Searching Rooms and is forced to re-roll a single success in Combat. The Search penalty applies to both regular Searches and solving Puzzles. The Combat penalty is applied before the Combat can be resolved, but AFTER the player has accepted the current result - if the re-roll makes the player lose a success, no further Resolve can be spent in this Combat round.

A Participant can only be under the effect of a single Panicked card - if they receive another, it is treated as receiving a reward they already own, and grants a single Resolve token. A Participant can get rid of a Panicked card by using a Search Action to discard it.



6.3 The Killer

The Killer is controlled by the First Player, or the Master of the Ceremony after the death of the first Participant in the game, by spending Killer icons found on the Master of the Ceremony cards. The rules for spending these icons have been covered in a section above. This section covers some other concepts related to the Killer.

Killer Health

The Killer starts the game with 10 HP, and can be healed up to 12 HP. Whenever the Killer is reduced to 0 HP, he is Stunned and considered dead (and the Participant who killed him the first time is rewarded with a Key) - but unlike Participants, can be brought back to life by using the Heal option when spending Killer Icons. If the Killer is at 0 HP, and a player can spend at least one Killer icon, they must spend it to bring the Killer to at least 1 HP as a priority. The Killer's figurine is never removed from the board. Instead, the Killer can be either Active or Stunned.

Active vs Stunned status

The Killer being Active is his default mode of operation. The Killer's figurine stands upright, and the Killer can move, be healed, or enraged. Whenever an Active Killer starts a turn in a Room with a Participant, Combat commences.

The Killer can be Stunned by using different effects from Master of the Ceremony cards, and is also automatically Stunned whenever he remains alone in a Room after a round of Combat. A Stunned Killer's figurine is placed on its side on the Room he is in, and his Rage is immediately reduced by one point. **A Stunned Killer cannot Move, and is treated as though he wasn't in the Room** - so Participants can Search that Room (but not the Killer!) without Combat occurring. A Stunned Killer can still be healed or enraged, but whenever a player can spend two or more Killer icons, they must Activate the Killer as a priority. Place the Killer's figurine upright any time he is Activated to indicate this.

Killer Rage

Rage is used to track the Killer's combat potential. The Killer starts with 0 Rage, which grants him 2 damage and three dice. With each Rage point gained, the Killer deals more damage, rolls more dice, or both. The Killer's Rage cannot be increased over the available track, nor can it drop below the left-most space. The left-most space is considered to represent a Rage value of 0, or the Killer having no Rage.

Killer in Combat

As a reminder, the Killer always Attacks during Combat, and wins ties. If the Killer Attacks a Participant who Attacks and the Killer ties or wins, he deals full damage (as indicated by he's current Rage). If the Killer Attacks a Participant who Escapes and the Killer ties or wins, he deals full damage, and the opponent Escapes. The Killer's roll is performed by the First Player (or the Master of the Ceremony) or the player to his right, if fighting against the First Player. The Killer rolls all available dice only once, and cannot re-roll any dice.

