ALONE™
EVIL COMPENDIUM

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

> These boxes contain brief information about **Hero rules** that the Evil players also need to know.

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

A QUICK RECAP

As the Evil players, you **don't have** a proper "**Evil Turn**", it is **always the Hero's Turn**. You can only play **in Reaction** to the Hero's **Actions**. The Hero will perform **1 Action each Turn** (unless **Bullet Time** is triggered, see page 5).

ROUNDS

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

At the **end of each Round**, the Hero's **Round marker** will move to the left on the Round track. When the Round marker reaches the **final space** of the Round track, the game enters **Nightmare Mode** (see page 17).

The Hero may also **gain additional Rounds** during the game (in which case, the marker **moves to the right**).

TURNS

The Hero will choose **1 Action** to perform **each Turn**. The Hero may perform **2 Actions in a single Turn** by triggering **Bullet Time** (see page 5).

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

Your **only goal** is to **defeat the Hero** before the **Final Mission** is **completed**. To **trigger the Final Mission**, i.e., to "unlock" it and make it come into play, the Hero must first complete **1 of the 2 Starting Missions** available. To **defeat the Hero**, you need to bring both the **Life** ♥ and **Self Control** 🧠 tracks on the Hero Sheet **down to 0**. The main tool at your disposal to **deal damage** of **both kinds** to the Hero are the **Creatures**.

For example, whenever the Hero encounters an **Unrevealed Creature**, they will **lose Self Control** 🧠 (see page 6). When a **Creature attacks** the Hero, on the other hand, it will deal **Life** ♥ **damage** (see page 10). Additionally, some of your **Reaction cards** may improve the **efficiency** of your Creatures, or directly **deal damage** to the Hero in different ways (see page 5).

You have one final tool in your arsenal: by placing **Danger tokens** on the Map, you can make your **Creatures** stronger (see page 10), and unlock **additional effects** of your **Reactions** (see page 5).
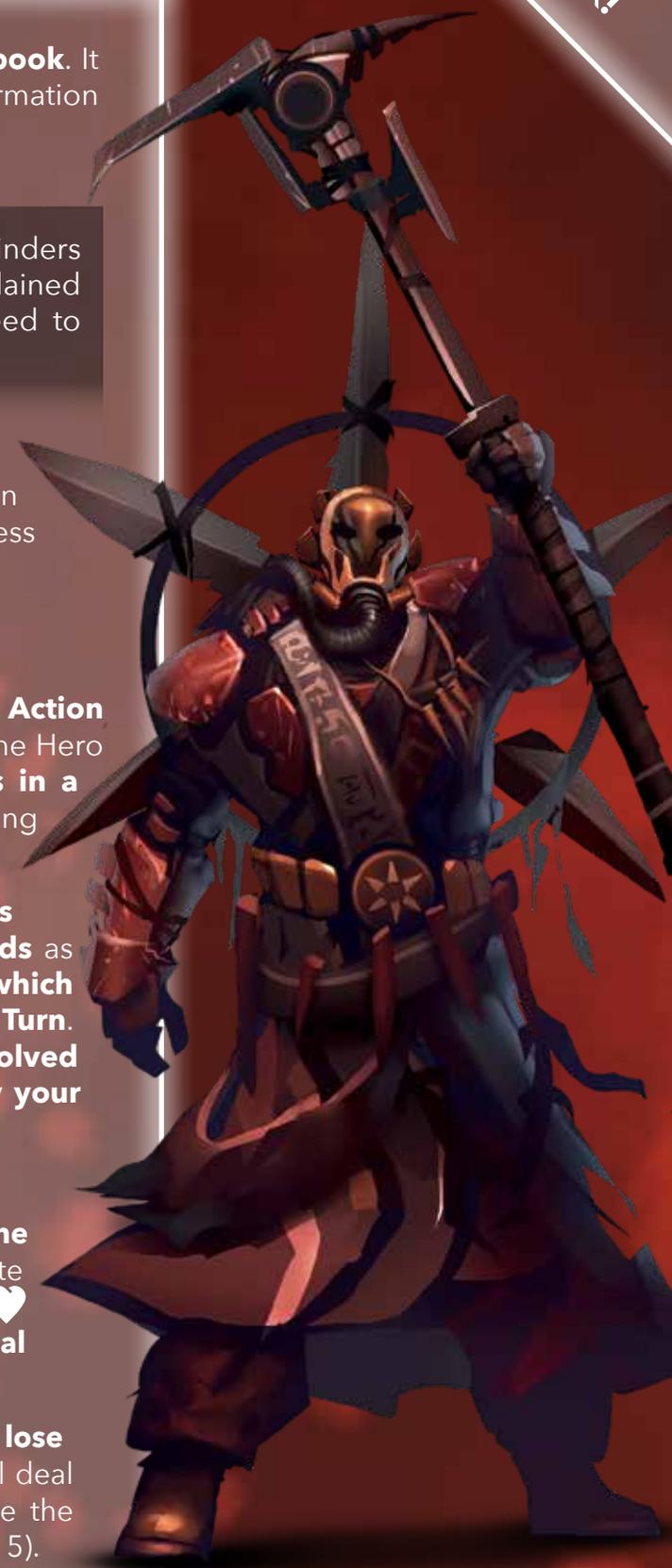
MEET THE CREATURES

Spores are very easy to kill, and they're slow, but they can be Spawned quite near to the Hero, and deal a huge amount of damage.

Parasites don't deal a lot of damage, but they are quick. They are also not too difficult to kill.

Cultists, even if deranged, are just humans. As such, they don't cause any loss of Self Control to the hero. They are quite tough to kill though, and they are not afftected by Light.

Hybrids are part human, part worm. This makes them as scary as the Worms. They are not as heavily affected by Light, though, nor as difficult to kill.

Worms are tough to kill, very scary and quite dangerous in a fight, but they are heavily affected by Light. They basically become harmless in Lighted Sectors, so employ them wisely. They also have to be Spawned quite far from the Hero.

Boss Creatures have widely different stats. Refer to the Mission cards to discover more about them.

