

TERRORSCAPE 2

RULEBOOK (Work in progress)

TABLE of CONTENTS

...

PROLOGUE

...

To our veteran players,

welcome to Season 2 of Terrorscape!

New features of Terrorscape 2 are marked with (shading) to help you dive right into the action. To our Survivors, good luck. And to our Killers, happy hunting.

COMPONENTS

...

(should separate Killer's and Survivor's components)

(should declare names of the different card decks)

(should include:

- 5 decks in a subsection

- Binocular board & showdown card- (survivor components)

- Killer's sight board- (Killer components))

COMPONENTS FOR VARIANTS

...

SETUP

General

1.

Assemble the screen with the dice tower (See Assembly Guide P. X).

2.

Connect the Killer's game board and the Survivor's game board to opposing sides of the screen.

3.

Place the Killer's level board on the designated position.

4.

Choose one player to be the Killer. This player sits on the Killer's side of the screen. All remaining players are Survivors. These players sit together on the Survivor's side of the screen.

5.

Each player takes their tray, which contains all the components corresponding to their team (Killer or Survivors).

6.

Each player selects their respective characters: The Killer selects a Killer and the Survivor team selects 3 Survivors (No matter how many Survivor players there are, there must be 3 Survivor characters in a game). After all characters are selected, all players must announce their selections.

7. The Killer

A

Place the selected Survivors' health status tiles on the screen.

B

Place the selected Survivors' information cards beside the map. They provide information about the Survivors' abilities.

C

Take the Killer board and the selected Killer's skill card deck. Place the skill card(s) with the lock icon on its top-left corner at the designated slot. For example, the "Guided Spear-Gun" card if Orion is the selected Killer.

D

Shuffle the deck and place the deck face-down to the left of the Killer board. Draw 2 cards as your starting hand.

E

Set the level tracker to "Lv1". Set the strength tracker according to your Killer's starting strength (The number at the bottom-left corner of the Killer board).

F

Place a Killer's miniature in the Hidden Exit location (On the Polar Station map, it is R3 Loading Dock).

G

Place the repair progress markers on "0" on the tracks. During the game, you may use them to mark your guess about the repair progress done by the Survivors.

H

Place the corresponding Killer assistance tokens in the Main Exit location (On the Polar Station map, it is G5 Crew Quarter). During the game, you may use them to mark your guess about the Survivors' location.

8. The Survivors

A

Place the repair tokens on the circle slots. To repair the radio: 5 (). To repair a vehicle: 6 ().

B

Place the 4 combat dice on the 4 square slots beside the dice tower.

C

Shuffle the discover deck, medical search deck, weapon search deck, and key search deck separately. Always place the card with the key illustration on the back, on the bottom of the key search deck. Then place the 4 decks on the designated spaces.

D

Place the Survivors' miniatures on the Main Exit location (On the Polar Station map, it is G5 Crew Quarter).

(*Place the Survivors' miniatures in the corresponding colored rings.)

E

Place the corresponding Killer's miniature on the Hidden Exit location (On the Polar Station map, it is R3 Loading Dock).

F

Take the corresponding Survivor board and an item inventory board for each Survivor. Place them in front of the player(s). Give each Survivor any item(s) they start with if any. Finally, make sure the health status tiles match the positions of the Survivor boards so that the Killer knows who is playing which character.

GAME OVERVIEW

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

The Killer

As the Killer, you act alone. Use your skills and strength to hunt down your prey- the Survivors.

Despite your merciless power, you have no information as to the whereabouts of the Survivors. To locate them, use your skills and listen out for Survivors when they make noise. Once the Survivors are located, all that's left to do is to decide how to eliminate them.

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

The Survivors

As a Survivor, you are unlikely to survive a head-on fight, your advantage is that the killer does not know where you are. So staying hidden and exploring your map is the key to your survival.

The Survivors could win with the following ways:

- Find the 5 keys in order to escape from the main exit. [See page ? for details.](#)
- Or
- Repair the radio to make an emergency call, and wait for the arrival of rescue. [See page ? for details.](#)
- Or
- Repair and refuel the vehicle, and escape on it. [See page ? for details.](#)
- Or
- Find out the Killer's weakness. Strike back and kill the Killer! [See page ? for details.](#)

MAP ELEMENTS

Zones on the map

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

Locations on the map

A location is identified by its code (e.g., G4) and name (e.g., Medical Bay). There is no limitation on how many characters can be in a single location.