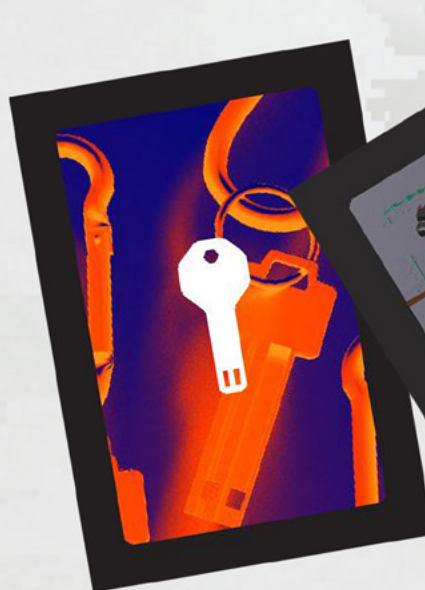
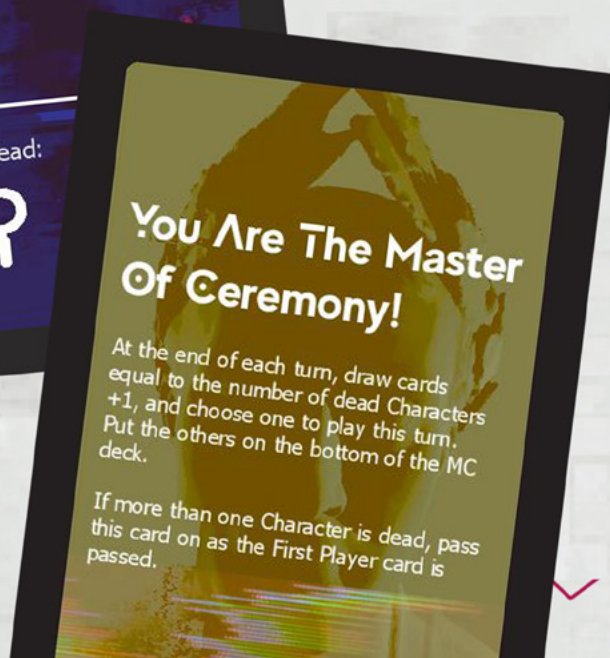
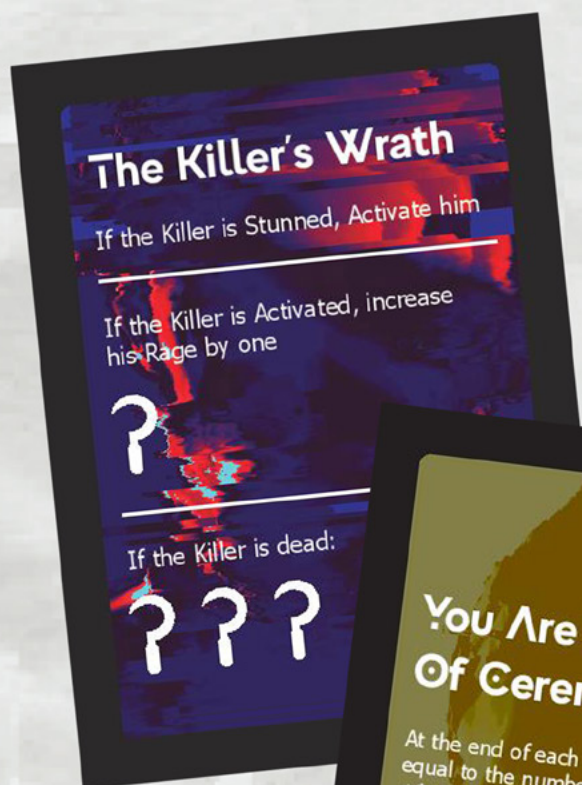
6.4 Participant Death

Whenever a Participant is reduced to 0 HP, that Participant dies - their figurine is set on its side in the Room where they died, and can be Searched by other Participants to recover all of the items they carried (see the rules for this in the **Searching a dead Participant** section above). The player who controlled that Participant Locks two Rooms in the Master of the Ceremony phase, but before MC cards are drawn (follow the rules for Locking Rooms below), and then takes on the role of the Master of the Ceremony by taking the Master of the Ceremony card. Starting from this turn, the First Player no longer plays the top card of the Master of the Ceremony deck - instead follow the rules detailed in the **After at least one Participant dies...** section above.

6.5 Finding Keys

Whenever a Participant finds a Key, be it by Searching, Solving a Puzzle, defeating the Killer or Searching a Participant's body, the player controlling that Participant chooses a single Room to lock for every Key found. This happens in the Master of the Ceremony phase, before the MC cards are drawn. Follow the rules for Locking Rooms, below.