MEET THE EVIL DECKS

There are **4 Reaction decks**. Only **2 of them** will be in use each game, as determined during the **game setup**. All decks contain the **same number** and **kinds** of cards, but each deck is focused on a **specific theme**:

- **Fury** *(red)* – it makes Creatures **stronger in combat** and more **aggressive**.
- **Speed** *(blue)* – it makes Creatures **faster**, and it allows you to **React more often**.
- **Terror** *(green)* – it makes **scaring the Hero** easier, and allows you to **control the Hero's Actions**.
- **Traps** *(purple)* – it makes placing **Danger tokens** easier, and makes them **more effective**.

EVIL LEADER DUTIES

During setup, one of you was chosen as the starting **Evil Leader**. In addition to the duties described in the setup, the Evil Leader has the additional task of **coordinating the efforts** of their team. **Before playing** Reaction cards, the Evil players must **ask for the Leader's approval**. Since you can't **explicitly describe** or **show** your cards to the other players, and communicating **too openly** is risky, there is a high chance for **misunderstanding**: you will learn an efficient **communication strategy** with time.

A **new Evil Leader** will be in charge **each Round**. The Evil Leader token is passed to the left at the end of the Round.

> **! REVEALED AND UNREVEALED**
>
> Everything the Hero knows, i.e., everything that is **shown on the Labyrinth**, is considered to be **Revealed**. Everything that is present on the Map but is **not shown** on the Labyrinth is considered to be **Unrevealed**.
>
> Even if out of Line of Sight (see page 9), thanks to the **cache memory** of the **Holowatch**, the Hero will also "see" what happens in all the **Revealed** Sectors, as reported on the Map, until the end of the Round.

HANDLING CARDS

During the game, you must **never show your cards** to the other Evil players. You can talk freely about the **strategies** you want to apply and the **kind of cards** you intend to play, but remember that **everything you say** will also be **heard by the Hero**! You need to find a way to **communicate** with your team mates in a **subtle way**.

COMMUNICATING INFORMATION

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

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

UPDATING THE MAP AND THE LABYRINTH

Before moving to the actual rules of the game, remember: as the Evil players, you have **complete access** to all the information about the **status of the game**. Everything is **recorded on the Map**, while the **Hero** only knows what is **shown on the Labyrinth** during the game, and what they can **remember** after this information is **removed** at the **end of each Round**. Without this information, the **Hero cannot play**.
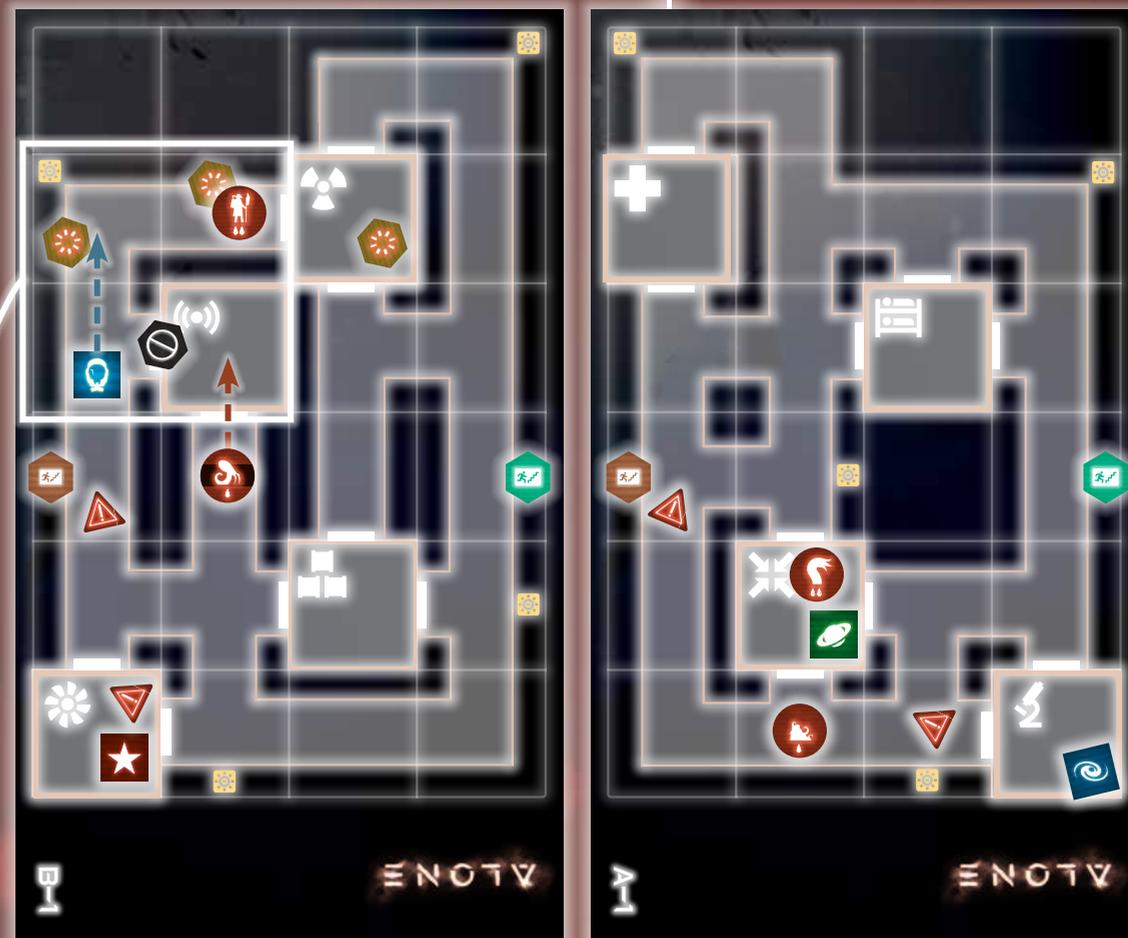
It's **your duty** to **update** both the **Map** and the **Labyrinth** when the **Hero moves** to or **explores** an **Unrevealed Sector**. If a tile that is needed is currently **not available** in the pool, you will have to use one of the tiles that is already part of the Labyrinth. You must choose the tile of the **appropriate shape** that is the **farthest away** from the Hero's Sector.

Here's a brief list of the **game events** you need to **record on the Map** (and thus, update it):

• **LIGHT**: Whenever Lights are **switched on** in a Sector, you must place a **Light token** in it; it goes without saying that when the Lights are **switched off**, you also need to **remove it**.