Adjacent locations

Adjacent locations are directly connected via connecting points, this is either a door (shown as a white rectangle), a dotted line, or as a one-way route (shown as an orange triangle).

Search Locations - where the Survivors could search items

Key search location

Medical search location

Weapon search location

Repair Location - where the Survivors could repair

Radio repair location

Vehicle repair location

Secret Passages

Survivors and some Killers can travel through Secret Passages using the Flashlight item, or by using an ability. Using the secret passage, the Survivors or Killer can travel from a location to another location with the same matching Secret Passage Icon (). (For example, Crew Quarter to Research Lab)

Ability-related Locations

The following locations are necessary for certain abilities. (e.g., Victoria can build her device only at the Knowledge location)

Knowledge location

Mystic location

Tool location

KEY CONCEPTS and KEY WORDS

The Killer's Level and Strength

On the Killer board, the level description shows the abilities that will be unlocked during the game.

The Killer's Strength shows how difficult the Killer is to repel.

The maximum Killer's strength is 10. The Killer's level and strength are open information and should always be updated on the Killer's level board.

Injuries and eliminations

When a Survivor is injured, flip their health status tile to the injured side. Each Survivor normally has 2 health points. If they are injured again while in the Injured status, they are eliminated, and the Killer wins the game.

Noise

When a Survivor uses a item or skill that make noise (), they place a noise token in the specified location. For example, using the item card "Whiskey Bottle", the Survivor places a noise token in an adjacent location.

- The Survivor team has to inform the Killer about all the locations that have a noise token at the end of their turn.
- Noise tokens are limited to 1 token per location. If more than one noise is made at the same location in a turn, the later noise is ignored.
- Survivors may also make noise accidentally while searching item or discovering. [See page ? for details.](#)

Checking your discard pile

Both Killers and Survivors can check their discard pile at any time through-out the game.

Keywords

[MOVE] x N

Move from your current location to an adjacent location. You may do this N times. Survivors [MOVE] secretly, while Killers have to announce each of their [MOVE] to the Survivors.

- If there's a block token blocking the way, as a Survivor, you cannot move through it. As a Killer, you can move through it, but doing so removes the block token.
- The Killer does not block the Survivors' movement. Survivors can move from or to the Killer's current location.

- One-way routes, shown as orange arrows, affect the [MOVE]. Please read Elevated Levels in below.

Elevated Levels

Maps in Terrorscape 2 feature level differences. Some areas are elevated, causing some of the connecting points to be one-way. This is indicated by an orange arrow. Survivors and Killers move according to the direction of the arrow. Survivors CANNOT move in the other way round. Killers are allowed to move in the other way round, but they are required to discard a card from their hand when they do so. For example, Orion plays Pursue from hand to [MOVE] x1. He moves from the Alley to the Research Lab, which is in the opposite direction according to the arrow. As he moves, he discards another card.

If a Survivor possesses a Rope item card, they can perform an extra action (and discard the card) to place a rope token on an arrow in their current location. Later on, all Survivors can freely move across it in any direction. Survivors don't have to inform the Killer when they place or move across a rope token.

N Range

Some skills have a range. It means the current location of the Survivor/Killer and all locations within the distance of N connecting points. For example, Eyebot is at the platform and uses the card Deployment to place a droid in a location within 1 range. Eyebot can therefore choose from 5 options to place the droid: Platform, Alley, Passageway, Mess Hall, and Hydroponics Lab.

- All tokens, including block tokens, would not affect the distance calculation.

Keywords for the Killer

[SEARCH]

Ask the Survivors if any of them are in the Killer's location. They must be honest with you. If yes, an encounter occurs, and the Killer will attack them. [See page ? for details.](#)

[SENSE]

Ask if there are any Survivors in a zone/ location/range, depending on the effect. The Survivors must be honest with you, telling you exactly who is in that zone/location/range. For example, the Killer uses a skill card to [SENSE] a color zone. Now, they can choose any color zone to reveal which Survivor is there, no matter where the Killer is located. Survivors MUST tell the killer who is in that color zone.