EXAMPLE: at one point in the game, Dan finds a Key after Solving a Puzzle Room. He chooses one Room to lock. Some turns later, Kat's Participant manages to kill Dan's Participant. The next turn, Kat Searches the body, and finds two Keys (one that Dan found before, and another one which is always awarded from searching a Body). She now has to lock two Rooms.



6.6 Locking of Rooms

Some Master of the Ceremony cards, as well as finding Keys and Participant deaths prompt the players to lock Rooms. The locking of Rooms always takes place during the final phase of each turn - the Master of the Ceremony phase - either before drawing an MC card (in the case of finding Keys and Participant deaths) or following the drawing of specific MC cards.

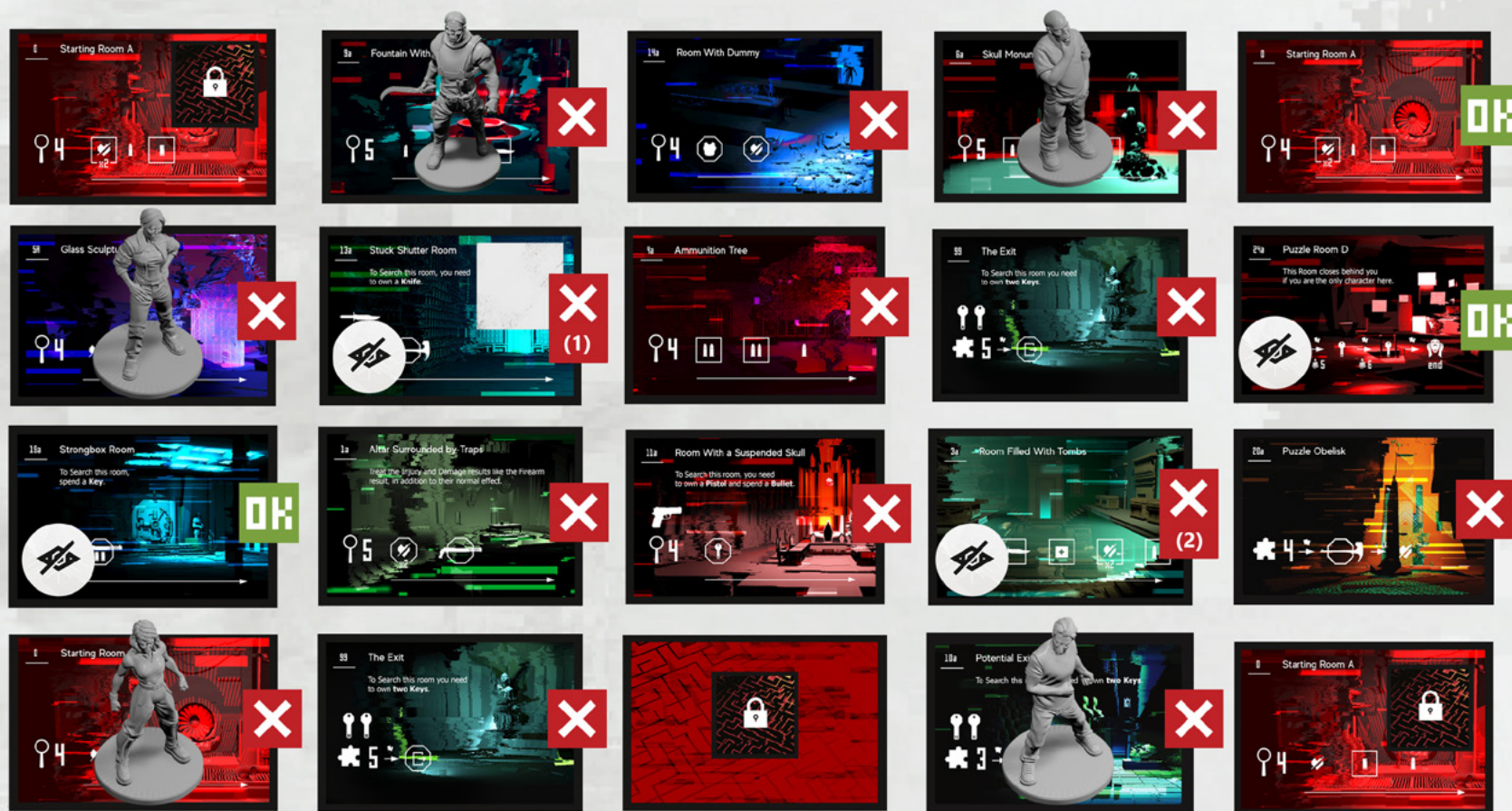
Rules for Locking the Rooms:

- A player can choose any empty, exhausted Room, or an empty Starting Room to lock, provided that locking that Room doesn't block any remaining Participants' or the Killer's paths to any of the Exits or Participant Bodies.
- If no empty, exhausted Rooms or empty Starting Rooms are available, a player can choose any empty Room, observing the same rules detailed above, as long as it does not have a Key as an available reward.
- If no Rooms meet these criteria, the player does not get to lock a Room and receives no compensation for not being able to do so.

To lock a Room, flip its card face-down, and place a Locked Room token on it. From this moment forwards, that Room is inaccessible by neither the Participants nor the Killer. The Killer cannot move through or stop on Locked rooms.

Rooms that have not been revealed yet cannot be locked. When locking Rooms before all Exits are revealed, players need to lock Rooms that are guaranteed not to block access of any Participant or the Killer to any of the Exits. If they cannot lock a Room with this certainty, they are **not allowed** to lock a Room.

EXAMPLE: the following table shows an example selection of Rooms that can be locked. The Exhausted Room with MC's Gift (1) cannot be locked because it is not Empty. The Exhausted Room above Ian (2) cannot be locked because it would block him from reaching at least one of the Exits.



7.0 ENDING THE GAME

The game ends immediately after one of the Participants successfully Searches an Exit (and so leaves the house), or when all Participants are dead. The player who Searched the Exit wins the game, or if all Participants died, all the players who held the Master of the Ceremony role before the game ended share their victory (ie. all but one player).

7.1 Searching the Exit

To Search in the Exit, a Character has to hold at least two Keys and must find a pair of Reward cards in their draw, like in other puzzle-type Rooms. Successfully Searching the Exit ends the game as the Action Resolution Phase ends, with the player who successfully Searched being the victor!

Two or more Participants Searching in Exits in the same turn

It is possible, though unlikely, that more than one Participant will attempt a Search in an Exit during the same turn. If this happens, and more than one Participant succeeds, the players controlling those Participants who successfully Searched share victory.

8.0 VARIANT RULES

The section below details rules for mixing Room decks, 3-player, 2-player and solo games [COMING SOON!].

8.1 Mixing the A and B Room decks

While the basic setup for the game involves picking the A variants or B variants of Rooms to shuffle and lay out as the board, it is possible to mix the two decks for a more varied and unique experience. Be aware that the following setup might make for a less balanced game experience.

Take both decks, and set them in order from Room 1A/B to 24A/B (keep the Starting Locations and Exits separate). Make sure both decks are set face down, and take the top card of each, then shuffle them under the table and have one other player pick the card in your left, or the card in your right hand. Set the chosen card aside, and put the one not chosen back into the box - it won't be used this game. Repeat this process for all Room cards, until you have a newly formed deck of 24 cards that will likely be a mix of A and B variants. Then follow the regular set-up rules.

Note that it is also possible to just mix up the two decks into a single 48-card deck and proceed with regular setup, drawing Rooms at random to form the board. We do not recommend this method for regular play, as it might lead to highly unusual and unbalanced map setups, but veteran players might find the very unique game states that can occur intriguing and fresh.