• **MOVEMENTS**: You must place, move and remove **Creature tokens** to track the position, movements and fate of your **Creatures**. You also need to move the **Hero token** to keep track of their movements, too.

• **DOORS**: Remember to always **Reveal Doors** when Revealing any Sector with adjacent Doors. Also, the Hero and a few of your cards may **Block** or **Unblock** Doors. When this happens, you must mark the Blocked Doors with the **Blocked tokens** on both the **Map** and the **Labyrinth** (and remove those tokens when they are Unblocked).

• **ENVIRONMENT**: You must place and remove **Danger tokens** according to the flow of the game. Some **Mission cards** may also instruct you to place **Condition tokens** on the Map to keep track of **mission-related events** during the game. Refer to those Mission cards for more details.

The Hero moves north. Since the straight Sector to the east of the destination Sector is a Lighted Sector, it must be Revealed immediately (along with everything it contains). The room further to the east, though, is not in Line of Sight yet (because the Hero is not adjacent to its Door), so it is not Revealed.

As a Reaction, the Evil players move a wounded Parasite into the Control Room. Since the Control Room is Revealed, they must Reveal the Parasite too. They must also communicate to the Hero its Wounded status.

HANDS OF CARDS

1 Evil player: draw **10 cards**. Freely draw from either Reaction deck.

2 Evil players: 6 cards each. Only draw from **your own** Reaction deck.

3 Evil players: **4 cards** each. The Evil player sitting between the other two may draw cards from **both Reaction decks** in **any combination**, while the other two Evil players must always draw from the Reaction deck **in front of them**.

All Evil players start the game with a certain number of **Reaction cards** in their hands (see the list to the left). Reaction cards can be **played** from an Evil player's hand only as a **Reaction** to an **Action** performed by the Hero. The Actions the Hero decides to perform will determine the **Allowed Reactions**, i.e., which cards you can play this Turn; you can also always play a **Standard Reaction**, i.e., a Reaction card played **face down** (for further details, see next page).

Even if there is an Evil Leader, you play as a group: **any Evil player** can play a **Reaction**. You should make this decision **in accord** with the other Evil players. As always, the final decision is taken by the **Evil Leader**. Only **up to 2 Reaction cards** in total can be played each Turn.

When you play a Reaction card, you must place that card on the Reaction Track of the Hero sheet, with the card facing the Hero (as shown in the example below). The **first Reaction card** played must be placed **vertically** on the first empty space of the Reaction Track. If you want, you can play a **second Reaction card** "*in combo*", during the same Turn, but this card still needs to be either an **Allowed Reaction** or a **Standard Reaction**, and it must be placed **horizontally** on the Reaction Track, covering the next two empty spaces.

Be careful with your Reactions, and especially with **combos**: the final spaces of the Reaction Track show **Danger symbols**, and at the end of the Round, you will **collect** and **place on the Map** a number of **Danger tokens** equal to the number of symbols **still visible** on the Reaction Track. If you play a lot of Reactions, some of these Danger symbols will eventually be **covered**, and you will have **fewer Danger tokens** to place on the Map for the next Round. You must also keep the number of **remaining Reaction spaces** in mind: when all the spaces on the Reaction track are **occupied**, you cannot play **any more Reactions** for that Round. Additionally, when **only 1 space** is remaining, playing **combos** is **not possible** anymore.

YOU NEED TO REACT!

There is no proper **Evil Turn**. Evil players only play in **Reaction** to the Hero's **Actions**, during the Hero's Turn.

DAMAGE REACTIONS

Some Reactions can be played when the Hero is **taking damage**, rather than performing a specific Action.

MULTIPLE ALLOWED REACTIONS

Sometimes, the Hero may perform **more than 1 Action** in a single Turn (e.g., when triggering **Bullet Time**, or when using certain **Item cards**). In such cases, **each different Action** triggers the **related Allowed Reaction**, increasing the **kinds of Reaction cards** you can potentially play (you can still only play **up to 2 Reactions** each Turn though).

AUTOMATIC 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** you will always collect and place **at least 1 Danger token**.

These Reactions were played as a combo during the same Turn. Only 1 Reaction space is left: this means that you will only be able to play 1 more Reaction this Round.

REACTION TIMING

Some Reaction cards show the ⚡ symbol in the top right corner. These are called **Instant Reactions**. Instant Reactions can be played **during the Hero's Turn**. The exact Reaction timing (e.g., "after dice are rolled" or "before Revealing elements") is **explicitly stated** on each card, under the card name.

Standard Reactions and Reactions **not marked with ⚡** must be played at the **end of the Hero's Turn**.

DANGEROUS CARDS

When you play a Reaction card, you usually only apply the effect of the **first half** of the card. If you can make the card **Dangerous**, though, you also get to apply the effect of the second half of the card.

The **easiest way** to make a card **Dangerous** is to play the Reaction when the Hero is in a Sector containing a **Danger token**.

STANDARD AND ALLOWED REACTIONS

Standard Reactions (i.e., playing a Reaction card **face down**) can **always** be played as a Reaction to **any Hero Action.** Standard Reactions can be used to either **move 1 Creature up to 1 Sector** OR **Spawn 1 Creature** following the regular rules for Spawning. For more informations on Spawning, see page 6.

Allowed Reactions (i.e., playing a Reaction card **face up**), can only be played when they are triggered. The symbol in the top left corner of your Reaction cards is the **Trigger symbol**, i.e., the event that needs to happen **before** you can play that Reaction face up. Most of the Reaction cards are triggered by a **specific Action** performed by the Hero, but some of them have **different kinds of triggers**.

Reaction cards with this symbol can only be played when the Hero performs a **MOVE** Action.

Reaction cards with this symbol can only be played when the Hero performs an **EXPLORE** Action.

Reaction cards with this symbol can only be played when the Hero performs a **FIGHT** Action.

Reaction cards with this symbol can only be played when the Hero takes **LIFE** ♥ damage.

Reaction cards with this symbol can only be played when the Hero performs a **LOCATE** Action.

Reaction cards with this symbol can only be played when the Hero performs a **SCAVENGE** Action.