[FEAR]

Place a fear token onto the leftmost empty slot under the target Survivor's health status tile. If there are 3 fear tokens, the fear overwhelms them and the Survivor reveals their location immediately. 2 fear tokens will stay AFTER the fear has overwhelmed them.

Fear tokens reduce the number of combat dice rolled by Survivors. [See page ? for details.](#)

[BLOCK] x N

Place 1 block token on a door (shown as a white rectangle between locations). You may do this N times. As the Killer, you must tell the Survivors which door(s) have been blocked with the block token. E.g. The Killer announces, "I've block the door between the Research Lab and Storage." The Survivors have to place 1 block token on their Survivor game board to match the Killer's.

- If you run out of block tokens but you still want to [BLOCK], remove 1 block token on the map to do so.
- A door can only have 1 block token placed on it. After it's removed, it can be [BLOCK] again.
- Block tokens only prevent Survivors' [MOVE]. The locations with a blocked connection are still adjacent to each other. For example, a Survivor can throw a Whiskey Bottle through a blocked door to an adjacent location.
- A Killer can [MOVE] through a block token, but doing so means the block token is removed. However if the Killer travels through block tokens while [STEALTH] or with any teleport skill, the block token does not have to be removed.

[STEALTH] x N

Travel from your current location to an adjacent location, without telling the Survivors. They may do this N times. When the Killer [STEALTH], the Survivors should place the stealth token on the Killer's last known location and place the Killer's miniature on the STEALTH slot. The Killer can place the stealth token beside their miniature to mark their stealth status.

Some [STEALTH] effects specify the location, rather than the distance, the Killer can travel to. In that case, follow the specified rules.

Reappear

At the start of the Killer's turn, if you are in [STEALTH], you MUST reappear.

Announce your location, and perform a [SEARCH]. The Survivors remove the stealth token and place the Killer's miniature according to the announcement. [See page ? for details.](#)

DELAY >

The effect following DELAY is executed in the next round. DELAY always comes with corresponding tokens. Place the token on the Killer's location or the specified location. The token reminds the player that in the next round, the DELAY ability will take effect. For example, Orion plays Recharge from their hand, placing the Recharge DELAY token on the current location of Orion. In the next round, between the reappear step and the fast skills step, the DELAY: [MOVE] x1 is executed, and Orion moves to an adjacent location.

Notes:

- DELAY effects are compulsory! Players are not allowed to ignore the effects.
- If the Killer encounters Survivors in the reappear step, the Killer's turn ends after the encounter, without going through the DELAY ability step. In that case, DELAY tokens stay and are executed further later.

Keywords for the Survivors

[HEAL]

Choose an injured Survivor in your location as the target (who can be yourself, unless otherwise stated). Flip the target's health status tile to the uninjured side.

Communication in the game

The Killer should provide honest information to the Survivors (except [STEALTH] movement, number and details of the cards in hand, number of cards remaining in the drawing deck, and other abilities that told you to keep secret). The Killer should be aware of the following:

- During [MOVE], the Killer must inform the Survivors of the path location-by-location.
- The Killer should explain the effect of the skill cards to the Survivors when using them and make sure they understand what is happening. For your first game, it is recommended to show the card in use to the group.
- The Killer shall immediately inform the Survivors when making changes on the map, such as placing or removing a block token.

The Survivors are allowed to have open communications, whisperings, or gestures such as pointing to the map or cards. The Survivors are allowed to ignore the Killer's questions. However, Survivors must give the correct information to the Killer in the following cases:

- The Survivors must immediately inform the Killer when they remove a block token.
- At the end of the Survivor's turn, the Survivors must inform the Killer where the noise tokens (if any) are.
- And the Survivors should give honest responses to the Killer if the Killer's actions or abilities affect them, such as [SEARCH], [SENSE], direct damage in a certain range.