8.2 Three Players Game

- When playing with three players, make the following changes to the setup.
- Remove the Potential Exit room (10A/B) from the selection of rooms before shuffling.
- Lay the Room Cards in a 4x4 grid instead of the usual 5x4 grid. Only place three Starting Rooms in the corners of the grid - the remaining corner is filled with a regular face-down Room.
- The Killer starts on the face-down Room in the corner not occupied by the Starting Rooms.

All other rules remain the same.

8.3 Two Players Game

- When playing with two players, make the following changes to the setup.
- Remove the Potential Exit room (10A/B) from the selection of rooms before shuffling.
- Lay the Room Cards in a 4x4 grid instead of the usual 5x4 grid. Only place two Starting Rooms in the opposite corners of the grid - the remaining corners are filled with a regular face-down Room.
- The Killer starts on one of the four central spaces, as chosen by the player who will take the SECOND turn (ie. NOT the First Player).
- Remove the following cards from the Master of the Ceremony deck:
 - The double A Gift from the MC cards
 - Charge
 - Self-Mutilation
 - Even the Odds
 - Secret Passages
 - Inhuman Frenzy
 - A Room is Closed

All other rules remain the same.



8.4 Solo Game [Work in Progress]

The following section details the changes to the game when playing solo.

Set Up

- Remove the Potential Exit room (10A/B) from the selection of rooms before shuffling.
- Lay the Room Cards in a 4x4 Grid instead of the usual 5x4 grid. Place a single Starting Room in one of the corners of the grid - the remaining corners are filled with a regular face-down Room, after mixing 13 cards with two Exits.
- The Killer starts on the opposite corner of the grid from the Starting Room.
- To play the solo mode, replace the regular MC deck with the MC Solo deck.
- It is unnecessary to use the Action cards in Solo mode, but you may want to leave the Combat: Attack and Combat: Escape cards in front of you for reference.
- If you wish to reduce the number of cards lying around the board, feel free to limit the Item deck to one copy of each Item (Knife, Axe, Pistol, Shotgun, First Aid Kit, Kevlar Vest) and keep a single Panic card nearby instead of four.

All other setup rules remain the same.

Gameplay

When playing solo, choose an Action to perform, and after that Action is fully completed, draw a MC Solo card from the deck and perform the instructions found there (see more on the different cards below). If a drawn card makes the Killer enter your room, choose to Attack or Escape when you make your Action, according to regular rules.

In a turn in which you are in Combat, DO NOT draw an MC Solo card. This includes a turn in which you Escaped from Combat with the Killer, or a turn in which you reduced the Killer to 0 HP. You only draw an MC Solo card in the following turn.

The goal of the game remains the same: collect two Keys and successfully escape. However, DO NOT lock any rooms when you find a Key. You lose if your character dies (either by being dealt damage by the Killer in combat or any other means).

Not enough keys?

It might happen that not enough Keys are available in the Rooms that have been placed on the board. Remember that defeating the Killer always grants you a single Key upon reducing him to 0 HP, but when no other Keys are available from the Rooms found on the board, use the following rule:

If at any time all Rooms have been explored (ie. your character has uncovered as many of them as possible), and no Keys are available to find, the Killer is considered to carry TWO Keys - and needs to be defeated TWICE to gain them. This rule triggers and stays relevant for the rest of the current game even if a Room is later replaced (by using the Something Changed MC Solo card) and is found to contain a Key as one of its rewards.

Notes on MC Solo cards

Most MC Solo cards will include different behaviours for the Killer depending on whether he is Stunned, Activated or Dead. Follow these instructions depending on the Killer's status.

If a card instructs you to increase the Killer's Rage when at maximum, or to increase his HP when at 12, that part of the instruction is ignored without effect, unless the card specifically states otherwise.


If a card instructs you to reduce the Killer's HP by a number that would place his marker at 0, you are only allowed to reduce his HP by as many points as possible so as NOT to place him at 0.