Reaction cards with this symbol can only be played when the Hero performs an **INTERACT** Action.

Reaction cards with this symbol can only be played when the Hero takes **SELF CONTROL** 🧠 damage.

BULLET TIME

At the **beginning of a Turn**, the Hero may spend **1 Adrenaline** token to trigger **Bullet Time**. This allows them to **perform 2 Actions** in a **single Turn**.

To play cards that must be played **at the end of the Turn**, you will have to wait until after the Hero has performed both Actions.

WHEN THE HERO PERFORMS 2 ACTIONS OR REMOVE 1 CREATURE FROM THE MAP AND THEN SPAWN 1 CREATURE WITH -1 ⬇ (MINIMUM SPAWNING DISTANCE).

⚠ UNTIL THE END OF THE TURN, THIS CREATURE GETS +1 🎲 TO ATTACK.

LIMIT TO THE NUMBER OF CREATURES

There can only be **up to 4 Creatures** on the **same Level** of the Map at the same time (for a **total of 8** on the whole Map). Some **Mission cards** may allow you to **break this limit**, though.

The Creatures you can Spawn for each kind is limited by the **number of tokens** available.

When the **limit is reached** for a Level, no more Creatures can be either **Spawned** or **moved** into that Level.

HERO MOVEMENT AND SCARY CREATURES

The Hero will also get **scared** if they enter an **Unrevealed Sector** that contains a **Creature**.

For more details, see "Move Action", on page 12.

TELEPORTING CREATURES

The effect of some Reaction cards may allow you to **Teleport Creatures**. Teleporting is a special way to move Creatures. For more details, see page 20.

SPAWNING CREATURES

To **Spawn a Creature**, you must play a **Standard Reaction**; you may also be allowed to Spawn Creatures by the effect of some specific Reaction cards.

A Creature can be Spawned in a Sector **anywhere** on the Map, but it cannot be Spawned **closer** to the Hero than the **Minimum Spawning Distance** shown on the Creature Stats table (see page 17).

When a Creature is Spawned, it produces **Noise** in the Sector it is Spawned in, and you must **Communicate this Noise** to the Hero. See "Communicating a Noise", on the opposite page.

MOVING CREATURES

You can move a Creature **up to 1 Sector** by playing a **Standard Reaction**. The effect of **specific Reaction cards** may also allow you to move them quicker (in this case, the range is **specified on the card** itself). You can also move a Creature **0 Sectors**. This may be useful to trigger additional movement effects described on some cards, or to switch off Lights (see page 9).

Whenever you move an **Unrevealed Creature** into the **Hero's Sector**, the Hero will **be scared** by that Creature, and will lose **Self Control**. For this to happen, the Creature must be Revealed **directly** into the Hero's Sector. The Hero **does not** lose if the Creature is Revealed in a **different Sector** before entering the Hero's Sector. The amount of lost depends on the Creature, and is shown on the **Creature Stats table**.
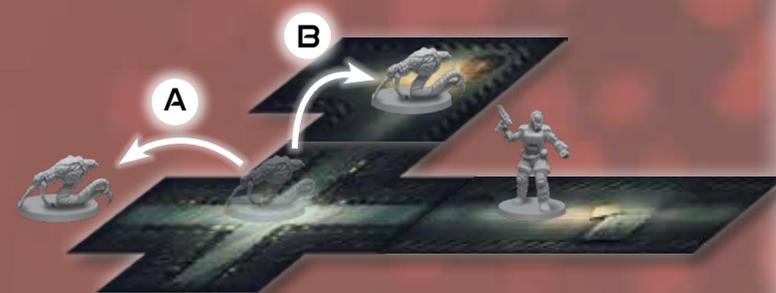

When a Creature is moved, it produces **Noise** in the Sector it reaches **at the end** of its movement, and you must **Communicate this Noise** to the Hero. See "Communicating a Noise", on the opposite page.
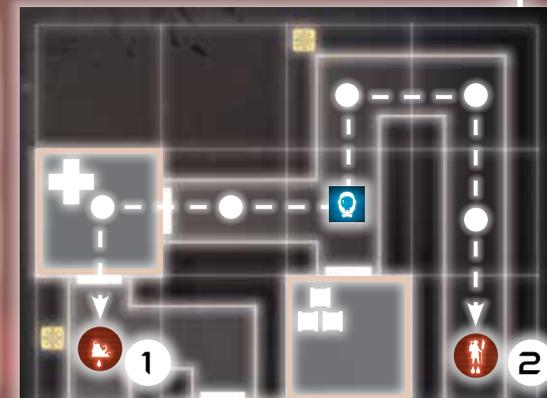
When you Spawn Creatures, you need to adhere to the Minimum Spawning Distance. In the example above, 3 Sectors in the case of the Spore (1), 4 Sectors in the case of the Cultist (2).

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

When an Unrevealed Creature enters a Revealed Sector, no matter if the destination Sector is in the Hero's Line of Sight (1) or not (2) (see page 9), it must be Revealed. In both cases depicted above, since the Parasite has not been Revealed into the Hero's Sector, the Hero will not get scared.

USING STAIRS

The two Levels of the Map are connected to each other by **2 sets of Stairs**. Each set is marked with a different color, to help you remember **where** each set **leads to**.

Sectors connected by a **set of Stairs** (i.e., **marked on the Map** with the 2 Stairs tokens of the **same color**) are considered to be **adjacent** to **each other**.

COMMUNICATING A NOISE

When a Creature is **Spawned** and when it **moves**, it produces Noise. You must **Communicate this Noise** to the Hero. When Communicating a Noise, you must always be honest and Communicate the **real direction** from which the noise **reaches the Hero**. To determine this direction, you must **check the Map** to verify which is the **shortest route** between the **Hero's Sector** and the **source of the Noise**. That is the direction you must Communicate to the Hero.

If there is **more than one** possible route with the same distance, **you decide which** direction you Communicate to the Hero. If the Noise comes from the **other Level**, you only need to Communicate this (i.e., "you hear a noise from the other Level").

The diffusion of Noise is **interrupted** by **Blocked Doors**, see below.

BLOCKED DOORS

The Hero may Block 1 adjacent Door **at the end of each movement step** they perform. A few **Reaction cards** and **Item cards** in the game may also Block or Unblock Doors.