Flow of the game

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

SURVIVORS' TURN

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

The following is the rundown of a Survivors' turn. It mainly consists of 4 steps:

- 1 Remove noise tokens and check for victory

II Action

In any order, each Survivor, perform 1 action

In any order, Survivors may also

Perform extra actions

Exchange items

Initiate final showdown

III Choose 1 Survivor to discover:

Draw 2, pick 1 from the discover deck

IV Inform the noise locations to the Killer

I Remove noise tokens and check for victory

- Remove all the noise tokens from the board.

* Or, you may flip the noise tokens to the monochrome side to remind you of where [NOISE] was made in previous round.

- If there are 5 keys on the key stand, and all Survivors are in the Main Exit location, you win!

If all 5 keys have been found and one Survivor has the Secret Map, all Survivors can escape in the Hidden Exit location. Note that all Survivors must be gathered at the same location to escape; they are not allowed to escape through the Main Exit and the Hidden Exit at the same time.

- If the rescue token is on the screen, move it one space to the right. You win if it reaches the last slot!

- If the vehicle is fully repaired and all Survivors are in the vehicle repair location, you win!

II Action

In any order, each Survivor choose 1 of the following 6 main actions to perform:

Main Action 1: [MOVE] x1-2-----

Staying on the move is essential for Survivors. You may [MOVE] your Survivor miniature up to 2 steps.

See page ? for details about [MOVE].

Example:

Evelyn moves from the Mess Hall to the Platform, and then moves to the Passageway.

Main Action 2: Search items-----

You can search items only when you meet the following two conditions-

@ You are in the key / medical / weapon search location, and

@ The Killer is not in the same location

To do so, draw 1 item card from the corresponding search deck. You may gain or discard the drawn card. If you gain it, put it into your inventory. Normally, a Survivor can carry up to 3 items in their inventory. If you ever exceed this limit, choose 3 items to keep and discard the rest.

A Key!

When you gain a Key, put it on the key stand immediately instead of putting it into your inventory. If there are already 5 keys on the stand, you may still gain a Key and put it on the stand sharing a space with another Key.

Discarding items

When you discard an item card, put it face-up at the discard pile. You may check the discard pile at any time you want.

You may discard item cards in your inventory at anytime on your turn.

Noise

If there is noise () printed on the top-left corner of the item card you draw, unless otherwise specified, you have to place a noise token immediately on your current location. Regardless of whether you decide to take or discard the item, it still makes a noise.

Noise tokens are limited to 1 token per location. If more than one noise is made at the same location in a turn, the later noise is ignored.

You DO NOT tell the Killer immediately when the noise is made. You should inform the Killer about all noise only at the end of the Survivors' turn.

Items Usage

Items help your survival in many ways. Most of them could be used as the following ways, indicated by a tag:

- [Weapon] See page ? for details.
- [Special action] See page ? for details.
- [Extra action] See page ? for details.

Most of the items are single-use. Discard the card after you use it.

However, if there is a ∞ symbol before the tag (such as the Revolver), DO NOT discard the card after executing the effect. They can be used as many times as you want.

Main Action 3: Repair and make a NOISE-----

You can repair the radio or the vehicle only when you meet the following three conditions-

@ You are in the radio/vehicle repair location,

@ The Killer is not in the same location, and

@ The repair progress of THIS location has not been increased in this turn

To do so, +1 repair progress to the corresponding location (radio/vehicle), and place a noise token there.

When the repair progress increases, place up to the increased amount of repair tokens onto the repair slot. Use the repair tokens nearby as they indicate the amount required to fully repair the corresponding location.

Other ways to repair:

You can also use Toolbox, Zach's Wrench, or other methods from Terrorscape's Expansions to repair. Different ways can affect the amount of repair tokens you can place. Be reminded that, unless otherwise specified, all methods are still restricted by the above three conditions of repair.

-----	Repair progress	Noise
Normal repair action	+1	()
Using Toolbox	+2	()
Using Zach's Wrench	+1	X
Johnson using Toolbox (From Terrorscape 1)	+3	()
George's Brainy and Smart (From Expansion: Lethal Immortals)	+1	X

If the Killer is level 3 or higher, Zach's repair always +1 extra repair progress

Rescue call!