EXAMPLE: *he Killer is at 2 HP and the Inhuman Frenzy card is drawn, instructing the player to reduce the Killer's HP by 3. The player can only decrease the Killer's HP by 1, reaching 1 HP, but the rest of the card's effect triggers despite only reducing the HP by 1.*

In another situation, the Killer is at 1 HP, and the The Killer's Wrath card is drawn, instructing the player to decrease the Killer's HP by 1. This part of the instruction cannot be carried out, but the rest of the card's effect triggers despite no HP being lost by the Killer.

The Killer is Hunting and A Gift from the MC cards include movement instructions for the Killer. The number next to the **MOVE** icon indicates how many steps the Killer moves, while the arrows show which directions he picks, from left to right. Directions that are invalid are ignored, and you instead move to the next direction in line to see if that is a valid move. The Killer can never move onto Locked rooms, and can never move to the same space he started from when resolving a single card. If the Killer cannot complete his entire movement, perform as much of the movement as possible.



A  symbol indicates the Killer moving one space towards your character. If there is a choice, you can decide where to move the Killer as long as moving him brings him a space closer to your character in terms of the number of moves needed to reach you. In the case when the Killer is adjacent to you, but you are in a Locked room, the Killer does not move. If you can only perform a part of the Killer's movement (like in the case of the Charge or Inhuman Frenzy cards), you have to perform as much of it as possible.

Whenever the  symbol appears, it means you should increase the Killer's Rage by one. Some cards require you to spend or reduce Rage - spending Rage is usually required for the rest of the card to take effect, while reducing Rage might not be a prerequisite in this way: refer to specific cards for instructions.

If you ever draw an MC Solo card and find that none of its instructions can be carried out (such as when the Killer is Dead, but the card asks to increase his Rage or Move him), ignore that card entirely, place it under the deck, and draw another card to replace it.

Combat with the Killer

Instead of rolling dice for the Killer, use the following table to determine how many successes the Killer is considered to have, depending on his current Rage.

Rage Value	0 (leftmost)	1	2	3	4
Successes	1	1	2	2	3

All other rules for fighting the Killer remain the same, including that the Killer **always wins on ties**.

9.0 APPENDIX A: SPECIFIC ROOM RULES

As a general rule, whenever a reward type (usually Damage or Ammunition) appears twice or more times in a Room, it means gaining that much of a given reward type.

Any time a Room indicates that you need to own a specific item, that item is not discarded unless the card specifically says so (most often a Bullet needs to be spent, if a Pistol needs to be owned, for example).

1A/B - Altar Surrounded by Traps

Getting the Damage reward counts as also getting the Firearm (A) or Melee Weapon (B) reward. This means you can potentially receive both the Damage and the Shotgun/Fireaxe.

4A/B - Ammunition Tree

In the case of this Room, the first and second Ammunition results mean the player gains two Bullets/Shells, but the reward spaces are then covered and from now on this Room can only be Searched for a single Bullet/Shell, indefinitely.

8A/B - Fake Hostage Room

The reward in this Room is guaranteed, as indicated by a lack of Search number near the Pistol symbol. The First Aid Kit/Kevlar Vest is rewarded automatically after a Search - provided the player spends a Bullet as instructed!

10A/B - Potential Exit

If the player fails to solve the Puzzle, they receive Damage and the Room is Exhausted.

15A/B - Sacrificial Altar

Unlike other Rooms, the number next to the Damage symbol indicates the expenditure of three/two HP, and not the drawing of three Reward cards to Search. After spending the HP, the Reward is granted without drawing any Reward cards.

19A/B - Strongbox Room

The Shotgun in this room is awarded automatically after expending the Key, and comes with 2 more Shells in addition to the one standard Shell found in any Shotgun item. The Pistol in the B variant of the room, similarly, is awarded without drawing any cards after expending the Key, and comes with 3 more Bullets in addition to the two standard Bullets found in any Pistol item.