As long as a Door is Blocked, **nothing** can **go through** it. 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. They also **interrupt** the diffusion of **Noise**.

To **move through** a **Blocked Door**, you must **Unblock it** first by **spending a "movement step"**. For example, if you move through a Blocked Door with a Reaction card that allows a Creature to move **3 Sectors**, **1 of those** needs to be spent **Unblocking** the Door; the Creature could then move **up to 2 Sectors**.
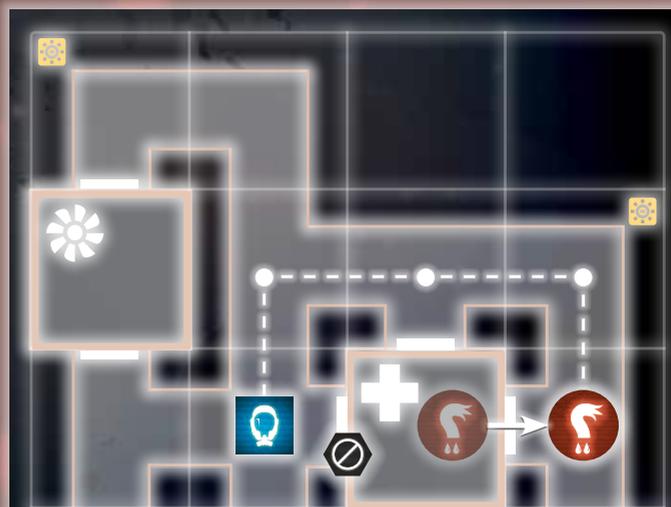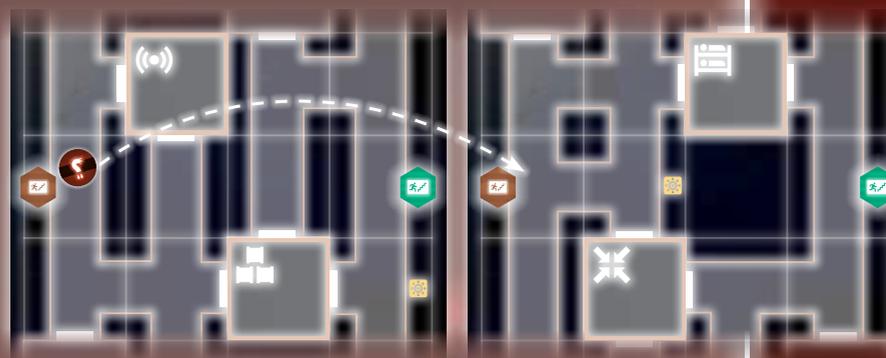
Noise is generated in the Creature's final destination Sector. In the example above, since the Door to the east is Blocked, the noise reaches the Hero's Sector from the north.

The Hero activated their Jet Pack Item to move 2 Sectors away from your Worm, Blocking 2 Doors in the process (1 after each movement). It's time to React! To Unblock the Door of the Infirmary, you would have to spend 1 movement step with the Worm, but you don't have any Worm-specific Reactions to increase its movement range. You wouldn't reach the Hero even if you played 2 Standard Reactions as a combo. A Parasite-specific Reaction card, on the other hand, would allow you to Unblock the Door with 1 movement step, then spend the 2nd to enter the Hero's Sector!

! ADJACENT DOORS

The Doors are mainly a clue for the Hero to understand that a Room is in sight. When the Hero is 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 LoS.

Light is a precious ally for the Hero. It can help them **explore the Map** and it can make them **more effective at fighting**, while also making **your Creatures less effective**. Be aware when you engage the Hero in the Light, and try to **switch the Lights off** whenever possible.

You are in charge of **updating the lighting conditions** on both the Map and the Labyrinth.

The Map is **completely dark** at the start of the game. When the Lights are switched on in a Sector, you must **keep track** of this by **placing a Light token** on that Sector of the Map. If that Sector is **Revealed**, you must also **flip the tile in the Labyrinth** so that the **Lighted side faces up**.

When you update the Labyrinth with Sector tiles **after the Hero moves**, if a Sector with the Lights switched on **enters** the Hero's **Line of Sight** (see the opposite page), you must **immediately Reveal** that Sector.

SWITCHING ON THE LIGHTS

The Hero can switch on the Lights in a few different ways:

• Use an **INTERACT** Action in a Sector with an **LCU** (Light Control Unit) to switch on the Lights in **that Sector** plus **up to 2** adjacent Sectors in a **straight line**.

• Use the effect of an **Item card** that will switch on the Lights.

• **Complete a Mission** whose Reward switches on the Lights.
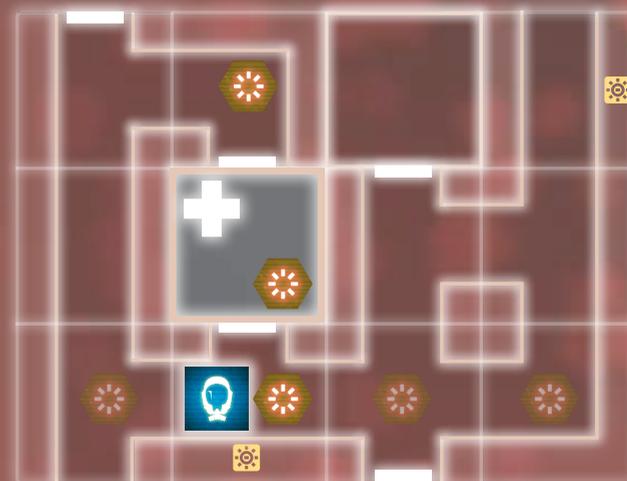
The Hero is in a Sector with an LCU. From that position, the Hero can choose 1 out of 3 directions and switch the Lights on in up to 2 Sectors in a straight line in that direction. The Sector containing the LCU always becomes Lighted, but in this example there are 3 possible outcomes: If the Hero chooses west, only 1 Sector more would become Lighted. If they choose east instead, Lights are switched on in 2 more Sectors. In both cases, all these Sectors must be Revealed, if they were not already.