When the radio is fully repaired (5 repair tokens on the radio repair slot), put the rescue token on slot "5" of the screen immediately. This means rescue is coming in 5 rounds (shown by the rescue token moving one step to the right at the beginning of the Survivors' turn). When the rescue has arrived (i.e., the rescue token has reached the last slot), you win the game!

Refuel the vehicle

To fully repair the vehicle, 6 repair tokens and one refuel action is needed. Refuel can only be performed by discarding a Fuel item card. When a Survivor has the Fuel item card and is located at the vehicle repair location, they can perform the refuel action to place the fuel token onto the location. This action is not a repair action, so it is not restricted by the Killer's position or if the repair progress has been increased this turn.

Example:

Roy and Evelyn are at the vehicle repair location. Roy performs a repair action, placing a repair token and a noise token there. While Evelyn discards a Fuel item card to refuel the vehicle, placing the fuel token on the location. Meanwhile, Zach is at the radio location and performs a repair action as well, placing a repair token and a noise token on the radio location.

Vehicle Escape!

When the vehicle is ready to go (6 repair tokens on the vehicle repair slot and a fuel token is placed on the vehicle location), **immediately inform the Killer.**

In the beginning of the Survivors' turn, if all Survivors are at the vehicle repair location, you win the game!

Main Action 4: Remove a block token in your location-----

To do so, select a block token in your location, remove it from the map, and return it to the tray (it can be reused). Inform the Killer immediately which block token(s) you removed so the Killer can update this on their map as well.

Example:

Quinto chooses to remove the block token between the Radio Station and the Research Lab. He informs the Killer who then removes their own block token on the same location on their game board.

Main Action 5: Remove all fear tokens-----

Remove all your fear tokens and return them to the tray (they can be reused). You can perform this action even if you have no fear token.

Main Action 6: Perform a special action-----

Activate a special action's effect (on a card or ability). Discard the item card if it has a special action, unless it has the ∞ symbol.

Examples of special actions:

Note: It is mandatory to perform 1 main action in this step for each Survivor.

Extra actions (optional, before or after the main action)

You may perform any number of extra actions during a turn.

If you are performing an extra action on an item card, and it doesn't have a ∞ symbol, discard the item after executing the effect.

Victoria's Device is a special case. When you perform the extra action with Victoria's Device, discard one battery token instead of the item card. If there are no more batteries, you cannot operate the Device.

Exchange items (optional, before or after the main action)

You may exchange items with, or give items to, other Survivors in the same location.

For example, Zach and Roy are in the same location (Crew Quarter). After discussing, Zach decides to give Roy the Ammo Pack because Roy has a Revolver.

Initiate Final Showdown (optional, before or after the main action)

The Final Showdown is your last stand, either you survive and the Killer falls, or you are all killed and the Killer is victorious. You can only initiate a Final Showdown when:

- @ 1 of the Survivors has already observed the Killer's weakness,
- @ All Survivors are in the same location as the Killer (not in [STEALTH]), and
- @ All Survivors have agreed to do so

Observing the Killer's weakness

When you possess the Binocular item card and you are within 1 range of the Killer (i.e. in the same location or adjacent location), you can perform an extra action to observe the Killer's weakness.

Take the weakness cards from the tray and shuffle them. Randomly pick 1 and place it on top of the Killer's level board, with the encrypted side face-up. You can take the binoculars board and read the weakness card through the board. The information written in the right box shall be revealed to you, showing a group of icons. The one type of icon that appears TWICE represents the weakness of the Killer.

The Killer takes the sight board and reads the weakness card through the board. The information written in the left box shall be revealed to the Killer, showing the letter R, G, or B. It represents the color zone that the Killer can reach 30 defense in the Final Showdown.

Example:

Fight!

When a Final Showdown is initiated by Survivors, reveal the weakness card by flipping it to the non-encrypted side. If the Killer and the Survivors are currently in the indicated color zone, the Killer has 30 defense. If not, the Killer has 20 defense. The Survivors show any number of items that have a matching icon with the icon on the weakness card. Each card shown provides a +3 to the upcoming fight. (To all playtesters and reviewers, the weakness cards in the sample version do not have the non-encrypted side. Please confirm the 30 defense color zone and the weakness icon by reading it with the binoculars board and sight board.)