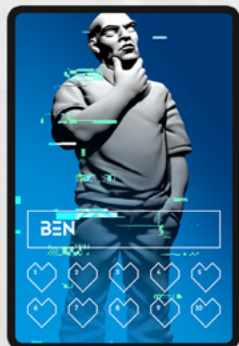
20A/B - Puzzle Obelisk

Failing this puzzle doesn't Exhaust the Room, but the player receives damage.

10.0 APPENDIX B: PARTICIPANT POWERS AND LORE

The following section covers specific clarifications of Participant powers and offers context for the character's appearance in the game.

10.1 Ben

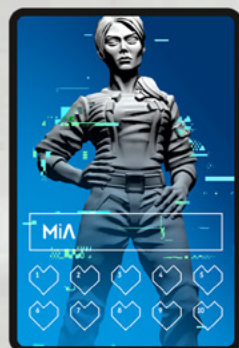


Ben was kicked off his NFL team after beating up a reporter. He wanted another chance to prove he could still be a winner. That's when the MC came along...

In the case of receiving multiple Attacks from opponents, Ben's **Tough** power decreases each source of Damage separately. The damage Ben's power covers can come from any source - while Searching, as a result of a failed Puzzle, in Combat, from the usage of MC cards etc.

Quarterback allows Ben to spend one Resolve to force an enemy to re-roll one success in Combat. This applies both to other Participants and the Killer. This ability can be used at any time before accepting the result of the combat, and the opponent can spend their own Resolve to attempt to "get back" a success lost due to this ability.

10.2 Mia

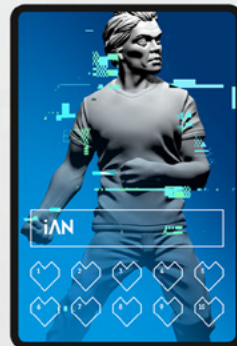


Forced to turn down her badge for spreading a conspiracy theory, Mia is a loose cannon. The MC is curious about the results she gets in his game.

Calm Under Pressure allows Mia to reroll as many dice as she wishes in combat with each Resolve spent. Usually players can only do it for the first point of Resolve spent, but Mia is not limited in this way.

Every Shot Counts means that Mia receives one additional Ammo token, no matter how many Ammo tokens she receives due to normal rules. If she was supposed to receive one Ammo token, she gets two. If she is awarded with three, she gets four etc.

10.3 Ian

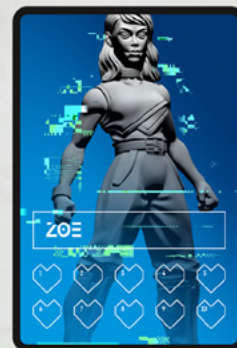


Ian gave up a cushy law job to become an Internet personality. A year in, he's only got the internet part down. The MC is about to work on his character...

Lucky makes Ian start with 3 Resolve tokens instead of the regular 1.

Problem Solver works for all Rooms characterised with the Puzzle symbol - all Exits, Puzzle Rooms, the Puzzle Obelisk and the Potential Exit rooms.

10.4 Zoe



A true indie wrestling legend. The accidental death of an opponent in the ring caused Zoe a career-ending trauma, but the MC is intent on making her get over it.

When playing with Zoe, a player also counts 4's as Successes when they Attack without using any Weapons thanks to the **Grapple Master** power. Usually Participants need to roll 5s and 6s to earn a Success when fighting without weapons.

Acrobatic helps Zoe Escape. If she spends a Resolve point, all results on the dice other than 1 count as a Success. This point can be spent after the player sees the results. Note that if Zoe is tied with the Killer she still loses (as the Killer wins all ties).