If the Hero chooses north instead, like in the example above, Lights are switched on in the Room Sector and in the Curve Sector to the north, and you have to put Light tokens in both Sectors on the Map. Only the Room is Revealed in the Labyrinth, though, since the Curve is behind a Door that is not adjacent to the Hero, and as such it is out of Line of Sight.

As soon as the Hero moves to the Room Sector, the Lighted Curve Sector must be Revealed immediately, because it enters the Hero's Line of Sight.

SWITCHING OFF THE LIGHTS

You have a few ways to **switch the Lights off**:

• The effect of some **Reaction cards** involve shutting off the Lights in certain Sectors.

• 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 the Hero, but without the need to roll dice).

*Note: A Creature **cannot** switch off the Lights if it didn't move into the Lighted Sector this Turn.*

Moving Creatures into Lighted Sectors allows you to switch off the Lights... but you can't do this in the Hero's Sector!

LINE OF SIGHT

The Hero's Line of Sight (or LoS) is what the Hero can both **see** and **interact with** in a specific moment. The LoS includes the **Hero's Sector** and all **connected Revealed Sectors** in a **straight line** from the Hero's Sector, in all directions. It is interrupted only by:

• 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.

HIT OR MISS?

Each one of the game dice has **3 possible results**: ⊕, ‖!‖ or ⟩⟨. In **normal conditions**, only ⊕ results count as **Hits**, while ‖!‖ and ⟩⟨ results both count as **Misses**.

However, ‖!‖ results **may count as Hits** under special conditions. These conditions are **different** whether the dice are rolled by **you** or the **Hero**: **Danger tokens** advantage you, **Lights** advantage the Hero.

DICE ARE PUBLIC

Whenever you must **roll dice**, always do so **in front** of the screen, so that the Hero player can see the results of the roll.

A Creature will **attack the Hero** whenever it is in the Hero's Sector at the **end of a Turn**. You don't need to play any card to do this, the attack is **automatic**.

Whenever a Creature attacks, you must **roll a certain number of dice** (see below); the Hero will lose **1 ♥ for each Hit** rolled (see box to the left).

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**.

FIGHTING IN DANGEROUS SECTORS

Danger tokens represent the various hazards the Hero may face while exploring the Map. In addition to unlocking the **Dangerous effect** of your Reactions, Danger tokens can also make your **Creatures stronger** when **rolling dice**.

If the **Hero's Sector** contains a **Danger token**, when you roll dice, **each ‖!‖ face** that shows up **counts as a Hit**.

LIGHT AND DICE

The Hero can take advantage of ‖!‖ faces too. This happens when the Hero's Sector is Lighted.

ATTACKS OF OPPORTUNITY

Whenever the Hero leaves a Sector that also contains 1 or more Creatures, they will grant you an **Attack of Opportunity**. The Attack of Opportunity is considered **1 single attack**, no matter how many Creatures are in the Sector.

You must **roll 1 🎲 for each Creature** in the Sector. **No special abilities or effects** can be applied to this attack. The Hero will **lose 1 ♥** for each **Hit** (see box above).

If the Sector the Hero is leaving is a **Lighted Sector**, the Attack of Opportunity will be **reduced by 1 🎲**.

When in a Dark Sector, you must use the number to the left in the 🎲 column of the Creature Stats table (see page 17). In this example, the Parasite rolls 2 🎲.

When in a Lighted Sector, you must use the number to the right instead. A particularly unfavourable situation for the Worm: it rolls 0 🎲.

What an unpleasant situation! The Hero decides to flee instead of fighting when outnumbered, but this gives you the chance for an Attack of Opportunity. Before they move, since the Sector is Lighted, you attack the Hero by rolling 1 🎲 instead of 2 (1 less than the number of Creatures).

CREATURES TAKING DAMAGE

Each Creature has a certain number of **life points** (as listed in the 💧 **column** on the **Creature Stats table**). This is the **amount of damage** the Hero needs to deal to **Wound** or **Kill** the Creature. This value is **split in two**: the first number is the amount of damage needed to deal the **first Wound** to the Creature; the second number is the remaining damage needed to deal 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**, the Hero needs to deal an amount of damage **equal to** or **greater than** the **sum of these two numbers**.

These two values are **thresholds**: for example, if the Hero needs to **deal 2 damage** in a single attack to Wound a specific Creature, but they **only deal 1**, the Creature will **not take the Wound**, and the damage dealt would be **"lost"**.

When a Creature is **Wounded**, you must **update the Map** by **flipping** the corresponding **Creature token** to the **Wounded side**. You must always Communicate to the Hero if a Revealed Creature is **Wounded** or **not**.

When a Creature is **Killed**, you must **remove** the corresponding **Creature token** from the Map (and the **Creature miniature** from the **Labyrinth** too, of course).
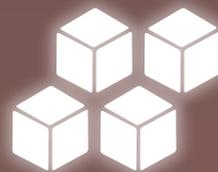
The Hero attacks your Worm by using a Bullet card and spending 2 Charge tokens to roll 4 🎲.

The Hero rolls 3 ⊕ and 1 ✖: 3 Hits, for a total of 3 damage. With 2 damage, they Wound the Worm. Flip the token to the Wounded side. The 3rd damage is not enough to Kill it though, and it is lost.

⭐ HERO'S EXPERIENCE POINTS

When the Hero kills a Creature of a certain type (Cultists, Worms, etc.), they gain an Experience Point in the Ability corresponding to that Creature type. When they **Kill a Boss**, they gain **1 Experience Point** in **2 different Abilities** of their choice instead.

When the Hero gains a second Experience Point in the same Ability, they unlock that Ability for the remainder of the game. For more details, refer to the Hero Compendium (on page 10) or to the Hero's Reference cards.

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

RESOLVING HERO ACTIONS

Whenever the Hero **performs an Action**, you will have an active role to play in its **resolution** (e.g., updating the Map, Communicating information to the Hero, etc.). On the following pages you will find details on what **you need to do** to assist the Hero with the resolution of each of their Actions.

➡ MOVE ACTION

This Action allows the Hero to move to an **adjacent Sector** and to **Block 1 Door after each movement step**. If the destination Sector was **Unrevealed**, you will have to **Reveal** it (along with **everything it contains**).