After that, the 3 Survivors have to face the Killer one by one, in any order they like. Similar to an encounter, each Survivor can use one item card that has a weapon tag to assist the fight, and then throw dice based on their fear level. The Killer is not allowed to use abilities or cards in the final showdown (It really caught it off guard!). Add all the values from the 3 Survivors together, and the values contributed by the items with matching icons.

If the total value is greater than or equal to the defense value of the Killer, the strike is a success! It is a remarkable victory for the Survivors! If the value is lower than the defense, the Killer shows their power and the Survivors are eliminated without mercy.

*Designer Note: Survivors are recommended to declare Final Showdown only when they are fully prepared, or if they are completely desperate. In most of the games, winning under the other three conditions is much easier. If the Survivors insist on fighting the Killer, they might find it difficult to survive. After all, Terrorscape 2 encourages players, both Survivors and Killers, to adapt to different situations and switch between various strategies for each game. Players are recommended to consider various winning conditions by assessing opponents' strength, behavior, the map setting, and the cards shown during the game.

III Choose 1 Survivor to discover

After all your actions, choose 1 Survivor to draw 2 cards from the discover deck; they may keep 1, and discard the other. Same as the search deck, some items in the discover deck will make noise when you see them. No matter the player keeps or discards it, the item will still make a noise in the Survivor's current location.

Note: You are not allowed to perform extra actions or exchange items in this step!

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

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

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

IV Inform the noise locations

Inform the Killer about all the locations that have a noise token.

Note: The item Firecracker allows you to make noise in all locations, thus covering up any noise that the Survivors make. Both Killers and Survivors place the firecracker token in the Killer's location to indicate there are noises everywhere.

It's time to learn about the Killer...

THE KILLER'S TURN

In Terrorscape, regardless of the number of players, there is only 1 Killer in the game, and they hunt down all the other players. If this is your first time playing as the Killer, we suggest using Orion to get familiar with the basic rules.

The following is the rundown of a Killer's turn. It mainly consists of 6 steps:

I Reappear and [SEARCH], if you are in [STEALTH]

II Resolve all DELAY tokens

III Play fast skill cards

IV Perform 2 actions OR Play a special skill card

V Play a slow skill card

VI Draw 3 cards

IMPORTANT: If an encounter occurs, after the encounter, always proceed to step VI Draw 3 cards, and end the turn. Skip all the steps in before it. See Encounter on page ?.

Tableau setting

Deck

Killer's hand of cards (Start with 2 cards. Hand limit of 5 cards.)

Discard pile

I Reappear

At the start of the Killer's turn, if the Killer is in [STEALTH], they reappear by performing the followings:

1. The Killer reveal their location to the Survivors. The Survivors place the Killer's miniature on the revealed location. Then, both Killers and Survivors remove the stealth tokens.
2. Resolve any "when reappearing" effect of the Killer's skill card that provides the stealth status.
3. The Killer must perform a free [SEARCH] at the location, which does not count as an action. If no encounter occurred, continue the Killer's turn.

Example:

Parasitoid plays Cloud of Infestation and secretly travels to a new location. At the beginning of the Killer's next turn, Parasitoid reveals its location. Survivors place the miniature in the revealed location and both sides remove the stealth tokens. Then, Survivors within 1 range are directly damaged because of the "when reappearing" effect of the Cloud of Infestation. Lastly, Parasitoid performs a free [SEARCH].

II Resolve all DELAY tokens

If there is any DELAY token, execute the effect and remove the token. See page ? for details about DELAY ability.

III Play fast skill cards

During this step, you may play as many fast skill cards as you want.

Skill Cards

Lock Icon represents ultimate cards that are locked at the start of the game

Cost

Type

Effect

When you use a skill card

- Declare the card you wish to use.
- Pay the cost by discarding the indicated number of cards from hand (which cannot include the declared card itself). If you don't have enough cards to pay, you cannot use the skill card.
- Read aloud the effects. If there are multiple effects, execute them from TOP to BOTTOM. You are not allowed to skip any of the effects unless you cannot do so, or an encounter occurs during the execution of multiple effects.
- After you execute all the effects, discard the card.