RULES SUMMARY: THE PARTICIPANTS

ACTION SELECTION PHASE:

- If alone in the Room, choose the Search Action or a Move Action (Up, Down, Left, Right)
- If Locked in a Puzzle Room, choose Search Action by default
- If in Combat, choose one of the Combat Action cards: Attack or Escape

ACTION RESOLUTION PHASE:

- Starting with the First Player, perform your Action
- If Searching a Room, draw the amount of cards indicated and look for Reward symbols that exist on the Room card. You receive the Reward you drew the most copies of. If tied, you receive the first Reward from the left.
- If Solving a Puzzle, draw the amount of cards indicated, and look for a pair of identical cards.
- If in Combat with another player, resolve the combat for both parties
- If in Combat with the Killer, have the First Player roll for the Killer
- If you have any Resolve, you can spend it on Searching, Solving Puzzles or Combat. Refer to your Resolve cheat-sheet for details.

WHEN YOU FIND A KEY:

- When you find at least one Key, you get to choose one Empty Room to lock for each Key you have found. You do this at the end of the turn, before MC cards are drawn.
- Starting Rooms and Exhausted Rooms take precedence.
- If no Starting Rooms or Exhausted Rooms are available, you can choose any Empty Room that does not have an available Key reward in it.
- The Room you lock can never block any Participant or the Killer from reaching any Exit or a Participant body.
- If no Rooms fulfill the above requirements, you are not allowed to lock any rooms.

THE FIRST PLAYER / THE MC DRAWS MC CARD(S):

- If all Participants are alive, the First Player draws the top MC card and resolves it, spending Killer Symbols as needed.
- If at least one Participant is dead, the player who controlled that Participant becomes the MC instead and takes the MC card. He draws a number of MC cards equal to the number of dead Participants + 1, selects one to play, and puts the others at the bottom of the deck.
- If more than one Participant is dead, the MC card is passed clockwise as the First Player card is passed.

PARTICIPANT DEATH:

- When a Participant dies, the Player who controlled that Participant chooses two Empty Rooms to lock at the end of the turn (before the MC cards are drawn), as per the above WHEN YOU FIND THE KEY rules.
- A Player who loses their Participant becomes the MC and draws cards as per the above THE FIRST PLAYER / THE MC DRAWS MC CARD(S) rules.



ACTIVATE: whenever the Killer is Stunned, and you can spend two Killer Symbols, you must Activate the Killer before spending Symbols on any other option. A Stunned Killer is treated as if he was not present in the space and can only be Healed or Enraged. An Active Killer initiates Combat if in the same room as a Participant, and can be Moved in addition to being Healed or Enraged.



HEAL: whenever the Killer is at 0 HP, and you can spend one Killer Symbol, you must Heal the Killer to at least 1 HP before spending Symbols on any other option. You heal 1 HP per symbol spent. This takes precedence over Activate, if applicable. The Killer starts at 10 HP, but can be Healed up to 12 HP.



ENRAGE: you can spend one Killer Symbol to increase the Killer's Rage by one on the track. The Killer's Rage defines how many dice the Killer rolls in Combat (3-5), and how much damage he deals if his attack succeeds.



MOVE: if the Killer is Active, you can spend one Killer Symbol to move the Killer to an adjacent room. You may spend multiple Killer Symbol to move the Killer in a single turn, but you need to stop when you encounter another Participant. You cannot move the Killer while he is in Combat!

RULES SUMMARY: THE KILLER

STUNNED KILLER:

The Killer becomes Stunned every time a Combat he took part in ends (when he remains alone in the room after the end of a Combat round). The Killer might also become Stunned as a result of some effects of the MC's cards. Whenever the Killer is Stunned, immediately decrease his Rage by one point, and place his figurine on its side to indicate this state.

KILLER DEATH:

If the Killer is ever reduced to 0 HP, he is immediately Stunned and his Rage is reset to the first position on the track (zero). **The first Player to defeat the Killer in this way immediately receives a Key!** Defeating the Killer subsequent times carries no additional rewards. The Killer has to be Healed to at least 1 HP before he can be Activated or have his Rage increased (or Moved, of course).