ACTION RESOLUTION

- **UPDATE THE MAP:** Remember to **move the Hero marker** to the Hero's destination Sector. You also need to **mark the Doors** the Hero **Blocks**, if any, on both the Map and the Labyrinth.

- **REVEAL ELEMENTS**: If needed, you will have to **Reveal Map Elements** such as Sectors, Creatures, Doors, Blocked tokens, Danger tokens, LCUs and Stairs. If the Hero moves next to any **Unrevealed Lighted Sectors**, you must Reveal all of them that are now in their **Line of Sight**.

The Hero moves east into a Revealed Sector with an adjacent Door. They decide to Block it, and you need to keep track of this by placing a Blocked token on both the Map and the Labyrinth. After this, the Hero moves east again. This time it is an Unrevealed Sector, which you now have to Reveal, along with everything it contains... including a Worm! The Hero gets scared and loses 2 🧠.

- **REMOVE LABYRINTH**: If the Hero moves from one Level of the Map to the other, immediately remove all of the Sectors from the Level the Hero just left from the Labyrinth, with the exception of the Sector with the Stairs.

The Hero decides to move to the other Level through the Stairs. Before removing Sectors from the Labyrinth, you could perform an Attack of Opportunity with the Cultist, but since the Sector is Lighted, the attack is reduced by 1 🎲, bringing the total to 0 🎲.

⚠ PERFORMING ACTIONS WITH ITEMS

When using Actions to activate Items, the card text completely overrides the regular effect of the Action.

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

⚠ LINE OF SIGHT vs. HOLOWATCH CACHE

Everything the Hero can see with their own eyes is in their **Line of Sight**. Even if out of LoS, thanks to the **cache memory** of the **Holowatch**, the Hero can also "see" what happens in all the **Revealed** Sectors until the end of the Round.

👁 EXPLORE ACTION

This Action allows the Hero to **Reveal up to 2 adjacent Sectors** in a **straight line**, unless a wall, a non-adjacent door or a Blocked door interrupts the exploration. Additionally, the Hero may also **remove 1 Danger token** from either the **Hero's Sector** or any **newly Explored Sector**.

ACTION RESOLUTION

- *UPDATE THE LABYRINTH*: You must **Reveal** the Sectors **Explored** by the Hero, including everything they **contain** and any **Doors** they are adjacent to. If the Hero explores **through the Stairs**, only the Sector on the **other end** of the Stairs is **Revealed**.

- *UPDATE THE MAP*: If the Hero **removes a Danger token**, you must also remove it from the **Map**.

The Hero decides to Explore north. This would allow them to Reveal up to 2 Sectors in a straight line. In this example, only 1 Sector is Revealed, because it is a Curve.

! REVEALED vs. LIGHTED
Revealed Sectors and **Lighted** Sectors are two different things, even if they have similarities.

Revealed Sectors are the ones shown in the Labyrinth, but they may be (and most of the time actually are) Dark.

Lighted Sectors may be Unrevealed, but must be Revealed when they enter the Hero's Line of Sight.

✊ FIGHT ACTION

This Action allows the Hero to **attack your Creatures**. When using the regular Attack Action, the Hero can only attack Creatures in the **Hero's Sector**; by using certain **Items**, they may also be able to attack **other Sectors** (sometimes even **out of Line of Sight**).

ACTION RESOLUTION

- *UPDATE THE MAP*: If a Creature gets Wounded, **flip its token** to the **Wounded side**. If it is Killed, **remove the token** from the Map, and the **miniature** from the Labyrinth.

- *COMMUNICATE*: You must tell the Hero if a **Revealed** Creature is **Wounded** or **not**.

🧭 LOCATE ACTION

This Action allows the Hero to ask for their **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, even a certain kind of Creature).

Unless the Hero asks for a **specific target** (e.g., "the Laboratory"), you will have to communicate the distance to the **nearest target** of **that kind** (e.g., "the nearest LCU is 2 Sectors away"). You must also tell the Hero if the Target is on the same Level or the other Level of the Map.

ACTION RESOLUTION

- *COMMUNICATE*: Check the Map and communicate to the Hero the **shortest distance** (measured in **Sectors**) between the **Hero's Sector** and **each** of the **two targets** (as asked by the Hero). Blocked Doors **do not interrupt** the shortest distance.
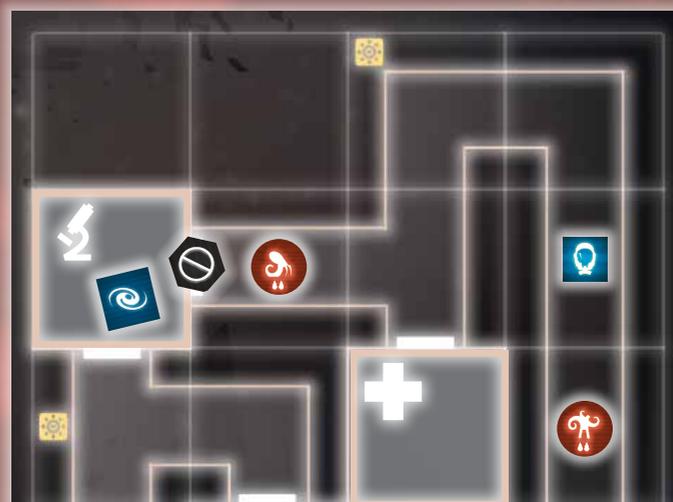
🔍 SCAVENGE ACTION

This Action allows the Hero to search for **new Items**. When performing the Scavenge Action in a any Sector, the Hero draws **1 card** from the **Item deck**. Once per game in each **Room Sector**, the Hero may draw **3 cards instead** when performing this Action in that Room. Additionally, the Hero may **Upgrade** any number of **Items** in their Inventory (including **newly drawn ones**).

ACTION RESOLUTION

- *LISTEN*: The Hero needs no input from you, but they need to **Communicate** to you which **Items they have drawn**, which ones they **Upgrade**, if any, and what their **effects** are.

- *CHECK*: If the Hero Scavenged a **Room Sector** and **drew 3 Item cards** instead of 1, make sure they **mark** the related Room Sector space on the Hero sheet.

UPGRADING ITEMS

Each Item card belongs to a specific **Matrix** and requires a component of a specific Matrix to be **Upgraded**.