IV Perform 2 main actions OR Play a special skill card

During this step, choose one of the two options:

Option 1: Perform 2 main actions

A main action is either [MOVE] x1, or [SEARCH]. Declare your actions one after another. For example, you can [MOVE] x1, and then [SEARCH].

If this is your first time playing as the Killer, you are recommended to focus on guessing and [MOVE] to the Survivors' position as quick as possible. And then perform [SEARCH] there. If there are any Survivors there, an encounter occurs, which is the most common way to damage or eliminate the Survivors!

See page ? for details about [MOVE] and [SEARCH].

See page ? for details about the encounter.

Option 2: Play a special skill card.

V Play a slow skill card

During this step, you may play a slow skill card.

*Unless otherwise specified, you can only play 1 slow skill card at most during a turn!

VI Draw 3 cards

Lastly, you draw 3 cards and end your turn.

Drawing cards and hand limit

When you draw cards, always draw cards one by one from the deck.

You have a hand limit of 5. If you have 5 cards on hand when you have to draw a card, discard the newly drawn card immediately.

Level up

If the deck is empty when you are about to draw or discard any card from the deck, you level up! Indicate your new level on the Killer's level board, and execute the level-up effect.

Every Killer has at least one ultimate card that will be unlocked at a certain level.

When you reach the level that unlocks the card, add the card to your hand. Only in this case, you may discard a card in hand to free room for acquiring the unlocked card.

After you execute the effects, shuffle the cards in the discard pile to form a new deck. And continue the card drawing or discarding.

Example:

You are currently a level 2 Orion with only 2 cards left in the deck and 4 cards in hand. At the end of your turn, you have to draw 3 cards. But the remaining cards in the deck are not enough for you to do so. As a result, do the following steps:

1. Draw the first card.
2. As the hand limit is 5 and you already have 5 cards, discard the next card you draw. This is the last card in the deck.
3. A level up is triggered as you need to draw the third card, but the deck is empty. Move your level tracker from level 2 to 3.
4. The card "Guided Spear-Gun" is unlocked because of reaching level 3. You may discard a card in hand to add it to your hand.
5. Shuffle the cards in the discard pile, and form a new deck.
6. Draw 1 more card because you were supposed to draw a total of 3 cards. Once again, because your hand is full, the newly drawn card is discarded.

Hint: Discarding cards means losing the opportunity to use their effects, so it looks bad. But in Terrorscape, discarding cards can still speed up the Killer's leveling up. Therefore, don't underrate the chance to discard cards from the deck.

Tools for deduction

As a Killer, you need to figure out where the Survivors are hiding. You may place the killer assistance tokens on the map to assist you with your deduction.

You do not know the exact progress in repairing the radio and the vehicle. You may use the repair progress marker to record your estimation.

ENCOUNTER AND ATTACK

The Killer may [SEARCH] during their turn. If a Survivor is in the same location as the Killer during [SEARCH], Survivors must tell the Killer who is there and trigger an encounter.

During an encounter, the Killer launches attacks on each Survivor in this location, one after the other, until either one of the Survivors successfully defended against the attack, or all of the Survivors failed their defenses. Each attack should be resolved following the steps below.

1. The Killer may play an attack skill card

For each attack, the Killer may use an attack skill card. If so, they pay the indicated cost, if any, show it and explain the effect to the Survivors. The Killer should update the strength on the Killer's level board if there is a modification.

2. The Survivors choose the defender

The Survivor team choose ONE Survivor at the location to defend against this attack. Each Survivor can only defend once in an encounter. If there is only one Survivor in the encounter who has not yet defended, the Survivor has to be the defender.

3. The defender may use a weapon item

The defending Survivor may use ONE item that has the weapon tag to increase the combat value. Discard the card if it doesn't have a ∞ symbol.

4. The defender rolls combat dice

The defending Survivor rolls a number of combat dice (4 minus the number of fear tokens the Survivor has). For example, if the defender has 1 fear token, they roll 3 dice.