To Upgrade an Item, the Hero must take 1 Charge token from **another Item** with the **correct Matrix** and place it on the Item card they intend to Upgrade.

⚙ INTERACT ACTION

This Action has **two different uses**. It allows the Hero to **repair LCUs** in order to **switch on the Lights** in some Sectors; or to interact with **other devices** in the Labyrinth in order to **complete a Mission**.

ACTION RESOLUTION

The resolution of this Action is different depending on how the Hero decides to use it:

WHEN REPAIRING LCUs:

- *UPDATE THE MAP*: You must place **1 Light token** in each Sector Lighted by the Hero.

- *UPDATE THE LABYRINTH*: Flip all the tiles of the newly Lighted Sectors to the Lighted side. If the Hero switches on the Lights in an **Unrevealed Sector** in **Line of Sight**, you must **Reveal** it.

WHEN COMPLETING A MISSION:

- *UPDATE THE MAP*: You may need to **manage tokens** on the Map when the Hero completes a Mission.

REPAIRING LIGHTS

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.

The Hero can **repair the same LCU more than once** to switch on the Lights in **different directions**.

Each Character in the game can either be used as the **Hero** or as a **Companion**. The Hero can **obtain** a Companion during the game, as a reward for **completing certain Missions**. The Hero will put **6 Charge tokens** on the Companion card when they obtain it; these represent the **Companion's Health Points**.

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

- **SACRIFICE ABILITIES**: **once per game**, at the **beginning of a Turn**, the Hero 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 tells the Hero when the ability can be activated. **Each time** the ability is activated, they must **discard 1 Charge token** from the Companion.

Sacrifice ability

SACRIFICE ABILITY

Discard this card at the start of a Turn: Free 🔍: draw 1 additional card; you can ignore Matrix symbols when upgrading items.

COMPANION ABILITY

Once per Turn
⚡: upgrade 1 Item (use ⚡ from the general pool).

Engineer Companion

Health Points

Companion ability

When you **deal damage to the Hero**, you may decide to deal **all of that damage** to the **Companion instead** (you **cannot split** the damage from a single event between the Hero and the Companion). The Hero must **remove 1 Charge** ⚡ for **each** 🤍 **and/or** 🧠 **damage** dealt to the Companion in this way. If the **last Charge** ⚡ from the Companion card is discarded, the Hero must also **discard the card** immediately.

At the end ot the **eighth Turn** of a Round, after you 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**. Take an **equal number** of Danger tokens from the pool and **set them aside** (you will place them at the end of this procedure).

Then, **remove** the **Reaction cards** from the track. You must place them on the **discard piles** next to the **corresponding Reaction decks**.

LABYRINTH CLEANUP

You 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 the Hero's **Line of Sight**.

REPLENISHING ADRENALINE

At the **end of each Round**, the Hero will **replenish** their **Adrenaline pool**. The number of Adrenaline tokens they get to start the new Round with is determined by the number on the Adrenaline track corresponding to the **lowest value** between their ♥ and 🧠 tracks.
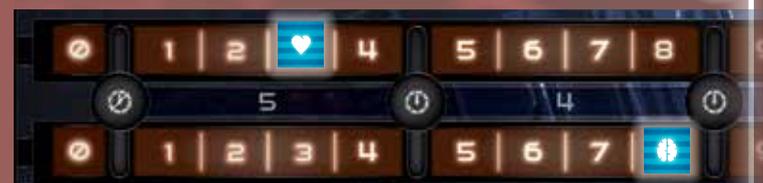
The Hero's Adrenaline pool is restored to its maximum at the end of each Round. In the example above, the Hero would have a total of 5 Adrenaline tokens to use next Round.

REFILLING HANDS OF REACTION CARDS

You must **replenish** your **hands of cards** up to your **hand size limit**, or **discard cards** if you have **more** than your limit (see page 4). You can also **discard** any number of **unwanted cards** from the previous Round **before drawing** new cards, if you so desire.

If **all the cards** of a Reaction deck have been **discarded**, shuffle its discard pile and **create a new deck**.

PLACING DANGER TOKENS

You can now **place** the Danger tokens you **set aside** at the start of this procedure **on the Map**. Remember: Danger tokens **cannot** be placed in the **Hero's Sector** nor in **Line of Sight**. There can only be **1 Danger** token in a single Sector, and **up to 8 Danger** tokens on **each Level** of the Map. If you have 8 Danger tokens already on the Map, you may **remove** some to place new ones.

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

Make sure the **Hero moves 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 below).

NIGHTMARE MODE

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

When Nightmare mode is triggered, you must use the **Nightmare version** of the **Creature Stats table** on the screen. Also, at the **end of each Round**, the Hero will **lose 2 Self Control** .

Nightmare mode will last until the **end of the game**. Entering Nightmare mode is **irreversible**: the Hero can't revert the game to regular mode even if they **gain additional Rounds**.

Triggering Nightmare mode **does not end the game**, it just makes things **much more difficult** for the Hero. With **stronger Creatures**, you will have an easier time trying to **defeat the Hero**. This is why you should **slow down the Hero's efforts** as much as you can!

Creature type

Attack dice (Dark / Light)

Minimum Spawning Distance

Regular side

	◊	⬡	⚙	⬇
🐾	1/1	3/2	1	3
🦅	2/1	2/1	1	4
🧍	2/2	2/2	0	4
🦿	2/1	2/1	2	3
🖐	2/2	3/0	2	5

When the **Round marker** reaches the **final space** of the Round track, **flip this card** on the **Nightmare side**.

Life points (To Wound / To Kill when Wounded)

Self Control damage

Nightmare side

	◊	⬡	⚙	⬇
🐾	1/1	4/3	2	2
🦅	2/1	3/2	2	3
🧍	2/2	3/3	1	3
🦿	2/1	3/2	3	2
🖐	2/2	4/1	3	4

During **Nightmare mode**, at the **end of each Round**, you will **lose 2 Self Control** .

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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:

THE HERO WINS

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

🪐 or 🌀 and ⭐

THE HERO IS DEFEATED

You instantly win the game if the Hero's **Life** ♥ and **Self Control** 🧠 tracks are **both** lowered to zero.

GLOSSARY

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.