5. Result of the attack

Add up the values from the item card and the dice result. Compare the total value to the Killer's strength. If the combat value is equal to or higher, the defense is successful! Execute the following steps:

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

If the defense is lower than the Killer's strength, the defender has failed to defend themselves. Execute the following steps:

- The defender is injured. If this results in the elimination of the Survivor, the Killer wins immediately!
- If there is any Survivor in the location that the Killer has not attacked, the Killer launches another attack. If all the Survivors in the location have been attacked, end the encounter.

Flee after encounter

After an encounter, all Survivors in the encounter location gain a bonus [MOVE] x0-1.

Killer ends turn after encounter!

After an encounter and after the Survivors performed their bonus [MOVE], the Killer skips all the remaining steps in that turn, draws 3 cards and ends the turn immediately.

Differences between Terrorscape 2 and Terrorscape

Besides Killers, Survivors, items and map differences, Terrorscape 2 introduces some more rules than the original Terrorscape. However, they share the same backbone of game mechanics, while at the same time, both have their own characteristics and charms.

Terrorscape 2 and Terrorscape are compatible. You can team up Survivors against any Killer, on any map from the two games and their series of expansions. Always use the item decks and rules according to the map. For example, if you are playing on the polar station, which is from Terrorscape 2, Terrorscape 2 rules and item decks should be used.

The following wording or methods of indication are slightly different, but they are identical in terms of meaning. When you mix and match elements from the two games, the following table might help:

Terrorscape 2

...

Terrorscape

...

Clarification on some item cards

Alarm Clock in the discover deck

When you use the Alarm Clock item card, place the alarm clock token in your location with the number 2 face-up. It indicates the alarm clock will make noise after 2 rounds. At the beginning of Survivors' next turn, flip the token to the number 1

side. At the beginning of Survivors' another turn, remove the token and place a noise token there.

A Cat! in the discover deck

A Cat! is not an item. When you see the card, you have to place the cat token face-up in the current location and discard the card. Usually, you are drawing two cards from the discover deck and have to choose one of them; hence, if you find the cat card, you will have to discard the cat and gain the other item.

When the cat token is on your location, you can stroke it by performing an Extra action: make noise, and relocate the cat token to an adjacent location. This extra action can only be performed once per round. Flip the token to face-down (with ZZZ) to indicate it already makes noise in the round. Flip it back to face-up at the end of the Survivors' turn.

Relocating the cat is not restricted by block and level differences (The cat is so agile!).

Rules for some abilities of Survivors and Killers

Victoria's Experimental Gadget

You will have to be at the [knowledge] location to perform this action (This is indicated by the symbol in front of the ability). The action can only be performed once per game.

The Victoria's Device can only be used four times in the game. Each time you use its weapon effect or extra action, remove one of the battery tokens on it. When there is no battery token on it, the device cannot be used.

Evelyn's Bandaged Up

When you perform this special action, select a target injured Survivor in your location. The target can be yourself. Place a bandage token, with the number 2 face-up, on the target's Survivor board.

It indicates the bandage will [HEAL] the Survivor after 2 rounds. At the beginning of Survivors' next turn, flip the token to the number 1 side. At the beginning of Survivors' another turn, remove the token and [HEAL] the target Survivor. The whole process doesn't trigger noise, and it is not necessary to inform the Killer that the bandage has been used. The only thing Killer would know is that the Survivor recovered from injury.

Important Notes:

- The bandage token can only be placed on an injured Survivor who does not have a bandage token on it.
- The bandage tokens are unlimited. It returns to the tray after it's removed.

There's a Shortcut of Quinto

When you [MOVE] (except for the bonus [MOVE] after an encounter), you could spend 1 step of the move to travel through a secret passage.

For example, you perform [MOVE] x1-2 as your main action. You first travel through a secret passage to reach the Research Lab from the Crew Quarter, and then move to the Radio Station as another step of [MOVE].

Another two Killers, Eyebot and Parasitoid, are going to join the core game of Terrorscape 2!

Rules for the two Killers, variants, assembly guides, and more are in development. They will be included in the final product. Thank you for playtesting and reviewing Terrorscape 2. We will keep on improving the game, and we're confident that the final product will be much more polished and awesome!

If you have any questions or comments about the rules, please contact us via support@icemakes.com, or let us know on the Terrorscape 2 Gamefound page. Thank you. :)